

EPIC UK PRESENTS

**CODEX: ADEPTUS
TITANICUS**

**An unofficial codex for use with Games Workshop's
Epic Armageddon rule set**

Version: 260119

INFORMATION

MORE INFORMATION ABOUT ADEPTUS MECHANICUS TITAN LEGION

For more information into the background of the Adeptus Mechanicus Titan Legion, please purchase the Warhammer 40,000 core rule book © from Games Workshop. Alternatively you can visit Games Workshop's website for more information.

THANK YOU

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament wargame, within the UK, has been their only payment.

A big thank you also has to go to Games Workshop; without their imagination, creativeness and support this game would not be around today. A special thank you has to go to Jervis Johnson and all the Fanatic team, both past and present.

Also a big thank you has to go to all the independent EPIC developers, especially the army developers on the Tactical Command internet forum. Without their ideas some of the developments within this book would not be a reality.

PICTURES

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CONTENTS

Page 1. Information

Page 2. Contents

Page 3. Adeptus Titanicus Special Rules

Page 4-6. Adeptus Titanicus Units

Page 7. Adeptus Titanicus Weapons

Page 8. Adeptus Titanicus Army List

Page 9. EPIC UK Adeptus Titanicus: What, How and Why

ADEPTUS MECHANICUS TITAN LEGION SPECIAL RULES

VOID SHIELDS

Imperial Titans are protected by void shield generators. The number of void shields each titan has is noted on the titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, or allocate Blast markers. Once all of the shields have been knocked down, the titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair void shields or remove Blast markers (e.g. if you rolled a 2 you could repair 2 shields, remove 2 blast makers, or repair 1 shield and remove 1 Blast marker).

KNIGHT COMMANDER

Knight units with this rule may call on the support of other Knight formations within 15cm of them. This rule follows the same principle as the Commander Special Rule (2.1.2) but may be used for any type of activation and not just for an engagement.

KNIGHT SHIELD

A Knight Shield works like an invulnerable save (2.1.6) in all respects, except that this invulnerable save is at 5+. Against *Titan Killer* attacks a war engine makes an invulnerable save against each point of damage.

THEY SHALL KNOW NO FEAR

Knights are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes two blast markers to suppress a Knight unit or kill a unit in a broken formation (ignore any leftover blast markers).
- Knight formations are only broken when they have two blast markers per unit in the formation.
- Knight formations count as having half their number of blast markers in assault resolution (rounding down to a minimum of one blast marker).
- Halve the number of hits suffered by a Knight formation that loses an assault, rounding down in favour of the Knights.
- When a broken Knight formation rallies it receives a number of blast markers equal to the number of units remaining in the formation, rather than half this number.
- Knight units with the Leader special ability remove two blast markers instead of one.

ADEPTUS TITANICUS UNITS

ADEPTUS TITANICUS LEGATE				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Defence Turret	(15cm)	Small Arms	Macro Weapon, Extra Attack (+1)	
Notes: <i>Character, Supreme Commander.</i>				

ADEPTUS TITANICUS VETERAN PRINCEPS				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
-	-	-	-	
Notes: <i>Character, Commander, Leader.</i>				


CARAPACE MULTILASERS				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Carapace Multilasers	30cm	4 × AA6+	-	
Notes: <i>Character.</i>				

KNIGHT SENESCHAL				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
-	-	-	-	
Notes: <i>Character, Leader.</i>				

KNIGHT SEASONED VETERAN				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
-	-	-	-	
Notes: <i>Character, Fearless</i>				

CARAPACE ROCKET LAUNCHERS				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Carapace Rocket Launchers	30cm	2 × AP4+/AT5+	-	
Notes: <i>Character.</i>				


WARLORD CLASS BATTLE TITAN				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	2+	3+
Weapon	Range	Fire Power	Notes	
Carapace Weapon	Varies	See Warlord Carapace weapon	Fixed Forward Arc	
Carapace Weapon	Varies	See Warlord Carapace weapon	Fixed Forward Arc	
Arm Weapon	Varies	See Warlord Arm weapon	Forward Arc	
Arm Weapon	Varies	See Warlord Arm weapon	Forward Arc	



Damage Capacity: 8
Void Shields: 6
Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Warlord will be hit on a D6 roll of 4+.

Notes: *Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titans knees and up to 2cm wide.*


REAYER CLASS BATTLE TITAN				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	3+	3+
Weapon	Range	Fire Power	Notes	
Carapace Weapon	Varies	See Reaver Carapace weapon	Fixed Forward Arc	
Arm Weapon	Varies	See Reaver Arm weapon	Forward Arc	
Arm Weapon	Varies	See Reaver Arm weapon	Forward Arc	



Damage Capacity: 6
Void Shields: 4
Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Reaver will be hit on a D6 roll of 5+.

Notes: *Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titans knees and up to 2cm wide.*

WARHOUND CLASS SCOUT TITAN				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	30cm	5+	4+	4+
Weapon	Range	Fire Power	Notes	
Arm Weapon	Varies	See Warhound weapons	Forward Arc	
Arm Weapon	Varies	See Warhound weapons	Forward Arc	



Damage Capacity: 3
Void Shields: 2
Critical Hit Effect: Staggering blow, the Warhound immediately staggers a full D6cm in a random direction (move as 'barge' see 3.3.1, ignore ZOC, all units count as part of target formation) and takes an additional point of damage. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. Any units moved over or contacted take a hit on a D6 roll of 6.

Notes: *Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titans knees and up to 2cm wide.*

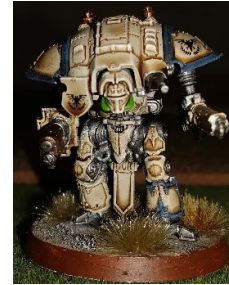
ADEPTUS MECHANICUS CRUISER				
Type	Speed	Armour	Close Combat	Fire Fight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Orbital Bombardment	n/a	3BP	Macro Weapon	
Pin-point attack	n/a	MW2+	Titan Killer (D3)	

Notes:

QUESTORIS KNIGHT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Knight Chainsword	(Base contact)	Assault Weapon	Extra Attack (+1), Macro Weapon	
Shock Field	(15cm)	Small Arms	Extra Attack (+1), First Strike	
Heavy Stubber	(15cm)	Small Arms	Extra Attack (+1)	
<u>Choose one weapon from the following</u>				
Rapid Fire Battle Cannon	60cm	2 x AP4+/AT4+	-	
Knight Thermal Cannon	30cm	MW3+	-	
<u>and</u>	(15cm)	Small Arms	Extra Attack (+1), Macro Weapon	
Knight Gatling Cannon	45cm	6 x AP6+/AT6+	-	

Damage Capacity: 2
Critical Hit Effect: The Knight is destroyed.

Notes: Reinforced Armour, Knight Commander, Knight Shield, Walker.



CERASTUS KNIGHT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	30cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Cerastus Lance	15cm	2 x AP3+/AT3+	Disrupt	
<u>and</u>	(15cm)	Small Arms	Extra Attack (+1), First Strike, Disrupt	
Knight Shield	(Base contact)	Assault Weapon	-	

Damage Capacity: 2
Critical Hit Effect: The Knight is destroyed.

Notes: Reinforced Armour, Knight Commander, Knight Shield, Walker. Against attacks originating from units within the Knight's Forward Arc, Increase the Knight Shield Invulnerable save to 3+.



ADEPTUS TITANICUS WEAPONS

Warhound Weapons			
Weapon	Range	Fire Power	Notes
Scout Turbo Laser	45cm	4 × AP5+/AT3+	-
Plasma Blastgun	45cm	3 × MW2+	Slow Fire
Scout Inferno Gun	30cm	3BP	Ignore Cover
Vulcan Mega Bolter	45cm	6 × AP3+/AT5+	-

Warlord Carapace Weapons			
Weapon	Range	Fire Power	Notes
Paired Gatling Blasters	60cm	12x AP4+/AT4+	-
Paired Turbo Lasers	60cm	12x AP5+/AT3+	-
Paired Laser Blasters	45cm	16x AP5+/AT3+	-
Apocalypse Missile Launchers	60cm	8BP	-
Paired Melta Cannon <u>and</u>	30cm (15cm)	4x MW 4+ Small Arms	TK(D3) EA (+4), TK (1)
Vulcan Mega Bolters	45cm	12x AP3+/AT5+	-

Warlord Arm Weapons			
Weapon	Range	Fire Power	Notes
Macro-Gatling Blaster	60cm	6x AP4+/AT4+	-
Sunfury Plasma Annihilator	60cm	4x MW 3+	MW, Slow Fire
Arioch Titan Power Claw	(Base contact)	Assault Weapon	EA (+3), TK(D3)
Mori Quake Cannon	60cm	4BP	MW, Slow Firing
Belicosa Volcano Cannon	90cm	MW 2+	TK(D3+1)

Reaver Carapace Weapons			
Weapon	Range	Fire Power	Notes
Warp Missile	Unlimited	MW 2+	TK(D6), One Shot Ignores Void Shields and Powerfields
Turbo Laser Destructor	60cm	6x AP5+/AT3+	-
Apocalypse Missile Launchers	60cm	4BP	-
Vulcan Mega Bolters	45cm	6x AP3+/AT5+	-

Reaver Arm Weapons			
Weapon	Range	Fire Power	Notes
Gatling Blaster	60cm	6x AP4+/AT4+	-
Laser Blaster	45cm	8x AP5+/AT3+	-
Reaver Titan Power Fist	(Base contact)	Assault Weapon	EA (+2), TK(D3)
Reaver Titan Chainfist	(Base contact)	Assault Weapon	EA (+3), MW
Melta Cannon <u>and</u>	30cm (15cm)	2x MW 4+ Small Arms	TK(D3) EA (+2), TK(1)
Volcano Cannon	90cm	MW 2+	TK(D3)

ADEPTUS TITANICUS ARMY LIST

Adeptus Titanicus armies have a strategy rating of 3. Auxilia formations have an initiative rating of 2+. All other Adeptus Titanicus formations have an initiative rating of 1+.

TITANS		
FORMATION	UNITS	POINTS COST
Warlord	One Warlord Class Battle Titan	850
Reaver	One Reaver Class Battle Titan	650
Warhound	One Warhound Class Scout Titan	300
Warhounds	Two Warhound Class Scout Titans	550
Questoris Knight	One to Three Questoris Knights	175 points each
Cerastus Knight	One to Three Cerastus Knights	175 points each

AUXILIA		
FORMATION	UNITS	POINTS COST
0-1 Spacecraft	Adeptus Mechanicus Cruiser	150

BATTLE TITAN UPGRADES		
<i>(each different allowed upgrade may be taken once by a Battle Titan)</i>		
UPGRADE	UNITS	POINTS COST
0-1 Legate	Add one Adeptus Titanicus Legate character	50
Veteran Princeps	Add one Adeptus Titanicus Veteran Princeps character	25
Carapace Multilasers	Add Carapace Multilasers	50

KNIGHT UPGRADES		
<i>(each different allowed upgrade may be taken once by a Knight formation)</i>		
UPGRADE	UNITS	POINTS COST
Carapace Rocket Launcher	Add Carapace Rocket Launcher (Questoris Only)	50
Seneschal	Add one Knight Seneschal character	25
Seasoned Veteran	Add one Knight Seasoned Veteran character	25

USING THE ARMY LIST

- The army must include one Battle Titan with an additional Battle Titan required for up to every full one thousand points over and above two thousand points in the army.

EPIC UK ADEPTUS TITANICUS

WHAT, HOW AND WHY

With the successful release of Adeptus Titanicus in 2018 we have put together an army list and unit stats to allow players have a go at playing with their titans and knights against the many and varied lists of Epic Armageddon.

The list is designed for those that have only have models for Adeptus Titanicus and no Epic models are required. A spacecraft to represent the Adeptus Mechanicus Cruiser if taken is nice but does not necessarily have to be on the table.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer any queries you may have.

Thank you

The EPIC UK Team