



ORDER

IMPERATOR TITAN – FLAMMAE IMMORTALIS

SCALE: 14 (GARGANTUOUS)

1055 POINTS + WEAPONS [390] -> 1445

COMMAND 2+ BALISTIC SKILL 3+

SPEED 4" / 6" WEAPON SKILL 5+

MANOEUVRE 1 / 2 SERVITOR CLADES 7

OVERLAPPING POINT DEFENSE NETWORK When activated in the Combat Phase, each enemy unit within 6" suffers 2D6 S5 hits

PLASMA REACTOR

VOID SHIELD 3+

Plasma Overcharge: A Starshatter Plasma Annihilator may use the Plasma Overcharge setting when firing. If so, increase the Strength of the weapon to 13 and roll D10 for armour penetration. However, each hit roll of 1 increases the reactor by one and causes a S10 hit to the body.

Strategium: To represent the additional Imperial operatives and coordinators, an Emperor Titan may be issued orders as normal, but also always has Split Fire

Hit Locations:
 Weapon: 1-2 Left Arm, 3-4 Carapace Fore Weapon, 5-6 Right Arm
 Special: 1-2 Carapace Array 1, 3-4 Carapace Aft Weapon, 5-6 Carapace Array 2

HEAD 13-15 DIRECT, 16 DEVASTATING, 17+ CRITICAL
 +1 +1 +2 +2 +3
 1-2. MIU Feedback, 3. MIU Feedback / Moderati Wounded, 4. Moderati Wounded / Princeps Wounded

BODY 13-14 DIRECT, 15-16 DEVASTATING, 17+ CRITICAL
 +1 +1 +2 +2 +3
 1-2. Reactor Leak (1), 3. Reactor Leak (1), VSG Burnout, 4. Reactor Leak (2), VSG Burnout

LEGS 13-14 DIRECT, 15-16 DEVASTATING, 17+ CRITICAL
 +1 +1 +1 +2 +2 +3
 1. Leg weapon Array disabled 2. Stabilisers Damaged, 3 Stabilisers Damaged, Locomotors Seized, 4. Immobilised

Ancillary Reactor
INFUSIVE SUPERCOOLANT
 When activated in the Damage Control Phase, a Titan may engage this reactor system. If they do so, until the end of the round, the Titan can Vent Plasma on a 2+ instead of a 4+. At the end of the round, this system is disabled and cannot be used again

All Weapons 11+ to Disable

Left Arm
STARSHATTER PLASMA ANNIHILATOR

Range	ACC
Short 30"	+1
Long 60"	-

Dice	Strength
4	11

Traits: Plasma Overcharge (Draining)
 Repair Weapon (5+)
 13-14 Det (Body S7)
 15+ Det (Body S9)

Carapace Array 1
PAIRED PLASMA BLASTGUNS

Range	ACC
Short 8"	-
Long 24"	-

Dice	Strength
4	8

Traits: Blast (3"), Maximal Fire, Paired
 Repair Weapon (5+)
 9-12 Det (Body S7)
 13+ Det (Body S9)

Carapace Fore
VOLCANO CANNON

Range	ACC
Short 30"	-
Long 60"	+1

Dice	Strength
1	10

Traits: Blast (3"), Carapace, Draining
 Repair Weapon (5+)
 10-13 Det (Body S7)
 14+ Det (Body S9)

Legs
PAIRED VULCAN MEGABOLTERS

Range	ACC
Short 8"	+1
Long 20"	-

Dice	Strength
12	4

Traits: Paired, Rapid
 Repair Weapon (3+)
 9-12 Det (Body S7)
 13+ Det (Body S9)

Carapace Aft
SUNFURY PLASMA CANNON

Range	ACC
Short 12"	-
Long 24"	-

Dice	Strength
4	8

Traits: Carapace Maximal Fire
 Repair Weapon (5+)
 11-14 Det (Body S7)
 15+ Det (Body S9)

Carapace Array 2
PAIRED VULCAN MEGABOLTERS

Range	ACC
Short 8"	+1
Long 20"	-

Dice	Strength
12	4

Traits: Paired, Rapid
 Repair Weapon (3+)
 9-12 Det (Body S7)
 13+ Det (Body S9)

Right Arm
HELLSTORM GATLING BLASTER

Range	ACC
Short 24"	+1
Long 48"	-

Dice	Strength
8	9

Traits: Ordnance, Concussive
 Repair Weapon (5+)
 13-14 Det (Body S7)
 15+ Det (Body S9)