

## TRANSPORT Rule on Emperor Class titan V1.0

**TRANSPORT CAPACITY:** 30 stands

All the Emperor Class titan can transport up to 30 stands inside their bastions and spires.  
(terminators/ogryns/dreadnoughts class cost 2 spaces)

A detachment inside the Emperor titan, when embarked, must choose **AT THE START OF THE TURN** its order inside the titan. The allowed positions are:

### Order: **ON THE BATTLEMENTS!**

The whole detachment/formation are on the battlements and bastions of the titan, ready for battle. A detachment/formation in this situation can:

**FIRE:** Fire and be fired as it is in a building. The detachment can be activated in **substantiated fire**. If it fails, it can only take the fire action. (can not move)

**REGROUP:** With this order it can remove the fires as usual, but can only fire with a -1 penalty.

**OVERWATCH:** This order can be taken only if the Emperor titan doesn't move. If the titan moves, the order is lost.

**ENGAGE:** No Engage is allowed, but they can give their support fire.

**ADVANCE:** With this order the detachment/formation can disembark from the titan, **but can not fire**. With this order, a detachment/formation can also embark into the Emperor titan, **but can not fire**. *//This means that the action of embark/disembark from the titan occupies the entire action.*

### **FIRE AT THE detachment/formation on the battlements**

**The Emperor void shields protect the embarked formation by the enemy fire (and firefight) as usual, but do not apply a blast marker to the titan if it isn't affected: see below.**

The unit on the battlements have a cover save of 4+, and a -1 bonus to be hit for the cover.

An enemy unit can fire at them, here are all the cases:

**NORMAL AND MACRO WEAPON FIRE:** Only the detachment is affected, resolve the attack.

**TITAN KILLER FIRE:** The detachment and the Emperor are hit. Roll 1 dice, and apply the -1 for the result only for the embarked unit. *//The hit can for ex. Miss the unit but hit the titan.*

### **BARRAGE FIRE:**

1 template: up to 10 units on the battlements hit.

2 template: up to 20 units on the battlements hit.

3+ template: all the units on the battlements hit.

The Emperor Titan is hit too by a number of attacks equal to the barrage points.

### **ENGAGE**

The unit on the battlements count as outside for all the engagement purposes, but can not be taken in close combat, if only by skimmers and jump packs.

### Order: **IN PROTECTION!**

The whole detachment/formation count as embarked as usual. It can not fire, or be fired. It can act with the titan, as usual. Disembark if it moves, or engage with it. Apply the common rule of a unit embarked in a war engine.