

TITANIC DUEL

Imperial and Chaos Knights engage in a brutal mini-game

TITANIC DUEL



Upon the battlefields of the 41st Millennium there are those immense war engines and colossal beasts that cause the ground to shake beneath them. True heavyweights of war, these super-heavy combatants clash head on, with the battlefield as their arena. Sparks fly as immense weapons crash against flickering shields or hack deep into armoured hulls. Lesser warriors scatter, fleeing the shadows of the battling behemoths lest they be crushed underfoot. This fight is beyond them. It is a clash of mighty colossi, and it can only end when the triumphant victor stands tall over the toppled ruin of their foe.

Titanic Duel – based on the classic *Imperial Knights: Renegade* game – is a simple, quick and fun game in which two players each take control of a towering war machine in a battle to the death.

The models used in this game are all massive vehicles, and they are referred to in these rules as super-heavy combatants or simply combatants. The rules presented here enable you to field an Imperial Questoris-class Knight or a Chaos Abhorrent-class Knight. Future issues of *White Dwarf* will add even more super-heavy combatants to the game.

GETTING STARTED

You will need:

- 2 models representing super-heavy combatants
- 2 reference cards for your combatants
- 2 six-sided dice of different colours
- Some terrain features
- Pen
- Paper
- Tape measure or ruler

REFERENCE CARDS

There are two double-sided reference cards included in this issue, plus ones that you can photocopy later in this article. Each reference card includes a location grid (used when targeting an enemy combatant and to keep track of any damage to your own), weapon profiles, critical damage results and any other special rules or actions.

TERRAIN FEATURES

You can use any terrain features in your collection when playing this game. Each mission has a map showing a suggested layout, but a close approximation will work just as well.

DICE

This game uses six-sided dice (abbreviated to D6). Some rolls are presented as 2D6, 3D6, and so on; for these rolls, roll that number of dice and add the results together to get the total. Some rules refer to a D3 – roll a dice and halve the result, rounding up.

RE-ROLLS

Some rules allow you to re-roll a dice roll, which means you get to roll the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied.

ROLL-OFFS

Some rules tell you to roll off. To do so, both players roll one D6, and whoever scores highest wins the roll-off. If both players are tied, roll off again until there is a winner.

PLAYING THE GAME

First, select a mission: this issue includes three missions, which start on page 44. Once you have chosen your mission, both players roll off. The winner chooses whether they will be the attacker or defender. Then, set up the battlefield, terrain and the combatants as shown on the deployment map.

Titanic Duel is played in turns until only one super-heavy combatant remains or until one player meets the objectives for the mission you are playing. Each turn has two phases: the Plan phase – in which players secretly note down their combatant's actions – and the Execute phase – in which the players resolve these actions.

PLAN PHASE

During the Plan phase of the turn, each player secretly chooses a number of actions from the table below or from their combatant's reference card and either writes them down on a piece of paper or records them on the action table on their reference card (we recommend using dice or counters for this). A player cannot choose the same action twice in the same phase. Each Action costs a number of Action points to select, as specified in the table below. Unless stated otherwise, each combatant has **three** Action points to spend in each Plan phase, although this number may change throughout the game.

ACTION TABLE

ACTION	ACTION POINTS
1. SNAP ATTACK	1
2. ADVANCE MOVE	1
3. UNIQUE ACTION	X
4. STANDARD ATTACK	2
5. RUN MOVE	1
6. AIMED ATTACK	3
7. CHARGE MOVE	2

EXECUTE PHASE

In the Execute phase, both players reveal their choices and then carry them out in the order they appear on the action table. For example, action 1 (Snap Attack) is resolved before action 2 (Advance Move), and so on. If both players chose the same action, roll-off. The winner resolves their action first.

SNAP ATTACK

For each weapon within range, make an attack using the rules for attacks on page 34.

ADVANCE MOVE

The controlling player can move their combatant in any direction up to the distance specified on their reference card.

UNIQUE ACTION

Some combatants have unique actions on their reference cards (such as Rotate Ion Shields). Where this is the case, those cards explain how many Action points those actions cost and what effect they have.

STANDARD ATTACK

For each weapon within range, make an attack using the rules for attacks on page 34.

RUN MOVE

The controlling player can move their combatant in any direction up to the distance specified on their reference card.

AIMED ATTACK

For each weapon within range, make an attack using the rules for attacks on page 38.

CHARGE MOVE

If a combatant makes a Charge action, it can move and then attack with any **[Melee]** weapons it is equipped with after it has moved.

MOVING

The controlling player can move their combatant in any direction up to the distance specified by that action. These distances are given on your combatant's reference card.

Combatants do not have to be moved in a straight line, but no part of the model can be moved more than the distance specified by the action. When a combatant moves, it cannot move through another combatant or a terrain feature – it will have to manoeuvre around them.

Once a combatant has moved, both combatants pivot on the spot to face each other. If this is not possible because of terrain features, pivot the model on the spot as far as possible to face the other combatant.



ATTACKING

There are three Attacking actions: Snap Attack, Standard Attack and Aimed Attack. If a combatant makes a Charge action, it will also be able to make an attack after it has moved but only with weapons that have the **[Melee]** ability (found on the combatant's reference card).

When attacking, each weapon your combatant is equipped with that is in range can be used. The weapons that your combatant can be equipped with, along with the ranges they can be used at, are described on its reference card. Your combatant is not equipped with all of these weapons; your combatant is assumed to be equipped with the weapons and wargear represented on your model.

For each weapon, select a location on your enemy's location grid, then nominate one dice for horizontal aim and one dice for vertical aim (this is why dice of different colours are used). Roll the dice together. Look up the result of the horizontal aim dice on the appropriate row (Aimed, Standard or Snap Attack) of the Horizontal Aim table, and then look up the result of the vertical aim dice on the Vertical Aim table. to see which location is hit.

» If the result is one, two or three arrows, then the shot has scattered – move the location of your shot by that many locations in the direction shown. So, two arrows pointing right mean move your shot two locations right on the location grid.

◎ If the result on the horizontal aim dice is a hit, your shot does not move horizontally, but might still move vertically. Likewise, if the result on the vertical aim dice is a hit, the shot doesn't move vertically but the result on the horizontal chart still applies. If you score hits on both aiming dice, your shot is right on target and does not move at all!

If the final location of your shot is off the grid, or on a location that does not have any remaining Damage points, that attack has missed.

Weapons with the **[Melee]** ability never scatter; this means that, when attacking with one of these weapons, you do not roll the aiming dice – instead, simply pick the location you wish to strike.

Designer's Note: Unlike **[Melee]** weapons in games of Warhammer 40,000, the **[Melee]** weapons in this game have a range. This means a model doesn't have to be in base contact with another model to make an attack with its **[Melee]** weapons. After all, a reaper chainsword is very long!

AIM TABLE

HORIZONTAL AIM	1	2	3	4	5	6
AIMED ATTACK	<	◎	◎	◎	◎	>
STANDARD ATTACK	<<	<	◎	◎	>	>>
SNAP ATTACK	<<<	<<	<	>	>>	>>>
VERTICAL AIM	**1**	**2**	**3**	**4**	**5**	**6**
AIMED ATTACK	^	◎	◎	◎	◎	v
STANDARD ATTACK	^^	^	◎	◎	v	vv
SNAP ATTACK	^^^	^^	^	v	vv	vvv

ARMOUR ROLLS AND DAMAGE

When your attack hits a location, your opponent makes an Armour roll to attempt to avoid damage. To make an Armour roll, roll one D6 and modify the result by the weapon's Armour Penetration (AP) value – this can be found on the combatant's reference card. If the total is 5 or more, the armour has proven true, and no damage is inflicted. On 4 or lower, the armour fails and that location suffers damage. If this happens, the location loses a number of Damage points equal to the Damage rating of the weapon. This can be marked off on the location grid.

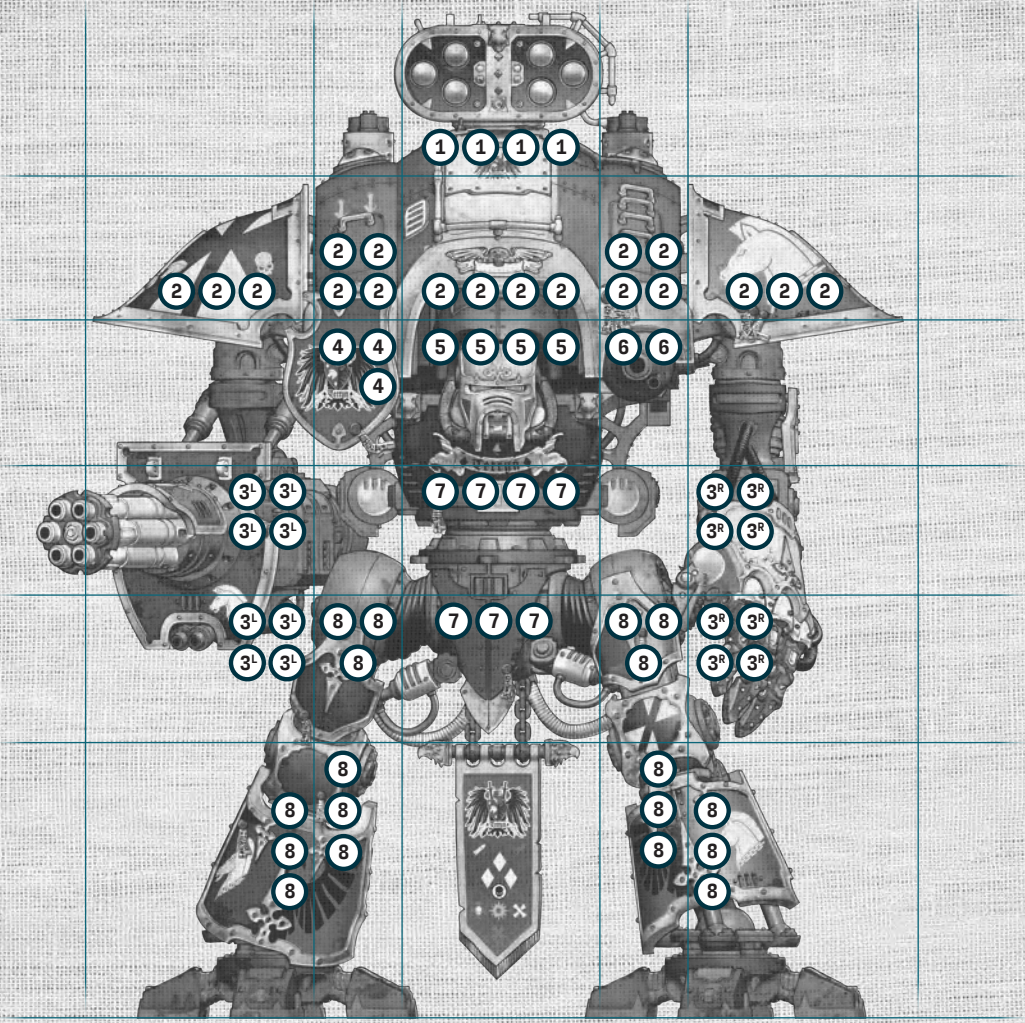
Each circle on a location represents one Damage point. When all of a location's Damage points are gone, that location is Critically Damaged. Refer to the row on the Critical Damage table on your combatant's reference card that corresponds to the number inside the circles of the Critically Damaged location to see the result of the Critical Damage. Further hits on that location have no effect. When a combatant has suffered Critical Damage in six locations, the super-heavy combatant is destroyed.

TARGET OBSCURED

As super-heavy combatants duel, they have to navigate through war-torn ruins. A cunning combatant may well attempt to use such obstacles as cover to protect themselves from incoming fire. When attacking, draw a straight line between the centre of the two combatant models. If this line crosses over or through any terrain features, your opponent is obscured and can add 1 to any Armour rolls they make during that attack, unless the weapon being used has the **[Ignores Cover]** ability.



KNIGHT QUESTORIS REFERENCE CARD



The Questoris-class Knight is the most common and adaptable chassis available to Knightly households. The Knight Paladin is arguably the most recognisable version of this class, but more bellicose pilots often march to war in the melee-oriented Knight Gallant, while those with a more tactical disposition tend to favour the Knight Crusader or the Knight Warden.

ROTATE ION SHIELDS	1 AP
For the rest of the turn you can add 1 to any Armour rolls this combatant makes (excluding during attacks made by [Melee] weapons).	

MOVE TABLE

ADVANCE MOVE	RUN MOVE	CHARGE MOVE
9"	2D6"	6"

CRITICAL DAMAGE TABLE

LOCATION		EFFECT
1	CARAPACE WEAPON	Weapons and abilities at this location (if present) cannot be used.
2	CARAPACE SECTION	No additional effect.
3^{L}	LEFT ARM	Weapons and abilities at these locations cannot be used when both of these locations are Critically Damaged.
3^{R}	RIGHT ARM	Weapons and abilities at these locations cannot be used when both of these locations are Critically Damaged.
4	TILTING SHIELD	Cannot use the Rotate Ion Shields action.
5	HEAD	Start the Plan phase with -1 Action point.
6	TORSO WEAPON	Weapons and abilities at this location cannot be used.
7	TORSO SECTION (EACH)	No additional effect.
8	LEG SECTION (EACH)	Reduce each Move action by 1" (to a minimum of 0").

KNIGHT QUESTORIS WEAPON TABLE

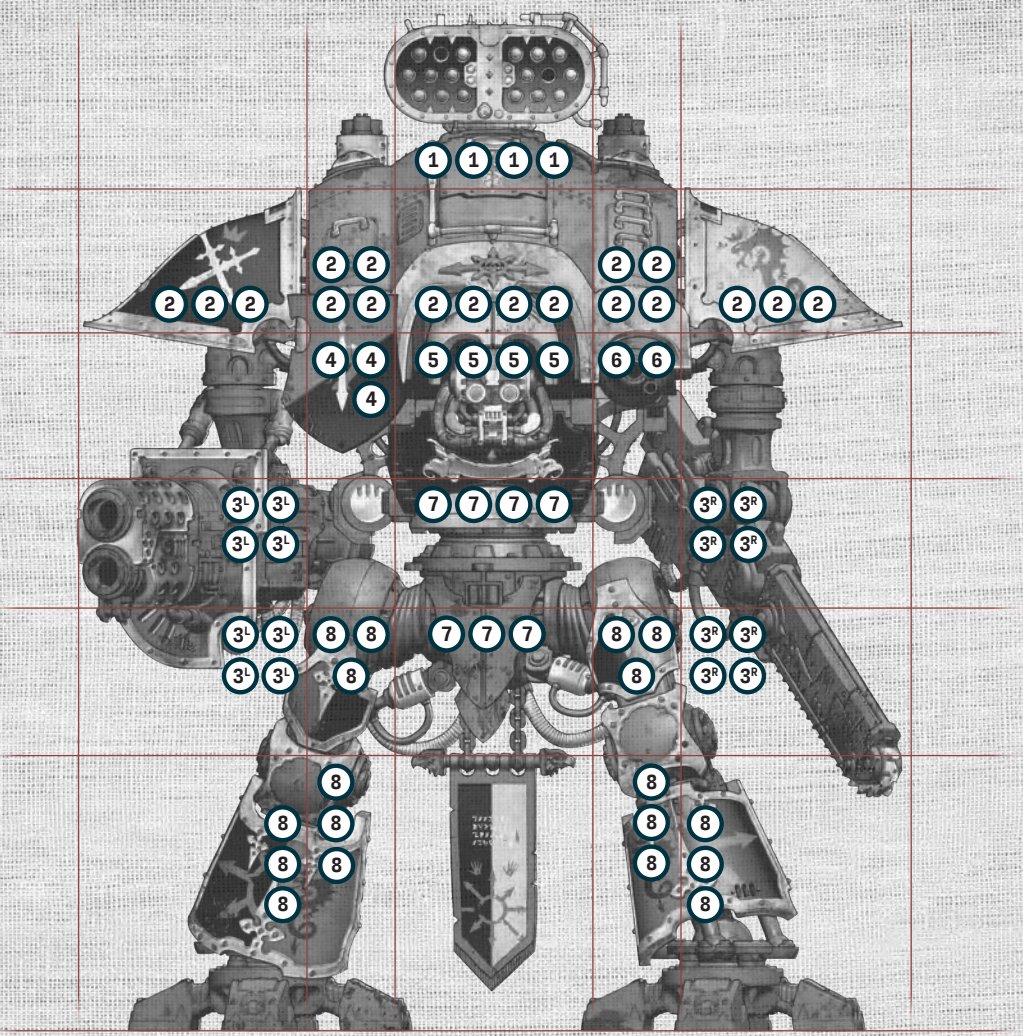
WEAPON	LOCATION	RANGE	AP	DAMAGE
Ironstorm missile pod	1	36"	0	D3
Stormspear rocket pod	1	26"	-1	D3
Twin Icarus autocannon	1	36"	0	2
Void shield generator	1	Re-roll Armour rolls of 1.		
Avenger gatling cannon	3L OR 3R	20"	0	D6
> Conversion beam obliterator (only when the target is more than 10" away)	3R	20"	-2	2D3
> Conversion beam obliterator (when the target is within 10")	3R	10"	-1	D3
Heavy flamer [Ignores Cover]	3L OR 3R	10"	0	D3
> Las-impulsor	3L	30"	0	D3
> Las-impulsor	3L	20"	-2	3
Plasma executor	3L	30"	-2	3
Rapid-fire battle cannon	3L OR 3R	26"	-1	3
Reaper chainsword [Melee]	3L OR 3R	6"	-2	3
> Thermal cannon	3L OR 3R	20"	-1	D3
> Thermal cannon	3L OR 3R	10"	-2	D6
Thunderstrike gauntlet [Melee]	3R	4"	-3	D6
Twin incendine combustor [Ignores Cover]	3R	10"	0	D3
Meltagun	6	12"	-2	1
Questoris heavy stubber	6	20"	0	1
Questoris multi-laser	6	18"	-1	1
Phosphor blaster [Ignores Cover]	6	18"	0	1

> This weapon has more than one profile. Select one profile each time your combatant attacks with this weapon.



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KNIGHT ABHORRENT REFERENCE CARD



The forces of Chaos have their own debased version of the Questoris-class Knight, known as the Knight Abhorrent. It will often feature hereteknical modifications, unholy weapons and even mutations. The brutal Knight Rampager is armed purely for close combat, while other the Knight Tyrant and Knight Desecrator carry arcane ranged weapons.

ROTATE ION SHIELDS	1 AP
For the rest of the turn you can add 1 to any Armour rolls this combatant makes (excluding during attacks made by [Melee] weapons).	

MOVE TABLE

ADVANCE MOVE	RUN MOVE	CHARGE MOVE
9"	2D6"	6"

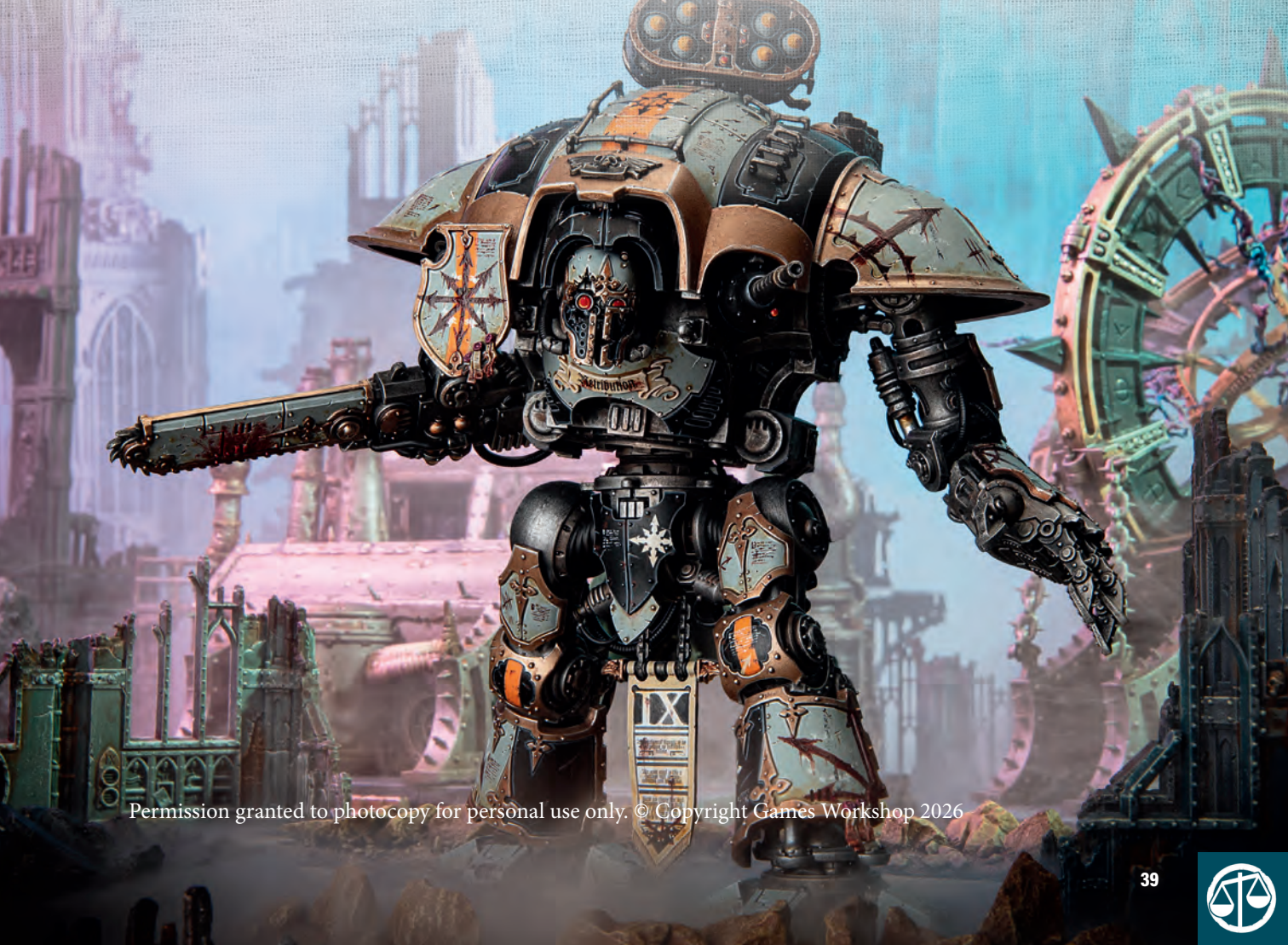
CRITICAL DAMAGE TABLE

LOCATION		EFFECT
1	CARAPACE WEAPON	Weapons and abilities at this location (if present) cannot be used.
2	CARAPACE SECTION	No additional effect.
3^{L}	LEFT ARM	Weapons and abilities at these locations cannot be used when both of these locations are Critically Damaged.
3^{R}	RIGHT ARM	Weapons and abilities at these locations cannot be used when both of these locations are Critically Damaged.
4	TILTING SHIELD	Cannot use the Rotate Ion Shields action.
5	HEAD	Start the Plan phase with -1 Action point.
6	TORSO WEAPON	Weapons and abilities at this location cannot be used.
7	TORSO SECTION (EACH)	No additional effect.
8	LEG SECTION (EACH)	Reduce each Move action by 1" (to a minimum of 0").

KNIGHT ABHORRENT WEAPON TABLE

WEAPON	LOCATION	RANGE	AP	DAMAGE
Havoc missile pod	1	36"	0	D3
Hellstorm autocannons	1	36"	0	2
Ruinspear rocket pod	1	26"	-1	D3
> Daemonbreath thermal cannon	3L OR 3R	20"	-1	D3
> Daemonbreath thermal cannon	3L OR 3R	10"	-2	D6
Darkflame lance [Ignores Cover]	3L	10"	-2	D6
Desecrator laser destructor	3L	36"	-1	D3+1
Despoiler battle cannon	3L OR 3R	26"	-1	3
Despoiler gatling cannon	3L OR 3R	20"	0	D6
Electroscourge [Melee]	3R	8"	-2	D3
Fellbore [Melee]	3R	4"	-3	3
Heavy darkflamer [Ignores Cover]	3L OR 3R	10"	0	D3
Reaper chainsword [Melee]	3L OR 3R	6"	-2	3
Volkite combustor	3L	20"	0	D6
Warpstrike claw [Melee]	3R	4"	-3	D6
Terrorpulse missiles (a combatant with this weapon cannot use the Rotate Ion Shields action)	4 AND 6	26"	-1	2
Daemonbreath meltagun	6	12"	-2	1
Diabolus heavy stubber	6	20"	0	1

> This weapon has more than one profile. Select one profile each time your combatant attacks with this weapon.

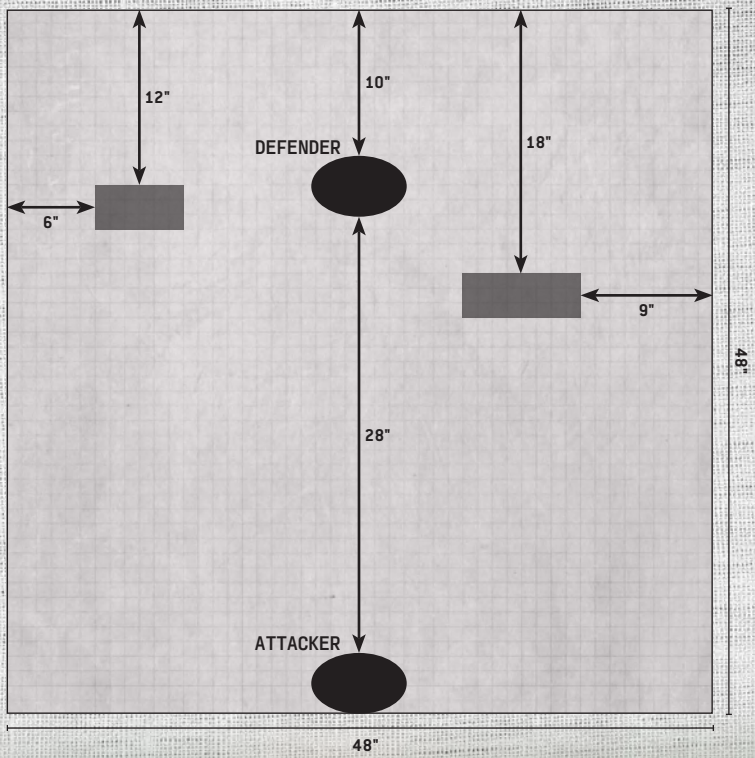


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MIGHTY HUNTER

MISSION 01

Their army defeated and their bodyguards slain, a bloodied commander flees before a Knight that is hunting them. Taking cover amidst the ruins, they hope that the predatory behemoth will pass them by. The armoured monster prowls closer, searching for its target. Yet in that moment, deliverance arrives. Another super-heavy combatant closes with the hunter, their mission to save their hidden commander by reducing the stalking predator to blazing ruin.



MISSION OBJECTIVES

The attacker's objective is to destroy the defender before the defender has scanned both terrain features (a terrain feature is scanned by moving within 1" of it).

DEPLOYMENT

Deploy the combatants 28" apart, with two terrain features placed on the battlefield as shown on the deployment map.



UNSTOPPABLE, IMMOVABLE

MISSION 02

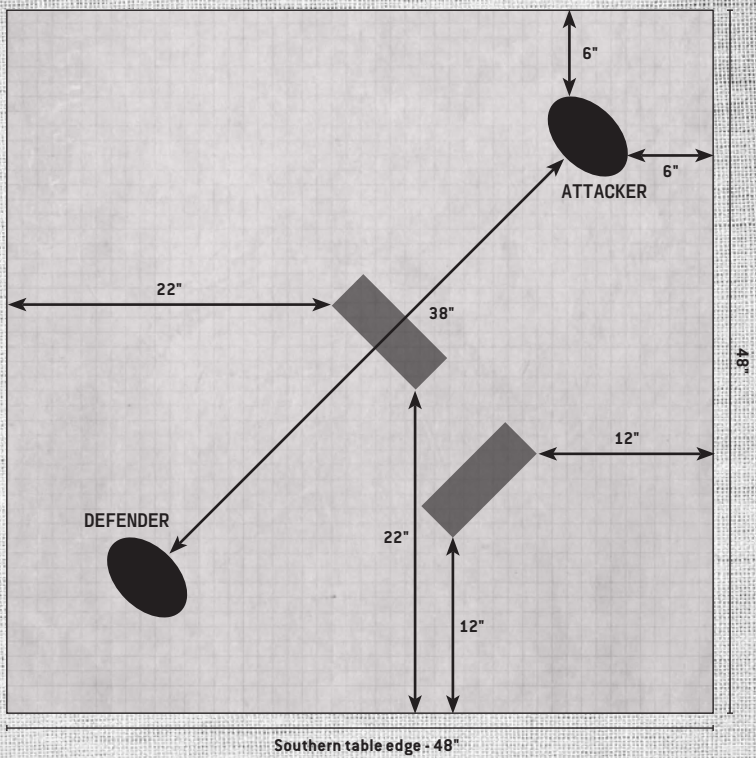
A super-heavy war engine has smashed its way through enemy lines. Though artillery rains down, and infantry waves launch desperate counter-attacks, its advance cannot be halted. Yet as it presses into the foe's rear lines, and all other resistance scatters before it, the rampaging machine finds a rival of equal might waiting to stop it in its tracks. Will the breakthrough continue unstoppably, or will it shatter against this immovable defence? The next few moments will tell.

MISSION OBJECTIVES

The defender's objective is to destroy the attacker before it can move off the southern edge of the battlefield (see deployment map).

DEPLOYMENT

Deploy the combatants 38" apart, with terrain features placed on the battlefield as shown on the deployment map.



DUEL OF HONOUR

MISSION 03

Amidst all the blood and horror of the battlefield, two mighty combatants meet. Ruin surrounds them, the smouldering shells of buildings and the blazing wrecks of war machines providing the stage on which their titanic duel will play out. All wider strategic concerns fade into the background as the matter of personal honour comes to the fore. Two combatants enter this super-heavy arena of death. Only one will walk away.

MISSION OBJECTIVES

The objective is to destroy your opponent's combatant before they can do the same to yours. The first combatant to destroy their enemy combatant wins.

DEPLOYMENT

Deploy the combatants 36" apart, with terrain features placed on the battlefield as shown on the deployment map.

