

EPIK UK PRESENTS

**CODEX: ADEPTUS
MECHANICUS
TITAN LEGION**

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

Version: 121013

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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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).

WEAPONS OF MARS

Battle Titans may choose an appropriate number of tactical weapons. Warlord Titans may exchange a single tactical weapon for a support weapon. Scout titans may choose any two scout weapons.


MACHINE SPIRIT

Units with this rule have a very limited capacity to carry out independent actions. Unless they are part of a formation that includes other units that do not have this rule the formation can only take the following actions – Engage, Marshall, Sustained Fire or Overwatch.

ADEPTUS MECHANICUS TITAN LEGION UNITS


ADEPTUS MECHANICUS 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: *Character, Supreme Commander.*



ADEPTUS MECHANICUS VETERAN PRINCEPS				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
-	-	-	-	

Notes: *Character, Commander, Leader. If added to a Battle Titan allows one additional tactical weapon to be replaced by a support weapon.*




ADEPTUS MECHANICUS 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: *Character.*

ADEPTUS MECHANICUS ROBOT				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	15cm	4+	5+	5+
Weapon	Range	Fire Power	Notes	
Autocannon	45cm	AP5+/AT6+	-	
Power Fist	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	

Notes: *Machine Spirit.*

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 Battle Titan weapon description	Fixed Forward Arc	
Carapace Weapon	Varies	See Battle Titan weapon description	Fixed Forward Arc	
Arm Weapon	Varies	See Battle Titan weapon description	Forward Arc	
Arm Weapon	Varies	See Battle Titan weapon description	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 Battle Titan weapon description	Fixed Forward Arc	
Arm Weapon	Varies	See Battle Titan weapon description	Forward Arc	
Arm Weapon	Varies	See Battle Titan weapon description	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 Scout Titan weapon description	Forward Arc	
Arm Weapon	Varies	See Scout Titan weapon description	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 MARS CLASS BATTLECRUISER				
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)	

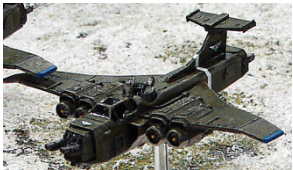


Notes:

ADEPTUS MECHANICUS THUNDERBOLT FIGHTER				
Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Fighter Bomber	6+	n/a	n/a
Weapon	Range	Fire Power	Notes	
Storm Bolters	15cm	AP4+/AA5+	Fixed Forward Arc	
Multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
Underwing Rockets	30cm	AT4+	Fixed Forward Arc	
Notes:				



ADEPTUS MECHANICUS MARAUDER BOMBER				
Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Fire Power	Notes	
2 x Twin Heavy Bolters	15cm	AA5+	-	
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	
Bomb Racks	15cm	3BP	Fixed Forward Arc	
Notes:				



ADEPTUS MECHANICUS TITAN LEGION WEAPONS

Scout Weapons			
Weapon	Range	Fire Power	Notes
Rocket Launcher	45cm	3BP	-
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+	-

Battle Titan Tactical Weapons			
Weapon	Range	Fire Power	Notes
Gatling Blaster	60cm	6 × AP4+/AT4+	-
Turbo Laser Destructor	60cm	6 × AP5+/AT3+	-
Titan Plasma Cannon	60cm	4 × MW2+	Slow Fire
Multiple Rocket Launcher	60cm	4BP	-
Inferno Gun	30cm	4BP	Ignore Cover
Titan Melta Cannon	30cm and (15cm)	2 × MW4+	Titan Killer (1)
Lasburner	(15cm)	Small Arms	Titan Killer (1), Extra Attack (+1)
Titan Combat Weapon	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+3)
Hydra Platform	45cm	2 × AP4+/AT5+/AA5+	Titan Killer (D3), Extra Attack (+3) Must be arm mounted
Carapace Landing Platform	-	-	Must be carapace mounted May fire all around
Vulcan Mega Bolter	45cm	6 × AP3+/AT5+	Must be carapace mounted One barrage weapon gains indirect fire.

Battle Titan Support Weapons			
Weapon	Range	Fire Power	Notes
Quake Cannon	120cm	3BP	Macro Weapon, Slow Fire
Volcano Cannon	90cm	MW2+	Titan Killer (D3)
Plasma Destructor	90cm	4 × MW3+	Slow Fire
Deathstrike Missile	Unlimited	MW2+	Titan Killer (D6), Single Shot, Indirect Fire Must be carapace mounted
Barrage Missile	Unlimited	8BP	Single Shot, Indirect Fire Must be carapace mounted

ADEPTUS MECHANICUS TITAN LEGION ARMY LIST

Adeptus Mechanicus Titan Legion armies have a strategy rating of 3. Adeptus Mechanicus Air Cohorts have an initiative rating of 2+. All other Adeptus Mechanicus formations have an initiative rating of 1+.

ADEPTUS MECHANICUS TITANS			
FORMATION	UNITS	UPGRADES	POINTS COST
1+ Warlord	One Warlord Class Battle Titan	Carapace Multilasers, Legate, Veteran Princeps	850
Reaver	One Reaver Class Battle Titan	Carapace Multilasers, Veteran Princeps	650
Warhound	One Warhound Class Scout Titan	Veteran Princeps	300
Warhounds	Two Warhound Class Scout Titans	Veteran Princeps	550

ADEPTUS CYBERNAUTIC			
(Up to one for each Adeptus Mechanicus Battle Titan taken)			
FORMATION	UNITS	UPGRADES	POINTS COST
Cybernautic Guards	Eight Adeptus Mechanicus Robots	-	200

ADEPTUS MECHANICUS AUXILIA			
FORMATION	UNITS	UPGRADES	POINTS COST
0-1 Spacecraft	Adeptus Mechanicus Mars Class Battlecruiser	-	150
Air Cohort	Two Thunderbolt Fighters <u>or</u> Two Marauder Bombers	-	150 250

ADEPTUS MECHANICUS UPGRADES			
(each different allowed upgrade may be taken once by a formation)			
UPGRADE	UNITS	POINTS COST	
0-1 Legate	Add one Adeptus Mechanicus Legate character	50	
Veteran Princeps	Add one Adeptus Mechanicus Veteran Princeps character	50	
Carapace Multilasers	Add one Adeptus Mechanicus Carapace Multilasers character	50	

USING THE ARMY LIST

- The army must include at least one Warlord Class Battle Titan. You must include one additional Battle Titan for every full one thousand points over and above two thousand points in the army.
- A maximum of up to a sixth of the points available to the army may be spent on Adeptus Mechanicus Auxilia formations.

EPIC UK ADEPTUS MECHANICUS TITAN LEGION

WHAT, HOW AND WHY

So you've just finished reading through the new EPIC UK Adeptus Mechanicus Titan Legion codex, however you have some questions; what has EPIC UK done? How have we done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we designed the Adeptus Mechanicus Titan Legion army list.

But where is everything else? This list has been cut back down to the bare essentials of a titan list without the support of other units the titans have to fight in a co-ordinated and mutually supported manor. With the dropping of Imperial Guard support options and not adding in Skitarii or Adeptus Mechanicus units the list became more manageable and allowed for all titans to be taken.

However to ensure that that armies taken were not just a Warlord and host of Warhounds the restriction of needing to take a minimum of a Warlord and further Battle Titans for every 1000 point over 2000pts was added to give a restriction of the number of Warhounds taken as well as to give the feel of the titan legion heading out to war.

To further prevent the army from being able to have an activation parity the number of aircraft formations was restricted to a maximum of the number of battle titans that had been taken.

Testing showed that the list was too restrictive when played and armies were being stripped of activations and then broken by weight of fire. The opportunity to increase the size of the army was included with the addition of Robots, but these were added with their own restrictions **Machine Spirit** to leave the titans as the main offensive units in the list.

This resulted in the list gaining a degree of parity, but the list quickly became a draw or win list. If your opponent had played against the list then he knew where to target and reduced the AMTL to just being able to contest objectives and look to win at the end of the fourth turn on points. The resulting testing showed that although the list worked to a certain degree it was not as fun to play with or against as other lists.

To facilitate this, make the list more aggressive and bring in more of the feel of a titan legion going to war the radical option of changing the weapon stats was introduced. With the up-gunning of the weapons a titan suddenly came into its own. A Warlord could stand in the centre of the table challenging the enemy to take it on. Reavers could sit back and fire or be configured to charge forwards and push past the Warlord deep into enemy territory. Warhounds became true hunters of small to medium formations darting out or sweeping around to pounce on the flanks or try to work their way around to the rear of the army.

This change has meant that a titan can now wipe out an enemy formation in a single activation. Which has resulted in more fun, if bloodier, games taking place.

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