

NetEpic Imperial Titan Weapon Tactics

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This file lists the most common Imperial titan weapons and provides some guidance on how and when to use them.

The more exotic weapons (tridents, Corvus Assault Pods, etc) are not included – anyone crazy enough to use them has no use for a document like this!

The images are of the classic AT1-era plastic and metal weapons; if you have Milkfloat Warlord or Lucius-pattern Warlord and Reaver titan weapons, it should be fairly easy to identify the weapons by comparing them to the images here.


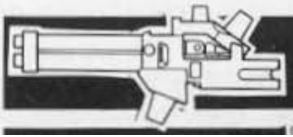

Image	Name	Notes
	Chain Fist	Close combat weapon, gives you an extra dice and has both Penetrating and Destroys Buildings – the best all-round Close Combat weapon.
	Gatling Blaster	Excellent general-purpose weapon, effective against infantry, armour, and titans.
	Inferno Cannon (Inferno Gun)	Anti-infantry weapon, short range due to using a template but ignores cover. Best used in tight quarters where you can close on the enemy keep them cooped up.

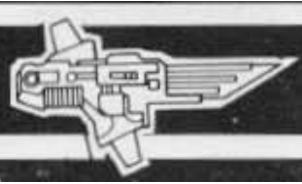
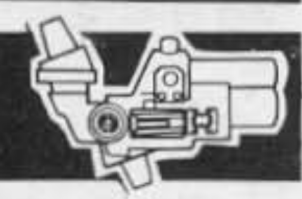
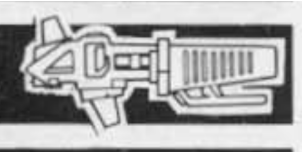
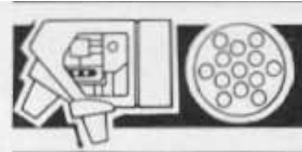


Image	Name	Notes
	Laser Blaster	A basic anti-infantry weapon; slightly longer range than the Vulcan Mega-Bolter but with a higher to-hit roll, and fewer attack dice.
	Laser Burner	Close combat weapon; if you win CC, you hit D6 times
	Melta Cannon	This is really an anti-titan weapon: it has a short range but packs a powerful punch. Best deployed in urban environments with a lot of cover to let you get up close.
	Multi-Launcher	Another excellent general purpose weapon; its dual modes can target all kinds of enemy.
	Plasma Blastgun	The most versatile of the plasma weapons, works just as well on a Warlord as on the smaller classes.
	Plasma Cannon	The coup-de-grace for any enemy titan; just remember not to fire any of the other weapons first. This weapon will wipe out an enemy tank formation and could easily kill a Reaver or Warhound in a single salvo; or even a Warlord with a couple of shields.



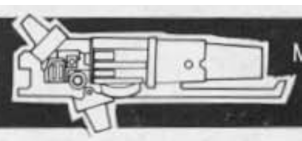




Image	Name	Notes
	Plasma Destructor	Incredibly powerful but puts you at a massive tactical disadvantage, so make sure that when you use it, it counts!
	Power Fist	A Close Combat weapon but which also has Destroys Buildings. Against titans you can choose to roll off for maximum damage, but if you lose the roll, no damage is caused, so it's a bit risky.
	Quake Cannon	Building killer – very similar to the Volcano Cannon in terms of range and to-hit, but gets the Destroys Buildings special rule instead of Penetrating.
	Support Missile	Single use with three different warhead options. Lots of fun!
	Turbo-Laser Destructor	General-purpose anti-armour weapon, best used on Reavers and Warhounds.
	Volcano Cannon	Specifically a titan-killer as it gets a +3 bonus on hit location rolls. Use something else (such as the Gatling Blaster) to strip shields, then hit the unshielded titan with the Volcano Cannon. Scratch one titan.

Image	Name	Notes
	Vulcan Mega-Bolter	The ultimate anti-infantry weapon, low to-hit roll combined with high rate of fire. Warhounds equipped with these are a menace!

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