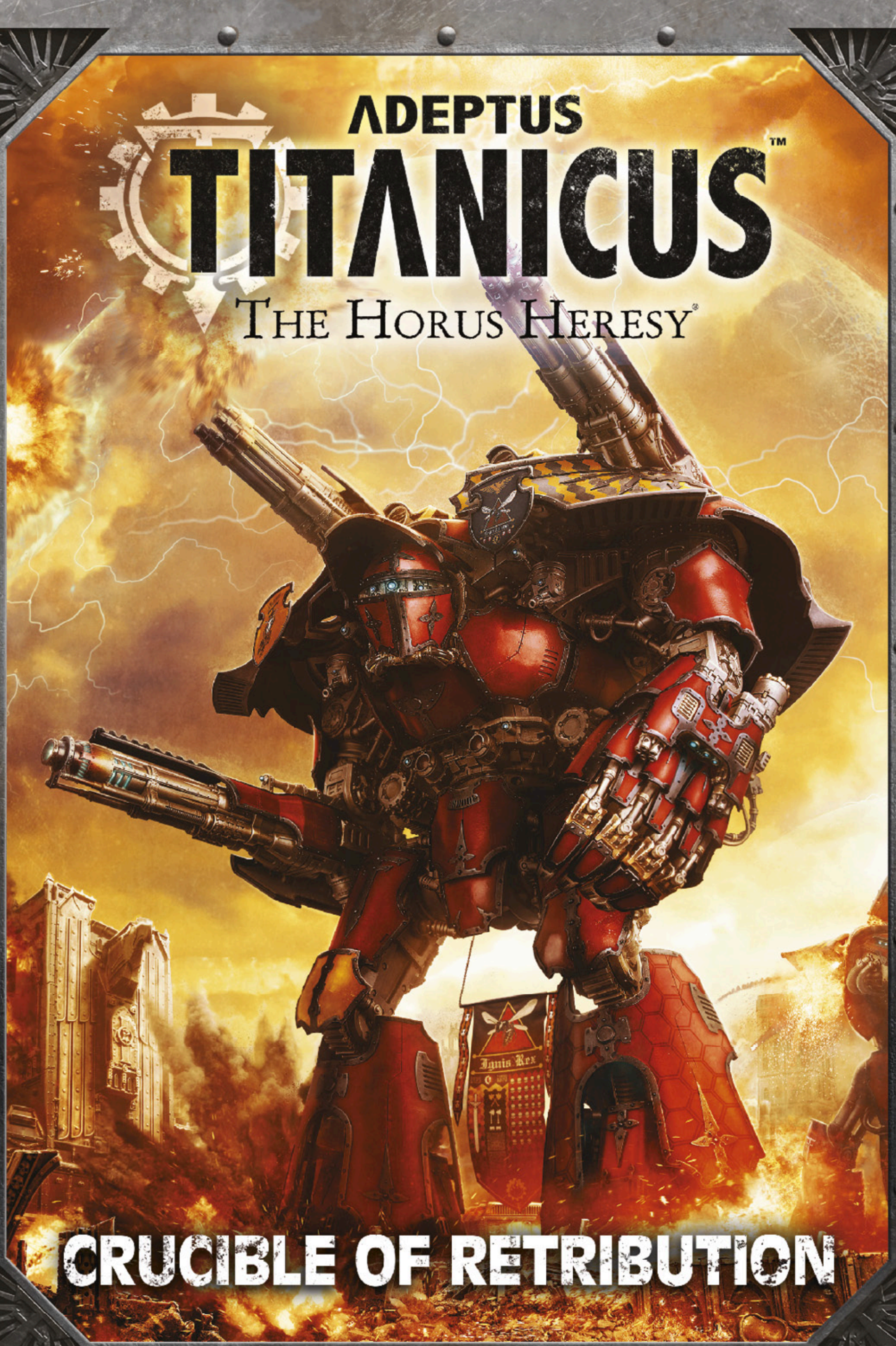
ADEPTUS TITANICUS™

THE HORUS HERESY®



CRUCIBLE OF RETRIBUTION



Once bearers of knowledge, an empire falls
The galaxy burns, illuminated no more

ADEPTUS TITANICUS™

THE HORUS HERESY®

CRUCIBLE OF RETRIBUTION

AN ADEPTUS TITANICUS SUPPLEMENT SET IN THE UNIVERSE OF WARHAMMER 40,000

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The Cataclysm of Iron

"What has become of us all? We are not masters of iron, strong and unyielding, but creatures of glass, brittle and doomed to shatter."

Testimony of Magos Reaci of Arl'yeth Forge, extracted post self-termination, 012.M31

At the onset of the Horus Heresy, the Cult Mechanicus was integral to every aspect of the nascent Imperium of Mankind, with its innumerable Forge Worlds producing technological wonders vital to the continued existence of the Imperium and wardens of the countless secrets the Cult hoarded. Officially, every Forge World was bound to Mars and, by association, the Fabricator-General himself, gathered together under a single entity turned towards the sole purpose of furthering the Imperium of Mankind. In reality, the perceived unity of the Mechanicum proved far from unbreakable, for each Forge World had stood independent during the Age of Strife and, like all of humanity, the Mechanicum was rife with ideological differences and petty grudges.

The Horus Heresy provided a stage on which age-old grievances could be aired, and countless Forge Worlds were brought to ruin by the fury of their kin. Few of the Mechanicum's internal conflicts can compare to that which broke out in the Belt of Iron, a region of space named for the numerous lesser Forge Worlds located within a string of border sectors across both the Segmentum Tempestus and Segmentum Pacificus. There, across thousands of worlds, the Mechanicum made bitter war upon itself, each Forge World declaring its allegiance, be that to the Emperor, Warmaster or itself, to determine the fate of the Belt of Iron. Though principally a war between the myriad servants of the Mechanicum, the fires of conflict proved indiscriminate, leading to the events that occurred within the Belt of Iron becoming known as the 'Cataclysm of Iron'.

In this supplement for Adeptus Titanicus, players will find a collection of new rules and missions for their games. In addition to background for the Segmentum-spanning conflict known as the Cataclysm of Iron, this supplement includes details on numerous Forge Worlds involved in the conflict and features four Narrative missions focusing on the greatest conflicts of the war. *Crucible of Retribution* also provides rules for seven new Titan Legions in Adeptus Titanicus: the Loyalist Legio Ignatum (Fire Wasps), Legio Astraman (Morning Stars) and Legio Venator (Iron Spiders), and the Traitor Legio Laniaskara (Impalers), Legio Kulisaetai (Gatekeepers) and Legio Damicium (Unbroken Lords), alongside the Blackshield Titan Legion of Legio Tritonis (Dark Tide) and the previously published rules for Legio Atarus (Firebrands). Finally, two new maniples available to any Titan Legion are presented alongside a series of missions that offer players new ways to play their games of Adeptus Titanicus within the varied environments of the wider galaxy.

To truly understand the scope and scale of the Cataclysm of Iron, it pays first to understand the history of the region in which the conflict took place and the numerous worlds within it. Though the principal worlds of the Belt of Iron were the Forge Worlds for which it was named, the Mechanicum's holdings represented only a tiny portion of the planets contained within it. Indeed, these Forge Worlds were separated by dozens of systems containing hundreds of planets, all of which were catalogued by the Imperium under the Belt of Iron within astrocartographical records. Each held some links to the Forge Worlds; from industrial worlds capable of supplying the vast numbers of the Imperial Army overseen by vigilant Tech-Priests to the agri worlds that fed those within the Belt of Iron with hardy crops modified by Mechanicum Genetors, all felt the touch of the Mechanicum.

It would be understandable, yet profoundly divergent from the truth, to assume that the Belt of Iron held a singular purpose. Alas, though most of the Forge Worlds contained within the Belt of Iron had been settled before the Age of Strife, the majority had weathered the subsequent millennia in complete isolation, ignorant to the struggles of any beyond the boundaries of their own empires. So isolated, each Forge World wrote its own history marked often by bloodshed and loss, crafting their own unique culture, traditions and values that, while based upon a common ancestral foundation, showed great divergence from one another.

So it was that when the Great Crusade began its push into Segmentum Tempestus and Segmentum Pacificus, it came across numerous Forge Worlds close in proximity, at least relative to the scale of the greater galaxy, but vastly different in ideology and temperament. Initial forays into the region that was to become the Belt of Iron proved lucrative for the Imperium, for conflict was sparse and the desire of human worlds to resist Unification sparser still. The first wave of expansion recruited, in short order, the Forge empires of Graia, Kalibrax and Urdesh into the Imperium, each swearing allegiance to Mars after brief periods of negotiation between the two sides. Such alliances were lucrative for both parties, for where the Forge Worlds now benefited from the greater knowledge and strength of the entire Imperium, the Great Crusade had acquired three new Titan Legions with which the expansion across Segmentum Pacificus and Segmentum Tempestus could be furthered.

Bolstered by this influx of reinforcements, which were hastily integrated amongst select Expeditionary fleets, the conquest of the Segmentums continued apace. By aiding the war effort of the Imperium, the holdings of the three recently-accepted Forge Worlds increased their prowess on the battlefield, rewarded with stewardships of dozens of worlds in need of guidance in the decades to come. As the Great Crusade moved ever outwards, the armies of Graia, Kalibrax and Urdesh found themselves sorely tested, for not all desired to bow before the Imperium's demands. Though battles with xenos creatures proved the most common source of conflict, the hardest and most bitterly fought wars proved to be those against other Forge Worlds who desired independence over unity. So it was that the Great Crusade saw the birth of countless grievances as Forge Worlds found themselves leading the subjugation of others, the might of Legio Graia and Legio Kulisaetai often at the fore of such efforts. The bloodshed brought down by such conquests bred disunity within the Belt of Iron, for few could truly forget the devastation unleashed upon their worlds by those they were now expected to call ally.

By the end of the Great Crusade, the Belt of Iron spanned from Atar-Median, located near the outer edge of Segmentum Pacificus and home of Legio Atarus, to distant Graia and Valia-Maximal within Segmentum Tempestus. Brought together by conquest, the interceding decades saw the Forge Worlds of the Belt of Iron drift further apart, for while some sought closer alignment to Mars, sacrificing portions of their independence for offers of knowledge and strength, others strove for greater autonomy, distancing themselves from the Red Planet wherever possible. Not all accepted the new order and longed for days long past, gathering in the shadows to whisper of a day when the Imperium was no more.

The disparate loyalties and ideals within the Belt of Iron proved a fertile ground for the agents of the Fabricator-General and the Warmaster in the years before the Horus Heresy. Seeded upon those worlds deemed most susceptible to the temptations of power and influence, these agents turned many against the Imperium, laying the foundations for war to engulf the Belt of Iron. Despite the foreplanning of treachery within the region, direct hostilities proved rare during the opening years of the Horus Heresy. Instead, the betrayal within the Isstvan system brought down a cold war upon the Belt of Iron, as Forge Worlds manoeuvred themselves to gain advantage over one another, with few eager to declare the allegiances they held in the unfolding conflict. These years were marked by posturing and proxy wars, clandestine operations seeking the ruin of their foe with minimal risks. Such efforts proved largely futile, for little was achieved beyond the fuelling of the tension that gripped the Belt of Iron. When war came, it was the might of the Titan Legions that dealt the first blow and worlds across the region trembled under their tread, bringing nothing but a future of death and destruction to those in their path.




Stygies
Artemia
Khur
Segmentum Pacificus
Thuringar
Urdesh
Kalibrax
Ny'Drinah Subsector
Findari Spoil
Atar-Median
Graia
Khoraj
Arachnus
+The Belt of Iron+
++572008.M31++
+++Sub ref. Dominions of the Cult Mechanicus+++


Terra
Cthonia
Necromunda
Segmentum Solar
Taras
Inwit
Uhulis Sector
Valia-Maximal
Tallarn
Jerulas Station
Segmentum Tempestus
Luth Tyre
++Carta Segmenta++
++7716N.97G25++
++Optio Limites++
++Exclusion Protocol TII918O++
++Conflict Assessment++
++Viewing++
++Registered++
+Six+
++II-Secundi Grade Forge Worlds++
++Registered++
+One+
++Primus-class Titan Legion++
++Registered++
+Four+
++Secundus-class and
+One+ Tertius-class Titan Legions++
++Prediction++
+94.5081%+
+Chance of Conflict Outbreak+
+Situation Monitoring Required+
+++
+

THE BELT OF IRON

Atar-Median

CLASSIFICATION: Forge World
[Production Grade (cf.157002.M31): I-Tertius]

Unlike many of the worlds located within the Belt of Iron, the founding of Atar-Median was achieved not during the years preceding the Age of Strife but rather during the Great Crusade itself. Atar-Median was born from the political manoeuvring of the Forge World of Phaeton, who sought to deny Mars its attempt to acquire a significant portion of the Forge World's assets. A third of Phaeton's strength was dispatched upon Explorator Arks that embarked upon a journey to the edges of known space and settled the Forge World of Atar-Median. To many, the actions of Phaeton were seen as a blatant defiance of Mars and drew considerable ire down upon the Forge World from those amongst the Mechanicum closely aligned with the Red Planet. Given the circumstances of Atar-Median's creation, the animosity towards Phaeton was also directed towards its offspring, with many holding nothing but contempt for the newly-settled Forge World and its works.

Having been created using a third of Phaeton's strength, which still stood greater than many lesser Forge Worlds in their entirety, the youth of Atar-Median did little to deter its rise amongst the echelons of the Mechanicum. With frightening swiftness, Atar-Median became a flourishing Forge World, watched over by the newly-founded Legio Atarus. Having once sworn allegiance to the Imperium in a different form, the Forge World proved eager to rejoin the fold when it was found once more, seeking to divest itself of any ill-will held towards the world. To achieve this, the magi of Atar-Median expressed an earnest desire to prove themselves to their more established kin, exhibiting a relentless drive to succeed that many saw as nothing short of recklessness. The distinct lack of heritage and history, combined with their rapid rise to prominence within the region, led many Forge Worlds across the Belt of Iron to harbour a profound distaste for any hailing from Atar-Median, with many outright refusing to work alongside them.

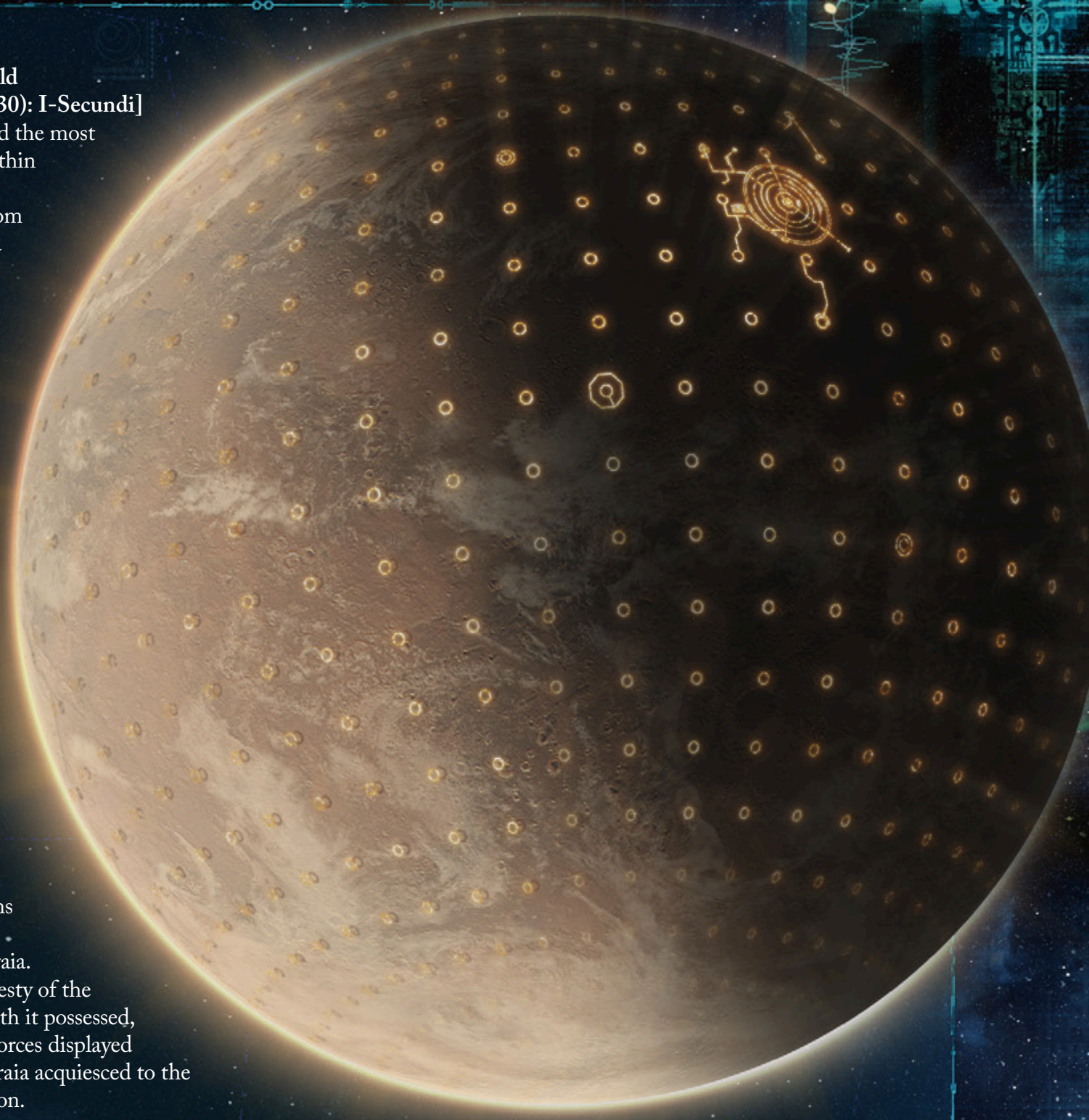
Those hailing from Atar-Median were often met with bitterness and hostility, and so instead they often moved to ingratiate themselves amongst the wider Imperium, seconding Legio Atarus to numerous Expeditionary fleets in an attempt to foster goodwill. It was in this role that others noted their somewhat pathological desire to prove their worth that many amongst the Firebrands displayed. This trait was displayed by the eagerness in which Legio Atarus committed itself to the Great Crusade, and the swift anger they unleashed when a perceived slight was levelled against their Titan Legion. Their ardent support of the Great Crusade and its ideals ensured that Atar-Median, and by extension Legio Atarus, was amongst the first within the Belt of Iron to denounce the Warmaster during the Horus Heresy. Indeed, such was the dedication of the Forge World to the Imperium that a full Demi-Legio of Firebrand Titans was dispatched to Isstvan V, only to fall in the massacre that followed. This loss did much to cement the alignment of Legio Atarus with the Imperium, its warriors desiring vengeance for the catastrophic blows dealt to them at the hands of the Traitors. Aware that the potential for conflict within the Belt of Iron was a likely prospect, Atar-Median laboured to increase its strength within its own holdings, even as much of Legio Atarus took to battlefields across the galaxy. It was with careful eyes that Atar-Median watched the movements of those within the Belt of Iron, awaiting the moment when the strength of Legio Atarus would be needed.



Graia

CLASSIFICATION: Forge World
[Production Grade (cf.846986.M30): I-Secundi]

Homeworld of Legio Astraman and the most prosperous Forge World located within the Belt of Iron during the Great Crusade, Graia benefited greatly from the extensive range of manufactoria present upon the planet capable of being turned solely towards the production of God-engines. The existence of such an industry made it viable for Graia to support a Titan Legion of considerable size that, in conjunction with the Forge World's geometrically perfect network of orbital platforms that encircled the planet, made initial contact with the Imperium tense. Unwilling to commit to a protracted siege, the Imperium quickly negotiated a treaty with Graia, affording the Forge World control over neighbouring sectors already conquered by the Imperium in return for its allegiance. In turn, the Imperium had little to fear, for the people of Graia placed great emphasis on the cold integrity of data-predictions calculated by vast cogitation stacks maintained below the surface of Graia. Thus, when presented with the majesty of the Imperium and the estimated strength it possessed, calculated via extrapolation of the forces displayed by a solitary Expeditionary fleet, Graia acquiesced to the Imperium's terms with little objection.



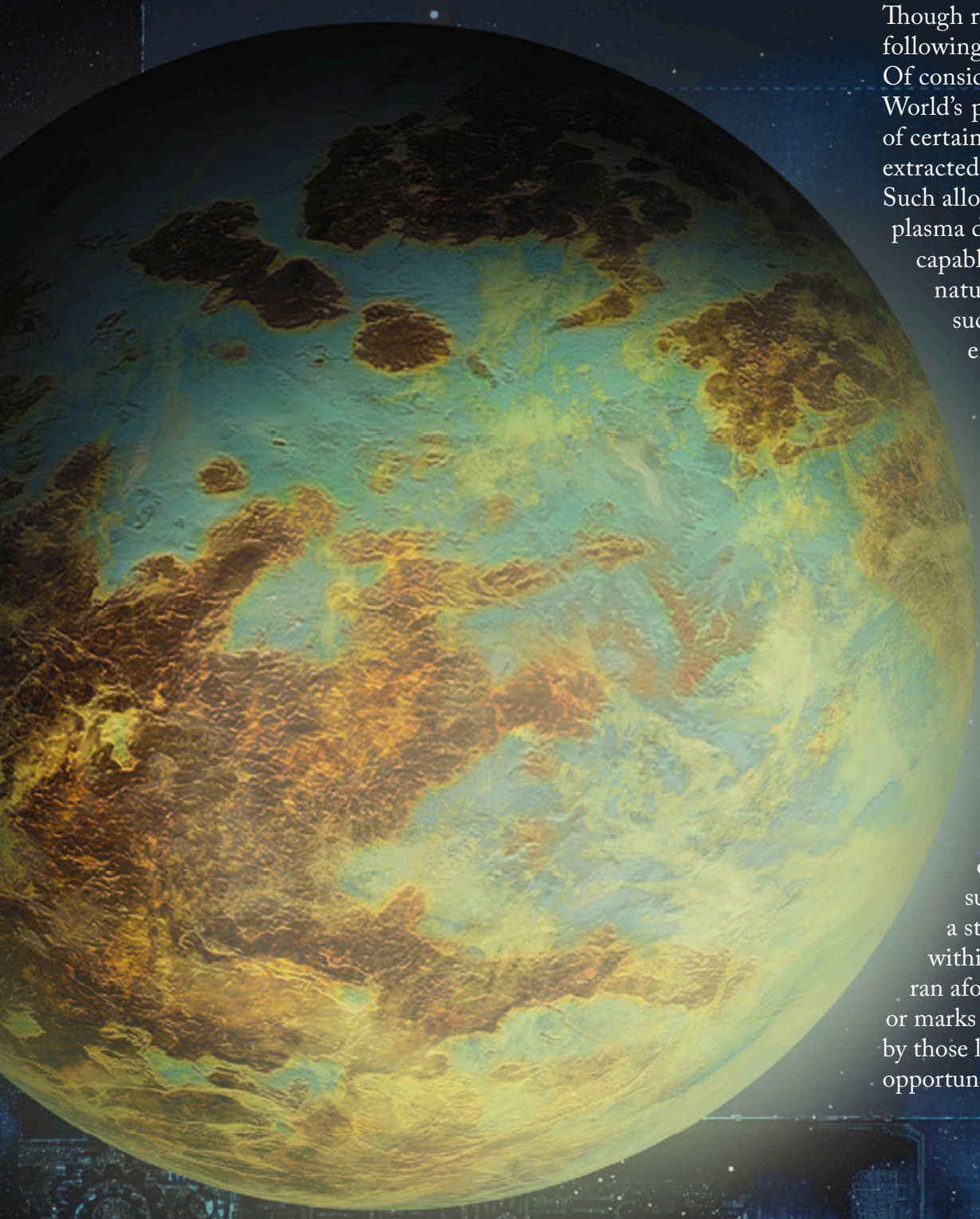
It quickly became apparent that the magi of Graia possessed a tenacity that few others could match, for those hailing from the Forge World were prone to pursuing goals others might deem impossible should their own logic suggest such a task would prove successful. Such a trait proved valuable during the decades following the rediscovery of Graia, for Legio Astraman was instrumental in the conquest of several of the more resistant Forge Worlds across the region, matching their strength against the Titan Legions of such worlds. By participating in such conquests, Graia built itself a cold reputation across the Belt of Iron, becoming a symbol of enmity to worlds such as Valia-Maximal that had fallen to the Morning Stars, leaving many harbouring a desire for revenge stifled only by virtue of Imperial edict forbidding retaliation. Diplomatic attempts to foster goodwill between Graia and those worlds they conquered were rarely successful, not least because Graia viewed its own actions as objectively correct and deemed there to be no need for recompense.

The outbreak of the Horus Heresy brought a period of great uncertainty and debate down upon Graia, for though the world had forever proved loyal to the Imperium, some amongst its ranks were vocal in their belief that every consideration as to the Forge World's role in the unfolding conflict should be considered. To facilitate such a request, the data-looms of Graia ran untold billions of simulations in an attempt to predict the most likely path the coming war would take. Such simulations predicted a quick victory for the Loyalists, assuming, like many across the Imperium were so quick to do, that the Warmaster lacked the strength and allies needed to contest the Emperor's rule. Some have questioned whether, had the true extent of the Warmaster's machinations been known to Graia, the Forge World's loyalties would have remained absolute, though such arguments are moot when weighed against the valiant actions of Legio Astraman during the Cataclysm.

Valia-Maximal

CLASSIFICATION: Forge World
[Production Grade (157002.M31): II-Maximus]

When the hosts of the Great Crusade came upon Valia-Maximal, having enjoyed a period of relative peace in the expansion of the Imperium in neighbouring regions, they found a world resistant to the notion of subservience. Located to the galactic east of Graia, the magi of the Forge World of Valia-Maximal, at the time of its rediscovery, laid claim to over two dozen systems, their efforts turned towards the expansion of their territory. Having long fought against the predations of the Hydrinoxis Conclave, a since-extinct empire founded by a union between Mankind and xenos, Valia-Maximal desired no external rulers. Though diplomatic channels were quickly established between the two sides, the rulers of Valia-Maximal believed that a show of strength would do much to solidify their position within such negotiations. In this they proved woefully ignorant as to the scale of military might the Imperium possessed. War was joined between the 114th Expeditionary Fleet and the Forge World of Valia-Maximal when, in an effort to expel the Imperium from its territory, a fleet sent forth from the Forge World initiated hostilities.



The war that followed proved a humbling experience for the lords of Valia-Maximal, who had sorely underestimated the determination of their foe. Led by warriors of the Raven Guard Legion, the 114th Expeditionary Fleet transitioned into the Valia-Maximal system, falling upon the Forge World with brutal efficiency. To combat Legio Laniaskara, the wardens of Valia-Maximal, the Titans of Legio Astraman were deployed in what was to be the first major conflict the Morning Stars would participate in following the incorporation of Graia into the Imperium. In the weeks following landfall, the defenders of Valia-Maximal were steadily pushed back, leading the world's leader to, when presented with evidence of the impending conquest, reopen diplomatic channels in an effort to forge a peaceful outcome. Such an agreement was achieved even as battle raged upon the Forge World and Valia-Maximal bowed to the demands of Mars following assurances as to the survival and continued welfare of the Forge World and its populace. Though peace had been achieved, the dissemination of this knowledge to ground forces proved inadequate, resulting in the death of hundreds of thousands of personnel and the fall of several prominent Forge cities to the guns of Legio Astraman before all hostilities ceased. This singular act, though born not from ill will but ignorance, cemented Graia as a hated name amongst the people of Valia-Maximal, a grudge that would be revisited decades later.

Though resistant to the coming of the Imperium, the years following Compliance proved lucrative for Valia-Maximal. Of considerable interest to the Mechanicum was the Forge World's production of hardened alloys, created via treatment of certain elements with a unique blend of gases and liquids extracted from the vast caustic seas of Valia-Maximal. Such alloys proved highly resistant to both corrosion and plasma damage, allowing the production of war machines capable of extended deployment upon worlds deadly to natural life. With the aid of Mars, the production of such alloys was vastly increased and Valia-Maximal entered a new period of prosperity, one in which it closely guarded its secrets lest another acquired the knowledge of the process.

Given the continued enmity between Valia-Maximal and Graia, it is notable that a declaration of support for the Warmaster was quickly issued from the former mere days after news reached the Forge World of Graia's continued loyalty to the Imperium. Conflicts between the two Forge Worlds were infrequent during the opening years of the Horus Heresy, although neither was averse to directly assailing the territory of the other. Importantly, Valia-Maximal was quick to seize any world that had once given fealty to its lords, establishing a ring of iron around the Forge World as it expanded its sphere of influence. In the scope of the wider war, Valia-Maximal was not idle in its support of allies outside the Belt of Iron, dispatching a steady supply of fleets bearing materiel to warzones within the Ultima Segmentum. Such supply runs often ran afoul of opposing fleets bearing no obvious designations or marks of allegiance, though whether such fleets were sent by those loyal to the Emperor or were nothing more than opportunistic brigands remains unclear.



Kalibrax

CLASSIFICATION: Forge World [Production Grade (cf.147986.M30): I-Tertius]

The abundance of technologically-advanced ruins scattered across the surface of Kalibrax is evidence of a time when the might of Kalibrax may have rivalled that of Mars itself. Such a state of prosperity had ended before the world's rediscovery by the Great Crusade, its people having suffered through millennia of civil war between dozens of fanatical cults that had risen during those dark days. The most prominent of these tech-cultists, who styled themselves as the '*Endeavour of Airless Purity*' and sought to sterilise the galaxy by purging it of all biological life, had all but achieved total dominance over Kalibrax when contact was made with Imperial representatives. Reasoning that the beliefs of Airless Purity were opposed to those of the Imperial Truth, the Imperium offered its support to those who still opposed the tech-cultists. In a matter of months, the hunted became the hunters and ascended to become the rulers of a ruined world.

Having been subjected to millennia of war, Kalibrax proved in dire need of transformation in order to become a productive Forge World. To aid the revival of Kalibrax, a fresh populace was seeded upon the Forge World, to be placed under the control of its ruling council, while Legio Kulisaetai, the battered survivors of Kalibrax's Titan Legion, was gifted a complement of Titans drawn from Legio Mortis. In this way, the world was brought closer to Mars, which they held in gratitude for such aid, while ensuring the Forge World quickly moved towards self-sufficiency. As a final act of respect, Legio Kulisaetai was granted the moniker of 'The Gatekeepers' in recognition of its valiant defence of Kalibrax against the countless foes who had assailed them during the Age of Strife.

The transplanting of dozens of Legio Mortis personnel into Legio Kalibrax did much to change the mien of the younger Legio. Though no overt alteration of command structure was implemented amongst the ranks of Legio Kulisaetai, many of those originally from Legio Mortis quickly ascended the ranks thanks to decades, or centuries, of experience. The unwavering loyalty those of Legio Mortis held for the Fabricator-General was mirrored by those within Legio Kulisaetai, and it was presumed by many that Kalibrax would eagerly follow those its crews so revered into treachery during the Horus Heresy. Contrary to such suspicions, the magi of Kalibrax were quick to publicly sever all ties with Mars once news reached them of the Fabricator-General's betrayal, going so far as to order the execution of those accused of dissenting against such a move. It was noted by more sceptical observers that of those executed, none were known to hold strong ties to Mars nor could they trace their heritage back to Legio Mortis, suggesting a different motive behind the sanctioned killings. Such suspicions proved well-founded come the Cataclysm of Iron, when Kalibrax moved against the Forge World of Atar-Median, hoping to turn the conquered world over to the Fabricator-General as a sign of devotion.

Arachnus

CLASSIFICATION: Forge World [Production Grade (cf.954999.M30): II-Maximus]

Named for the breed of arachnid-like megafauna that once walked the planet's surface, and were hunted to extinction by Legio Venator, Arachnus sat at the centre of a Forge empire that stood in defiance of the Imperium's offer of Unity. Upon encountering the Expeditionary fleets of the Imperium, Arachnus demanded that they respect the Forge World's sovereignty lest they suffer the reprisal. In answer, the Imperium moved to conquer Arachnus, utilising the newly-acquired strength of both Legio Astraman and Legio Laniaskara. Following the loss of over three-quarters of their empire, and the depletion of Legio Venator's numbers, the lords of Arachnus surrendered to the Imperium, unwilling to condemn their world to oblivion.

The violent manner in which the Forge World had been incorporated within the Imperium did much to sour the bond between Mars and Arachnus, with the latter seeking out sundered Forge Worlds across the Belt of Iron over which they could gain influence. The influence of Arachnus was all but secured thanks to their expertise in the production of specialised laser technology that soon saw the world become favoured by the Emperor's own Custodes. Although ill-will still lingered, Imperial rule offered Arachnus much scope to expand its powers and the ruling hierarchy saw the benefits in remaining under Imperial rule, until a better opportunity presented itself.

This interest in self-service within the borders of the Empire of Arachnus stood at odds with the ethos of those elements of Legio Venator sent to serve within the Great Crusade. Isolated from their homeworld and exposed both to the wider galaxy and the grand works of the Imperium, the nature of Legio Venator morphed into one of self-sacrifice. No more evident was this ideological divide than when Demi-Legios of Legio Venator were rotated back to the Empire of Arachnus, where their beliefs often clashed with the motivations of those who espoused the idea that Arachnus was capable of standing apart from the Imperium. The Cataclysm of Iron brought these differences to a head, causing Arachnus to violently split and devolve into internecine civil war.





Urdesh

CLASSIFICATION:
Forge World [Production Grade (cf. 527914.M30): II-Secundi]

Sitting upon the border between Segmentum Pacificus and Segmentum Solar, contact with Urdesh was first established by Explorator fleets dispatched from Mars in advance of the Great Crusade. Though Urdesh had lost much during the Age of Strife, including the knowledge to build new Titans to reinforce their Titan Legion, it proved to be of great interest to the Mechanicum thanks to it possessing the knowledge and capacity required to produce vast numbers of arms and war machines frequently used by the Imperial Army. When delegates of Mars noted the depleted numbers of Legio Damicium, they were quick to capitalise on the magi of Urdesh's desire to swell the numbers of their Titan Legion, offering the Forge World regular shipments of Titans in return for their loyalty, an offer that was eagerly accepted. With that the loyalty of Urdesh had been secured and, after a decade of rebuilding, Legio Damicium proved capable of fielding dozens of Titans where only a handful had stood previously.

For much of the Great Crusade, the primary role of Urdesh remained the production of tanks and materiel to feed the insatiable hunger of the Imperium's war machine. Though possessing a Titan Legion, Urdesh represented only a minor force within the Belt of Iron when compared to most Forge Worlds of similar size. This deficiency in military might can be largely attributed to the reliance of Legio Damicium on external support, with petitions for access to the knowledge necessary for the production of their own Titans repeatedly refused by their allies within the Belt of Iron. The desire of Urdesh to maintain the numbers of Legio Damicium no doubt proved instrumental in driving the Forge World into the hands of the Fabricator-General when rebellion swept across the galaxy. To show its continued support of the Warmaster's cause, Urdesh utilised its position upon the border of Segmentum Solar to ferry supplies into the heartlands of the Imperium, aiding the Traitor Mechanicum in establishing small cells of saboteurs that worked tirelessly to undermine the defences of the Imperium in anticipation of a time when the Warmaster would make his final move upon Terra.

Jerulas Station

CLASSIFICATION: Forge World [Production Grade (cf.245999.M30): IV-Extermis]

Of all the Forge Worlds contained within the Belt of Iron, it was Jerulas Station that most aggressively opposed Unity with Mars and the Imperium. Having established a substantial Forge empire that encompassed the star systems surrounding it, the Forge World of Dironth, as it was known before the coming of the Imperium, exhibited an ingrained militant culture that hastily rejected any notion of diplomacy with the Imperium. So fervid were the people of Dironth towards their own dominance over all others that, when contact was made with the world by the fleet of the Rogue Trader Militant Pierant Jerulas, the Imperial fleet was obliterated without warning. Unrepentant of their actions, Dironth marshalled its forces to war, desiring an expedient conquest of the newly found enemy.

The subsequent conflict lasted for several years, the records of which still remain heavily redacted. What little is known places great emphasis on the dark crimes of Dironth in its persecution of war against the Imperium. Such records blame the Forge World for unleashing biological agents upon the hive world of Kakandila, which transformed the once-prosperous world into an inhospitable graveyard, and make veiled references to Dironth's use of esoteric mechanical constructs possessed of an intelligence far beyond that of the Cult Mechanicus' own Legio Cybernetica; whether such foes were, as many are noted to have suspected, a form of the dread Abominable Intelligence, is not recorded.

Regardless, the actions of Dironth required chastisement. Against the repeated objections of the Mechanicum, after its conquest Dironth was stripped of much of its wealth while the Forge World's production grade was heavily downgraded, permitting it solely to engineer the most basic weapons of war. Further to this, a garrison, consisting of Imperial Army regiments supplemented by a handful of Legio Ignatum Titans, were stationed upon the world, assigned as permanent observers. Lastly, in a final act of punishment, the name Dironth was cast from memory and the world was renamed Jerulas Station in honour of the Rogue Trader Militant slaughtered by the Forge World's actions.

Unsurprisingly, such measures did little to earn the loyalty of those upon Jerulas Station and dissent was common upon the planet even before the Horus Heresy. Over three dozen instances of notable disorder were recorded upon Jerulas Station by 001.M31, though each one was easily suppressed by the Imperial Army garrisons left upon the Forge World. When word reached the Belt of Iron of the Warmaster's treachery at Isstvan III, the populace of Jerulas Station awaited the moment when they too could turn against the Imperium. Across the Forge World, Tech-Priests laboured in secret, manipulating long-forbidden technology that they hoped would secure Jerulas Station's ascendency amongst the stars.



Arl'yeth

CLASSIFICATION: Forge World [Production Grade (cf. 792974.M30): IV-Maximus]

Arl'yeth offered little of note to the Imperium beyond a minor network of manufactoria useful for the supply of agri-worlds, though surveys made note of a wealth of unexploited resources upon the planet. If ancient records retrieved from the annals of Arl'yeth are to be believed then the main drive behind the colonisation of the Forge World lay in the abundance of archaeotech ruins located beneath the surface of the planet which contained hints of technology far beyond the comprehension of the settlers. Constructed by a civilisation unknown to the Imperium, long since departed from the world upon its rediscovery by humanity, the study of these ruins became an obsession for the initial settlers of Arl'yeth. In time, the beliefs of Arl'yeth changed until the ruling sect of Tech-Priests believed that, by discovering the nature and origin of the ruins, they would glean a means to contact the Omnissiah directly. It was by mere chance that Arl'yeth remained undisturbed during the Age of Strife and the Imperium found a world ripe for colonisation and pre-seeded with humanity. After contact between the two entities was re-established, the lords of Arl'yeth agreed to join the Imperium so long as their research was respected and allowed to continue. Such a request hinged upon the Forge World allowing the expansion of mining operations across its surface which led to a ten-fold increase in ore output after a decade of Imperium rule. Though frequent communications between representatives on Arl'yeth and delegations from other Forge Worlds highlighted issues in expanding mining operations when veins of desired ores intersected newly found dig sites deemed precious to research, the Forge World quickly proved itself a valuable asset within the Belt of Iron. Though positioning themselves as opponents to the Warmaster and his allies, the news of the unfolding war was met with great distaste by those upon Arl'yeth for, to its people, the demands of the Great Crusade and the turmoil of the Horus Heresy that followed were nothing but distractions that delayed what they perceived as their sacred task.

Findari Spoil

CLASSIFICATION: Dead System

Located in close proximity to Atar-Median, the home Forge World of Legio Atarus and staunch supporter of the Imperium during the Horus Heresy, the Findari Spoil offered great strategic value during the Cataclysm of Iron. Consisting of a single world devoid of life and orbiting a neutron star, the remainder of the Findari Spoil was otherwise occupied by stellar debris of a quantity suggesting the presence of other planets within the system in millennia past; the nature of the phenomena that destroyed all but a single world remains a mystery. Initial assessment of the system showed little of value, with both its sole world lacking an atmosphere suitable for meaningful colonisation and its numerous asteroid belts possessing only minor veins of metal. The Cataclysm of Iron shone a new light on the Findari Spoil, for the system proved a route of relative stability through the chaos of the Ruinstorm, the name given to the galaxy-spanning warp storms unleashed by the Primarch Lorgar and his minions. Moreover, for Kalibrax, the Findari Spoil offered a perfect staging ground for a significant force, including two dozen Titans of Legio Kulisaetai, in accordance with future plans to commit to an invasion of Atar-Median.



The Ny'Drinah Sub-sector

NOTABLE WORLDS: 13
Mining Worlds; 3 Industrial Worlds, 2 Fleet Anchorages, 1 Hive World

The designation given to a group of seven star systems within the Segmentum Pacificus, the Ny'Drinah sub-sector contained numerous worlds abundant with exploitable resources and possessed of habitable atmospheres. Notably, the sub-sector proved almost entirely devoid of civilisation save for scattered groups of an unrecorded, non-starfaring xenos species present upon Iiralox IV that offered only minor resistance to Imperial colonists. Following discovery, the Ny'Drinah sub-sector underwent rapid colonisation aided by several Forge Worlds within the Belt of Iron. In return, these Forge Worlds were given mining rights to the bountiful resources of the sub-sector, with central governance turned over to an independent party that formulated trade agreements between these worlds and the Ny'Drinah sub-sector.

By the end of the Great Crusade the Ny'Drinah sub-sector had been transformed into a productive centre of industry capable of supplying dozens of Forge Worlds with regular shipments of resources vital to their continued operation. Governed from the hive world of Xiloci II, the allocation of future resources to needful parties across the Belt of Iron was determined afresh every decade, with political wrangling dominating the intervening years. Through offers of extended patronage and technology, both Graia and Atar-Median had achieved dominance over this trade, receiving the bulk of shipments dispatched from the sub-sector, a fact that did much to antagonise those Forge Worlds now forced to look elsewhere to prevent a shortfall in supply.

The Cataclysm of Iron Timeline

"Death comes for you Traitors, as it comes for all who have turned against Omnissiah and Emperor. Beg not for mercy for you are too foul to deserve it. Let your bodies nourish the soil so new and better things might grow anew. Fear not though, for your names shall be banished from history and none shall remember your shame.

Princeps Maxima Irukile Barradro of the Fire Wasps, announcing their arrival upon Urdesh, 012.M31

The war that was to engulf the Belt of Iron was always destined to be a costly one. Across the region Forge empires held sway, their power ensured through the combined arms of their personal forces and their allies amongst the Titan Legions and Knight Households of the Belt of Iron. Each God-engine was a magnificent construct of deadly purpose and the Great Crusade had proved that it took only a handful of Titans to conquer entire worlds. A Titan Legion was not a weapon of subtlety but one of annihilation and six notable Titan Legions called the Belt of Iron home. When the fires of war died down, little was left untouched. The Cataclysm of Iron, though principally fought between the Forge Worlds located within the Belt of Iron, brought war to hundreds of inhabited planets, as even those desiring independence from the unfolding conflict often found themselves a target for enemies possessing a great appetite for conquest.

Given the scale of conflict that gripped the Belt of Iron, it remains all but impossible to recount every conflict and tragedy that befell the region and events such as the nanyte plague of Grandati or the destruction of Lux Incunabula's Forge Web are described elsewhere. This work looks principally at the deeds of those Titan Legions that were recorded active within the Belt of Iron during the Cataclysm, for it was often their might that shaped the conflict and their wrath that devastated the lives of billions.

005-010.M31: Encroaching Storm

The news of the Warmaster's betrayal was met with little fanfare or outrage within the Belt of Iron, for few in the region were eager to confirm where their loyalties lay. It is well recorded that Atar-Median stayed loyal to the Emperor, dispatching a Demi-Legio to the Isstvan system in support of the Loyalists' attempt to bring the Warmaster to heel, thus proving their allegiance to all within the Belt of Iron. So too did Graia proclaim their intent to fight in the name of the Emperor, while against them stood the forces of Valia-Maximal who were vocal in their support for the Warmaster, the Forge World quickly mobilising their forces within the Segmentum Tempestus. Long-held rivalries between Valia-Maximal and Graia were brought to the fore during these years, with the former Forge World launching several probing assaults upon the holdings of the latter. Although such assaults bear the hallmarks of skirmishes against the backdrop of the wider conflict of the galaxy, they are notable not least because of numerous reports of unknown weapons unleashed by Valia-Maximal, many of which inflicted lasting damage upon the worlds of Graia. In an effort to strengthen their position before moving on Valia-Maximal, Graia sent missives across the Belt of Iron, inquiring as to the allegiance of all Forge Worlds within, though few responses were recorded.

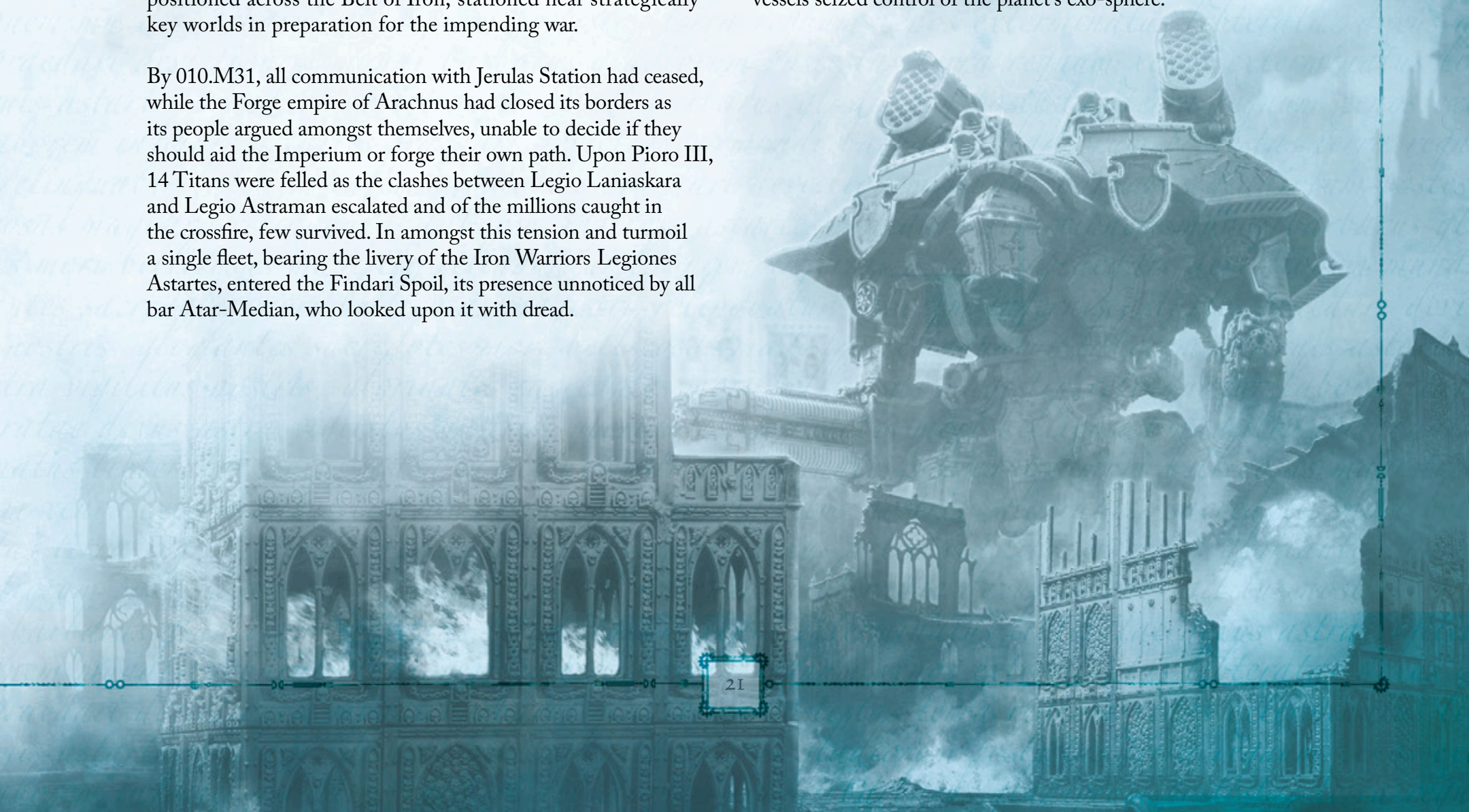
For every world that proved eager to side with Graia and Atar-Median in return for the favour of the larger Forge World, there were those who offered only empty words in response and time would show that their allegiance had been bought by the Fabricator-General of Mars. Navigational data extracted from orbital beacons tell of supply fleets originating from Urdesh that slipped past Imperial cordons to deliver supplies to Traitor cells hidden across the Segmentum Solar. Elsewhere, within the Findari Spoil, clandestine construction fleets dispatched from Kalibrax toiled to build a fortified position close to the Forge World of Atar-Median. The actions of Kalibrax did not go unnoticed, however, for the Findari Spoil had been seeded with auger arrays intended to forewarn Atar-Median of approaching threats. Recognising that Kalibrax's public assurances of their continued allegiance to the Emperor were far from earnest, garrisons of Firebrands Titans were positioned across the Belt of Iron, stationed near strategically key worlds in preparation for the impending war.

By 010.M31, all communication with Jerulas Station had ceased, while the Forge empire of Arachnus had closed its borders as its people argued amongst themselves, unable to decide if they should aid the Imperium or forge their own path. Upon Pioro III, 14 Titans were felled as the clashes between Legio Laniaskara and Legio Astraman escalated and of the millions caught in the crossfire, few survived. In amongst this tension and turmoil a single fleet, bearing the livery of the Iron Warriors Legiones Astartes, entered the Findari Spoil, its presence unnoticed by all bar Atar-Median, who looked upon it with dread.

215010.M31: Spoils of War

In what is now seen as the first blow of the Cataclysm of Iron, the arrival of the Iron Warriors prompted Atar-Median to assemble its forces to war and fall upon the Findari Spoil. Though the Forge World had long been aware of the efforts of Kalibrax within the system, and long suspected that Kalibrax remained in service to the Fabricator-General of Mars, the arrival of those sworn to the Warmaster proved sufficient evidence to confirm Kalibrax's motives. Moreover, the Loyalists were unnerved by the arrival of several hundred Iron Warriors Legionaries, fearing their expertise in siege warfare would lead to a rapid completion of the fortifications within the region. After much debate and in-depth tactical analysis, it was determined that the Loyalists' plans to seize the Findari Spoil would succeed only if they were accelerated. Having set themselves on the path to war, Atar-Median passed on knowledge of both their findings and plans to attack to those worlds, such as Graia, deemed trustworthy, as well as making attempts to alert Terra of their findings, before the forces of Atar-Median marched to war.

Tactical assessments of the Spoil prior to its invasion reveal the extent of its transformation undertaken by the Traitors. The outer edges of the system showed a significant concentration of orbital defense platforms constructed upon the extensive asteroid belts, while the solitary planet held a partially constructed Legio fortress garrisoned by several maniples of Legio Kulisaetai Titans kept in stasis within. Desiring control of the sector and its defences rather than total destruction, the forces of Atar-Median, under command of Princeps Maxima Millicent Nuvarss, First Shield of Atar-Median, divided their fleet into two task forces. The first, consisting of Taghmata forces supported by several Banners of House Col'Khak, formed the vanguard of the invasion, breaking from the Warp in close proximity to the system's outer defences. Weathering heavy fire from the Traitor defence stations, the Mechanicum forces quickly boarded the first ring of defences, the ground troops methodically eradicating all within. As this battle raged, a second fleet transitioned into the system, heading directly for the solitary planet. The loss of the outer defences left only minor orbital batteries to repel the Loyalist fleet and it was with little effort that the second wave of vessels seized control of the planet's exo-sphere.



Having gained orbital control, the vessels' complement of Legio Atarus Titans were unleashed upon the planet, intent on seizing control of the Gatekeeper fortress. In a plan characteristic of the bold actions often associated with the Firebrands, Legio landers disgorged their cargo on the outskirts of the fortress itself, risking the torrent of defensive fire in an effort to catch Legio Kulisaetai unaware. In this they were successful, despite the loss of four Titans in the resulting conflagration, landing mere kilometres from the fortress' edge. Princeps Nuvarss was the first of Legio Atarus to step foot upon the planet, her Titan renamed *Red Naga* in memory of those who fell on Isstvan V. Moments after landing the Titans of Legio Atarus were emerging, having forgone the usual landing procedures in an attempt to capitalise on their bold assault. This tactic, though leaving nearly half of the assault force in need of minor repairs, enabled the Firebrands to deploy in short order. This luxury was not given to Legio Kulisaetai and, as the guns of the Firebrands opened up on the walls of the fortress, the Traitors rushed to rouse those engines resting within their cradles, enacting the lengthy rites of awakening.

The resulting battle unfolded in two stages, with the Firebrands easily overwhelming the outer defences, guarded by a mere handful of Gatekeeper Titans. Once the outer walls had been seized, the Loyalists ventured into the cavernous centre of the fortress, providing protection for a cadre of Tech-Priests that, having gained access to the central systems, laboured to wrest control of the fortress from the Traitors. Post-combat reports state that six Legio Kulisaetai Titans were destroyed after an hour of brutal combat, while eight Legio Atarus Titans were damaged, three of which required extensive repairs. In turn, four additional Legio Laniaskara Titans, each still lying dormant within their cradles, were captured by the Firebrands, replenishing the losses they had suffered. In the days following their victory, Legio Atarus moved to secure their hold upon the Findari Spoil, hunting down those Gatekeeper Titans that had escaped the fall of their fortress, while Atar-Median Taghmata, supported by House Col'Khak Knights, secured their hold upon the system's orbital defences.

In a single solar standard week, the Loyalist forces had claimed dominion over the Findari Spoil, casting out the Traitors and claiming the first victory of the coming conflict. Looking outwards, Atar-Median issued the call to war, knowing their actions were likely to be the spark that ignited all-out war across the Belt of Iron.

302010–552010.M31: The Invasion of Ny'Drinah

Navigation records extracted from the databanks of the Paradonal fleet anchorage, located within the Ny'Drinah sub-sector, note that warp disturbances, suggesting the movement of a significant number of vessels heading towards the system, were detected 17 solar standard days after Atar-Median first entered the Findari Spoil. Mere hours later, several hundred vessels, bearing the livery of both Urdesh and Kalibrax, emerged from the Warp within the Paradonal'ny system, obliterating its defence stations with minimal losses and laying claim to the fleet anchorage. Soon after, astropaths across the Belt of Iron passed word of a widespread message, dispatched from unknown origins, calling for "*…scouring of all worlds, ancient or newborn, that have turned aside from the Omnissiah and His blessed representatives in favour of distant idols shrouded in falsehood*". Acting upon preordained strategies, the Traitor Forge Worlds moved to lay claim to the valuable worlds of the Ny'Drinah sub-sector. The subsequent conquest of the sub-sector proved swift. Having secured a base of operations through their capture of the Paradonal'ny system, the Traitor fleet moved to seize their secondary targets. The core of the Traitor force consisted of Titans drawn from both Legio Damicium and Legio Kulisaetai, of which varying strength estimates place as between 25 and 70 Traitor engines committed to the conquest and whose considerable might far outstripped the defenders scattered across the Ny'Drinah sub-sector. Notably, the Traitor assault coincided with the commencement of the negotiation cycle during which the next decade of industrial supply was allocated amongst worlds within the Belt of Iron. This timing was no doubt meant to exploit laws which ensured that only a token force from each petitioning Forge World was allowed entry to the sub-sector, lest accusations of external pressure influencing the negotiations be levied against the process. In accordance with such an edict, less than a decad of Loyalist Titans, consisting of a mixture of Legio Atarus, Venator and Astraman God-engines, stood within the sub-sector when the Traitors began their invasion and represented the sole force capable of besting an assault led by a Titan Legion. Facing a Traitor force capable of assaulting several worlds at once, the Loyalist Titans were quick to accept the inability of their numbers to defend the entire sub-sector and redeployed to the Xiloci'ny system, mustering to defend the sub-sector's capital world and await relief from allies further afield.

In the weeks following the fall of the Paradonal'ny system, the Traitors secured their hold upon the Ny'Drinah sub-sector, seizing control of four further systems before attempting to conquer the hive world of Xiloci II. Here, the Traitor advance stalled, their Titan Legions contested by the considerable defenses of the hive cities and the valiant retaliation of the vastly outnumbered Loyalist Titans. In an effort to break the developing stalemate, those worlds captured by the Traitors were turned towards fuelling the conquest of Xiloci II; the flow of supplies from conquered mining worlds was funnelled inwards, increasing the construction of materiel to the Traitor fleets within the sub-sector, while those population centres deemed '*non-essential*' to the continued operation of the war effort were processed into vast legions of mindless warriors augmented by profane technology which were thrown against the Loyalist defences to sap morale and drain resources. By 552010.M31, only the Xiloci'ny and Uridoci'ny systems remained defiant in the face of invasion, with their worlds dispatching frequent calls for aid.

706010.M31: Devastation of Yanazar IV

The first sign of relief for the defenders of the Ny'Drinah sub-sector was seen when a probing fleet from Atar-Median entered the Yanazar'ny system intent upon securing a beachhead within the sub-sector. With them came two maniples of Legio Venator Titans dispatched from Arachnus, these reinforcements sent as a sign of good faith to the Imperium. Such an act was no doubt motivated by missives of the Imperial Household having expressed concern towards the Forge World's cessation of weapon production intended for the Legio Custodes. Official reports note the dwindling shipments dispatched from the Forge World in the years following the events at the Isstvan system, no doubt hampered by the escalating tension amongst the political factions of Arachnus. This complement of Legio Venator Titans was to be the first of several Iron Spider maniples committed to the unfolding conflict within the sub-sector. The first target of the Loyalists' ire was the mining world of Yanazar IV, a frigid planet notable for possessing significant concentrations of monazite and bastnäsite deposits beneath the surface, garrisoned by a detachment of Legio Laniaskara Titans dispatched from Valia-Maximal. Under the cover of an orbital bombardment, the Iron Spiders, led by Sub-Princeps Jandolla Altreax, descended to the surface and marched upon the entrenched Impalers Titans who guarded the sole strip of mining quarries that had survived the first invasion. As battle was joined, the Iron Spiders upon the ground were alerted of a Traitor fleet having entered the system and moved to engage the Loyalist fleet. Outnumbered in orbit, the Loyalist fleet was quickly driven off and denied the means to extract their allies on the surface. The final reports note that the initial assault by the Iron Spiders proved successful, with the Loyalists regaining control of the quarries before finding themselves trapped upon the planet and faced with a new wave of landers, bearing the livery of Legio Damicium, descending upon Yanazar IV.

874010.M31: Turning Point

The main Loyalist force, dispatched from Graia with two Demi-Legios of Morning Star engines and commanded by Magos Dominus Xixos, chose the Uridoci'ny system as their first target. On Uridoci VI, a mining world reliant upon the exploitation of phosphorite deposits, a month-long conflict between Legio Astraman and Legio Kulisaetai brought the world's industry to ruin, with eight Titans felled, and 13 others requiring extensive repair. Elsewhere, the populace of Uridoci II was reduced to less than a tenth of the number held before the Cataclysm, slaughtered in a mass campaign of butchery led by House Gothrith, with the Household building monuments of corpses dedicated to the Warmaster and daubed with ritualistic symbols. The few survivors of the world were spared a similar fate by House Moritain, who swore an oath to defend the last outposts of civilisation on the planet, engaging the warriors of House Gothrith amongst the ruined cities of Uridoci II and driving them from the world. The departure of House Gothrith was marked by the emergence of a virulent plague amongst the survivors that left 300,000 dead and forced the complete quarantine of the entire planet, condemning it to a slow death. When it was deemed that the plague had run its course, a sect of Mechanicum Genetors descended to the surface to find a world devoid of human life, along with an extensive catalogue of names listing every individual whose life was claimed by House Gothrith and the subsequent disease, diligently recorded by the Scions of House Moritain even as they too succumbed to illness.

The final blow for the Traitors came upon the agri-world of Uridoci III. Against the small garrison of Gatekeeper Titans, Graia sent a score of Morning Stars in a show of overwhelming strength designed more as a symbolic gesture than a tactical necessity. In an act of spiteful retaliation, the Impalers refused to meet the Loyalists in open battle, instead detonating hundreds of nuclear warheads across the surface resulting in a radical change in the planet's atmosphere and the death of the world's entire population. This act proved tailored to demoralise the resistance of those still loyal to the Emperor across the Belt of Iron, with the death of Uridoci III broadcast across the region as a warning to any who stood against the Warmaster. In response, numerous worlds surrendered to the Traitor forces out of fear of suffering a similar fate. Adversely, the flames of insurrection were ignited upon the Paradonal fleet anchorage, culminating in the destruction of a Legio Damicium coffin ship housing four Warlord Titans, when the rebels seized control of several defence stations. Extensive damage was subsequently recorded at the eastern docking bays of the fleet anchorage when wreckage from the ship's destruction impacted with the station, rendering them unusable and in need of extensive repair.




Primaris

924010.M31: The Relief of Xiloci II

The damage caused to the Paradonal fleet anchorage by dissidents amongst the Traitor-held sectors saw a vast reduction in the operational capacity of the station, causing numerous delays to the deployment of Traitor reinforcements across the Belt of Iron. In turn, this led the Traitors to divert forces from the protracted siege of Xiloci II to reinforce other systems. When news reached Magos Dominus Xixos, commander of the Loyalist forces across the Ny'Drinah sub-sector, a relief force was sent to Xiloci II to capitalise on these new developments.

The main objective of the Loyalist force was the seizure of Xiloci II, reasoning that, by securing the sub-sector's capital, they would rob the Traitors of the ability to secure victory within the region. To this end, three detachments of Legio Astraman Titans, numbering a total of 25 God-engines, landed upon Xiloci II within landing zones secured by Loyalists already embedded upon the surface. In response, the Traitors moved their forces to secure their siege lines, creating reinforced fortifications around unconquered hive cities. In doing so, the Traitors sacrificed their momentum, forming isolated pockets of resistance which the Loyalists could attack at their leisure. Capitalising on this, Legio Astraman led a campaign of methodical conquest, forming three prongs that assailed hive cities in close proximity to prevent the Traitor positions from reinforcing one another. The resulting conquest recorded only minimal losses for Legio Astraman, with the Morning Stars relying upon maniples consisting largely of Reavers and Warlords capable of engaging the strongest elements of Kulisaetai and pushing through to break open Traitor lines.

After three months of protracted warfare, the Traitors were ousted from much of Xiloci II, with their ground forces holding only a handful of hive cities after Kalibrax had evacuated the surviving elements of Legio Kulisaetai. The last resistance to Loyalist control was quashed after a determined assault upon the hive city of Tartunrus Spyre which Xixos himself took part in, directly commanding the conflict from within the Morning Stars Warlord Titan, *Grace of Wrath*. Unwilling to expend time and lives upon another siege, the fate of Tartunrus Spyre was sealed when the guns of Astraman were turned upon the mountain around which the city was constructed, burying it beneath an avalanche of stone. Once dominion of Xiloci II was secured, the Knights of House Col'Khak were tasked with rooting out any remaining resistance while Xixos committed his forces to regaining control of the remaining worlds within the Xiloci'ny system and beyond.

182011.M31: The Fate of Jerulas Station

The war within the Ny'Drinah system, though initially a success for Traitor forces, rapidly turned against them after the loss of the Xiloci'ny system. Matters were further complicated with the arrival of fleets from both Atar-Median and Arachnus, the latter Forge World committing many of their most veteran Princeps from the Great Crusade to the unfolding war. Neither Urdesh nor Kalibrax could hope to match the might of the three assembled Forge Worlds and the forces of Valia-Maximal found much of their strength engaged within the eastern sectors of the Belt of Iron, preventing them from dispatching the level of aid required to turn back the advancing Loyalist force. To compensate, the Traitors moved to secure aid from lesser Forge Worlds, dispatching emissary fleets to worlds such as Lux Incunabula, Gantrin, and Jerulas Station.

In Jerulas Station, the Dark Mechanicum hoped to find an ally that, though far from the greatest of Forge Worlds, would serve as fertile ground for the rapid expansion of its industry and acceptance of the numerous practices employed by the Traitorous order. It is well recorded that Jerulas Station and its people held great disdain for the Imperium and were kept in order solely thanks to the strength of the garrison stationed upon the Forge World. Both the Ruinstorm and the Cataclysm of Iron severed communications across the Belt of Iron and neither Loyalist or Traitor had maintained contact with Jerulas Station in over three standard years; the last recorded communiqué from the world is dated 942008.M31, taking the form of a distress call from the Imperial garrison upon the Forge World, reporting widespread rebellion as well as the presence of entities of unknown origin within the ranks of the insurrectionists.

It was not until 011.M31 that the fate of Jerulas Station was discovered. A fleet dispatched from Urdesh to broker a treaty with the world found a dead planet devoid of life and civilisation; pict-captures taken from salvaged Traitor ships show towering, featureless edifices of metal placed where productive forge-fanes once stood and the remains of countless space vessels in orbit of Jerulas Station being the sole indication of a prolonged and brutal conflict. The perpetrators of this conflict were revealed mere moments after a Urdeshi research team made landfall upon the Forge World. As if in response to the intrusion, a cacophony of binary data-bursts was unleashed, the edifices upon the surface flaring into life and the appearance of dozens of ship signals amongst debris in Jerulas Station's orbit and metallic vessels of unknown design powered up and unleashed cascading beams of energy upon the fleet. In quick succession, the fleet was reduced to a third of its starting strength, forcing them to abandon Jerulas Station and the research team upon its surface.



218011.M31: Dark Tide

In the years following the events in the Isstvan system, the loyalty of the Empire of Arachnus became suspect. Within the borders of Arachnus, two warring ideological sects fought a political battle that would determine the allegiance of the Forge empire. Those that had spent decades serving in the Great Crusade held great respect for the Imperium and its values and advocated for standing against the Warmaster in aid of the Emperor, while others claimed the unfolding conflict served as the perfect backdrop against which Arachnus could once more seize control of their own independence. This disagreement appeared settled following repeated expressions of concern from the wider Imperium, interlaced with implicit threats from the Imperial Household itself, that bade the Forge World resume shipments of aid and supplies to worlds both within the Belt of Iron and further afield. In answer, the rulers of Arachnus dispatched several fleets, and several dozen Legio Venator engines, to aid the Loyalist push into the Ny'Drinah sub-sector. It fell to those who had served widely during the Great Crusade to lead the war efforts of Legio Arachnus within the Belt of Iron, while other elements were given the task of guarding the borders of Arachnus. Close observation of deployment records show that the distribution of military strength outside the borders of the Empire of Arachnus largely consisted of those who refused to support the idea of independence, placing them far removed from the Forge World.

According to the personal records of General Atticus von Nyrumbar, commander of the 135th Bintarian Imperial Army regiment, stationed upon Nizkara, second moon of Arachnus, the first reports of conflict upon Arachnus came in the closing days of 010.M31, with data indicating the discharge of weapons fire within the principal Legio stronghold upon the Forge World. Having committed many of the dissenting elements of Legio Venator to far-flung conflicts, the Titan Legion of Arachnus eliminated those who still resisted rebelling against the Imperium before moving to purge the Forge World of other dissenting opinions. In what would come to be known as 'Trident's Purge', conflict engulfed Arachnus and its two moons, Iktomia and Nizkara, with later estimates placing the death toll at several million and 37 Titans recorded as having fallen. Following three days of extended conflict, the rebellious elements of Arachnus had uncontested control of both the Forge World and Iktomia, though battles still raged upon the surface of Nizkara due to fierce resistance led by a handful of Loyalist Legio Venator Titans. In a message to all within the Belt of Iron, Arachnus pronounced itself as an independent state, declaring punishment for any who defied them. In recognition of this new state of affairs, the traitorous faction of Legio Venator was renamed Legio Tritonis in homage to the three celestial bodies, Arachnus and its two moons, from which the Titan Legion hailed. Others knew them by another name, calling them 'Dark Tide' for the widespread destruction they brought down upon any who opposed them.

441011-642013.M31: The Siege of Graia

The conflict across the Belt of Iron was not confined to the Ny'Drinah sub-sector during the opening years, and in the eastern area of the region the sporadic conflict between Graia and Valia-Maximal had escalated into all-out war. The advantage lay firmly with Valia-Maximal, for a significant portion of Graia's forces were committed both to the conquest of the Ny'Drinah sub-sector and the escalating conflict within the Beta-Garmon system. In contrast, the Traitor Forge World had spent the years before the beginning of the Cataclysm gathering their strength in anticipation of the war to come. The role Graia played in the conquest of Valia-Maximal during the Great Crusade is well recorded, as are the numerous denied petitions by Valia-Maximal demanding reparations for the damage the Morning Stars inflicted upon their world. In a desire to claim vengeance for such losses, Valia-Maximal unleashed its forces upon three star systems neighbouring Graia, conquering them in swift succession and denying the Loyalists access to several well-developed, industrial worlds that aided the production of additional Morning Stars engines. In response, Graia swiftly dispatched maniples to the three systems while also recalling much of their forces committed elsewhere in the galaxy, forcing their allies to finish the conquest of the Ny'Drinah sub-sector. This swift response was motivated by reports that Magos Dominus-Alpha Hieroneyum, overall commander of the clades of Valia-Maximal responsible for the death of billions in service to Graia, was present at the frontline. It became quickly apparent to the Loyalist forces that the movements of Valia-Maximal were deceptive in their intent, with the three conquered system occupied solely by the shell-shocked survivors who related tales of a brief invasion followed by rapid withdrawal. As the Loyalist fleets scoured the system for any lingering Traitors, messages from Graia arrived that revealed the Traitors' true plan, the forces of Valia-Maximal having moved directly upon the Forge World itself.

Though devoid of much of its fleet and Titan Legion, Graia was not left defenceless, with its network of orbital defences capable of leveraging considerable firepower against the invading fleet. To counter this, Valia-Maximal had refitted several of its battleships with heavily modified Nova cannon intended to outrange Graia's orbital stations. As the battle raged in orbit, a strike force of Legio Laniaskara Titans was unleashed upon the Forge World itself, securing a wide swathe of forge-fanes before an efficient defence could be mustered. Attempts to land additional ground forces proved unworkable, with some reports suggesting movement amongst the network of space stations, despite no record of their capability to do so, in direct counter to Traitor fleet movements. In time, the Traitor fleet retreated from the Graia system, leaving over 30 Legio Laniaskara Titans deployed upon the Forge World that engaged in a sustained campaign of destruction across the surface of Graia.



584011.M31: The Protectorate of Unsubdued Steel

Those split between loyalty to the Emperor and the Warmaster were not the sole combatants during the Cataclysm of Iron. Across the galaxy all manner of lost, destitute and abandoned souls looked for new purpose, with many choosing to forgo swearing allegiance to any but themselves. Within the Belt of Iron, the Forge World of Arl'yeth became a target for one such opportunistic force after many of the Morning Stars Titans left to defend the world were recalled in response to the invasion of Graia. Soon after, Arl'yeth was amongst the first to feel the tread of Titans sworn to a rising Forge empire known as the 'Protectorate of Unsubdued Steel'. Thirteen Titans, bearing the defaced livery of seven different Titan Legions, including Legio Astorum and Legio Damnatus, landed upon Arl'yeth, demanding the planet's subservience and threatening conquest if refused. Though Arl'yeth proved steadfast in its defiance, the world itself was guarded by ill-experienced battalions of Mechanicum Taghmata supported by three Legio Astraman engines. Six hours after battle was joined, the final Morning Stars Titan fell to the guns of the invading engines and Arl'yeth surrendered, joining over a dozen other worlds that had previously been incorporated within the Protectorate. In the months following the fall of Arl'yeth, multiple encounters with Titans associated with the fledgling Forge empire were reported, many of which are noted to have quickly escalated into violence as the Protectorate sought to expand their domain.

049012.M31: The Conquest of Ny'Drinah

Following the loss of Arachnus to Legio Tritonis, the Iron Spiders were vocal in their desire to recapture their homeworld, making several unsuccessful assaults upon the holdings of Arachnus. It quickly became apparent that their efforts would achieve little without aid from their allies, all of which viewed the securing of the Ny'Drinah sub-sector as a target of higher priority than Arachnus. Princeps Maxima Procolus, acting Grand Master of Legio Venator, desiring aid in his efforts to secure his homeworld, committed the Iron Spiders' full strength to the sub-sector, forming an agreement with Atar-Median that after the full conquest of Ny'Drinah, Legio Atarus would commit a measure of their forces to war against Arachnus. Though the Loyalists' numbers within the sub-sector were lessened by the redeployment of many Legio Astraman Titans to the eastern front of war, the 60 engines brought by Legio Venator quickly turned the tide, with a series of rapid assaults driving out Legio Damicium from the Yanazar'ny system and retrieving the fallen engines of Legio Venator from the ravaged planet of Yanazar IV, its mining operation deemed inoperable due to the level of damage inflicted upon it. Similarly, the Loyalists assailed the Paradonal'ny system, committing 50 Titans, of both Legio Atarus and Legio Venator, to besiege the Traitors entrenched around the orbital elevator upon Paradonal I linked to the fleet anchorage in orbit. The subsequent siege, which saw 18 Titans fall, ended when the Traitors turned their guns upon the orbital tether itself, severing the link between the fleet anchorage and the planet. The resulting debris fell upon the Traitors' position, claiming the life of Magos Dominus Xixos and nine Loyalist Titans along with the few remaining Traitor Titans while causing catastrophic damage to the planet's biosphere.

This final act of spite, committed as the remaining Traitors withdrew, left the Loyalists in control of a ravaged sub-sector, its industry and populace severely reduced when compared to its pre-invasion status; censuses taken two decades after the invasion of the sub-sector report a 64% decrease in population, and 76% decrease in industrial output, relative to the numbers recorded before the Horus Heresy began. Though no longer capable of supplying the Loyalist Forge Worlds as it once had, the sub-sector still proved strategically viable, not least because it awarded the Loyalists a stronghold from which they could assault the Traitor Forge Worlds directly. Importantly, victory within the sub-sector also served to shore up the morale of the Loyalist forces, prompting many across the Belt of Iron whose allegiance had previously been undetermined to announce their support for the Emperor, undermining the Traitors' attempts to find new allies.



091012-417012.M31: Fire and Fury

The Cataclysm of Iron entered a new phase following the ousting of Traitor forces from the Ny'Drinah sub-sector. Forced onto the backfoot, the Traitors began to reinforce their own holdings in anticipation of Loyalist incursions while unleashing specialised fleets, each containing only a handful of vessels, to ravage worlds across the Belt of Iron in an effort to fragment and delay the Loyalist forces. These fleets embarked upon a scorched earth campaign, trawling the Belt of Iron in search of weak points to exploit, often targeting those worlds who had but recently sided with Graia and Atar-Median. Tactical reports note that these fleets were equipped with numerous examples of the Dark Mechanicum's craft designed to inflict maximal damage upon any world they were set loose upon, often rendering them inhospitable to natural life. Many such fleets bore weapons first unleashed upon the holdings of Graia during the opening stages of the war, their potency only enhanced in the intervening years. Of the dozens of atrocities committed by such fleets, amongst the most notable was the destruction of the Aultarun system and the second invasion of the Findari Spoil.

In the Aultarun system, Legio Kulisaetai Titans embarked upon a campaign of wanton slaughter, preying upon the billions of refugees that had settled upon the agri-worlds within the system in an attempt to avoid the unfolding war. Their actions, though harbouring no discernible pattern, served to unleash a strange ritual similar in design and purpose as that which was inflicted upon the distant world of Calth. In Aultarun, however, none stood capable of halting the manipulation of its star and, within days, the system's sun had undergone billions of years of expansion. Those worlds not devoured by the star or scoured clean by harsh radiation were consumed by a warp rift brought into being through the sacrifice of billions. The resulting tear in reality soon became known as 'Refugee's Wail', its baleful light visible to worlds across the western fringe of the Segmentum Pacificus.

In the Findari Spoil, a different, yet no less destructive, method of death was brought down upon the Loyalists. The barren world contained within its borders saw the tread of Traitors once more when an assault, spearheaded by the warriors of House Vextrix, made landfall upon the planet. This caused much confusion to the First Shield Nuvarss who had been tasked with defending the Spoil, for the force assembled by the Traitors posed only a minimal threat to the defences erected by Kalibrax years before and since strengthened by the Tech-Priests of Atar-Median. The actions of the Traitor forces also stood at odds with conventional invasion tactics, with roaming groups of House Vextrix Knights moving from location to location, with evidence of collapsed digsites at the centre of each. To understand the logic behind the Traitor forces, a directive was issued demanding the capture and interrogation of a Traitor Tech-Priest in order to extract the purpose behind the invasion. After several weeks of running battles, during which House Vextrix managed to fell three Firebrands Titans amongst the World Spine Crags, the warriors of House Col'Khak achieved their goal, capturing a Tech-Priest left behind as the Traitors enacted a hasty evacuation of the planet's surface.

Hourly interrogation logs transmitted back to Atar-Median tell only of a Tech-Priest seemingly driven mad by corrupted code infesting their algorithms. The final log, transmitted as the Traitor fleet reached the edge of the Findari Spoil system, was abruptly cut off, its final seconds recording nothing but harrowing laughter interlaced with bursts of scrap-code. Moments later, auger stations deployed across the Findari Spoil reported signals consistent with the detonation of cyclonic warheads beneath the surface of Findari Prime shortly before the world itself was shattered into pieces, taking tens of thousands of Atar-Median warriors, including a decad of Firebrands Titans, with it. Following the destruction of Findari Prime, retrieval fleets from Atar-Median entered the system to scavenge anything of value and it was there they encountered a single Traitor vessel. Opening communications, the Traitor vessel issued a mocking warning, declaring that the fate of Findari Prime awaited any who continued to oppose the Fabricator-General of Mars before retreating in the face of Imperial reprisal.

386012.M31: The Burning of Malhanr

The destruction wrought by the Traitors across the Belt of Iron led to widespread famine, for agri-worlds were often the target of aggression due to lacking defences capable of repulsing even a handful of Titans. Attempts to source food from elsewhere in the galaxy proved unsustainable, for innumerable worlds had been pillaged by both Loyalist and Traitor forces leaving most planets unwilling or unable to share resources. To replenish the dwindling reserves of food, both sides moved to redeploy a portion of their forces to secure any agri-world capable of continued production. It was this cause that led both Legio Atarus and Legio Laniaskara to the world of Malhanr, the two warring sides causing irreversible damage to the ecosystem, rendering it unable to produce food and depriving the system of another precious agri-world. The situation on Malhanr became ever more complicated when a xenos raiding fleet, no longer contained by the Imperial fleets that once patrolled the surrounding sectors, laid waste to both the Imperial and Traitor fleets orbiting the planet, stranding both forces upon the ruined agri-world with little hope of rescue. Denied any chance of escape or reinforcement, the war upon Malhanr continued regardless, with both sides resorting to guerilla tactics as the Firebrands and Impalers sought the total destruction of each other, their conflict interspersed with clashes against xenos raiders that descended upon the planet. It is only years later that the fate of those who fought on the surface of Malhanr was revealed, when Imperium landing parties descended upon the planet and were greeted by a single battered Firebrand Reaver named *Fire of Resolve*. The sole survivor of the conflict, the *Fire of Resolve* was stained and battered by years of war yet the God-engine stood unbroken, seven new kill markings crudely daubed upon its armour.



149012-856012.M31: The Censure of Urdesh

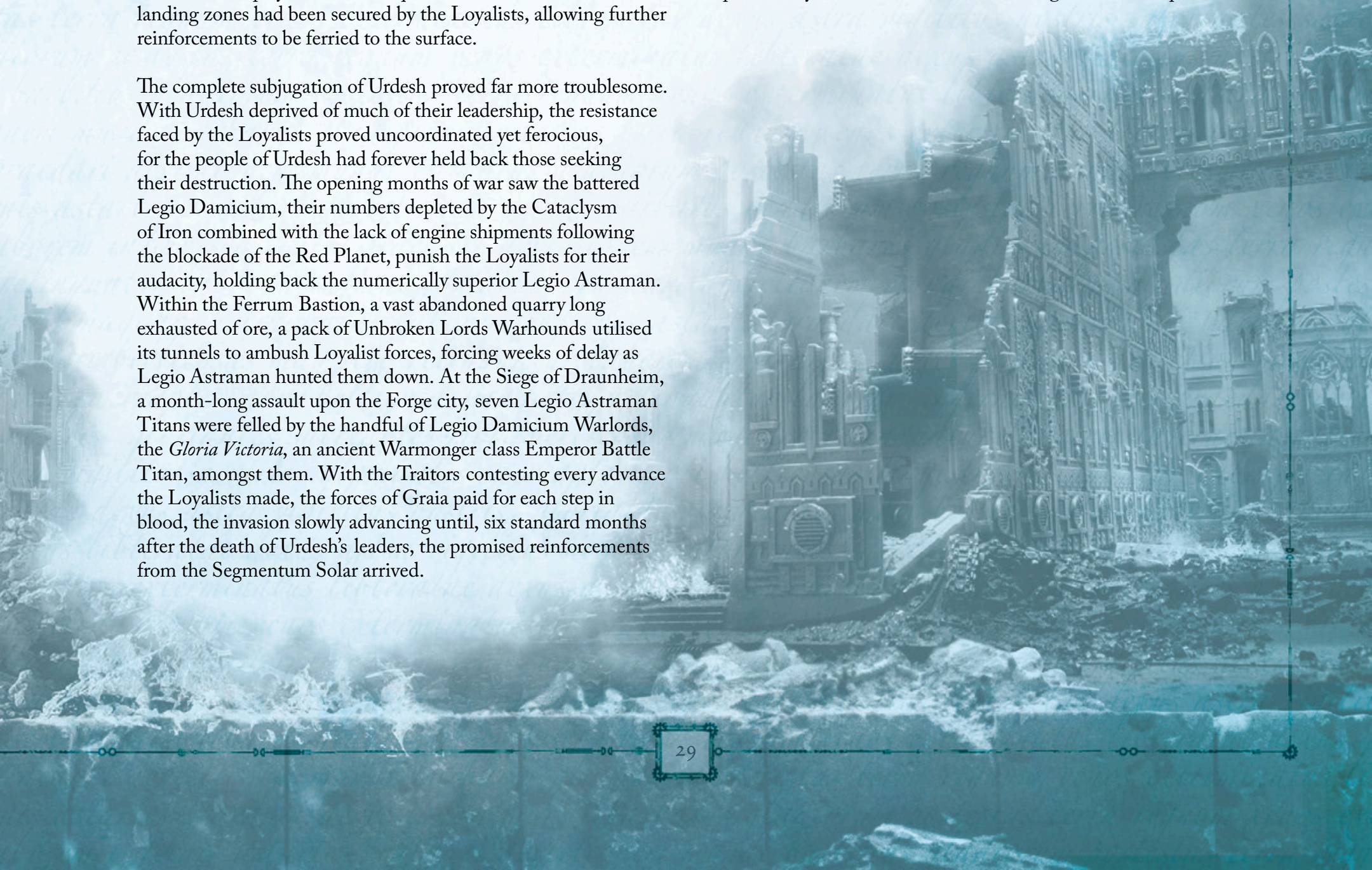
The fall of the Ny'Drinah sub-sector secured a nexus of industry that, though severely damaged, proved sufficient enough to facilitate the rapid refitting of the Loyalist Titan Legions in preparation for the next stage of conquest. Although numerous conflicts raged across the Belt of Iron, the Loyalists set their sights upon the Traitor-held Forge Worlds of Urdesh and Arachnus.

The assault upon Urdesh was not solely motivated by the desire to punish the Traitors, for messages from Terra itself had reached Graia calling for the censure of the planet for its efforts in ferrying supplies to the Segmentum Solar. The force dispatched by Graia in answer to these calls included over 40 Morning Stars engines and 60 Knights of House Moritain within their number, yet those upon Terra dared not risk the failure of such an important mission. To this end, assistance was sent both in the form of martial strength, with Terra dispatching an octad of Legio Ignatum engines, redeployed from the outer sphere of defences across the Segmentum Solar, to Urdesh and relating broadcast codes, gathered by agents of the Sigillite scattered throughout the galaxy, that masked the Loyalist approach as a fleet under service to the Warmaster rather than sworn to Graia.

Such duplicity proved worthwhile for the arrival of Graia's fleet caused no alarm upon Urdesh, its people celebrating the apparent arrival of allies to help in the conquest of the region. En masse, the Loyalist landing crafts descended upon the world, directed to landing zones across the surface of the Forge World. Having inadvertently invited their foe onto their world, the ruling caste of Urdesh gathered to greet the representatives of the Warmaster, flanked by a token guard drawn from Legio Damicium. Their attempts at hospitality were met with death, Morning Stars Titans standing proud before the Traitors as the landing vessel ramps lowered and, with a single devastating salvo, eradicated the upper echelons of Udresh's leadership. Across the Forge World, similar scenes played out and in quick succession a series of landing zones had been secured by the Loyalists, allowing further reinforcements to be ferried to the surface.

The complete subjugation of Urdesh proved far more troublesome. With Urdesh deprived of much of their leadership, the resistance faced by the Loyalists proved uncoordinated yet ferocious, for the people of Urdesh had forever held back those seeking their destruction. The opening months of war saw the battered Legio Damicium, their numbers depleted by the Cataclysm of Iron combined with the lack of engine shipments following the blockade of the Red Planet, punish the Loyalists for their audacity, holding back the numerically superior Legio Astraman. Within the Ferrum Bastion, a vast abandoned quarry long exhausted of ore, a pack of Unbroken Lords Warhounds utilised its tunnels to ambush Loyalist forces, forcing weeks of delay as Legio Astraman hunted them down. At the Siege of Draunheim, a month-long assault upon the Forge city, seven Legio Astraman Titans were felled by the handful of Legio Damicium Warlords, the *Gloria Victoria*, an ancient Warmonger class Emperor Battle Titan, amongst them. With the Traitors contesting every advance the Loyalists made, the forces of Graia paid for each step in blood, the invasion slowly advancing until, six standard months after the death of Urdesh's leaders, the promised reinforcements from the Segmentum Solar arrived.

The reputation of Legio Ignatum, a Titan Legion once honoured upon Mars and defenders of the Imperial Palace on Terra, proved true upon their descent to Urdesh. In recognition of their status as one of the Triad Ferrum Morgulus of Mars, first amongst Titan Legions, the Fire Wasps were given command of every battlefield they strode upon, for each stood a veteran of countless wars. Alone or in pairs, the Legio Ignatum Titans joined the different fronts across Urdesh, guiding the unfolding conflict and lending both their vast experience and the fury of their own Titans to ensure victory. The Forge city of Urdessec proved to be the location of the Traitors' last stand with the remnants of Legio Damicium upon Urdesh, 11 in number and each one bearing the scars of war, standing guard over the last stronghold of Traitor strength. Were the resulting battle fought for more noble purpose in the glorious age of the Great Crusade, the names of those Unbroken Lords Titans who fell in the defence of Urdessec would forever be celebrated within the annals of glory not damned to ignominy. Against thrice their number, the Unbroken Lords held their ground, each claiming at least one foe before the city of Urdessec was reduced to rubble, never to be rebuilt. As censure for their crimes against the Imperium, the largest Forge cities of Urdesh were laid waste by massed Titan fire, its knowledge banks purged of any technology the Mechanicus deemed Urdesh unworthy of. Soon, the battered industry of the Forge World was turned towards supplying Loyalist forces, operated by fresh numbers of displaced Tech-Priests now part of the newly-formed Adeptus Mechanicus. With the Warmaster edging ever closer to Terra, the vast majority of ammunition and weapons produced by Urdesh was dispatched directly to the Sol System, intended to reinforce the Twin Gates, relics of antiquity that facilitated rapid deployment of ships within the core system of the Imperium. Soon after the battle at Urdessec, the Titans of Legio Astraman departed for Graia, intending to escalate the war with Valia-Maximal. By order of the Regent, Legio Ignatum was left to stand guard over Urdesh and its holdings and given authority to punish any who dared rise once more against the Emperor.



145013-015.M31: Reckoning

The loss of Urdesh damaged both the cohesion and morale of the Traitor forces, becoming a symbol of the ascendency of Loyalist forces across the Belt of Iron. While several lesser Forge Worlds such as Tridolii threw themselves on the mercy of the Imperium, others, such as Narunbax, had fallen too far and were in turn crushed by Legio Venator and Legio Atarus as the two Titan Legions marched on Arachnus, intent upon recapturing the world in the name of the Emperor. Kalibrax, recognising that the attention of the Loyalists was held elsewhere, retreated inwards, abandoning its allies in an attempt to fortify its holdings. In doing so, the worlds they had conquered were deprived of the presence of Legio Kulisaetai and with their oppressors removed many of their number rose up once more, casting down those Traitors that remained. Having freed themselves of Traitor rule, many amongst them wished not to stand idle after their long years of suffering and gathered in small numbers, seizing control of what ships they could. Together, a vast flotilla of mismatched ships was formed, hundreds in number and eclectic in design. This fleet, lacking a purpose beyond vengeance, fell upon Kalibrax. Millions died against the superior guns of the Forge World yet, as is oft the case in war, numbers proved superior and the fleet seized control of Kalibrax's orbit. Lacking any means of conquering the planet, the flotilla vowed to blockade the Forge World until greater forces came to scour the world clean, trapping the Traitors on their planet to do little but await their fate.

Arachnus too felt the wrath of the Loyalists. Since announcing their succession, the empire of Arachnus had grown, the name Dark Tide proving apt for their conquests were brutal and swift, and turned upon worlds without a means to defend themselves. These worlds were the first to be reconquered as the Loyalist vanguard carved straight to Arachnus, falling upon its two moons before the wayward elements of Legio Tritonis could be recalled to defend the planet. On Nizkara, the invading Loyalists found the world heavily contested by those still loyal to the Imperium, the beleaguered defenders having weathered a siege since Arachnus first fell into civil war. Legio Atarus moved to relieve the moon's defenders, breaking open the Traitor lines and forcing Legio Tritonis from its surface. On Iktomia, a similar fate befell the Traitors defending it, the full wrath of Legio Venator brought down upon those who had renounced their oaths and stolen their homeland.

Following the successful conquest of Arachnus' two moons, the Loyalists turned their gaze upon the Forge World proper. With the agreement of those who had been forced into exile from the world, the guns of the two moons were unleashed upon the Forge World, tearing great craters in the planet's surface in order to clear the way for an invading force. Those of Legio Venator that had defended Nizkara in the Emperor's name were given the honour of being first to stride upon the surface of Arachnus and bring His justice to the Traitors. True conquest was not achieved until after the fall of the Warmaster and the great war that followed, dozens of Titans falling upon Arachnus before Legio Venator once more reclaimed their home.

211013-461014.M31 Onwards: Silence amongst the Stars

The siege of Arachnus, fall of Urdesh and blockade of Kalibrax all but brought an end to the Traitor threat within the Segmentum Pacificus region of the Belt of Iron. Although lesser Forge Worlds still showed signs of rebellion, few could contest the might of Atar-Median and soon Firebrand Titans were dispatched from the Belt of Iron. Many of these fleets sought to answer distress calls long ignored, and though such purpose was noble it largely proved futile, with the fires of war having long since consumed those who once needed aid.

The Belt of Iron was not free of war however for Graia remained locked in seemingly endless war against Valia-Maximal. The Loyalist Forge World had suffered greatly at the hands of the Traitors as Legio Laniaskara Titans still walked the surface of Graia while others of their ilk brought death down upon the world they had sworn to protect. The Loyalists faced a methodical campaign of attrition orchestrated by Magos Dominus-Alpha Hieroneyum that sought to disperse the strength of Graia through a series of feints and rapid assaults. It was only with the death of Hieroneyum upon the industrial world of Nalindeer that the tide of war turned, the traitorous Magos killed when a trio of Morning Stars Warhounds, bearing the names *Forge Beast*, *Faithful Sire* and *Venator Ultima*, sacrificed themselves to destroy the Ordinatus Valia within which he rode to war.

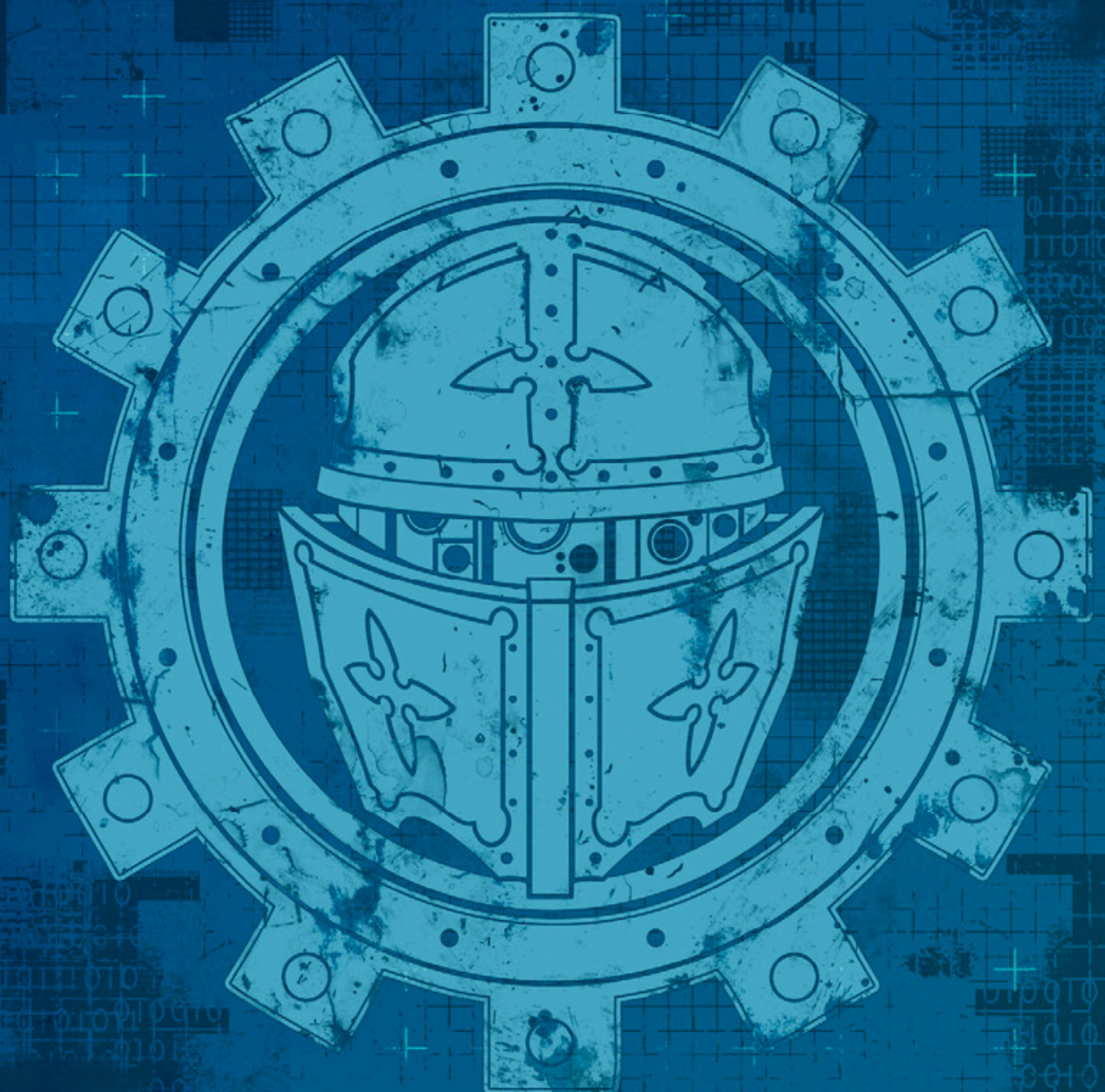
The death of Hieroneyum threw the plans of Valia-Maximal into disarray, with none proving able to fill the void left by the Magos' death. Though the Traitors now stood unable to muster a coherent assault, the late Magos had prepared the Forge World's defences well, and an unyielding line of worlds



still stood in defiance of Graia. These worlds had, with a speed defying logic, been converted into planet-spanning fortresses, each demanding blood be shed for every wall that crumbled. For Valia-Maximal to fall, the Logicians of Graia determined these worlds must be conquered first, lest their garrisons prove a threat to Graia's holdings. Of the 16 recorded attempts to capture the soon-named 'Blood Iron Worlds' only one success was recorded, the seizing of the now-dead world of Eristara at the cost of 11 Morning Stars engines and an estimated 250,000 Mechanicum Taghmata losses. For nearly a year, Graia defended its holdings and assailed those of Valia-Maximal, throwing millions into the cauldron of war until the Forge World was all but bled dry. Then, as if by some preordained signal, the tide of Traitors waned, the fleets of Valia-Maximal retreating beyond their fortress worlds. This change in parameters caused much contention amongst the Logis of Graia, preventing consensus and stalling the war effort. When no renewed assault was forthcoming, the forces of Graia moved once more against the Blood Iron Worlds but found only silence, 10 dead worlds hanging in the void and the halls of their fortifications empty. A similar, yet ever more perplexing, fate had befallen Valia-Maximal itself, for the Forge World had been stripped clean of its Forge cities, only the scattered pieces of industry that once linked them standing as evidence that the world had once been prosperous. Upon the surface of the world, the initial landing force reported no detectable signs of life and encountered only the hollowed-out shells of Legio Astraman Titans that had fallen in the preceding years of war, each one posed as if in great pain and kept standing by intricate scaffolding constructed in patterns that drove many who viewed them to the edge of madness. As to how or why Valia-Maximal departed, none can say.

The conflict that was to become known as the Cataclysm of Iron ended not with great fanfare but with silence. Urdesh had fallen and Arachnus was locked in warfare, the downtrodden and abused had seized control of their own fate to blockade the world of Kalibrax while the last safe harbour for the Traitors, the Forge World of Valia-Maximal, had simply ceased to be, vanishing in a manner unexplainable by rational means. This event did not truly signal the end of the conflict, nor did it bring solace to those that had suffered beneath the guns of the Titan Legions and those who walked beside them. Across the Belt of Iron smaller conflicts still raged as civil wars tore apart planets and opportunistic souls sought to elevate themselves above all others. Hundreds of worlds burned and all were diminished by their own actions and the actions of their foe, the blood of billions staining all who raised arms against one another.





Titan Legions of the Cataclysm

"I know not if victory across the galaxy can be achieved or if we are doomed to fall before the Warmaster's ambition. All I know is this world will burn and we will be the ones to ignite its pyre."

Princeps Seniores Mireste, Legio Ignatum, during the Conquest of Urdesh, 012.M31

Like the Forge Worlds that created them, each Titan Legion is unique, shaped by arcane techno-rites and ancient machine traditions. During the Horus Heresy, these differences in culture and doctrine became even more pronounced as Forge Worlds were divided between Loyalist and Traitor, and many Princeps were corrupted by the baleful influence of the Warmaster and his dark allies. Much like the Legiones Astartes and Primarchs they fought alongside, the Titan Legions learned to hate their former allies and, in turn, were changed by their new masters and allegiances.

Several Titan Legions were part of the fighting during the Cataclysm of Iron. Presented here are rules for eight specific Titan Legions for players to choose from, representing just some of the Legios present. When assembling a battlegroup, a player can declare that any of the Titans in their force are part of a particular Titan Legion. Maniples must all be made up of members of the same Titan Legion, but they can be reinforced by members of another. For each set of Titan Legion rules that are part of a battlegroup, the opposing player gains 2 bonus Stratagem points. For example, if a battlegroup is made up of a Legio Astraman maniple with two Legio Ignatum Warhounds as reinforcements, the opposing player would gain 4 bonus Stratagem points.

LEGIO ASTRAMAN (MORNING STARS)

Formed during the Age of Strife to protect the Forge World of Graia, the Morning Stars developed a close bond with the Raven Guard, serving alongside the Legiones Astartes forces often during the Great Crusade. Much of the Titan Legion's strength lay in their dedication to a cause, for, once set upon a path, only the cold logic of their tactical data predictions could deter them. No matter how dire the circumstances, all knew that the Morning Stars could be counted on to stand fast in the face of any danger.

Legio Trait: Unyielding
Like all drawn from Graia, the Morning Stars possessed an innate tenacity and refusal to yield, never retreating even in the face of certain death.

When activated during the Movement phase, a Legio Astraman Titan can choose to voluntarily Awaken their Machine Spirit – this counts as the Titan's activation. If they do this, advance their Reactor Status marker by 2. The Titan automatically fails their Command check to quell the Machine Spirit and applies the Stalwart result from the Awakened Machine Spirit table instead of rolling. The chosen Titan cannot be activated in the subsequent Combat phase.

Legio Specific Stratagem: Strength and Resolve (1)
The Princeps of Legio Astraman were trained to operate with reduced systems, pushing them to better understand the limitations of their engines.

This Stratagem can be purchased by any Legio Astraman player. The Morning Stars player may reveal this Stratagem when activating a Titan during the Strategy phase. Until the beginning of the following round, attacks made against that Titan gain no bonus to Armour rolls as a result of damage already inflicted as indicated by the Command Terminal (see the *Adeptus Titanicus* rulebook). This counts as the Titan's activation for that phase.

Legio Specific Stratagem: Stand Firm (3)
In the face of superior firepower, the Morning Stars would form an immovable front, standing shoulder to shoulder to weather incoming fire.

This Stratagem can be purchased by any Legio Astraman player. The Morning Stars player may reveal this Stratagem at the beginning of any round. For the duration of that round, any friendly Legio Astraman Titan can merge void shields with any other friendly Legio Astraman Titans as if they were part of the same Squadron, so long as none of the Titans sharing void shields have moved this round (voluntarily or involuntarily).

Legio Specific Wargear: Maglock Shells
Legio Astraman Titans made use of modified ordnance designed to adhere to the armour of their target before detonation, localising the damage for greater impact.

Any Legio Astraman Titan armed with a weapon with the Ordnance trait may take Maglock Shells so long as that Titan does not already have an upgrade affecting that weapon at a cost of +5 points multiplied by each weapon's Dice value; for example a Reaver Gatling Blaster would have a cost of +30 points. Each weapon a Titan is armed with must be upgraded separately. Add 1 to the result of all Armour rolls made by a weapon with this upgrade when resolving an attack made with an Ordnance weapon. Rolls of a natural 1 are still a Superficial Hit.

Legio Specific Personal Traits
A Legio Astraman Princeps Seniores' Personal Trait can either be generated from the table on page 55 of the *Adeptus Titanicus* rulebook, or by rolling a D3 on the table that follows:

D3	Personal Traits
1	**Steadfast:** *The iron will of the Princeps is legendary and nothing can dissuade them from their chosen path.* When the Princeps' Titan is required to roll on the Awakened Machine Spirit table, they may instead choose the result from the table instead of rolling. If they do this, increase their Reactor level by 1, in addition to any other effects.
2	**Diligent:** *The Princeps is careful to ensure their Titan is always operating at peak condition, monitoring all systems even in the heat of battle.* Once per battle, during the Strategy phase, the Princeps' Titan may be issued an Emergency Repairs order without the need to make a Command check.
3	**Immovable Bastion:** *The Princeps believes in facing adversity head on and will not baulk in the face of a charging foe.* Once per battle, after resolving the effects of an attack made against the Princeps' Titan by an enemy Titan as part of a Charge order, the Princeps' Titan may immediately make a Smash Attack, or an attack with a weapon with the Melee trait, against the attacking unit.



Legio Astraman Warlord Battle Titan

Fortiter Bellator

Titans were engineered to be capable of facing any threat the wider galaxy could throw at them, and loadouts such as that displayed by *Fortiter Bellator* here were common when called upon to face enemy infantry. *Fortiter Bellator* is pictured upon the agri-world of Nariindi, one of the principal suppliers of food to the Forge World of Graia. The agri-world was plagued by widespread rebellion during the Cataclysm of Iron, resulting in a maniple of Titans, including *Fortiter Bellator*, being deployed to placate the world. Contact was lost in 012.M31, and it was only upon the rediscovery of the gutted carcass of the Warlord upon the abandoned Valia-Maximal two years later that its fate became known.



Legio Astraman Warbringer Nemesis Titan

Fulgur Magno

Though the Morning Stars contributed forces to conflicts throughout the Belt of Iron and the wider galaxy, much of their efforts focused on halting the advances of Legio Laniaskara into the borders of Graia's Forge empire. Given the infamously direct tactics of the Impalers, those in command of Morning Stars forces relied heavily upon defensive strategies in response. Warbringer Nemesis Titans, such as *Fulgur Magno*, were vital elements of such tactics, often being used as anchors for a defensive line. Faster elements of Legio Astraman would draw Impalers engines into carefully prepared kill zones where the Traitors' movements were slowed by the debilitating effects of the Morning Stars quake cannon.

LEGIO ATARUS (FIREBRANDS)

Young by the standards of other Titan Legions, the Firebrands were formed in the latter part of the Great Crusade on the remote world of Atar-Median. Distrusted by their brethren due to the circumstances of their founding, Legio Atarus have forever striven to prove themselves, gaining a reputation as being independent and headstrong. Perhaps their most defining moment during the Great Crusade came during the Shedim Drifts campaign, when the Warmaster callously sacrificed dozens of their Titans to attain victory – an insult that the Legio would not soon forget.

Legio Trait: Seizing the Initiative
Firebrands crews need little prompting to take the initiative, and Titans within their maniples are often on the move, even before their Princeps Seniores issues the order to advance or attack. Firebrands commanders have learned to exploit the independent nature of the Princeps under their control, and often array their forces as aggressively as possible.

In the first round of the battle, a force that contains at least one Firebrands maniple may re-roll the dice roll to determine who will choose the First Player, but only if they rolled lower than their opponent. If they win this roll-off then they must nominate themselves as the First Player.

Legio Specific Stratagem: Impetuous Machine Spirit (1)
Years of war and headstrong commanders have given the machine spirits of Firebrands Titans their own impetuous personalities. When the machine spirit takes control of the Titan, it is even more determined than ever to close the distance with its foes.

This Stratagem can be purchased by any Legio Atarus player. Reveal this Stratagem when a Firebrands Titan would be required to make a roll on the Awakened Machine Spirit table (see page 44 of the *Adeptus Titanicus* rulebook). Rather than rolling, the Firebrands player may instead choose to automatically apply the Impetuous result, rolling D6+2" rather than D6" to determine the distance moved.

Legio Specific Stratagem: Maniple of One (2)
Many Princeps cannot see beyond the ancient tactica doctrines laid down by the Collegia Titanica – not so the Firebrands, who practise the theorems of adaptive warfare. This is most evident in their flexible approach to the concept of the maniple, individual Princeps often changing their tactics in the midst of combat.

This Stratagem can be purchased by any Legio Atarus player. The Firebrands player may reveal this Stratagem at the beginning of any round. For the duration of that round, one Titan in their force may gain the benefits of any Maniple Trait normally available to the Firebrands. Note that while this Stratagem is in effect, the chosen Titan loses any other Maniple Trait it might have and does not count as being a part of any other maniples.

Legio Specific Wargear: Infernus Missiles
Legio Atarus Titans make extensive use of incendiary missiles, weapons that are produced in vast numbers on Atar-Median and supplied almost exclusively to the Firebrands, and that are highly effective against supporting units and terrain.

Any Legio Atarus Titan may take Infernus missiles as an upgrade to their Apocalypse missile launchers for +15 points. If a unit takes at least one hit from an Apocalypse missile launcher equipped with Infernus missiles, place a 5" Blast marker under the unit. In the End phase, any model with at least part of its base on the marker takes a Strength 4 hit, ignoring void shields and ion shields. Titans suffer this hit to their Legs. In addition, Blocking terrain touched by the template takes a Strength 4 hit (see the *Adeptus Titanicus* rulebook for details on damaging and destroying terrain) and, if not destroyed, is set alight. In the End phase, burning terrain suffers a Strength 4 Hit, and deals a Strength 4 Hit to any models in it, as detailed above. After resolving any hits, the fire goes out and the marker is removed.

Legio Specific Personal Traits
A Legio Atarus Princeps Seniores' Personal trait can either be generated from the table on page 55 of the *Adeptus Titanicus* rulebook, or by rolling a D3 on the table that follows:

D3	Personal Traits
1	**Headstrong:** *A stubborn streak runs deeply through the Princeps and their Titan and, once they set themselves upon a task, they will press forwards, regardless of the outcome.* In the End phase, the Princeps Seniores may choose not to discard any Orders issued to their Titan – in effect carrying forward the Order into the following round without the need to make a new Command check. Note, Shutdown orders and other effects that change a Titan's current Order are still applied as normal.
2	**Unconventional Thinker:** *The Princeps has training in lateral-combative reasoning and sees things in the ebb and flow of battle that others might miss. This allows them to anticipate the actions of their enemies, or make sudden manoeuvres to catch their foes off-guard.* Once per battle, after an enemy Titan has declared its action, but before it moves or fires, the Princeps' Titan can be moved D6" in any direction and its facing changed by up to 90°. This movement may not take the Titan through impassable terrain or other models.
3	**Shedim Drift Veteran:** *The Princeps remembers well the betrayal at Shedim Drifts, where the Warmaster used the Firebrands as cannon fodder for his favoured Legio, and is eager to make the Traitors pay in kind.* During the Combat phase, the Princeps may choose one of their Titan's weapons. Any Armour rolls resulting from hits by the weapon may be re-rolled this round. If the Princeps is targeting a Titan from the Death's Heads or Tiger Eyes Legios, then hits from all of the Princeps' Titan's weapons may re-roll their Armour rolls.



Legio Atarus Warhound Scout Titan

Bellium et Nocus

Called by its crew the *'Night Beast'*, the Warhound Scout Titan *Bellium et Nocus* was well-known for its place in the vanguard of the Legio Atarus forces. Proving itself time and again against much larger foes, the Titan and its crew were masters of ambush and mobile warfare, often operating alone outside of the structure of the maniple so as to give them the freedom to range far ahead of the main host of the Legio Titanicus. By the conclusion of the Cataclysm of Iron, *Bellium et Nocus* had many honours heaped at its feet – though many more awaited on the long road to Terra.



Legio Atarus Reaver Battle Titan

Fire of Resolve

For much of the Cataclysm, *Fire of Resolve* was presumed to have fallen upon Malhanr after all contact with the agri-world was lost due to xenos raids. Following the end of the Horus Heresy, and the reconquest of Malhanr, *Fire of Resolve* was reinstated to the active honour roll of Legio Atarus having been found still standing in defence of the world. Its battered appearance depicted here is one of hundreds of images documented by the Titan's crew who took it upon themselves to keep diligent records of their battles against both Legio Laniaskara and xenos raiders. Footnotes to these records state that the Titan carapace was left bearing superficial damage suffered during this time at the personal request of the princeps.



Legio Atarus Warlord Battle Titan

Tempered by Fire

One of the few Warlord Titans to be recovered from Isstvan V after the infamous Dropsite Massacre, the Battle Titan known as *Tempered by Fire* was repaired and refitted, and its name changed to suit its new purpose. Despite its crew having perished at Isstvan, and many of the Legio's Tech-Priests considering it ill-omened as a result, its new princeps and crew turned the slumbering ire of the God-engine's machine spirit to great effect during the Cataclysm of Iron – the Titan seemingly as eager as its pilots to wreak vengeance upon the Traitors.

LEGIO IGNATUM (FIRE WASPS)

One of the Triad Ferrum Morgulus, the three originating Titan Legions of Mars, the Fire Wasps broke free from the Fabricator-General when they chose to fight for the Imperium during the Horus Heresy. Known for their ironclad loyalty, Legio Ignatum was often tasked with guarding places of extreme significance, the greatest of which was the Imperial Palace upon Terra itself.

Legio Trait: We Loyal Few
Considering themselves the last remaining true Titans of Mars, the Fire Wasps hold a deep loathing for those Titan Legions that renounced their oaths and sided with the Warmaster.

Legio Ignatum Titans may re-roll Hit rolls of a 1 when making attacks against an enemy Titan within 12" of them during the Combat phase.

Legio Specific Stratagem: Punish their Folly (1)
Possessed of an abiding hatred for the Traitor Titan Legions, the Fire Wasps were quick to adapt their tactics to exploit the Traitors' apparent lust for blood, formulating overlapping fields of fire to punish the overeager.

This Stratagem can be purchased by any Legio Ignatum player. Play this Stratagem when an enemy Titan ends its move within 3" of a Legio Ignatum Titan as part of a Charge order. Before any attacks are resolved, that Legio Ignatum Titan can immediately make an attack using their Ballistic Skill with a weapon without the Melee trait.

Legio Specific Stratagem: Guard the Gates (2)
Loyal to a fault, the Fire Wasps were often chosen to guard key worlds in the certain knowledge that they would never abandon their duty.

This Stratagem can be purchased by any Legio Ignatum player. Play this Stratagem at the start of the first round's Strategy phase. Any friendly Legio Ignatum Titans can be issued the First Fire order without the need to make a Command check.

Legio Specific Wargear: Gravitonic Sensor Array
As befitting their status as one of the Triad Ferrum Morgulus, the Fire Wasps had access to technology less illustrious Titan Legions did not. These included sensors that enabled Fire Wasps Titans to effortlessly track their targets even when obscured.

Any Legio Ignatum Titan may take a Gravitonic Sensor Array for +15 points. Apply a +1 modifier to all Hit rolls made by a Titan with this upgrade against a target that is at least 25% obscured.

Legio Specific Personal Traits
A Legio Ignatum Princeps Seniores' Personal Trait can either be generated from the table on page 55 of the *Adeptus Titanicus* rulebook, or by rolling a D3 on the table that follows:

D3	Personal Traits
1	**Death before Dishonour:** *For the Princeps, the only true defeat is to dishonour their oaths and so they will never surrender, even if it leads to their death.* The Princeps' Titan may re-roll failed Hit rolls if their Titan has suffered Critical Damage. However, during the Damage Control phase, they must spend any Repair dice to repair disabled weapons before repairing any other kind of damage if possible.
2	**Foe Slayer:** *The Princeps believes that their honour will be restored only when every traitorous member of the Collegia Titanica lies dead, reserving a particular hatred for those of the Triad Ferrum Morgulus.* During the Combat phase, the Princeps may choose one of their Titan's weapons. Add 1 to the result of all Armour rolls made with the chosen weapon. If the Princeps is targeting a Titan from Legio Mortis or Legio Tempestus, the Princeps may choose two of their Titan's weapons to add 1 to the result.
3	**Eternal Guardian:** *The Princeps watched the world they had vowed to defend burn when ordered to retreat and now swears they will never yield a battlefield without a fight.* Once per Combat phase, the Princeps may re-roll a single Armour roll resulting from hits from any of their weapons if they have not moved (voluntarily or involuntarily) in the same round.



Legio Ignatum Warlord Battle Titan

Ignis Indignatio

The patterns displayed upon the armour of *Ignis Indignatio*, depicted here after the conquest of Urdesh, are characteristic of the finery Legio Ignatum often decorated their engines with. The Fire Wasps held great pride in their status as a member of the Triad Ferrum Morgulus even when such a name lost a measure of respect following the treachery of both Legio Mortis and much of Legio Tempestus. Like many Fire Wasps engines, Ignis Indignatio held a long and illustrious record, with the honour banner depicted here being the 87th banner depicting their conquest. The other banners were painstakingly reconstructed from records after the originals were removed from stasis on Mars and destroyed by servants of Kelbor Hal.

LEGIO VENATOR (IRON SPIDERS)

During the Age of Strife, Legio Venator stood guard over the Forge World of Arachnus, defending it against the native arachnid mega-fauna and the attention of raiders from elsewhere in the region. During the Great Crusade, those of Legio Venator that were assigned to Expeditionary fleets swiftly developed a sense of pride in brotherhood and unity, values that proved at odds with the beliefs of those left behind on Arachnus. When the Forge World fell into civil war, those that remained loyal to the Emperor retained their original name, striving to wash clean the sins of those who had turned against Him.

Legio Trait: Loyalty Above All
Within Legio Venator it is the duty of all Moderati to defend the Princeps against death itself, regardless of the cost.

Legio Venator Titans ignore the Princeps Wounded Critical Damage effect. In addition, friendly Legio Venator Titans add 1 to the result of any Command check they make while within 6" of a Legio Venator Princeps Seniores' Titan.

Legio Trait: One Mind
The Princeps of Legio Venator maniples train together extensively, learning to work in near-perfect concert until they can anticipate each other's actions nearly as well as their own.

At the beginning of each round, Titans within a friendly Legio Venator maniple may be formed into Squadrons. Each Squadron may contain a maximum of two Titans and cannot include a Titan that is already part of a Squadron. These Squadrons last until the end of the round. Titans formed into a Squadron in this manner cannot Merge Void Shields but follow all other Squadron rules as normal.

Legio Trait: Mobile Force
After the loss of Arachnus, Legio Venator found itself deprived of large numbers of heavier Battle Titans, adapting their tactics to accommodate larger numbers of lighter engines.

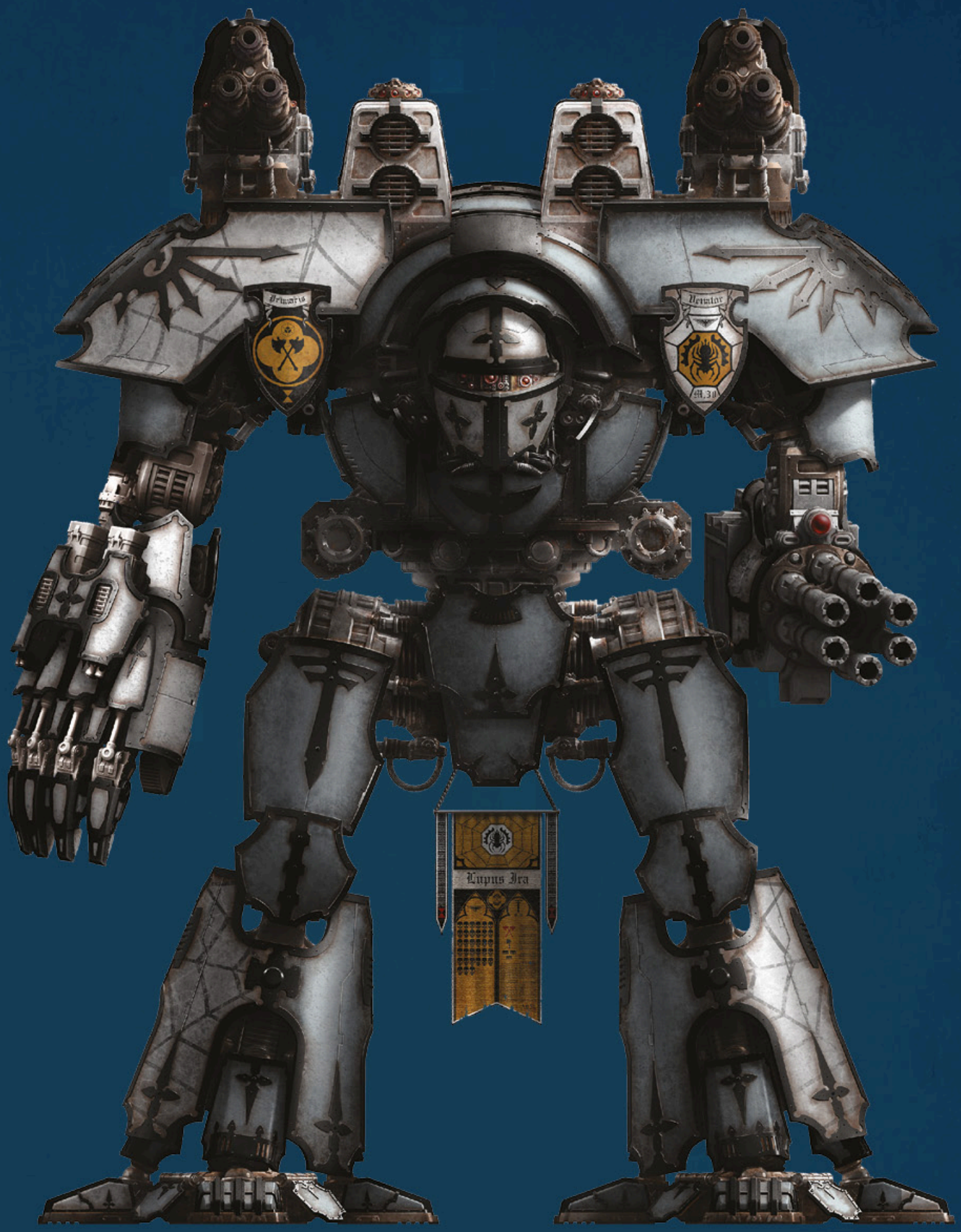
Any Legio Venator maniple may select a Reaver Titan in place of any Warlord Titan as part of its mandatory components.

Legio Specific Wargear: Blind Launchers
Legio Venator makes use of one-shot launchers that can unleash a burst of smoke which interferes with conventional vision and auspexes.

Any Legio Venator Titan may be equipped with Blind Launchers for +20 points. Once per game, during the Combat phase, a Titan with this upgrade may activate its Blind Launchers. If it does, until the start of the next Combat phase apply a -1 modifier to all Hit rolls for attacks made against this Titan and a -1 modifier to any Hit rolls for attacks made by this Titan. Blind Launchers can be activated at any point during the Titan's activation (i.e., after it has made any attacks).

Legio Specific Personal Traits
A Legio Venator Princeps Seniores' Personal Trait can either be generated from the table on page 55 of the *Adeptus Titanicus* rulebook, or by rolling a D3 on the table that follows:

D3	Personal Traits
1	**Burning Hatred:** *The Princeps seethes with an intense hatred of all Traitors, raging at their abandonment of the true order and vowing that all will fall before them, whatever the cost.* Once per round, when the Princeps' Titan causes Critical Damage to an enemy Titan, the Princeps' Titan may immediately make an attack with one of its weapons, chosen by the controlling player. After resolving the effects of this attack, roll a D6 on the Reactor Overload table for the Princeps' Titan.
2	**Crusade Veteran:** *Many Princeps of Legio Venator spent long decades fighting within the Expeditionary fleets and are able to control their God-engines with seemingly preternatural skill.* Once per game, after resolving a Repair roll made as part of an Emergency Repairs order, the Princeps may discard the Order and immediately be issued a second Order. This second Order can be another Emergency Repairs order. Even if an Emergency Repairs order is removed in this manner, the Princeps' Titan can still only be activated in either the subsequent Movement phase or Combat phase of that round as normal.
3	**Superior Tactician:** *The Princeps is well-practiced in commanding Titans in battle and is capable of drawing up intricate plans with built-in redundancies.* The presence of the Princeps adds one additional Stratagem point to their battlegroup that may be used before the battle to purchase Stratagems.



Legio Venator Warlord Battle Titan

Lupus Ira

The incorporation of both Legio Venator and Arachnus into the Imperium proved a tumultuous affair marred by conflict. When Arachnus was finally brought into the Imperial fold, there were those amongst the Imperium's forces who expressed concern over fighting beside Legio Venator Titans they had previously fought against. Such worries were quickly disbanded when dozens of Iron Spiders Titans were given long-term assignments to Expeditionary fleets. Titans such as *Lupus Ira* would go on to prove their loyalty across innumerable battlefields, quickly developing a great devotion to those they served alongside. The respect they held for the forces of the Great Crusade drove many of Legio Venator to turn against their former masters when Arachnus seceded from the Imperium.

LEGIO LANIASKARA (IMPALERS)

Wardens of Valia-Maximal, the principal role of Legio Laniaskara was once the eradication of the gigantic beasts that made their homes beneath the caustic seas of the Forge World. Such conflicts were often fought in the confines of undersea caves, leading the Impalers to favour direct and brutal tactics. These were further refined during the Great Crusade with Legio Laniaskara maniples tearing through enemy fortifications with close-ranged weaponry and bullish charges.

Legio Trait: Direct Measures
Subtlety is not a concept that exists within the minds of those who serve Legio Laniaskara. Instead, the Impalers bring the fight to their foe, hunting them down wherever they might hide.

Once per round, a single Legio Laniaskara Titan can move using their boosted speed value without needing to push their reactor.

Legio Trait: Bullish
Beneath the caustic seas of their homeworld, Impalers Titans were often forced to fight their prey face to face, leading to a culture of direct conflict far beyond that of most other Titan Legions.

When making attacks as part of a Charge order, a Legio Laniaskara Titan may make a Smash attack in addition to any other attack it makes.

Legio Specific Stratagem: Heedless Charge (1)
Contrary to the prescribed dictates of the Collegia Titanica, the use of close-quarters armaments, such as chainfists and Arioch power claws, was the norm amongst the Titans of Legio Laniaskara. A favoured tactic of the Impalers was to unleash a spearhead of Reaver Titans armed with short-range weapons upon enemy fortifications, battering down the walls and shattering all attempts to counter-attack.

This Stratagem can be purchased by any Legio Laniaskara player. Play this Stratagem at the start of any Strategy phase. For the remainder of the phase, any friendly Legio Laniaskara Titan can be issued a Charge order without the need to make a Command check.

Legio Specific Wargear: Mordantised Ceramite
The most notable achievement of Valia-Maximal was their specialised knowledge in the development of treated alloy plating that proved highly resistant to plasma burns and corrosive substances.

Any Legio Laniaskara Titan may be upgraded with Mordantised Ceramite for +10 points. Subtract 1 from the result of all Armour rolls for an attack made by a weapon with the Maximal Fire trait against a Titan with this upgrade. This negative modifier is applied even if the attacking unit is not using the Maximal Fire trait to increase their weapon's Strength.

Legio Specific Personal Traits
A Legio Laniaskara Princeps Seniores' Personal Trait can either be generated from the table on page 55 of the *Adeptus Titanicus* rulebook, or by rolling a D3 on the table that follows:

D3	Personal Traits
1	**Cruel:** *The Princeps has no pity for weaklings – unworthy foes are swiftly crushed underfoot with little thought given to honour or mercy.* When making attacks against units with a Scale of 5 or lower, increase the Strength of any hits by 2.
2	**Titan Killer:** *The Princeps has long studied the blows needed to slay a Titan, believing them the ultimate foe to face. The Warmaster's betrayal has given them the chance to put such knowledge to the test.* Once per round, the Princeps may re-roll all Armour rolls of a 1 for an attack made against an enemy Titan.
3	**Heedless Rage:** *In battle, the Princeps is often consumed by rage and heedless of their own pain.* Once per round, the Princeps may make an attack with a disabled weapon with the Melee trait. Once the effects of the attack have been resolved, the Princeps' Titan suffers a single S10 hit to its body.





Legio Laniaskara Warhound Scout Titan

Esurient Beast

Impalers Warhounds, such as *Esurient Beast*, depicted here during the Siege of Graia, played a significant role within the ranks of Legio Laniaskara during the Cataclysm of Iron. Of particular note was the Titan Legion's successful employment of both Ferrox and Venator Light Maniples in the urban environments of various industrial worlds invaded during the conflict between Valia-Maximal and Graia. These Impalers Warhounds would disperse through the streets and herd Loyalist engines into the path of Laniaskara Reaver Titans. Failing that, the Warhounds would cripple their foe before leaving them immobile amongst the debris as easy pickings at battle's end.



Legio Laniaskara Reaver Battle Titan

Blood of Valia

Given Legio Laniaskara's reputation for favouring close-quarters combat, the loadout depicted here upon *Blood of Valia* was a common sight within the Titan Legion. The Impalers placed particular emphasis on displaying their kills and trophies, measuring the success of each engine against their kin. This was often done through the use of multiple honour banners, as seen with the secondary banner hanging from the melta cannon of *Blood of Valia*. The kill markings made note of the death caused with the individual weapon and, while rarely worn into battle, were updated by the Titan's crew personally, and proudly displayed upon the God-engine between battles.



Legio Laniaskara Warlord Battle Titan

Blood Drenched

Impalers Titans often bore designs that paid direct homage to the ancient tribes that once inhabited the surface of Valia-Maximal. During the Age of Strife, the control of the Cult Mechanicus over the Forge World was not absolute and many groups of humanity regressed technologically. These tribes made their homes on islands scattered across the caustic seas, sailing the deadly waters as they hunted the beasts that inhabited them. Many Princeps of Legio Laniaskara can directly trace their heritage back to these tribes and the traditions of the Titan Legion bear many similarities to the rituals their ancestors once practiced.

LEGIO KULISAETAI (GATEKEEPERS)

Much of Legio Kulisaetai's history is defined by the endless battles that wracked the surface of Kalibrax during the Age of Strife, as all manner of factions strove to achieve dominance over the Forge World. After the world was liberated by the Great Crusade, the Gatekeepers brought their style of methodical destruction to dozens of worlds across the galaxy. In war, Legio Kulisaetai were famed for their scorched earth tactics, its Titans slowly advancing over the corpses of their foes, leaving nothing standing in their wake.

Legio Trait: Callous
Mercy and compassion are not virtues that are known to Legio Kulisaetai and the horrors of the galaxy are nothing compared to the suffering they can inflict.

Legio Kulisaetai Titans never suffer penalties to their Command checks and may ignore effects that force them to re-roll successful Command checks.

Legio Specific Stratagem: Steadfast Bastion (1)
Upon the field of battle, Legio Kulisaetai would advance slowly towards their foe's defences, unleashing a torrent of firepower between each step.

This Stratagem can be purchased by any Legio Kulisaetai player. Play this Strategy during any Shooting phase. Add 6" to the Short range (but not the Long range) characteristic of all weapons without the Melee trait carried by a Legio Kulisaetai Titan during the Shooting phase, so long as it has not moved (voluntarily or involuntarily) already this round.

Legio Specific Stratagem: Methodical Advance (2)
When Legio Kulisaetai marches, little can hope to stop them and all is crushed beneath their tread.

This Stratagem can be purchased by any Legio Kulisaetai player. Play this Stratagem in the Strategy phase of the first round. Choose a Scale. All friendly Legio Kulisaetai Titans with the same Scale as the chosen Scale may immediately make a move although no Titan may declare Power to Stabilisers! or Power to Locomotors!. After the effects of the Stratagem have been resolved, the opposing player becomes the First Player. Titans that move in this way may not be activated in the Strategy phase of the first round.

Legio Specific Wargear: Accelerated Autoloaders
Legio Kulisaetai believed they were created to eradicate their foes so the Omnissiah could rebuild upon their ashes. To this end they made frequent use of modified launchers that could unleash a tempest of missiles upon a chosen target.

Any Legio Kulisaetai Titan armed with either Apocalypse Missile Launchers or an Apocalypse Missile Launcher may be equipped with Accelerated Autoloaders for +20 points, so long as that Titan does not already have an upgrade affecting that weapon. Each weapon a Titan is armed with must be upgraded separately. After resolving an attack made by a weapon with this upgrade, the Titan may immediately make a second attack with this weapon against the same target, applying a -1 modifier to all Hit rolls for that attack. After resolving the second attack, the weapon is disabled and the upgrade has no further effect for the remainder of the battle, even if the weapon is subsequently repaired.

Legio Specific Personal Traits
A Legio Kulisaetai Princeps Seniores' Personal Trait can either be generated from the table on page 55 of the *Adeptus Titanicus* rulebook, or by rolling a D3 on the table that follows:

D3	Personal Traits
1	**Ancient of Death:** *The Princeps was once part of Legio Mortis before being integrated into the Gatekeepers, and they were centuries old even before the start of the Horus Heresy.* When the Princeps Titan must roll on the Reactor Overload table, only ever roll a D6, even if the Reactor Status marker is in a red hole.
2	**Infamous Warlord:** *The Princeps is known for being a merciless warrior with a history of atrocity that strikes fear into the heart of all but the sternest warriors.* Enemy units within 8" of the Princeps' Titan subtract 1 from any Command check they make.
3	**Corrupted:** *The canker has taken root within the Princeps, warping their flesh and inuring them to pain.* The Princeps Titan ignores the MIU Feedback and Princeps Wounded Damage effects.

Legio Kulisaetai Warhound Scout Titan

Amrok

Named after a mythological wolf from Ancient Terra referenced in the archives of Kalibrax, Warhound Titans such as *Amrok* were few in number within the ranks of Legio Kulisaetai. Given that the Gatekeepers held a preference for attritional warfare, Scout Titans were mostly utilised to observe enemy deposition, direct the movements of Gatekeepers Titans and funnel the enemy into the guns of heavier engines. A greater burden of command was often placed upon the princeps of Legio Kulisaetai Warhounds, who would use their speed to relay tactical assessment and updated battleplans.



Legio Kulisaetai Warlord Battle Titan

Sanctificetur Filium

Legio Kulisaetai favoured defensive loadouts on its Warlord Titans, as depicted here on *Sanctificetur Filium* during the invasion of the Ny'Drinah sub-sector. Records indicate that few Legio Kulisaetai battlegroups went to war without one or more Warlord Titans. Indeed, Gatekeepers tactics often revolved around a group of Battle Titans securing a position, acting as a central point around which faster battlegroup elements would intercept threats. The use of both mid-ranged and long-ranged weapons ensured that few foes made it close without suffering significant damage, thus reducing the danger of close-quarters warfare.



Legio Kulisaetai Warbringer Nemesis Titan

Indurated Bulwark

The Gatekeepers showed a preference for the employment of Warbringer Nemesis Titans during both offensive and defensive actions. Great Crusade martial records indicate that Legio Kulisaetai possessed only three Warbringers, but estimates taken during the Horus Heresy point to at least a dozen within the ranks of the Titan Legion. This discrepancy was explained when the wreck of Indurated Bulwark was salvaged by Tech-Priests of Atar-Median from the ruins of Malhanr. Assessment of the engine's origins suggest the Indurated Bulwark once bore the name Iron Valour, having belonged to Legio Astraman. Several other instances point towards a dedicated effort by Legio Kulisaetai to capture Warbringer Nemesis Titans and turn them against Loyalist forces.

LEGIO TRITONIS (DARK TIDE)

Legio Tritonis was named in honour of the three celestial bodies that made up Arachnus, these being the planet itself and its two moons. Many of those who joined the rebellion against the Imperium possessed decades, or even centuries, of service and remembered an age when Arachnus was ruled only by its people. After purging their homeworld of any who sided with the Imperium, maniples of Dark Tide Titans embarked upon a ruthless campaign of destruction across the Belt of Iron, warring with both Loyalist and Traitor alike as they sought to secure a glorious new age for the Forge World of Arachnus.

Legio Trait: Tide of Iron
Iktomia, the first moon of Arachnus, had long ago altered its production capacity in favour of Warlord Titans, which were better suited to fight the mega-arachnids that once plagued Arachnus.

Any Legio Tritonis maniple may select a Warlord Titan in place of any Reaver Titan as part of its mandatory components.

Legio Trait: Revel in Slaughter
The Horus Heresy was seen as a way to enact vengeance against the Imperium who had shackled their world to a distant overlord.

Add 1 to the result of all Command checks made by friendly Legio Tritonis Titans for each enemy Titan previously destroyed during this battle, to a maximum of 3.

Legio Specific Stratagem: Stygian Veil (2)
A vanguard of Arachnus tech-cadres would accompany Legio Tritonis to battle, deploying esoteric devices that could temporarily shroud a portion of the battlefield in impenetrable darkness.

This Stratagem can be purchased by any Legio Tritonis player. Play this Stratagem during any Strategy phase. The Legio Tritonis player may immediately place three markers anywhere on the battlefield, so long as each marker is at least 10" from a previously deployed marker. Any section of the battlefield within 3" of the centre of the marker blocks line of sight and any non-Legio Tritonis player within 6" of the centre of one or more markers suffers a -2 penalty to their Command check. All markers are removed at the start of the End phase.

Legio Specific Wargear: Radiative Warheads
Uncaring of the damage done to the planets they conquered, Legio Tritonis quickly implemented the use of warheads that contained a radiation-heavy payload that placed great strain upon void shields.

Any Legio Tritonis Titan armed with either Apocalypse Missile Launchers or an Apocalypse Missile Launcher may be equipped with Radiative Warheads for +25 points, so long as that Titan does not already have an upgrade affecting that weapon. Each weapon a Titan is armed with must be upgraded separately. When making an attack with a weapon with this upgrade against a target with active Void Shields, each Hit roll of a 6 counts as two hits.

Legio Specific Personal Traits
A Legio Tritonis Princeps Seniores' Personal Trait can either be generated from the table on page 55 of the *Adeptus Titanicus* rulebook, or by rolling a D3 on the table that follows:

D3	Personal Traits
1	**Tactical Genius:** *The Princeps is a natural leader, able to quickly react to their foes and adapt a battleplan to counter any change in fortunes.* While the Princeps is on the battlefield, the player may re-roll the dice when determining who will be the First Player. If they do so, the Princeps' Titan cannot be activated in the following Strategy phase.
2	**Lust for Vengeance:** *The Princeps views damage to their Titan as the greatest insult a foe can give and will strive to ensure the perpetrator is torn apart in return.* Once per game, when the Princeps' Titan suffers Critical Damage, the Titan may respond in kind. After resolving all the effects of the attack that caused the Critical Damage, the Princeps' Titan may immediately make a single attack with any of its non-disabled weapons against the unit that caused the Critical Damage. If this attack destroys the enemy unit, the opponent's activation ends.
3	**Leader of Arachnus:** *The Princeps is highly respected on their homeworld and has an army of retainers, Tech-Priests and strategists that will gladly follow them into battle.* The presence of this Princeps within the battlegroup allows it to purchase the Legio Specific Stratagem: Stygian Veil multiple times. Though the Stratagem can be purchased multiple times, it can only be played once per phase.

Legio Tritonis Warlord Battle Titan

Chainbreaker

Though ostensibly a new Legio formed during the Cataclysm of Iron, Legio Tritonis could trace its legacy back to the Age of Strife. The creation of Legio Tritonis came during the Horus Heresy when Arachnus split from the Imperium in an effort to establish their own Forge empire. *Chainbreaker*, depicted here in propaganda distributed across the Forge Empire of Arachnus during the Cataclysm of Iron, originally bore the name *Sonus est Omnissiah* and had served under the banner of Legio Venator since M28. Like many Legio Tritonis engines, *Chainbreaker* was titled anew following the foundation of the new Titan Legion, shedding its old identity in a public act of renewal.

LEGIO DAMICIUM (UNBROKEN LORDS)

The ability to endure anything thrown against them was a point of pride for Legio Damicium. Hailing from Urdesh, the Unbroken Lords were a depleted Titan Legion unable to replenish their numbers without aid sent from Mars or other beneficent Forge Worlds. Their reliance upon others bred envy within the hearts of the Legio Damicium's Princeps, often looking upon more prosperous Titan Legion as weak, for they did not stand upon the precipice of extinction.

Legio Trait: Trifling Pain
Legio Damicium Princeps are trained to endure pain that would drive others to the edge of insanity, a trait that proves useful in the thick of battle.

When activated in the Movement phase, a Legio Damicium Titan may choose to ignore a single Critical Damage effect. This lasts until the end of the Combat phase. In addition, Legio Damicium Titans can repair Critical Damage effects on a roll of a 4+ instead of a 5+.

Legio Trait: Envious
Those of Legio Damicium are aware that the continued existence of their Legio is reliant on the generosity of others, leading many amongst their number to nurture bitterness towards more prominent Titan Legions.

Add 1 to the result of all Command checks made by Legio Damicium Titans so long as at least one enemy Titan of an equal or larger Scale than their own is visible to them.

Legio Specific Stratagem: Endurance beyond Limit (3)
Even in times of great strife and pain, the Princeps of Urdesh do not waver, refusing to bow before certain death.

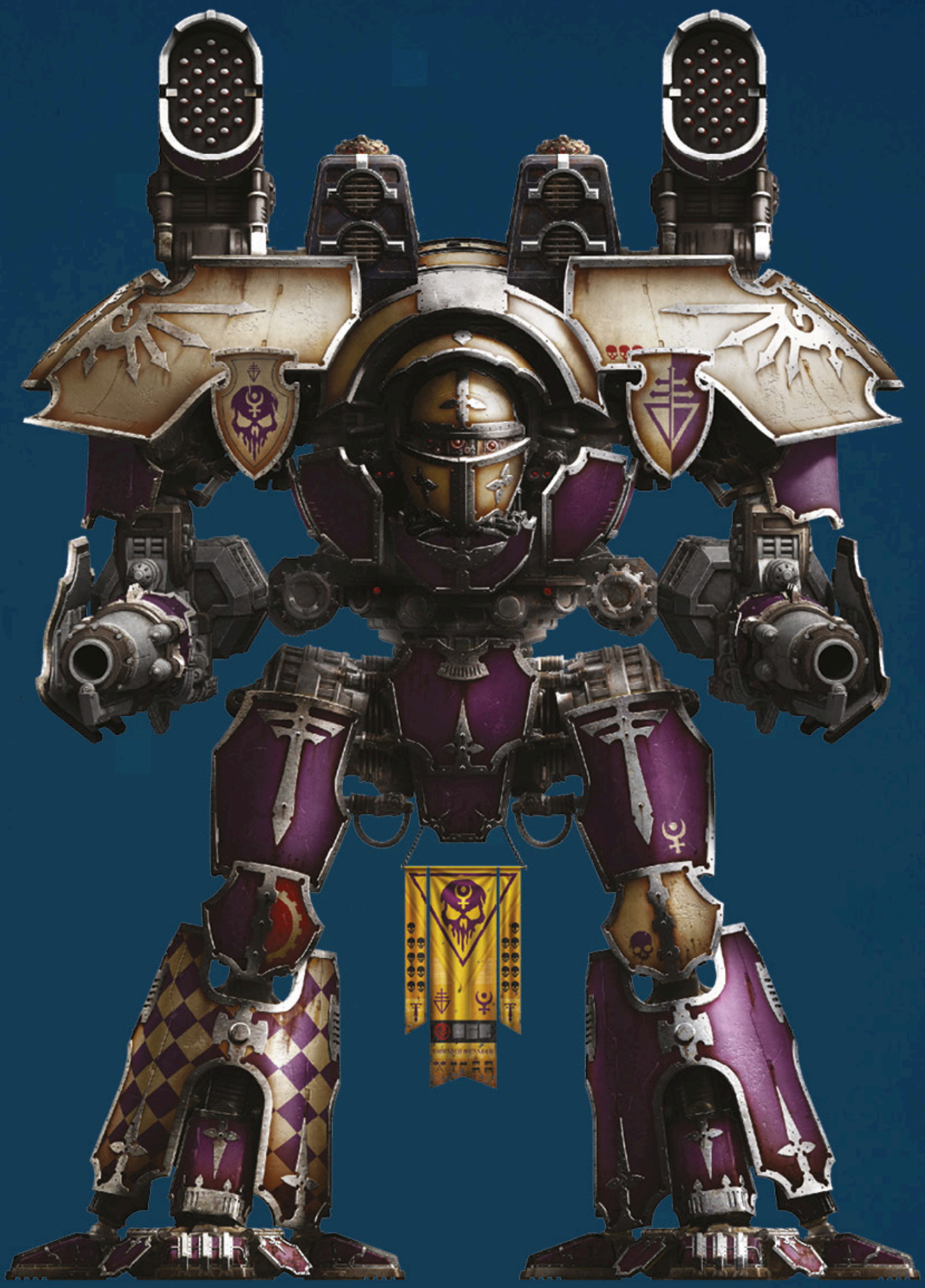
This Stratagem can be purchased by any Legio Damicium player. Play this Stratagem at the start of the Combat phase, before any units are activated. The Legio Damicium player may immediately make a Repair roll for each Titan, rolling a number of D6 equal to half its Servitor Clades characteristic (rounding up).

Legio Specific Wargear: Secondary Plating
Though still valuing the majesty of their engines, those of Legio Damicium were not averse to brutalising their form to increase their efficiency in war.

Any Legio Damicium Titan may take Secondary Plating for +10 points. The first Critical Hit a Titan with this upgrade receives is downgraded to a Devastating Hit instead. As soon as this happens, the benefits from this piece of Wargear are lost for the remainder of the battle.

Legio Specific Personal Traits
A Legio Damicium Princeps Seniores' Personal Trait can either be generated from the table on page 55 of the *Adeptus Titanicus* rulebook, or by rolling a D3 on the table that follows:

D3	Personal Traits
1	**Beyond Death:** *The Princeps accepts that death is inevitable and will fight to the bitter end, seizing a small measure of victory in their death.* When this Princeps suffers Catastrophic Damage, make a Command check for the Titan before rolling on the Catastrophic Damage table. If the check is successful, do not roll on the table. Instead, the Titan moves D6" in a direction of the controlling player's choice, stopping before it collides with an enemy unit. The Titan then immediately suffers a Magazine Detonation.
2	**Bitter Soul:** *The Princeps marches on, not out of a sense of duty but out of a spiteful need to deny their foe any measure of glory.* The Princeps' Titan does not halve their Speed when they suffer a hit from a Quake weapon that is not deflected by their shields, nor do they pivot (i.e., on a roll of a 1-2 or a 5-6) when they suffer a hit from a Concussive weapon that is not deflected by their shields.
3	**Limitless:** *The Princeps is ruthless, believing nothing should stand in the way of victory, pushing themselves and their Titan beyond all reasonable limits.* Once per game, during the Combat phase, the Princeps' Titan may make a weapon attack with any and all of its disabled weapons as if they were not disabled.



Legio Damicium Warlord Battle Titan

Wounded Monarch

Legio Damicium placed great pride in their ability to stand against odds others might deem insurmountable. This behaviour stemmed largely from the fact that the Unbroken Lords relied upon the generosity of Mars to replenish their numbers. The *Wounded Monarch*, depicted here mustering upon Urdesh during the closing years of the Great Crusade, was named for its history of surviving damage initially thought unrepairable. The skull marks upon its shoulder armour relate the number of times an enemy left the Warlord for dead, only for both it and its princeps to survive and rise again years later to unleash its anger upon the foes of Urdesh once more.

Ignus Light Maniple

Designed to spread confusion and disorder, Ignis light maniples are intended for widespread destruction and terror tactics. When resources prove limited, Ignus Maniples will often supplement their strength with attached Knight Banners.



Bellium et Nocus



Ignis Spiritus



Dae Canum



Furor Solis



Pater Infurium



Foritius Banner



Corvarus Banner



Vastator Banner

Mandatory Components
- Three Warhound Titans
- One Cerastus Knight Banner

Optional Components
- Two Warhound Titans
- Two Cerastus Knight Banners

Maniple Trait
Scorched Earth: Units within this maniple add 1 to the Dice value of any weapon with the Firestorm trait. In addition, they may re-roll Armour rolls of a 1 for attacks made with a weapon with the Firestorm trait.

Cerastus Knight Banners within an Ignus light maniple must be upgraded to Cerastus Knight-Acherons. In addition, Knight Banners included in an Ignus light maniple within 6" of a Titan from this maniple may be issued a First Fire or Full Stride order without the need to make a Command check if that Titan has been successfully issued the same Order already this round.

Precept Battleline Maniple

A variant of the Axiom maniple, the Precept maniple rose to prominence during the Horus Heresy, where there proved an ever-present need for firepower capable of quickly laying opposing Titans low.



Fortiter Bellator



Fulgur Magno



Solutus Virtuti



Canis Vigilanti



Honos Graia

Mandatory Components
- One Warlord Titan
- One Warbringer Titan
- One Warhound Titan

Optional Components
- One Reaver Titan
- One Warhound Titan

Maniple Trait

Flexible Tactics: At the start of each Strategy phase, before any Orders are issued, the controlling player may choose a single Order for a Precept maniple – if multiple Precept maniples are present in a battlegroup, each maniple can pick a different Order. Until the end of the round, Titans within this maniple can be issued that Order on a 2+, ignoring any modifiers (positive or negative). Any Titan issued an Order other than the one chosen makes a Command check as normal.

Knight Houses of the Cataclysm

"Where is your Emperor now, worthless fools! Beg! Beg for your lives! He cannot hear your cries, He cannot protect you! You will know this before death comes to claim you."

High Scion Olandar Scora, House Gotrith, during the massacre of Dallanar Beta, 007.M31

When the Emperor first embarked upon the Great Crusade, He began the daunting task of uniting the vast diaspora of humanity. Among these rediscovered children of Terra were the Knight Worlds, wondrous feudal kingdoms which had endured the Age of Strife. These planets, often isolated frontier realms or domains allied with nearby Forge Worlds, were notable for the number of ancient Knight Armours they still maintained. Esoteric artefacts of a bygone age, the Knight Armour was akin to a Titan in many of its technologies, though piloted by a single brave individual. Over centuries, the Knight Worlds developed into feudal kingdoms, their populace elevating the Scions and their Knights to the rank of nobility and swearing fealty to them.

The worlds these Knight Households hailed from differed vastly in aspect and temperament, moulding the Household residing upon them into a new image. Where some retained their noble traditions others fell from honour, sacrificing it as payment for continued survival. When the Warmaster turned to betrayal many Knight Households followed in his wake, both sides calling upon their Knightly allies to achieve victory. The Belt of Iron was not spared the wrath of the Questoris Familia, with Loyalist and Traitor Households standing firm alongside those Titan Legions they were bound to. Presented here are rules to represent the Knight Households that took part in the Cataclysm of Iron, allowing players to represent them upon the battlefield.

Designer's Note

Knights in the Horus Heresy

Thousands of Knight Houses and Freeblade Companies fought during the Horus Heresy, some numbering only a handful of Knight Armours, others able to call upon scores, or even hundreds, at any one time. The rules presented on the following pages allow players to theme their Knight Household to one of the major Knight Houses that participated in the Cataclysm of Iron. These rules can easily be adapted to other Horus Heresy Knight Houses, either taken from the setting's rich background or devised by the players themselves. Future Adeptus Titanicus supplements will continue to expand the role of Knights in the game, including specific rules for additional named Knight Households.

Knight-class walkers were true relics of a period of Mankind's history lost now to allegory and myth. These unique machines and the mind-impulse systems that control them predate the arts and arcana of the Mechanicum by a considerable measure, and to the priests of the Omnissiah they are things of sacred mystery and beauty.

Many of the methods of their construction are beyond the realms of all but the most learned Magos to fully understand, but the presence of priceless STC manufacturing units devoted to their construction on ancient colony worlds of the Knight Households, known collectively as the Questoris Familia, makes the replication and maintenance of these powerful machines possible. Serving both as militant worlds and as archives of technology lost to all others, Knight Worlds are afforded a measure of political and military independence in return for sharing both strength of arms and knowledge.

Not all Knight Worlds are equal, differing in both numbers and construction capacity and separated by traditions and the power they wield. Where Households such as House Vornherr ruled over entire systems, others ruled over a single world or operated as pirates that scavenged what they could from the remains of their enemies. These variances ensured that a single method of Compliance was impossible for the integration of a Household into the wider Imperium, with diplomacy, subversion, and warfare being used in equal measure by the Expeditionary fleets of the Great Crusade.

The strength a Household possessed remained reliant on their manufacturing capacity and the Knight patterns they could call upon. Though all Households boasted the most common Knights, known as Questoris, within their number, rarer patterns were frequent only in the most established Households. Both the Cerastus and Acastus patterns fell into such a category and, though many Knight Worlds housed a handful of their number, only the greatest and well-supplied of Households could claim ownership over dozens of such armours and were recognised for their greater status in moments of discourse and treaty between the Questoris Familia.

Numbering in their thousands, the Knight Households played a vital role in the Horus Heresy, serving as vanguards and conquerors for both the Emperor and his wayward son. Unmatched in battle save for the might of a Titan, a Household assembled for war offered a threat few could counter and great were the deeds, both of heroism and infamy, the Questoris Familia performed during the Horus Heresy. When the dust settled, it became clear that their numbers were vastly reduced, entire Households rendered extinct by the brutal attrition of Mankind's greatest betrayal. Those that remained were diminished and scarred by the horrors they had endured. Though the process of rebuilding began in due course, few Households would ever rise to the heights they had once achieved.



HOUSE COL'KHAK

Founded upon the frigid world of Atar-Planitia to serve alongside the newly-founded Forge World of Atar-Median, the Knights of House Col'Khak were forever bound in service to both Legio Atarus and the Omnissiah Himself. Like Atar-Median, House Col'Khak was formed by those dispatched from Phaeton to avoid the divestiture of its power to Mars. From their inception, the warriors of House Col'Khak were trained to function flawlessly alongside the Taghmata forces of Atar-Median and the Titans of Legio Atarus, moulding the three militant arms of the Forge World into a fighting force of much repute. This unbreakable bond ensured that only rarely did House Col'Khak take to the field of battle alone and, when mustered alongside their allies, full authority over the assembled Knights was often divested to the commanding Archmagos Prelate or Princeps.

The devotion of House Col'Khak to the ideals of the Mechanicum and veneration of the Omnissiah extended far beyond the field of battle. Like many Knight Worlds tightly bound to a Forge World, the rites and practices of the Cult Mechanicus were readily accepted by the Household. All within its ranks displayed extreme reverence for the technological artefacts given into the care of the Household, be that a simple token of service or the Knight Armours themselves. In accordance with their continued allegiance, House Col'Khak was gifted greater numbers of rare technologies than many Knight Households, the most notable being their ability to field entire formations of rarer pattern armours such as the Knight Styrix. As for the warriors of House Col'Khak themselves, the adoption of Mechanicum practices saw many undergo extensive augmentation in a mirror image of their enigmatic Mechanicum patrons, turning seasoned warriors into beings of more metal than flesh.

The bond House Col'Khak maintained with Legio Atarus saw the House deployed to Isstvan V, their warriors amongst the first to bring the Traitors to battle. Like their liege lords, the supporting Knights of Col'Khak were destroyed upon the world, slaughtered by the dishonourable hand of treachery. It was this act that saw the warriors of House Col'Khak clamour for deployment alongside the maniples of Legio Atarus and several detachments were even deployed in absence of the God-engines. Though a rare sight during the Great Crusade, the independent deployment of House Col'Khak increased in frequency during the Horus Heresy to match the demands of the cataclysmic war. Eager to seek revenge for those brethren slain in the opening moves of Horus' rebellion, the warriors of Col'Khak took to this role with ease, disseminating amongst the stars in search of Traitors to purge in the Omnissiah's name.

Household Specific Knightly Qualities
A House Col'Khak High Scion or Seneschal Knightly Quality can either be generated from the table on page 38 of *Adeptus Titanicus Doom of Molech*, or by rolling a D3 on the table that follows:

D3	Knightly Quality
1	**Consecrated Autosimulacra:** *The Seneschal has forever stood as a true servant of the Omnissiah, the quality of their wargear reflective of their high standards.* During the Damage Control phase, roll a D6 for each Knight within the Seneschal's Banner. For each 6+ that is rolled, the Banner recovers one lost Structure point. This cannot bring back a Knight that has already been destroyed. If the Seneschal's Banner has the Blessed Autosimulacra rule, add 1 to the result of all rolls made as part of the Blessed Autosimulacra rule instead.
2	**Child of the Omnissiah:** *The Seneschal has served first Phaeton and then Atar-Median honourably for centuries, kept alive by ancient technology and bearing the greatest artifice its world has to offer.* The weapons carried by the Seneschal's Banner are of higher quality than normal. Increase the Strength value of any weapon in the Seneschal's Banner with a starting Strength value of 4 or higher by 1, to a maximum of Strength 8.
3	**Bombard Commander:** *The Seneschal favours a less direct approach, using the superior speed of their Scions to avoid enemy fire and unleash devastating volleys in return.* Once per game, all Banners within the Seneschal's Lance can be issued a Coordinated Strike, Split Fire or First Fire order without the need to make a Command check. Not all Banners need to be issued an Order in this way, but all Banners must be issued the same Order.



House Col'Khak Cerastus Knight-Atrapos

Omnissiah's Will

A survivor of Isstvan V, *Omnissiah's Will* was piloted by the techno-savant Scion Mechanicum Ailaedus VII. Shown here on the eve of the Cataclysm of Iron's final campaign, Ailaedus had already sown a path of destruction across the Belt of Iron, the speed of his Knight Armour and its potent weapons proving the end of numerous Battle Titans. A favoured tactic of Ailaedus and the *Omnissiah's Will* was to charge a pair of closely ranked enemy God-engines, cutting the legs out from under one of the Titans, so that it fell burning into the other enemy machine, destroying both.

HOUSE MORITAIN

The honoured House of Moritain proved of great interest to the Remembrancer Order upon the latter's creation, not least because of the Household's reputation as warriors and scholars of equal repute. Adherents to the dictum that a learned soul is the bedrock of civilisation, a Scion of House Moritain was required to prove themselves on the battlefields of philosophy and academia alongside proving their martial strength before ascending to the Throne Mechanicum. This devotion to scholarly pursuits ensured that House Moritain ruled over a world which had long known peace, its history carefully recorded in archives that stretched back millennia.

Though the dual nature of House Moritain's Scions drew praise from some, others, most notably Knight Households of a more violent disposition, believed such dalliances to be a sign of weaknesses within the lineage of House Moritain. Such beliefs are directly countered by the detailed records of the Household who, according to their own writ and word, have forever held true to the values of honour and chivalry. Indeed, the central tenet of House Moritain remains to this day that '*A death in service to the defenceless is greater than a life in service to oneself.*' The records of the Great Crusade support such self-assurance, for all speak of the Household's skill upon the battlefield, placing emphasis on the ease to which the warriors of House Moritain committed themselves to battle even in the face of certain death.

In bearing and demeanour, House Moritain remained aligned with more idealistic representations of a Knight House. As befitting a brotherhood that placed such emphasis on knowledge and honour, the warriors of House Moritain were known to bear many titles alongside their given name. In a manner not dissimilar in nature to the Emperor's own noble Custodes, with each notable deed performed by a Scion of House Moritain being carefully recorded and catalogued by the Household's Sacristans. Remembrancer Kyran Padorian, when given leave to study the annals of House Moritain, noted that many of the titles bore by its warriors held poetic symbology, stating that the most lauded of warriors amongst the Household carried enough titles that, when spoken in order, wove a storied tale personal to each individual. During the Great Crusade, the most notable example of such a claim lies with the patriarch of House Moritain himself who bore no less than 75 titles, including such monikers as *'He whose claws rend all to ash'*, *'The immortal strider of misremembered paths'* and *'He that conquers gods both conjured and imagined'*.

Household Specific Knightly Qualities

A House Moritain High Scion or Seneschal Knightly Quality can either be generated from the table on page 38 of *Adeptus Titanicus Doom of Molech*, or by rolling a D3 on the table that follows:

D3	Knightly Quality
1	**Iron Lord of Conquered Dreams:** *The Seneschal is remembered as an efficient conqueror who has commanded the fall of dozens of empires.* The Seneschal's Banner cannot be Shaken. In addition, Banners within the Seneschal's Lance add 2 to the result of any Command check made when testing to see if the Knight Banner is Shaken.
2	**The Blade that Rends all who Defy:** *The Seneschal has yet to be matched in single combat, possessing skill capable of felling any who oppose them.* Knights within the Seneschal's Lance may re-roll any Hit rolls of a 1 when making an attack with a weapon with the Melee trait.
3	**One who Walks Unshackled by Reality:** *The Seneschal is a master hunter, capable of remaining hidden from their prey until they are ready to strike.* Attacks made against the Seneschal's Banner suffer a -2 to all Hit rolls if all models in the Banner are more than 18" away from the attacking unit or a -1 modifier if all units in the Banner are at least 12" away from the attacking unit.





House Moritain Questoris Knight

Dream of Crimson Fields

The scions of House Moritain are well known for their flair in battle and the warrior souls of their commanders. In tiny flowing script, the war banner of *Dream of Crimson Fields* tells the tale of one of the first Knights of the noble House, who fought a battle alone on the forlorn world of Avardia during the first years of the Great Crusade. So the story goes, the Knight and its valiant pilot turned the green fields of the world red over days of combat, eventually falling to its knees, to lie dead amongst its foes.

HOUSE GOTRITH

It was upon the blasted and battle-scarred world of Dallanar Beta that House Gotrith was to be discovered, locked in bitter conflict amongst the ruined cities of a world that had weathered the Age of Strife only to fall foul of the greenskins as the Emperor ascended from Terra. Though their resistance remained staunch and their resolve unyielding, House Gotrith was unable to stem the tide of xenos that fell upon the world. It was only with the coming of the Great Crusade that their world was made free again. With aid from Forge Worlds across the Belt of Iron, House Gotrith swelled in strength and number, yet no amount of aid could repair the wound caused by the coming of the Imperium. Even as their majesty grew, the Scions of House Gotrith watched as the populace of their world raised statues to the one they saw as protector, He who was the Emperor of Mankind. In this, House Gotrith became rulers of Dallanar in name only, no longer respected despite decades of sacrifice and bloodshed. Thus was the salvation of Dallanar Beta the damnation of House Gotrith.

Seeking glory and respect amongst its peers, House Gotrith scattered amongst the Expeditionary fleets, aiding the Great Crusade in the hope of forging a new legacy on which to build its name. In time, dozens of worlds told tales of the warriors of Gotrith but spoke only in hushed whispers, lest their words summoned the iron devils who had brought subjugation and death to their people. This fearsome reputation grew out of the brutal campaigns of conquest led by the Household, its warriors slaughtering any who dared defy their decree or even associate with one who did. Where House Gotrith marched, death followed and only deeds of blood were wrought in their name. It will remain forever unknown if such actions were committed out of a perverse desire to laud their strength over others or out of a need to show the Imperium that House Gotrith was the strongest of all. If the latter was their motivation in that they were denied, for few desired to call such dealers of death friends and the Scions of House Gotrith soon found themselves little more than guards of worlds conquered by those deemed more palatable than the Household.

Unwilling to stand by as others chose their fate, the scattered warriors of House Gotrith returned to Dallanar Beta, gathering as one to decide their course. It was then that news reached Dallanar of the Warmaster's betrayal, opening a new road down which the Household would walk. The first to feel their blades were the people of Dallanar itself, House Gotrith turning on those who no longer respected the Household, daring them to call out to the Emperor for protection. Baptised in the blood of their subjects, House Gotrith departed to the stars, forging a new legacy of conquest as they strove to tear down the Imperium.

Household Specific Knightly Qualities
A House Gotrith High Scion or Seneschal Knightly Quality can either be generated from the table on page 38 of *Adeptus Titanicus Doom of Molech*, or by rolling a D3 on the table that follows:

D3	Knightly Quality
1	**Destroyer of Civilisations:** *The Seneschal has overseen the fall of entire worlds, feeling truly alive only when crushing all before them.* Models within the Seneschal's Banner add 1 to the result of all Armour rolls for attacks made against a target of a Scale at least 6 higher than themselves.
2	**Furious Assault:** *The Seneschal revels in fighting up close and rains blow after blow upon their opponents with no thought to their own safety.* For each Hit roll of 6 made by the Seneschal's Banner when attacking with a weapon with the Melee trait, it causes 2 hits rather than 1. However, add 1 to the result of all Armour rolls for attacks made with a weapon with the Melee trait against the Seneschal's Banner.
3	**Urban Fighter:** *The Seneschal has a reputation for their skill in urban warfare, able to stalk the streets and strike before anyone knows they are there.* For the duration of the first round, attacks made against a Banner within the Seneschal's Lance suffer a -2 modifier to the Hit roll if the target model is at least 25% obscured, rather than the usual -1.





House Gotrith Cerastus Knight Acheron

Mallium Bella

Painted in the dull greys of its House, the *Mallium Bella* was built and armed for city fighting. As the dark deeds of the Warmaster began to mount, and the Cataclysm of Iron dragged on, Knight Armours like the *Mallium Bella* were used more frequently by the Traitors. When suppressing a population few things inspired fear like the Acheron, the growl of its reaper chainfist the tolling of a death bell for its enemies, while the roar of its flame cannon became the sound of cities burning and populations being extinguished all across the Belt of Iron.

HOUSE VEXTRIX

Hailing from Daxos Gemini, a Knight World located within the Segmentum Obscurus and discovered by Explorator fleets dispatched from Mars, the integration of House Vextrix into the Imperium proved a bloodless affair. Notably, the warriors of House Vextrix were eager students in the ways of the Cult Mechanicus, accepting ever-increasing numbers of emissaries from Mars as a sign of the Household's devotion to the new order unto which they had now been accepted. In acknowledgement of the strong connection between Daxos Gemini and Mars, combined with a desire to facilitate rapid integration of House Vextrix into the Expeditionary fleets, responsibility for tactical assignments of the Household's strength was bequeathed to the Fabricator-General. Accepted as honoured servants of the Omnissiah, House Vextrix were regularly sent forth across the galaxy alongside Legio Mortis. In this role, the warriors of Vextrix acted as enforcers of the Fabricator-General's will with a particular focus on the retrieval and protection of any fragment of desirable knowledge held by rediscovered strands of humanity throughout the galaxy. On occasion, those that served with distinction were assigned a place amongst the personal bodyguard of the Fabricator-General of Mars himself. To be given such a role was perceived as a great honour amongst the ranks of House Vextrix and did much to secure the ascension of these chosen individuals to positions of authority within the Household.

So it came to be that, by the end of the Great Crusade, the ruling class was placed there as much by virtue of their association with Mars as they were by their skill-at-arms. It is perhaps safe to presume that these leaders of House Vextrix, so entangled with the Fabricator-General, were the driving force behind the Household's march down the path of treachery. As a sign of their commitment to the Fabricator-General, the first act of House Vextrix during the Horus Heresy was to adorn the buttresses of their fortress upon Daxos Gemini with the corpses of the ruling Noble House whose loyalty to the Imperium proved unquestionable. After purging their world of dissenting elements, the warriors of House Vextrix took to the stars in service to the Warmaster. Many were placed alongside Legio Mortis, supporting the Titan Legion in some of the most pivotal conflicts of the Horus Heresy. In recognition of their devotion to the cause, the remaining numbers of House Vextrix were assigned tasks according to the whims of the Fabricator-General, given leave to pursue such goals by whatever means they deemed fit. It was this role that led to several dozen warriors of House Vextrix being dispatched to the Belt of Iron, ordered to conquer all in the Warmaster's name.

Household Specific Knightly Qualities

A House Vextrix High Scion or Seneschal Knightly Quality can either be generated from the table on page 38 of *Adeptus Titanicus Doom of Molech*, or by rolling a D3 on the table that follows:

D3	Knightly Quality
1	**Dauntless:** *A veteran of war, the Seneschal has strode dozens of battlefields and nothing will stop them from achieving victory.* As long as the Seneschal is on the battlefield, the Seneschal's Banner cannot be Shaken.
2	**Soul of Decay:** *A rot has taken hold within the Seneschal, changing their very being into a creature seemingly immune to pain.* Whenever the Seneschal's Banner suffers Critical or Devastating Damage, roll a D6. On a 6, the damage is reduced by one level, i.e., a Critical Hit becomes Devastating Hit, a Devastating Hit becomes a Direct Hit.
3	**Implacable Foe:** *The Seneschal has never met a foe they cannot kill, laying waste to some of the greatest champions of civilisations across the galaxy.* Knights within the Seneschal's Banner may re-roll Armour rolls of a 1 when making an attack during the Movement phase as part of a Charge order.





House Vextrix Questoris Knight Styrix

Fractured Angel

A blessing from Mars, the *Fractured Angel* was one of the first Styrix Knight Armours gifted to House Vextrix when they swore their oaths to the Red Planet. After the Mechanicum was riven by betrayal and the Fabricator-General sided with the Warmaster, House Vextrix honoured its ancient accords by using Knight Armours like the *Fractured Angel* to wreak havoc in the name of the Dark Mechanicum. Throughout the Cataclysm of Iron, this particular Knight Armour would be responsible for some of the greatest violent excesses of House Vextrix against Loyalist worlds.

Narrative Missions: Cataclysm of Iron

"WARNING: *Unidentified vessels emerging from the Immaterium.*
INFORMATION: *Number of vessels, 296 and increasing.*
THEOREM: *Aggressive intent.*
ACTION: *Alert appropriate authorities."*

Data logs extracted from automated distress warning beacons located within the Paradonal'ny system, 010.M31

The Cataclysm of Iron was a conflict fought on hundreds of worlds within the Belt of Iron, where the destructive might of the Titan Legions and the esoteric technology of the Mechanicum reduced entire worlds to ash and claimed the lives of uncounted people. Though nominally split between those loyal to the Imperium and those loyal to the Warmaster, along with a few worlds that sought their own independence, there was no unifying goal that drove the warring factions. The individual Traitor Forge Worlds each held their own motivations, with some desiring vengeance for grievances, real or imagined, enacted upon them during the Great Crusade, while others strove to please their new masters or simply to expand their own Forge empire. In contrast, the Loyalists were motivated by a desire to maintain the Imperium and proved far more united than their traitorous foe. Regardless of their motivations, both sides unleashed swathes of destruction across the Belt of Iron, levelling worlds they sought to protect and rendering them greatly diminished for decades to come, if they ever recovered at all. Few within the Belt of Iron were able to avoid the conflict for even those who strived for independence were affected by the tide of war, their worlds often becoming a battleground for others, forcing those upon them to choose a side or risk making an enemy out of both.

Playing Battles in the Belt of Iron

The Cataclysm of Iron setting offers players a range of battlefields, missions and stories to bring to life in their games of Adeptus Titanicus. Each of the Adeptus Titanicus styles of play can be adapted to the setting using the missions presented on the following pages or drawing from the events of the Cataclysm of Iron background. For Open Play, the different Legio rules and missions can all be applied as desired, the players adding some or all of these aspects of the setting to their games. For Matched Play, the Legio rules are balanced against each other so that they can be used in more competitive games. Finally, Narrative Play brings some of the iconic moments of the Cataclysm to life and can be used as either standalone games or linked together using the Adeptus Titanicus campaign system presented in *Titandeath* or *Shadow and Iron*. In this section is a collection of missions designed to be used with Narrative Play (see the *Adeptus Titanicus* rulebook). Each mission recreates a specific action or moment from the Cataclysm of Iron campaign, allowing players to refight a pivotal battle between Forge Worlds within the Belt of Iron.

Battlegroup points

Many of the Narrative missions in *Crucible of Retribution* have been designed where one side or the other has the upper hand, and in some the best either the Traitors or Loyalists can hope for is to make their enemies pay in blood before they are forced to retreat, the victory conditions reflecting the differing goals of either side. The points level for battlegroups has been left as a guideline, allowing players to field the models they have in their collections. When altering the points level, players should retain the points ratio between Loyalists and Traitors to keep the intended balance of the mission. For example, if the Traitor force was 3,000 points and the Loyalist force was 2,000 points, then whatever the new points total was, the Traitor force would have 33% more points than the Loyalists.

Designer's Note

Loyalists and Traitors

Narrative missions focus on specific battles or engagements and often include the major Titan Legions who were present at the time. These Titan Legions were not the only forces present and smaller contingents of both Loyalist and Traitor Titan Legions could easily have been drawn into the escalating conflict. When playing any of these missions players should feel free to substitute their own Legio for those recommended, choosing one side to represent the Traitors and the other the Loyalists. In the case of missions pitting Knights against Titans, players can alter them so that both sides are fielding Knights or both sides are fielding Titans should they desire.



ASSAULT UPON FINDARI PRIME: SEIZE THE FORTRESS

Following the massacre at Isstvan V, the fires of war spread across the galaxy. Yet not every region was swiftly consumed. The Belt of Iron was one such place. Populated by numerous lesser Forge Worlds, it became mired in distrust and tension, with few worlds wishing to be forthcoming with their allegiance. Those that did often feared treachery and were slow to overtly move against another Forge World lest a hidden foe strike while their attention was elsewhere. What was clear to many within the Belt of Iron was that of the thousands of worlds contained within its borders, only a handful truly possessed the capacity to wage all-out war against their neighbours, with those Forge Worlds possessing Titan Legions the most prominent of such worlds. In the lead up to the assault by Legio Atarus upon the Findari Spoil, numerous proxy wars erupted across the Belt of Iron, with Forge Worlds using clandestine forces and allied worlds to strike out against those they perceived as foe. Such a situation proved only a temporary one.

Within the Findari Spoil, a barren region of space in close proximity to the Loyalist Forge World of Atar-Median, those aligned with the Warmaster toiled. Kalibrax, a planet notable for its considerable ties to the Fabricator-General, worked in secret to construct a series of fortifications across the asteroid belts and single planet within the Findari Spoil. This served as the first step towards the invasion of Atar-Median, with Kalibrax desiring to gift the Loyalist world to the Fabricator-General, who had long seen the creation of Atar-Median as a direct insult against him.

The efforts of Kalibrax did not go unnoticed and the forces of Atar-Median fell upon the system when news reached them of Iron Warriors allies moving to aid the construction efforts of Kalibrax. While Taghmata forces, supported by Knights of House Col'Khak, were tasked with seizing control of the system's orbital defences, Legio Atarus mustered for the main assault upon the sole planet within the Spoil. Upon the surface of the world, the Tech-Priests of Kalibrax had raised a towering fortress which held over two dozen God-engines of Legio Kulisaetai. Leveraging the lack of orbital defences constructed around the fortress, Legio Atarus disembarked mere kilometres from their target, falling upon the Gatekeepers with frightening speed. In doing so, the Firebrands joined battle with a foe largely unprepared, with many Traitor Titans yet to have awakened from their slumber. With Legio Atarus came a cadre of Tech-Priests who had the singular task of seizing control of the fortress and turning it against the Traitors. In support of such labours, Legio Atarus stood guard, awaiting the arrival of the Traitors who would inevitably try to stop them.

Battlegroups
One player controls the Legio Atarus forces while their opponent controls those of Legio Kulisaetai. The Legio Kulisaetai player should have a Battle Rating of up to 2,500 points, while the Legio Atarus player should have a Battle Rating of up to 2,000 points. Each force must consist of at least one maniple, plus any reinforcements.

Battlefield
The battle is played on a 4'x4' board. The board represents the interior of a partially constructed Titan Legion fortress and should contain a moderate amount of industrial terrain.

Stratagems
The Legio Atarus player has no Stratagems for this battle. The Legio Kulisaetai player has 4 points to spend on Battlefield Assets.

Mission Special Rules

Rites of Awakening: The bold landing of Legio Atarus caught the Traitors off-guard, with many of their God-engines still slumbering in their cradles.

The Legio Kulisaetai player deploys no units on the battlefield initially. Instead, at the start of each round, before rolling to see who is the First Player, the Legio Kulisaetai player may roll a number of dice to determine how many of their reserves have reached the battlefield. In the first turn they roll a D10 and add 14 to the result, while in subsequent turns they roll 3D10. They may then bring on a number of units whose total Scale is equal to or less than the number rolled. For example, if a 13 was rolled, the player could bring on a Warlord Titan (Scale 10) and a Knight Banner (Scale 3), or four Knight Banners (total Scale 12).

Units that have been destroyed should be put to one side and count as reserves for the purpose of deciding which units can arrive on the battlefield at the start of each turn, in the same manner as described above. Units returned to the table arrive fully healed of any damage they have suffered and, in the case of Knight Banners, with their full complement of models. When a unit arrives from reserves, it can be placed anywhere within 3" of a board edge and activates normally that round. Titans returned to the battlefield during the same turn may be formed into maniples (as long as they meet the maniple's required components) or squadrons.

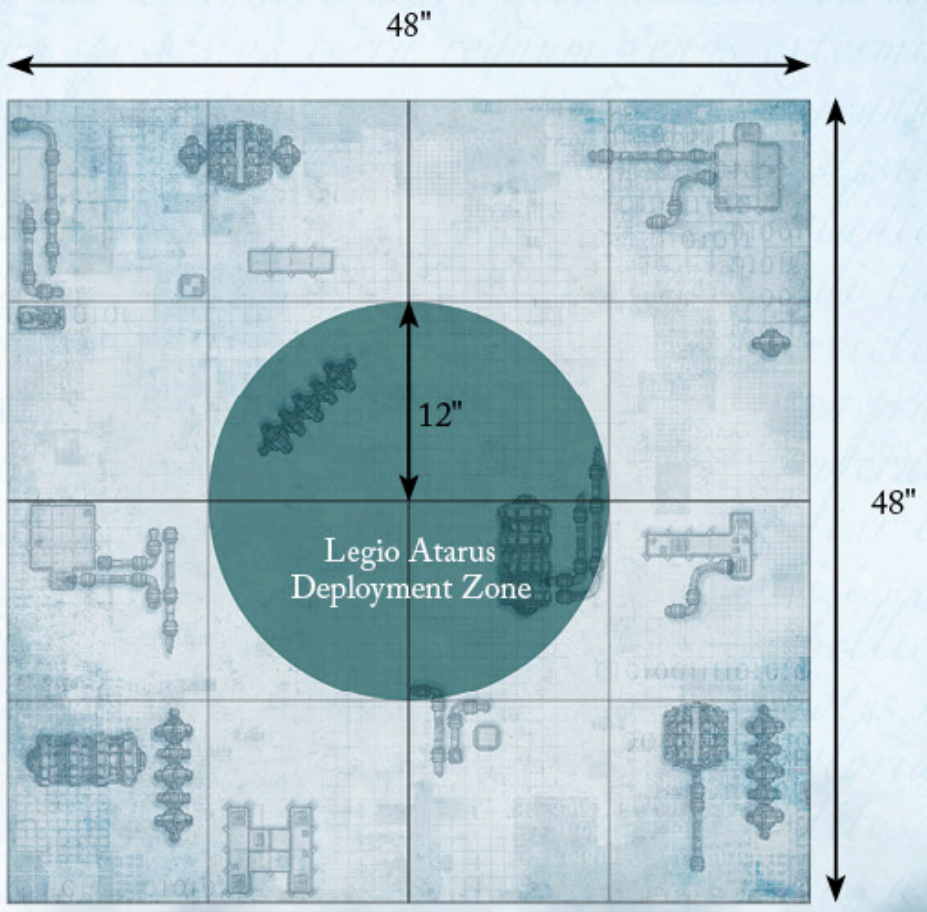
Override: The Tech-Priests of Atar-Median laboured to gain control of the defences of the fortress even as the battle raged around them, allowing them to cut off potential access routes for Legio Kulisaetai reinforcements. At the start of each round, before rolling to see who is the First Player and before rolling to see how many Legio Kulisaetai units arrive from reserve, the Legio Atarus player can roll a D6 to determine how many entrances are closed. On a 1-3, one entrance is closed, on a 4-5, two entrances are closed and on a 6+, three entrances are closed. For each entrance that is closed, the Legio Atarus player can choose a single board edge. Until the end of the round, no enemy units arriving from reserve can be placed within 3" of the chosen board edge/s. New board edges are determined at the start of each round.

Deployment
The Legio Atarus player deploys anywhere within 12" of the centre of the battlefield. The Legio Kulisaetai player then deploys any Battlefield Assets within 6" of any board edge but deploys no units on the battlefield yet.

The First Round
In the first round, the Legio Kulisaetai player chooses who will take the Opus Titanicus and be the First Player.

Battle Length
The battle lasts for five rounds, after which either the Legio Atarus player has secured the fortress or their numbers are too few to hold the structure. If all the units controlled by the Legio Atarus player are destroyed at any point before this, the battle ends immediately.

Victory
At the end of the battle, if less than 33% of the total points value of the Legio Atarus force remains on the battlefield, the Legio Kulisaetai player is victorious. Otherwise, the Legio Atarus player is victorious.



THE RELIEF OF XILOCI II: DESTROY THE SIEGE LINES

The battle within the Findari Spoil proved to be the catalyst for all-out war across the Belt of Iron. No longer constrained by a desire to maintain the pretence of continued allegiance to the Emperor, Kalibrax moved to expand its Forge empire. In doing so they called upon those they knew shared their new loyalties, assembling a large fleet in preparation for the invasion of the Ny'Drinah sub-sector, a region within the Belt of Iron capable of producing a significant supply of resources to feed the ceaseless hunger of several Forge Worlds. Motivated by a need for an ever-increasing quantity of materiel to fuel the war effort, the forces of Urdesh and Kalibrax, led by their respective Titan Legions, fell upon the sub-sector.

The initial conquest proved swift, with the sub-sector largely devoid of forces capable of resisting the might of a Titan Legion. In quick order, five of the systems within the sub-sector fell to the Traitors, with the remaining two, including the sub-sector's capital, heavily besieged and in desperate need of reinforcements. Initial attempts to reinforce the sub-sector proved a failure, as disparate groups of Loyalist forces, mustered upon both Atar-Median and Arachnus, failed to gain ground against the invading Traitors. It was only through the staunch resistance of the defenders of the Xiloci'ny system that enough time was given for Graia, homeworld of Legio Astraman, to muster a force capable of turning back the tide of Traitors. The first blow to the Traitors came in the Uridoci'ny system, when the relief fleet from Graia engaged in a methodical conquest of the worlds within it, their efforts doing much to embolden those who resisted across the sub-sector.

The ultimate goal for the Loyalists proved to be Xiloci II, the capital of the sub-sector and the main bastion of resistance against the Traitor advance. It was to Xiloci II that the Loyalists committed most of their forces, advancing upon the vast web of siege works constructed around each of the planet's hive cities that had yet to fall. In an effort to isolate the Traitors, the Loyalist forces split into three detachments, enacting simultaneous assaults upon multiple hive cities to prevent nearby Traitors from reinforcing their allies elsewhere on the planet. No single battle defined the war that unfolded upon Xiloci II, for dozens of hive cities were contested by the Traitors and each assault upon their entrenched positions proved gruelling, both sides heavily punished in the unfolding conflict.

Battlegroups
One player controls the Legio Astraman forces while their opponent controls those of Legio Kulisaetai. The Legio Kulisaetai player should have a Battle Rating of up to 2,000 points, while the Legio Atarus player should have a Battle Rating of up to 2,500 points. Each force must consist of at least one maniple, plus any reinforcements.

Battlefield
The battle is played on a 4'x4' board. The board represents the siege works surrounding a hive city and the ruins they are built upon, and should contain a moderate amount of industrial and urban terrain. The Legio Kulisaetai player chooses a board edge – this is the Traitor board edge.

Three sections of the battlefield each 6" wide represent the siege lines of the Traitors (see the map opposite for details). The Legio Kulisaetai player can place the terrain within each siege line as they see fit.

Stratagems
The Legio Astraman player has no Stratagems for this battle. The Legio Kulisaetai player has 3 points per siege line to spend on Battlefield Assets. A maximum of three Stratagem points worth of Battlefield Assets can be deployed within each siege line.

Mission Special Rules

Siege Lines: Many of the hive cities upon Xiloci II have experienced extended sieges, encircled by Traitors operating from heavily fortified siege lines. Each siege line represents a vital area that Legio Astraman is attempting to capture. At the start of the game, all siege lines are under the Legio Kulisaetai player's control. During the End phase of each round, calculate the total Scale of each player's units within each siege line controlled by the Legio Kulisaetai player. If the total Scale of Legio Astraman units is higher, the siege line is now controlled by the Legio Astraman player.

Once a siege line is under the control of the Legio Astraman player, it cannot be recaptured by the Legio Kulisaetai player.

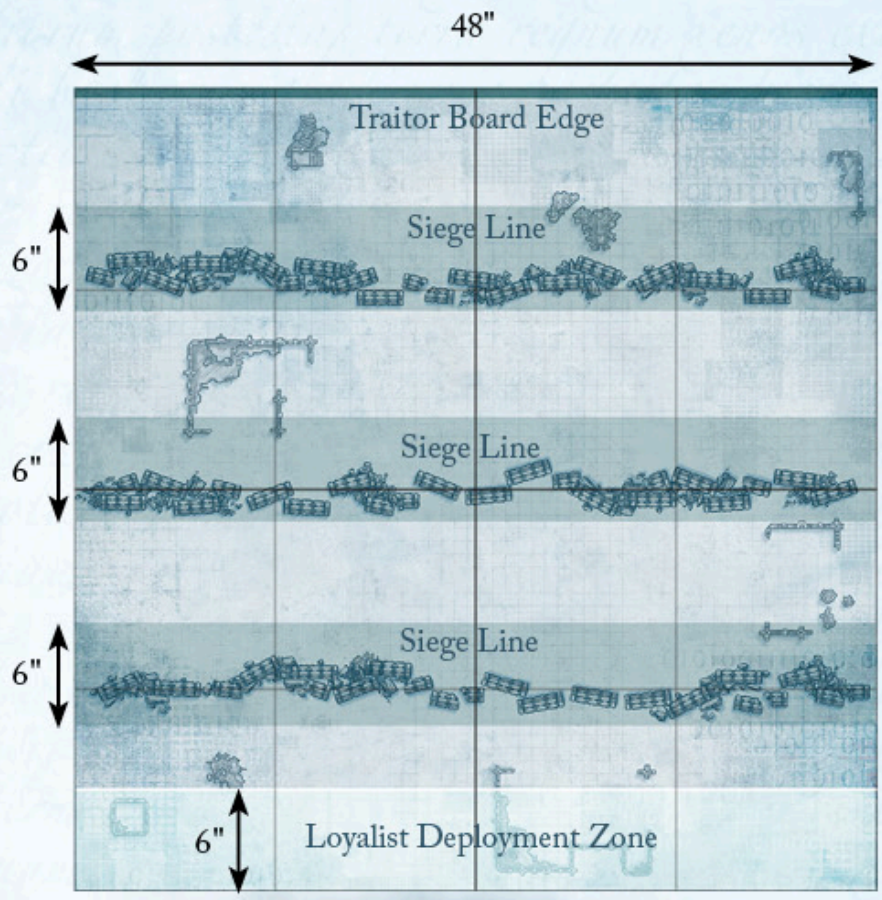


Deployment
Players take it in turns, starting with the Legio Kulisaetai player, to deploy half of their force (rounding up). The Legio Kulisaetai player can deploy their force within any siege line, splitting their force over several sieges lines if they desire. The Legio Astraman player deploys their forces within 6" of the board edge opposite the Traitor board edge.

The First Round
In the first round, both players roll off to see who takes the Opus Titanicus.

Battle Length
The battle lasts for six rounds, after which the Legio Astraman player has broken through the Traitor siege lines or the Legio Kulisaetai player has repelled the assault. If all the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory
At the end of the battle, if the Legio Astraman player has captured three of the Traitors' siege lines, or two of the Traitors' siege lines and destroyed over 50% of the Legio Kulisaetai player's starting points value, they are victorious. Otherwise, the Legio Kulisaetai player is victorious.



THE BURNING OF MALHANR: TITAN DUEL

After the fall of the Ny'Drinah sub-sector to the Loyalists, the Traitors found themselves on the defensive, deprived of a centre of industry and isolated from their allies by Loyalist forces. In an effort to regain the initiative, the Traitors unleashed a series of fleets designed for the sole purpose of wanton destruction. Dozens of worlds suffered under their wrath, forcing the Loyalists to choose between dividing their forces to defend as much territory as possible or securing those worlds deemed invaluable and leaving others to their fate. As the Traitors' trail of destruction grew, many worlds surrendered to the Warmaster's forces, accepting subjugation over a brutal death.

Though the tactics employed by the Traitors did much to blunt the Loyalists' momentum, the wanton destruction brought further problems down upon the Belt of Iron, for many of those worlds targeted proved to be the least capable of defending themselves, a fact which saw large numbers of agri-worlds reduced to toxic husks by the Traitors. In turn, this led to a massive decrease in food supplies across the Belt of Iron, causing widespread famine within the region. Recognising the issue, both Loyalist and Traitor forces moved to secure those agri-worlds that still remained. Inevitably, this brought conflict to the surviving worlds and when such conflict included the might of the Titan Legions, many agri-worlds suffered catastrophic damage despite efforts to preserve their industry.

One such world was Malhanr. Though the agri-world had so far avoided the Cataclysm, it soon felt the tread of Legio Atarus and Legio Laniaskara engines, as both Titan Legions moved to claim the world for themselves. As the two forces battled upon the surface of the world, their orbiting fleets faced a new threat, with xenos raiders, now unhindered by Imperium patrol fleets, falling upon the two sides, caring nothing for the distinction between Loyalist and Traitor. The destruction of both fleets left the God-engines of Legio Laniaskara and Legio Atarus trapped upon Malhanr, effectively nullifying their ability to capture the agri-world and requisition its supplies for the wider war effort. This fact did nothing to discourage the two sides from engaging in battle, for both wished for nothing more than the total annihilation of the other.

Battlegroups
One player controls Legio Atarus' forces and their opponent controls those of Legio Laniaskara. Both players should have a Battle Rating of up to 1,000 points. No maniples can be used and neither player can take Knight Banners as reinforcements.

Battlefield
The battle is played on a 3'x3' board. The board represents a well-developed agri-world and should contain a moderate amount of natural terrain with a small amount of industrial buildings.

Stratagems
Neither player has Stratagems for this battle.

Mission Special Rules

Titanic Duel: The battles fought on Malhanr following the destruction of both the Loyalist and Traitor fleets were small scale affairs, fought between a handful of Titans, with most ending in a stalemate and both sides retreating.

To represent a fast-paced duel between a small number of Titans, this mission implements some changes to the core system of Adeptus Titanicus. During the battle, Titans cannot be part of any maniple nor can they be formed into Squadrons, even if they normally would be able to.

In this mission, the normal turn sequence is replaced. Instead players take it in turns, starting with the winner of a roll-off, to activate a single friendly Titan. That Titan can perform one of the following actions:

- **Fire:** The Titan can turn up to 45˚ and attack a chosen target as if it was the Combat phase.
- **Move:** The Titan can move as if it was the Movement phase.
- **Charge:** The Titan can make a Charge move, as if it was the Movement phase and they had been issued with a Charge order.
- **Minor Repair:** The Titan may make a Repair roll, rolling a number of dice equal to half their number of Servitor Clades (rounding down, to a minimum of 1) and then move up to half their Movement characteristic. A Titan cannot make more than one turn during this move.
- **Emergency Repair:** The Titan may make a Repair roll as if they had been issued the Emergency Repair order.

After a Titan is activated, it may not be activated in the controlling player's next activation unless there are no other eligible friendly Titans to be activated (i.e., if a player has a Reaver Titan and a Warhound Titan and activates the Reaver during one activation, they must activate the Warhound Titan before they can activate the Reaver Titan again).

Designer's Note

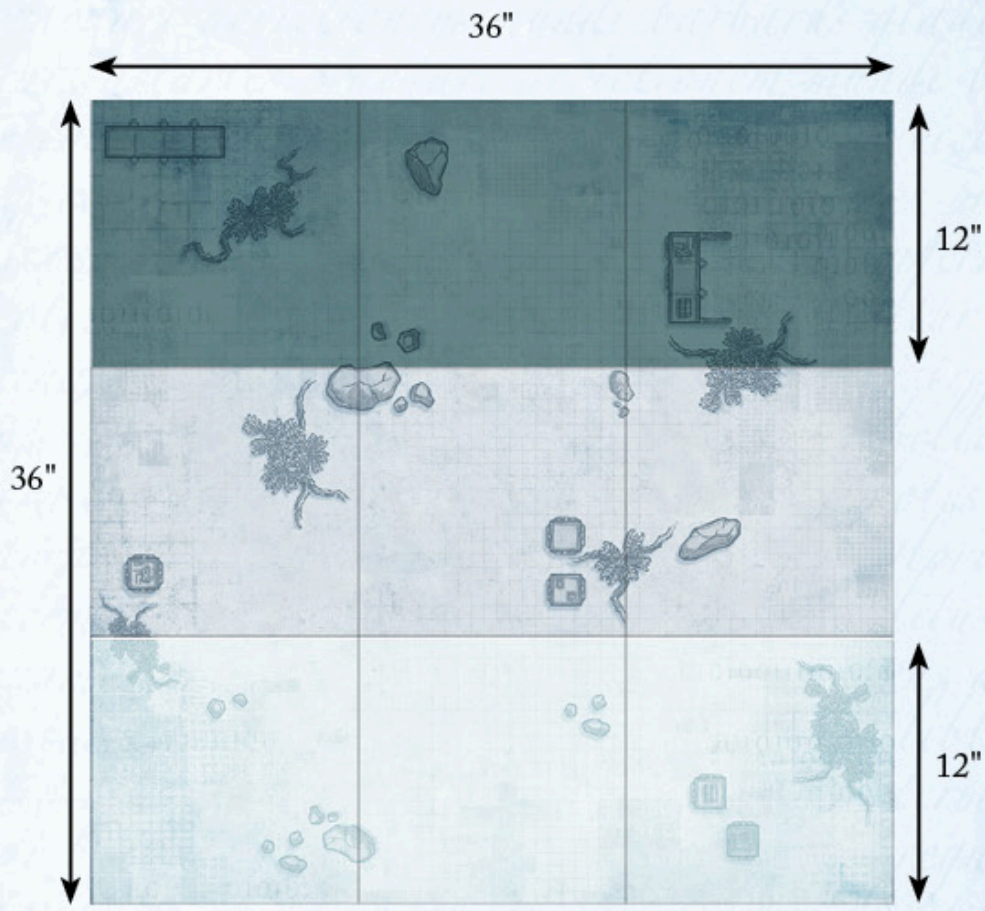
The changes to the turn sequence presented in this mission modifies the game play to give it a different feel from the main game. The intention is to create a mission where each action of the Titan should be carefully thought out and the wrong move can spell disaster for your Princeps. If, at any point, the change to the turn sequence creates clashes with other rules from the core system, players should discuss it between themselves about how to go forwards, rolling-off if they can't come to an agreement.

Deployment
The winner of a roll-off chooses a board edge and deploys a single unit within 12" of that board edge. Their opponent then deploys a unit of their choice within 12" of the opposite board edge. Players alternate deploying units until all units have been deployed.

The First Round
In the first round, both players roll off to see who takes the Opus Titanicus.

Battle Length
The battle lasts until one or more players have no units on the battlefield.

Victory
At the end of the battle, the player who still has units remaining on the battlefield is victorious. If neither player has units remaining on the battlefield, the game is a draw.



THE CENSURE OF URDESH: LAST STAND

A year after the Traitors first seized the Paradonal'ny system, the last of their number had been pushed out from the Ny'Drinah sub-sector. The conflict to achieve this proved a brutal affair for the Loyalists and Traitors alike and though Atar-Median and Graia were victorious, their numbers were far diminished. To exacerbate matters, many of the worlds within the sub-sector had been ravaged by conflict, vastly reducing the capabilities of their industries. Though both sides sought respite to rebuild before renewing the conflict, such a luxury was to be denied. Through messages passed on from the Praetorian of Terra himself, orders were given demanding the capture of Urdesh. Such a task was deemed imperative as the Forge World served as a potential route through which the Traitors could move supplies into the Segmentum Solar, laying the foundation for the Warmaster's impending invasion.

After much discussion between Atar-Median and Graia the responsibility of conquest fell to the latter, while those of Atar-Median focused on curtailing Traitor activities elsewhere within the region. Trusting in their allies to maintain a semblance of order without aid, the principal strength of Legio Astraman was assembled in preparation for an assault on Urdesh. Even with such might the prospect of assaulting a Forge World was not a simple one and it was with little protest, beyond that deemed proper and diplomatic, that Graia accepted aid from a complement of Legio Ignatum Titans, alongside a fleet tasked with driving back any who might come to reinforce Urdesh. With a plan settled upon, the forces of Graia moved upon Urdesh, beginning the assault as they waited for their promised reinforcements to arrive.

The invasion of Urdesh remains one of the more calamitous of battles fought during the Cataclysm of Iron, not least because over a hundred Titans walked upon the Forge World, many of them falling upon the surface to never rise again. Legio Damicium, the wardens of Urdesh, proved themselves capable of holding back the larger number of Legio Astraman, utilising their superior knowledge of the Forge World to extract a cost for each step the Morning Stars took. The tide turned upon the arrival of Legio Ignatum, the Titans coming to the aid of Legio Astraman as the promised aid from the Segmentum Solar. Although only eight in number, the Fire Wasps brought superior tactical knowledge and skills honed by constant battle amongst the stars and it was in the Forge city of Urdessec that the final battle for Urdesh took place, the battered remnants of Legio Damicium gathered together in a final act of defiance.

Battlegroups
One player controls the Legio Damicium forces while their opponent controls the Loyalist forces. The Legio Damicium player should have a Battle Rating of up to 2,000 points, while the Loyalist player should have a Battle Rating of up to 2,750 points. Each force must consist of at least one maniple, plus any reinforcements.

Battlefield
The battle is played on a 4'x4' board. The board should contain a dense amount of urban terrain, with a light amount of urban terrain within 12" of a board edge.

Stratagems
Both players have 3 points to spend on Stratagems. Neither player may choose the Outflank or Tertiary Objectives Stratagems.



Mission Special Rules

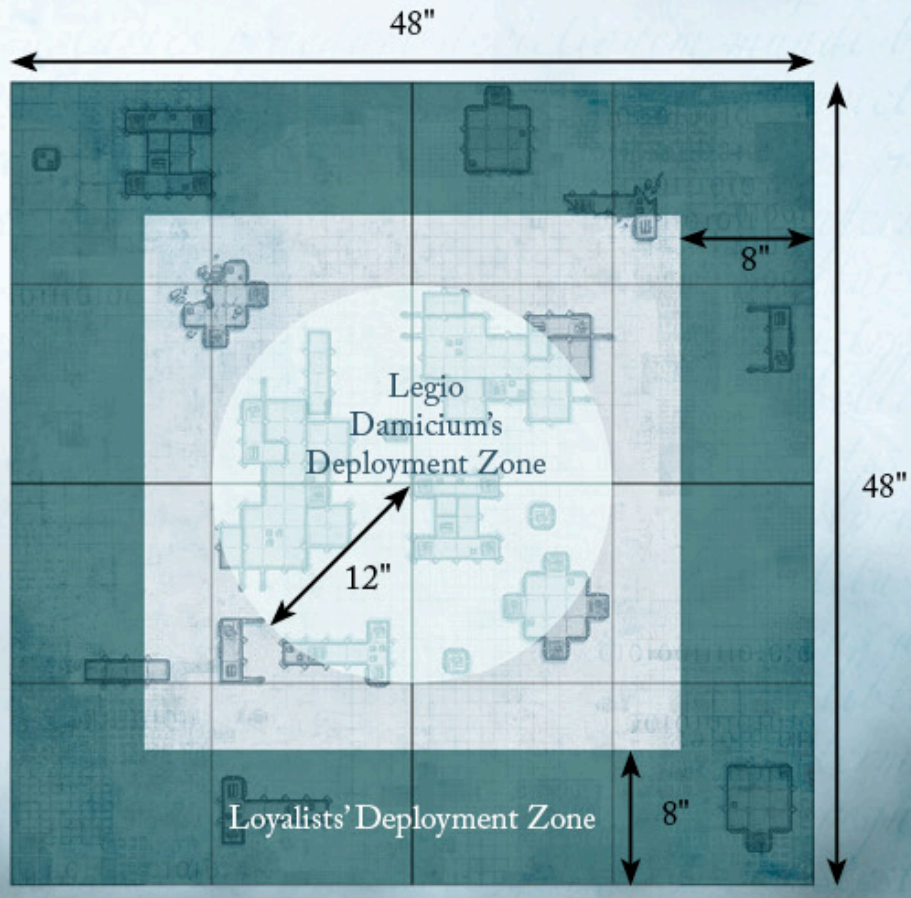
Defiant in Death: The defenders of Urdessec know that they face almost certain destruction but will fight until their final breath to make their foe bleed. Whenever a Legio Damicium Titan suffers Catastrophic Damage, before rolling on the Catastrophic Damage table they may immediately make a move and a single attack with a non-disabled weapon. A Titan cannot push their reactor during the move (although they can do so when attacking with a weapon with the Draining trait). After resolving any move and attacks, roll on the Catastrophic Damage table as normal.

Deployment
The Legio Damicium player deploys their forces within 12" of the centre of the board. The Loyalist player then deploys their forces within 8" of a board edge.

The First Round
In the first round, the Loyalist player chooses who will be the First Player and take the Opus Titanicus.

Battle Length
The battle lasts for six rounds, after which the last resistance upon Urdesh has been put down or Legio Damicium have proved their strength, resisting the Loyalists for longer than anyone predicted. If at any point one player has no units on the battlefield, the battle ends immediately.

Victory
At the end of the battle, if all of the Legio Damicium player's units have been destroyed, the Loyalist player is victorious. If one or more Legio Damicium units remain on the battlefield but their total points value is less than 33% of the Legio Damicium force's starting points value, the game is a draw. Otherwise, the Legio Damicium player is victorious.



ECHOES OF GLORY

Based within the rich narrative of the Horus Heresy, Adeptus Titanicus provides a unique sandbox for playing games representing the apocalyptic warfare that engulfed the galaxy during the Age of Darkness. Some of these battles are represented in the form of Narrative missions that are presented in the various Adeptus Titanicus supplements including this very book. However, the joy of tabletop gaming is being able to craft your own stories, revolving around the forces you command and the trials they face on the battlefield. Therefore, the following section provides a series of pre-generated deployment maps, objectives and special rules that allow players to play a mission not framed in a set narrative.

To achieve this, the following page presents a series of tables that players can use to determine a mission. Each table represents a specific world or battlefield type, and each table consists of five different missions. To determine a mission, players can either agree a world type and a mission from that world type, or randomly determine it. To do this, players roll a D6 on the world type table that follows to determine the world type and then roll a D6 on the corresponding table to determine the mission. If both players agree, they can choose a mission instead. Each mission uses predetermined objectives, deployment zones and special rules, although players should feel free to agree on additional special rules to be used during the battle.

Each mission has rules that detail the following: Deployment Map, Battlefield Set-up, Battlegroups, Special Rules and Victory Conditions. The Deployment Map describes how players should deploy their battlegroups on the battlefield. Some missions reference attackers and defenders; in such cases players should agree who will be the attacker and who will be the defender or roll-off, with the winner of the roll-off determining which player takes which role. Missions that have an attacker and defender may include guidelines for Battlegroup size, detailing the difference in force size between the two players.

The Battlefield Set-up section gives guidelines about the type, and density, of terrain across the battlefield. This can be broad guidelines, such as the battlefield should contain a fairly dense amount of ruined buildings, or detailed descriptions of specific sections of the battlefield. The Special Rules sections lists any unique rules that apply to the selected mission and the Victory Conditions section details the objectives of each player – this can be the same or different objectives for both players.

Unless otherwise stated, each battlefield is designed to be played on a 4'x4' table, although players are free to adjust the battlefield size if they see fit. Unless otherwise stated, each battle lasts five rounds.



World Type

D6	World
1-2	Death World
3-4	Forge World
5-6	Hive World

Death World

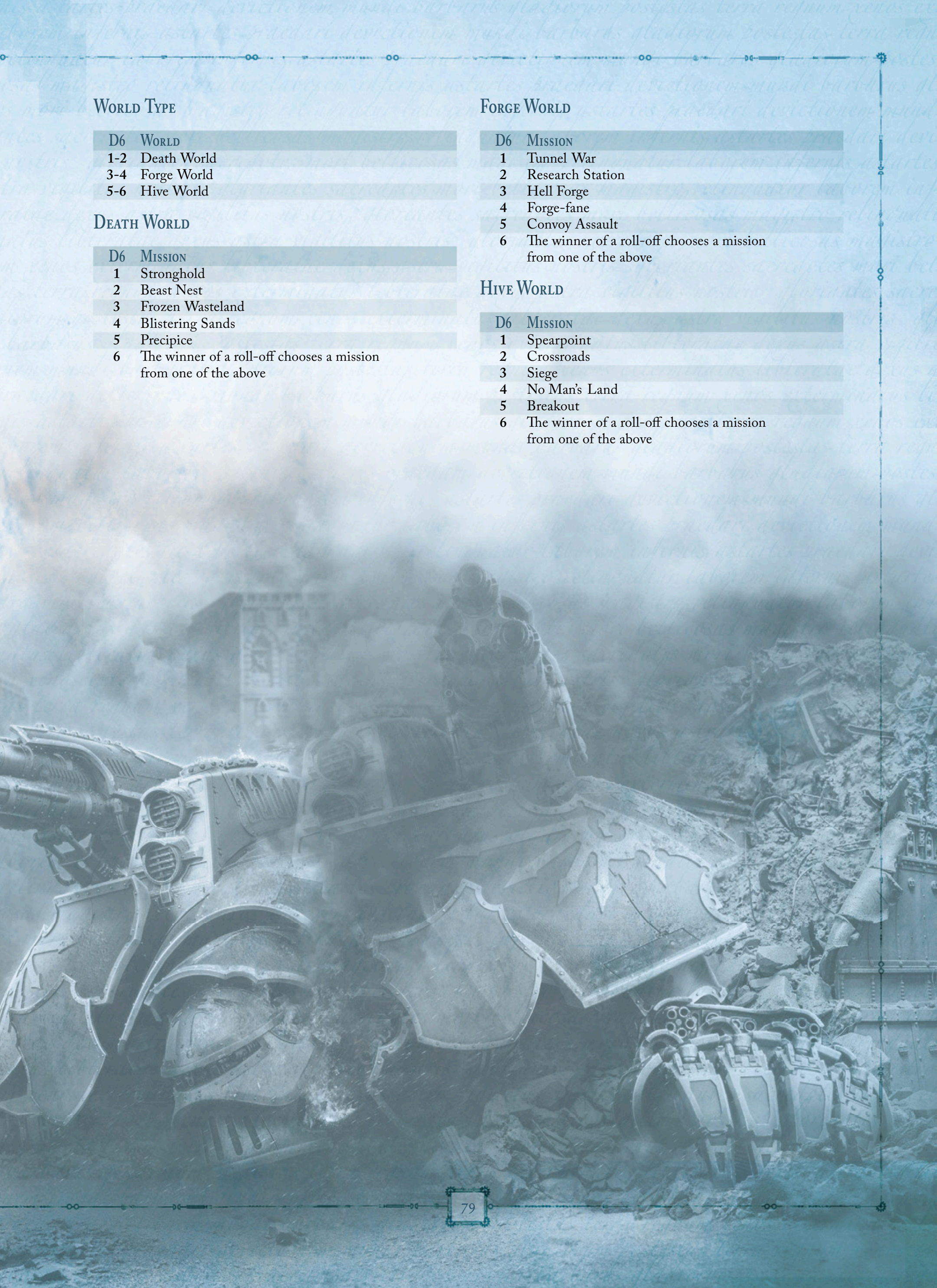
D6	Mission
1	Stronghold
2	Beast Nest
3	Frozen Wasteland
4	Blistering Sands
5	Precipice
6	The winner of a roll-off chooses a mission from one of the above

Forge World

D6	Mission
1	Tunnel War
2	Research Station
3	Hell Forge
4	Forge-fane
5	Convoy Assault
6	The winner of a roll-off chooses a mission from one of the above

Hive World

D6	Mission
1	Spearpoint
2	Crossroads
3	Siege
4	No Man's Land
5	Breakout
6	The winner of a roll-off chooses a mission from one of the above



DEATH WORLD: STRONGHOLD

Battlefield: A 6" natural moat runs across the board, starting 12" away from the defender's board edge. The defender places three bridges, each 8" wide, spanning the moat, with at least 8" between each bridge. The defender's deployment zone contains a moderate amount of urban terrain. The rest of the board should contain a moderate to dense amount of natural terrain, e.g., rocks, shrubs, jungles, etc.

Battlegroups: When selecting battlegroups, the attacker should have a Battle Rating that is 1,000 points greater than the defender's.

Deployment: The defender deploys their forces first, placing them anywhere within their deployment zone; note that units cannot be deployed in the natural moat. The attacker then deploys their forces.

Mission Special Rules

Natural Moat: The defenders have constructed their stronghold next to a deadly natural feature, be that a lava flow, acid lake or other destructive landmark. The natural moat (the red shaded area) counts as Dangerous Terrain, with the exception that units take D3 S8 hits for each 1" they move through it. Titans take these hits to their Legs. If the unit is standing in the moat when activated in the Movement phase, they automatically suffer D3 S8 hits before moving.

Victory: The battle lasts for six rounds. At the end of the battle, both players should calculate the total Scale of their units within the defender's deployment zone (this includes the bridges but not the moat); units which have not been destroyed but are Structurally Compromised or, in the case of Knight Banners, units which have lost more than half of their models, count as half their Scale (rounding down) when calculating the total Scale of units within the deployment zone.

The player with the highest total Scale within the defender's deployment zone claims victory. If both players have the same total Scale, the battle is a draw.



DEATH WORLD: PRECIPICE

Battlefield: The battle takes place on the edge of a vast chasm, canyon or other deadly drop. The battlefield should contain a moderate amount of terrain, be that natural terrain or urban buildings. The chasm counts as Deadly Terrain, however, Titans do not roll on the Catastrophic Damage table if destroyed due to the chasm.

Battlegroups: When selecting battlegroups, both players should build their battlegroup to an agreed upon Battle Rating.

Deployment: Players take it in turn, starting with the winner of a roll-off, to place a single unit within their deployment zone.

Mission Special Rules

Strong Winds: The battlefield is constantly buffeted by winds that, at their strongest, are capable of toppling even a Titan. At the start of each Strategy phase after the first round, the First Player should roll a D10. Every unit with a Scale equal to or lower than the result of the dice roll is moved D6+1" towards the chasm board edge; if at any point at least half a model's base is in the chasm, that model is immediately destroyed, although Titans do not roll on the Catastrophic Damage table if destroyed in this manner.

Victory: At the end of the battle, both players calculate the total points value of their units within the defender's deployment zone; units which have not been destroyed but are Structurally Compromised or, in the case of Knight Banners, units which have lost more than half of their models, count as half their points value (rounding down) when calculating the total points value within the deployment zone.

The player with the highest total points value in the defender's deployment zone is victorious. If both players have the same total points value, the game is a draw.



DEATH WORLD: BEAST NEST

Battlefield: The battle takes place upon a Death World and contains a moderate to dense amount of natural terrain, whether that is rocky canyons, lava flows or thick jungles.

Battlegroups: When selecting battlegroups, both players should build their battlegroup to an agreed upon Battle Rating.

Deployment: The winner of a roll-off chooses a deployment zone, with their opponent receiving the opposite deployment zone. Starting with the winner of that roll-off, players take it in turns to place a single unit within their deployment zone.

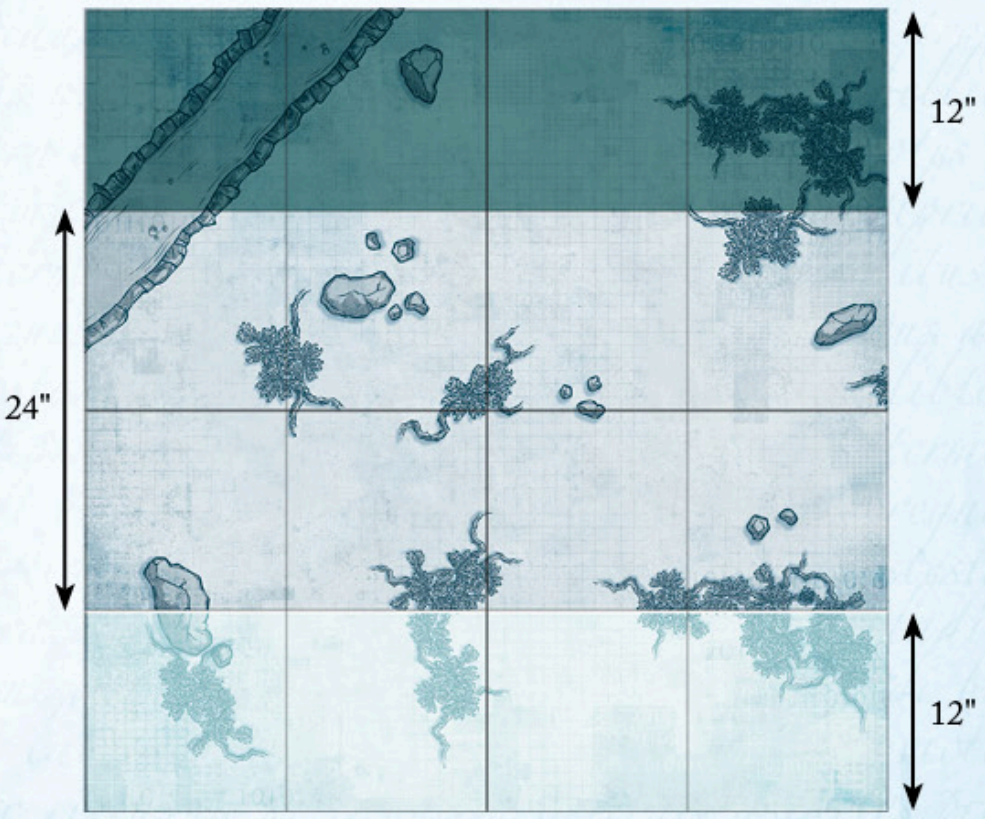
Mission Special Rules

Beast Nests: The area holds many beast nests, home to megafauna capable of threatening even Titans. After both players have deployed their forces, players take it in turns to place a Nest marker, represented by a 32mm base or an appropriate terrain piece, anywhere on the battlefield outside of a deployment zone and more than 7" from a previously deployed Nest marker. Each player places a marker until one player chooses not to place one, after which their opponent may place one final marker (if they wish) on the battlefield. It is recommended that at least six Nest markers are placed.

Any time a unit ends its movement within 3" of a Nest marker, or is activated in the Movement phase within 3" of a Nest marker, roll a D10. On a 1, 2 or 3, a Beast attacks. The unit suffers D3+1 S8 hits, as if hit by a weapon with the Rending trait. After resolving this attack, remove the Nest marker from the battlefield.

Victory: At the end of the battle, each player calculates the total points value of enemy units that have been destroyed; units which have not been destroyed but are Structurally Compromised or, in the case of Knight Banners, units which have lost more than half of their models, count as half their points value (rounding down) when calculating the total points value destroyed.

The player who has destroyed the highest total amount of points claims victory. If both players have destroyed the same total amount of points, the game is a draw instead.



DEATH WORLD: FROZEN WASTELAND

Battlefield: The battle takes place on the frozen plains of an arctic world and its surface is riddled with vast chasms. The battlefield should contain a sparse to moderate amount of natural terrain, e.g., rocks or canyons. In addition, players should take it in turns, starting with the winner of a roll-off, to place a chasm on the board (as follows).

Battlegroups: When selecting battlegroups, both players should build their battlegroup to an agreed upon Battle Rating.

Deployment: The winner of a roll-off chooses a deployment zone, with their opponent receiving the opposite deployment zone. Starting with the winner of that roll-off, players take it in turns to place a single unit within their deployment zone.

Mission Special Rules

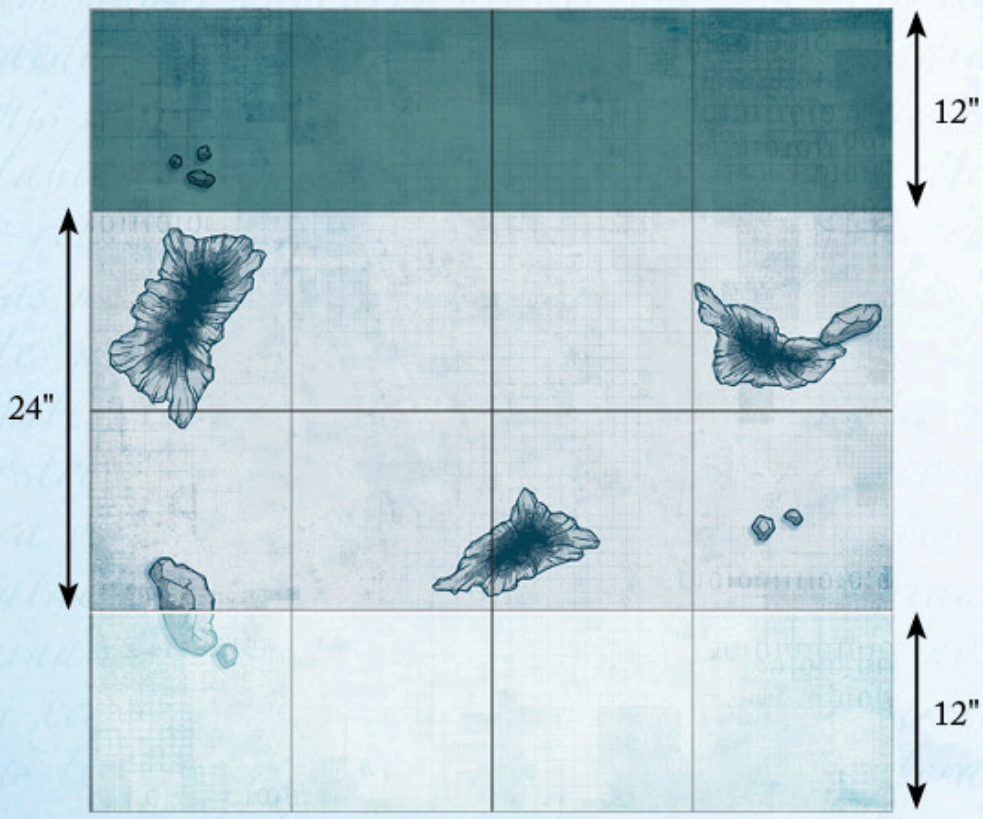
Chasms: When setting-up the battlefield players should take it in turns, starting with the winner of a roll-off, to place a chasm anywhere on the board. A chasm can be any size and shape but at least 50% of the battlefield must not contain a chasm. Chasms cannot be placed in a player's deployment zone. When placing a chasm, a player can connect theirs to a previously placed chasm. There must be at least two clear routes, large enough for a Warlord Titan's base to move along, from one deployment zone to the other.

Chasms are Deadly Terrain. A chasm can be represented by an appropriate terrain piece or a marked-off area of the battlefield.

Biting Cold: The freezing winds of the planet assail anything that walks upon its surface, proving deadly to any living thing exposed to them. Titans may vent plasma on a 3+ instead of a 4+. In addition, Titans with the Reactor Leak (X) Critical Damage increase their Reactor level by one less hole during the End phase (i.e., a Titan with Reactor Leak (1) would not increase their Reactor level). However, a Titan that has suffered Critical Damage to the Head suffers an additional point of Critical Damage to their Head during the End phase. If this causes Catastrophic Damage, the Titan counts as having rolled a Silenced result on the Catastrophic Damage table.

Victory: At the end of the battle, each player calculates the total points value of enemy units they have destroyed; units which have not been destroyed but are Structurally Compromised or, in the case of Knight Banners, units which have lost more than half of their models, count as half their points value (rounding down) when calculating the total points value destroyed.

The player who has destroyed the highest total amount of points claims victory. If both players have destroyed the same total amount of points, the game is a draw instead.



DEATH WORLD: BLISTERING SANDS

Battlefield: The battle takes place on the vast deserts of an arid world bathed in radiation. The battlefield should contain a sparse to moderate amount of natural terrain, e.g., rocks or canyons.

Battlegroups: When selecting battlegroups, the attacker should have a Battle Rating that is 750 points greater than the defender.

Deployment: The defender deploys their units anywhere within their deployment zone. The attacker then deploys their force anywhere within their deployment zone.

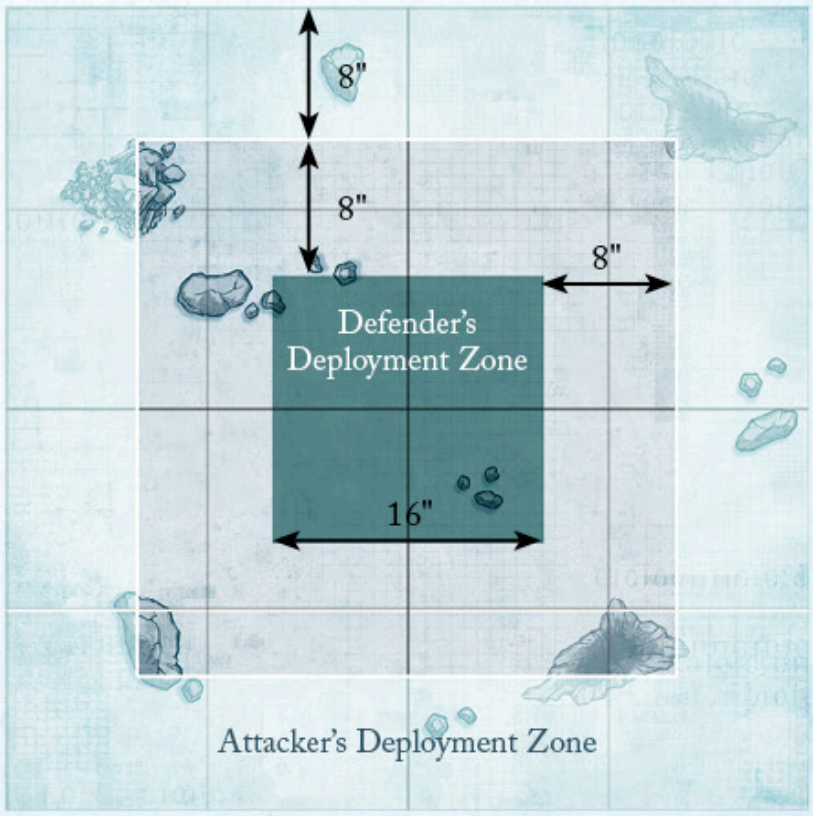
Mission Special Rules

Unyielding Radiation: The world is bathed in harsh radiation by its sun that heats the planet to almost inhospitable levels for those who are unshielded. Titans can only vent plasma on a 5+ instead of a 4+. In addition, when a Titan is activated in the Movement phase they are affected by the radiation. If the Titan has active Void Shields, increase the Titan's Reactor level by 1. If the Titan has a Void Shield level of X, they immediately suffer a S7 hit to their Head instead.

Knight Banners suffer D3 S7 hits when activated in the Movement phase instead of the above, with no Ion Shield save allowed.

Victory: The defender is attempting to hold out against the overwhelming forces of the attacker. At the end of the battle, calculate the total points value of the defender's units that have been destroyed; units which have not been destroyed but are Structurally Compromised or, in the case of Knight Banners, units which have lost more than half of their models, count as half their points value (rounding down) when calculating the total points value destroyed.

If at least 66% of the total points value of the defender's battlegroup has been destroyed, the attacker claims victory. Otherwise, the defender claims victory.




Gaia

FORGE WORLD: TUNNEL WAR

Battlefield: The battle takes place in the industrial tunnels beneath a Forge World. The grey shaded areas of the battlefield represent tunnel walls which are Blocking Terrain that is infinitely high and cannot be destroyed. When setting up the battlefield, players should clearly mark off portions of the battlefield as tunnel walls. The tunnel walls should cover at least 25% of the battlefield, in any shape or size, and there must be at least one from one side of the battlefield to the other, large enough for a Warlord Titan's base to move along. The rest of the battlefield should contain a moderate amount of industrial terrain.

Battlegroups: When selecting battlegroups, both players should build their battlegroup to an agreed upon Battle Rating.

Deployment: The winner of a roll-off chooses a deployment zone, with their opponent receiving the opposite deployment zone. Starting with the winner of that roll-off, players take it in turns to place a single unit within their deployment zone.

Mission Special Rules

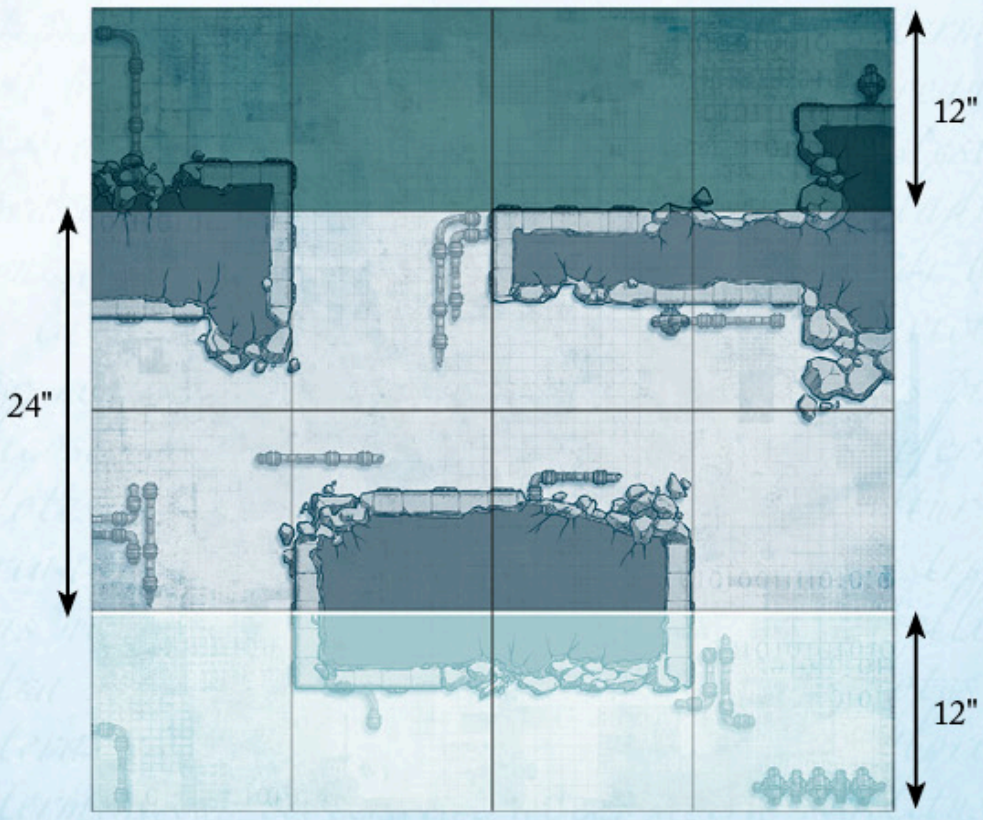
Darkness: The power supply in this section is inconsistent at best, causing the battlefield to be plunged into darkness at random intervals. At the start of the Strategy phase of each round, roll a D6. On a 1-3, the power unexpectedly shuts down. The First Player rolls 2D10 – until the end of the round, all units can only target an enemy unit with an attack within this range in inches. Blast weapons can shoot further than this (i.e., you can place a Blast marker more than 2D10" away) however if they do so, the shot automatically misses and must scatter. Titans that made one or more weapon attacks earlier in the round can be targeted, regardless of the distance an attacker can see.

On a 4-6, the lights are powered and the normal rules for line of sight are followed.

Optional Special Rule – Confined Tunnels: If both players agree, they can use the Confined Tunnels special rule. If they do so, before selecting battlegroups one player should roll a D6 to see which units can fit in the tunnels. On a 1-2, only units with a Scale or 6 or less may be included in a battlegroup. On a 3-4, only units with a Scale of 8 or less may be included in a battlegroup. On a 5-6, only units with a Scale of 10 or less may be included in a battlegroup. If players wish, the need for a compulsory maniple can be ignored when building their Battlegroup when using this rule, to allow both players to use which units they have that match the Scale restrictions.

Victory: At the end of the battle, each player calculates the total points value of enemy units they have destroyed; units which have not been destroyed but are Structurally Compromised or, in the case of Knight Banners, units which have lost more than half of their models, count as half their points value (rounding down) when calculating the total points value destroyed.

The player who has destroyed the highest total amount of points claims victory. If both players have destroyed the same total amount of points, the game is a draw instead.



FORGE WORLD: RESEARCH STATION

Battlefield: The battlefield represents a research station and should contain a moderate amount of industrial or urban terrain. After the battlefield has been set up, players should set up three research facilities in total. To do this players should take it in turns, starting with the defender, to place a 32mm base (or appropriate terrain piece) to represent a research facility anywhere on the battlefield outside of a deployment zone and more than 10" from a previously deployed research facility.

Battlegroups: When selecting battlegroups, both players should build their battlegroup to an agreed upon Battle Rating.

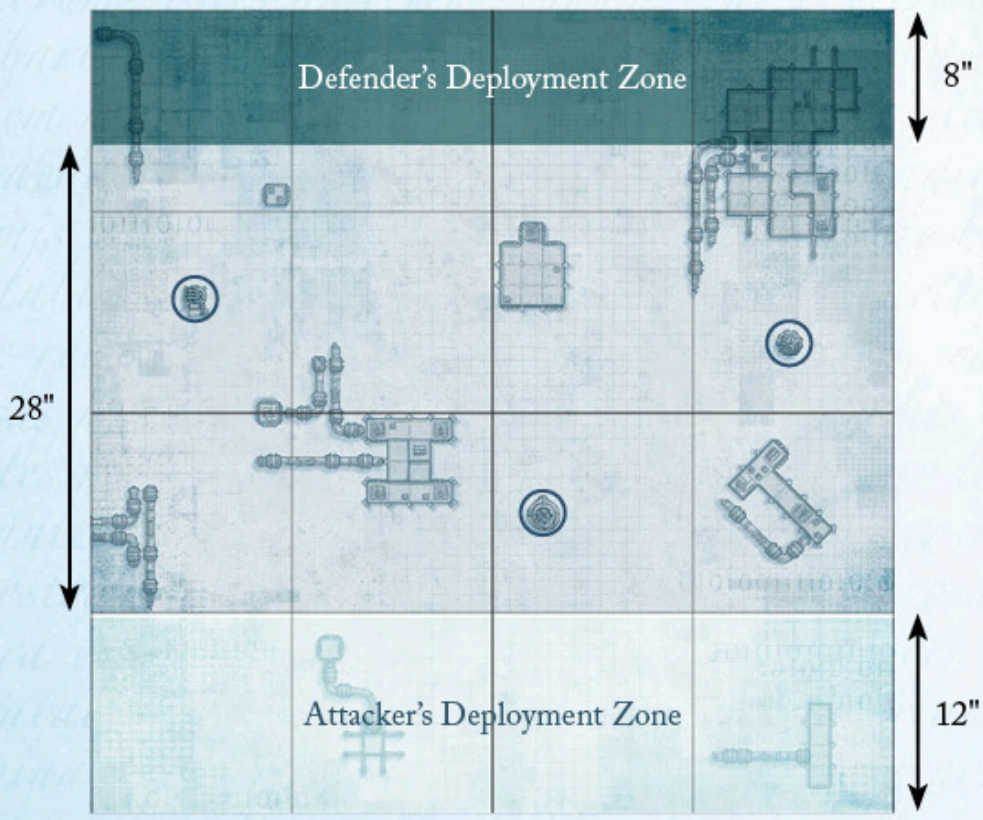
Deployment: Players take it in turns, starting with the winner of a roll-off, to place a single unit within their deployment zone.

Mission Special Rules

Siphon Nodes: The research facilities are dedicated to the study of 'archaeo-syphons' which have the unfortunate property of taxing the system of all machinery within a considerable radius of them. When a Titan within 6" of a research facility pushes their reactor, the player must roll an additional Reactor dice and pick the least favourable result (as per the following order from least to most favourable: Awaken Machine Spirit, Increase Reactor level by 2, Increase Reactor level by 1, blank face). In addition, when a Titan within 6" of a research facility is activated in the Movement phase, roll a D6; on a 4+ that Titan lowers their Void Shield level by one. On a 6+, the Titan lowers their Void Shield level by two instead.

Victory: At the end of the battle, each player calculates the total Scale of their units within 6" of each research facility. A research facility is controlled by the player with the highest total Scale within 6" of it. If the total Scale of both players is equal, no player controls it.

The player who controls the most research facilities claims victory. If both players control the same number of research facilities, the game is a draw.



FORGE WORLD: HELL FORGE

Battlefield: The battlefield represents a Mechanicum forge that has been radically changed by the Traitor Mechanicum. It should contain a moderate to dense amount of industrial and urban terrain. A 6"x6" section of the Defender's deployment zone should be marked off, representing the Hell Forge (as follows). An appropriate terrain piece can be used instead.

Battlegroups: When selecting battlegroups, the attacker should have a Battle Rating that is 500 points greater than the defender.

Deployment: The defender deploys their forces anywhere within their deployment zone. The attacker then deploys their forces anywhere within their deployment zone.

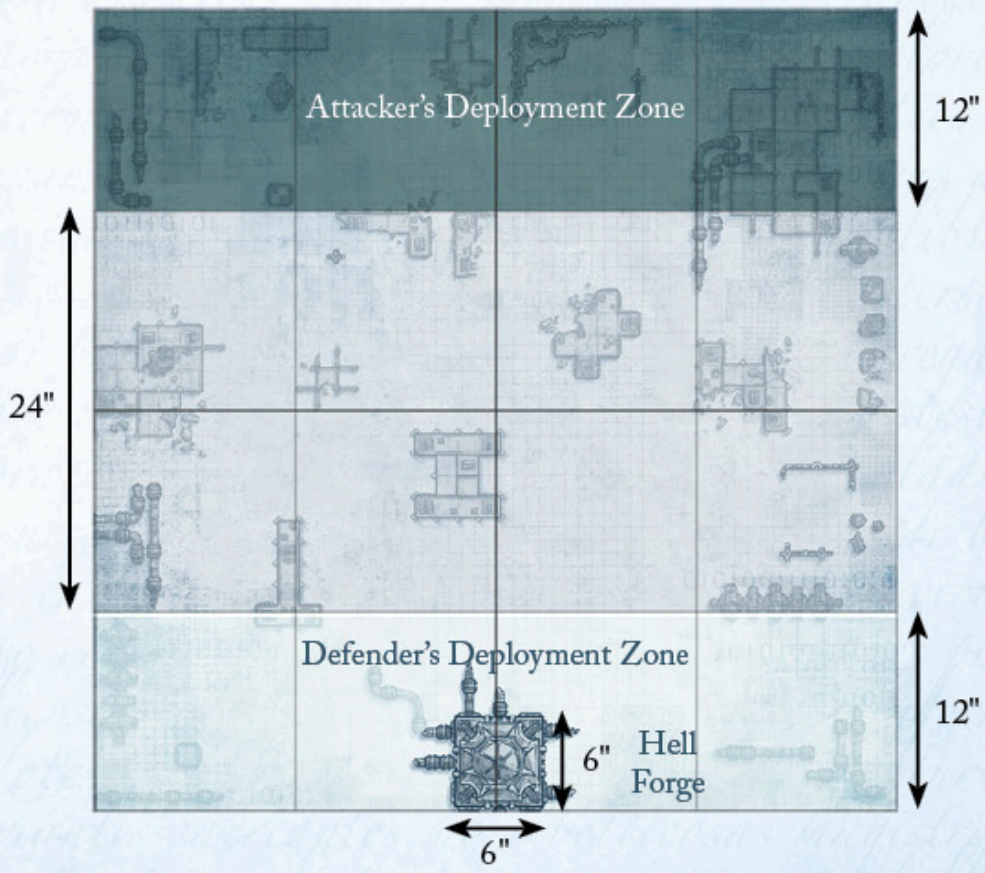
Mission Special Rules

Hell Forge: The attackers are attempting to destroy the Hell Forge, a vast manufactorum from which march the deviant engines of the Traitor Mechanicum. The Hell Forge counts as a piece of Blocking Terrain with additional special rules (as follows). Any unit within the attacker's force can target the Hell Forge as if it was an enemy unit. When targeting the Hell Forge, the attacking unit rolls to hit and resolves Armour rolls as normal, although no Location dice is rolled. The Hell Forge has the following Damage table:

Armour Roll	Damage Effects
15-17	The Hell Forge loses 1 Structure point
18+	The Hell Forge loses 2 Structure points

The Hell Forge has a total of 10 Structure points. If the Hell Forge loses its last Structure point, it is destroyed and removed from the table. While the Hell Forge is on the table, attacks against it, or units within 6" of the Hell Forge, originating from more than 12" away suffer a -2 to all Hit rolls and decrease their Strength by 1 (to a minimum of 4). In addition, any of the attacker's units within 18"of the Hell Forge suffer a -1 to all Command checks.

Victory: If, at any point the Hell Forge is destroyed, the battle ends. At the end of the battle, if the Hell Forge has been destroyed the attacker claims victory. Otherwise, the defender claims victory.



FORGE WORLD: FORGE-FANE

Battlefield: The battle takes place within a Forge-fane constructed on a platform over industrial run-off. A 24" x 24" section sits in the centre of the board – this is the Forge-fane. A 10" wide bridge runs from the centre of each board edge to the Forge-fane. The rest of the battlefield (the grey shaded areas) represents industrial run-off and counts as Deadly Terrain.

The Forge-fane should contain a moderate to dense amount of industrial and urban terrain. The bridges can contain a small amount of terrain so long as they allow clear passage for attacking units of all sizes.

Battlegroups: When selecting battlegroups, the attacker should have a Battle Rating that is 500 points greater than the defender.

Deployment: The defender deploys their forces anywhere within their deployment zone. The attacker then deploys their forces anywhere within their deployment zone, which includes all four bridges, at least 8" from an enemy unit.

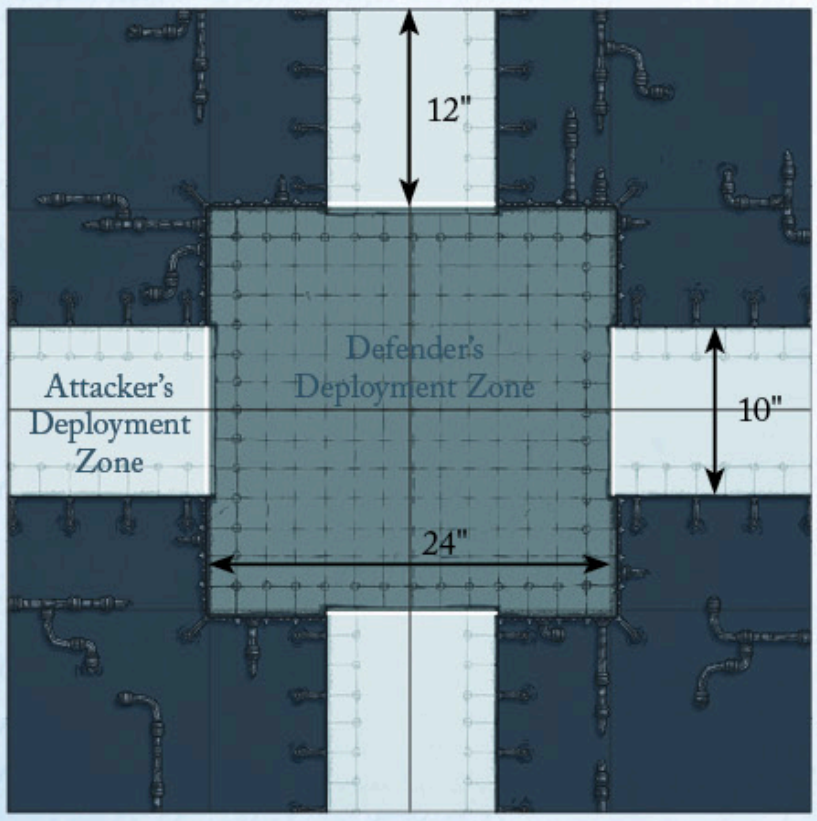
Mission Special Rules

An Endless Tide: In this mission, when an attacking Titan or Knight Banner is destroyed, place it to one side. At the beginning of the round, before determining the First Player, the attacking player may roll 3D10 to see how many of their reserves have reached the battlefield. They may then bring on a number of units whose total Scale is equal to or less than the number rolled. For example, if a 13 was rolled, the player could bring back a destroyed Warlord Titan (Scale 10) and a Knight Banner (Scale 3), or four Knight Banners (total Scale 12). Units returned to the table arrive fully healed of any damage they have suffered and, in the case of Knight Banners, with their full complement of models.

When a unit arrives from reserves, it can be placed anywhere within 3" of a board edge and activates normally that round. Titans returned to the battlefield during the same turn may be formed into maniples (as long as they meet the maniple's required components) or squadrons.

Victory: At the end of the battle, the attacker calculates the total points value of enemy units they have destroyed. In addition, both players calculate the total Scale of their units within the defender's deployment zone. If the attacker has destroyed at least 66% of the total points value of the defender's force and has a greater total Scale than the defender in the defender's deployment zone, they claim victory.

If the attacker has a greater total Scale than the defender in the defender's deployment zone but has not destroyed 50% of the total points value, the game is a draw. Otherwise, the defender claims victory.



FORGE WORLD: CONVOY ASSAULT

Battlefield: The battle takes place around a major road through a dense cityscape. An 8" wide area of the board clear of any terrain should run from the defender's board edge to the attacker's board edge to represent the road. The rest of the battlefield should contain a moderate to dense amount of industrial and urban terrain.

Battlegroups: When selecting battlegroups, the defender should have a Battle Rating that is 250 points greater than the attacker.

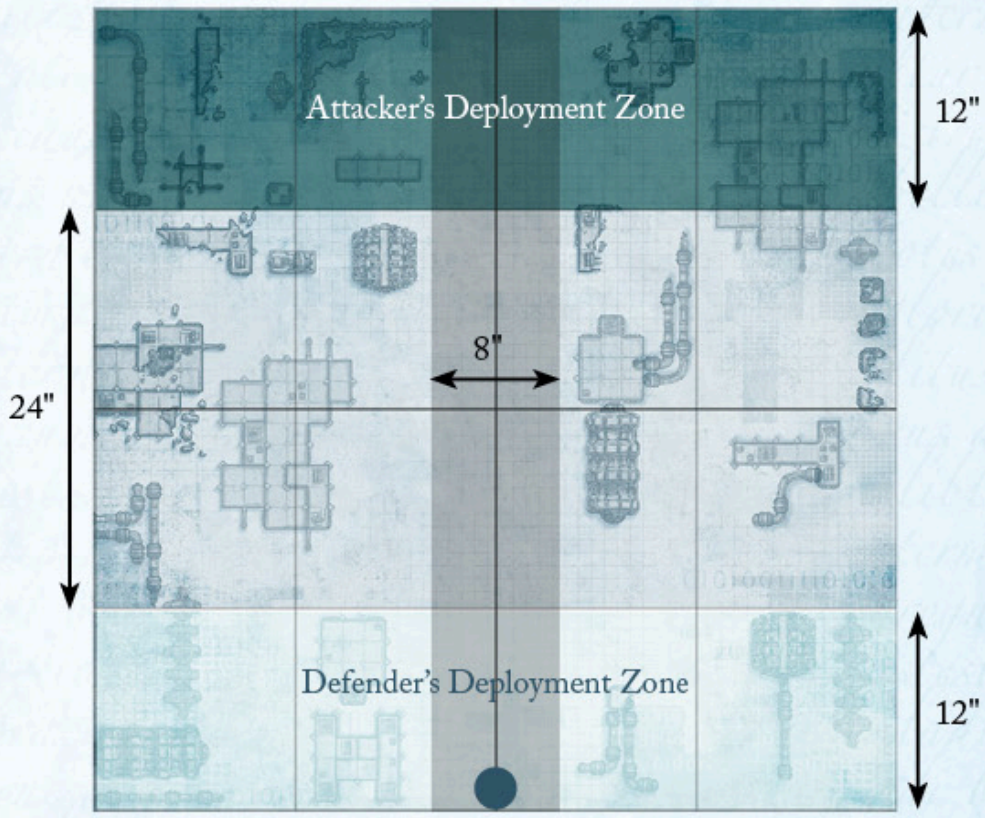
Deployment: The defender places a 60mm round base (or appropriate model) upon the road to represent the convoy being escorted, within 3" of their board edge. They then deploy their units anywhere within their deployment zone. The attacker then deploys their units anywhere within their deployment zone.

Mission Special Rules

Convoy: The defender is attempting to escort a valuable convoy vital to the war effort through contested territory. If, at the end of each Movement phase, a defending unit is within 6" of the convoy, and no attacking units are within 3" of the convoy, the defender can move the convoy up to 6" in a straight line along the road, stopping before it collides with anything. If, during the End phase, the convoy is within 1" of the attacker's board edge it can escape and is removed from the battlefield. The convoy does not count as destroyed but takes no further part in the game.

Valuable Cargo: The convoy is heavily shielded and carries cargo that both sides want. The convoy cannot be damaged or destroyed. In addition, no unit within 3" of the convoy can be targeted by a weapon with the Blast trait, as both sides seek to avoid damaging the cargo. If a unit within 6" of the convoy is hit by a weapon with the Blast template that missed and subsequently scattered, they are affected as normal.

Victory: The battle lasts for seven rounds. If the convoy escapes, the defender is victorious. Otherwise, the attacker is victorious.



HIVE WORLD: SPEARPOINT

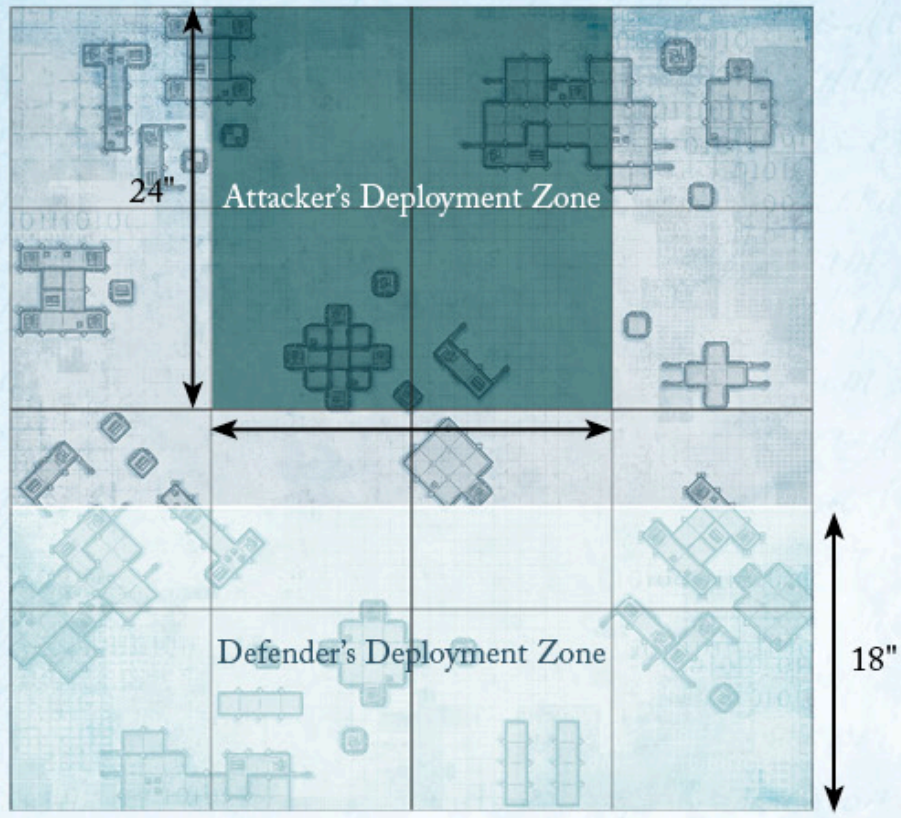
Battlefield: The battle takes place within the walls of a hive city and should be covered in a dense amount of urban terrain, with some clear areas representing roads and city squares.

Battlegroups: When selecting battlegroups, both players should build their battlegroup to an agreed upon Battle Rating.

Deployment: The attacker deploys their forces anywhere within their deployment zone. The defender then deploys their forces anywhere within their deployment zone.

Victory: At the end of the battle divide the battlefield into four equal sections (i.e., a 4'x4' board would be divided into four 2'x2' sections) and determine the total Scale of each player's units in each section. Units which have not been destroyed but are Structurally Compromised or, in the case of Knight Banners, units which have lost more than half of their models, count as half their Scale (rounding down) when calculating the total Scale. The player with the highest total Scale in a section controls that section. If the total Scale of both players is equal, neither player controls the section.

The player who controls the most battlefield sections at the end of the battle claims victory. If both players control an equal amount of battlefield sections, the battle is a draw.



HIVE WORLD: BREAKOUT

Battlefield: The battle takes place within a heavily urbanised area and so the battlefield should contain a moderate to dense amount of urban terrain.

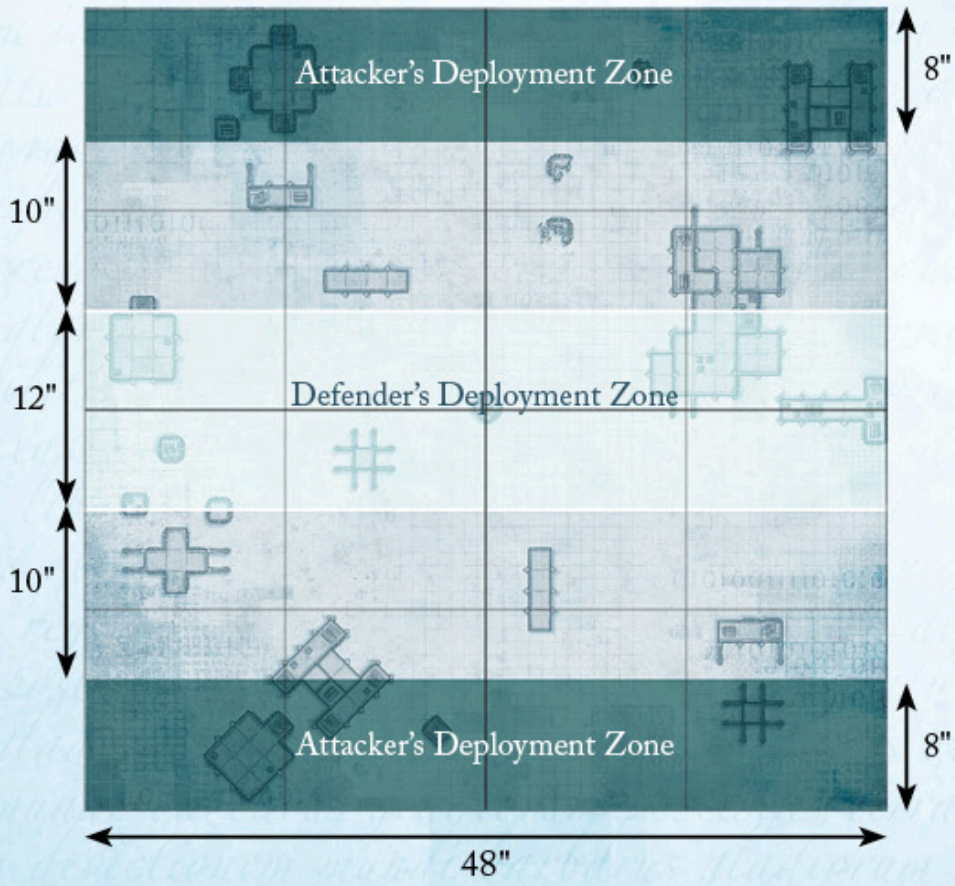
Battlegroups: When selecting battlegroups, the attacker should have a Battle Rating that is 1,000 points greater than the defender.

Deployment: The attacker deploys their forces anywhere within their deployment zone. The defender then deploys their forces anywhere within their deployment zone.

Mission Special Rules

Breakthrough: The defender is attempting to break through the attacker's line and escape the cordon they've established. In the End phase, any of the defender's units within 1" of the attacker's board edge can escape – remove that unit from the battlefield. That unit does not count as destroyed but plays no further part in the battle.

Victory: At the end of the battle, calculate the total points value of all of the defender's units that have escaped. If that total points value of units that have escaped is at least 40% of the total points value of the defender's starting units, the defender claims victory. Otherwise, the attacker is victorious.



HIVE WORLD: SIEGE

Battlefield: The battle takes place on the edge of a hive city. The defender chooses a board edge – this is the hive city board edge. A 6" wide wall is then placed 12" from the hive city board edge, running from one side of the battlefield to the other. The defender can place two gateways on the wall – these are 6" wide and can be placed anywhere along the city wall, at least 12" from a previously placed gate.

Battlegroups: When selecting battlegroups, the attacker should have a Battle Rating that is 1,000 points greater than the defender.

Deployment: The defender deploys their forces anywhere within their deployment zone. The attacker then deploys their forces anywhere within their deployment zone. The defender can deploy any Battlefield Assets on the city wall if they desire.

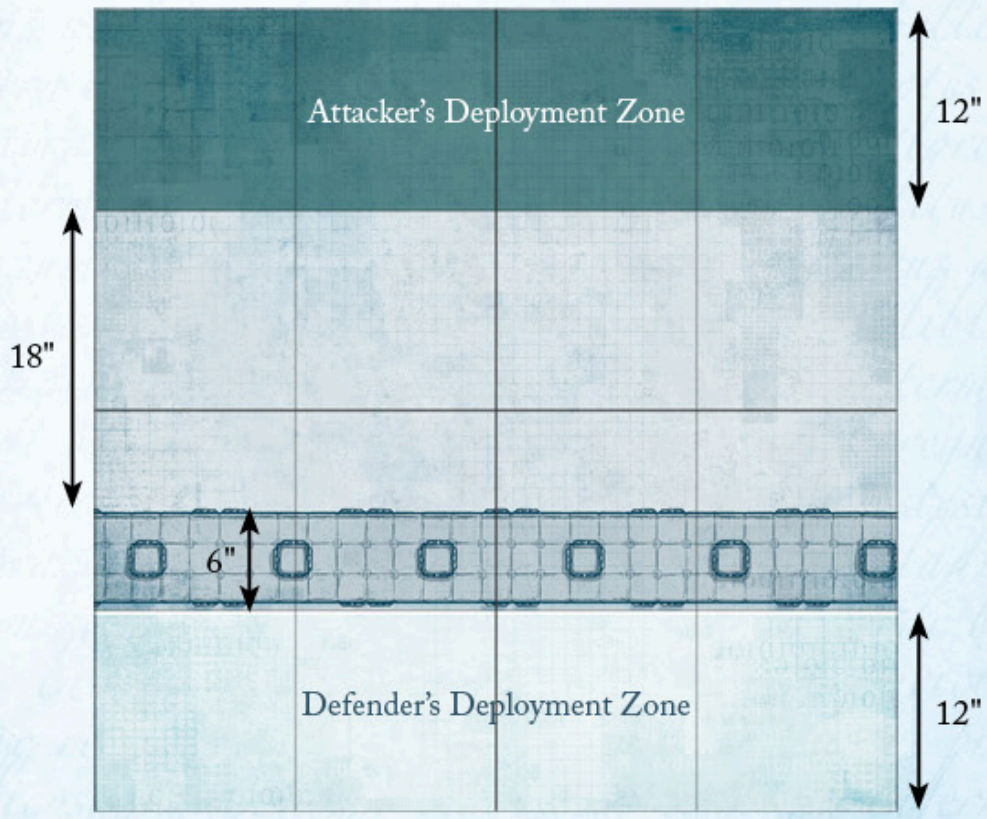
Mission Special Rules

Hive Wall: The attackers must overcome the defending forces and the city wall itself. The city wall is divided into sections each 6" wide and 6" in length. A city wall section counts as Blocking terrain to any unit with a Scale of 5 or less; for units with a Scale of 6 or more the city wall blocks movement but not line of sight. A gatehouse section does block line of sight for units with a Scale of 5 or less but any of the defender's units can move through them freely while the attacker's units cannot.

A section of the city wall can be destroyed, following the rules for destroying terrain as found in the *Adeptus Titanicus* rulebook. A city wall section has an Armour value of 13. Any section of the city wall that is destroyed is reduced to rubble and counts as Difficult Terrain and no longer blocks line of sight.

Hive Shields: The city boasts a protective shield that absorbs a measure of energy from incoming fire. If a Titan within the defender's deployment zone is the target of an attack that originates from outside the deployment zone, that Titan adds 1 to all Save rolls they make. A Knight Banner in the defender's deployment zone that is the target of an attack that originates from outside the deployment zone always has at least a 6+ Ion Shield save, regardless of the strength of the weapon or number of Knights in the Banner.

Victory: At the end of the battle, both players calculate the total Scale of their units within the defender's deployment zone. The player with the greatest total Scale in the defender's deployment zone claims victory. If both players have the same total Scale, the game is a draw.



HIVE WORLD: CROSSROADS

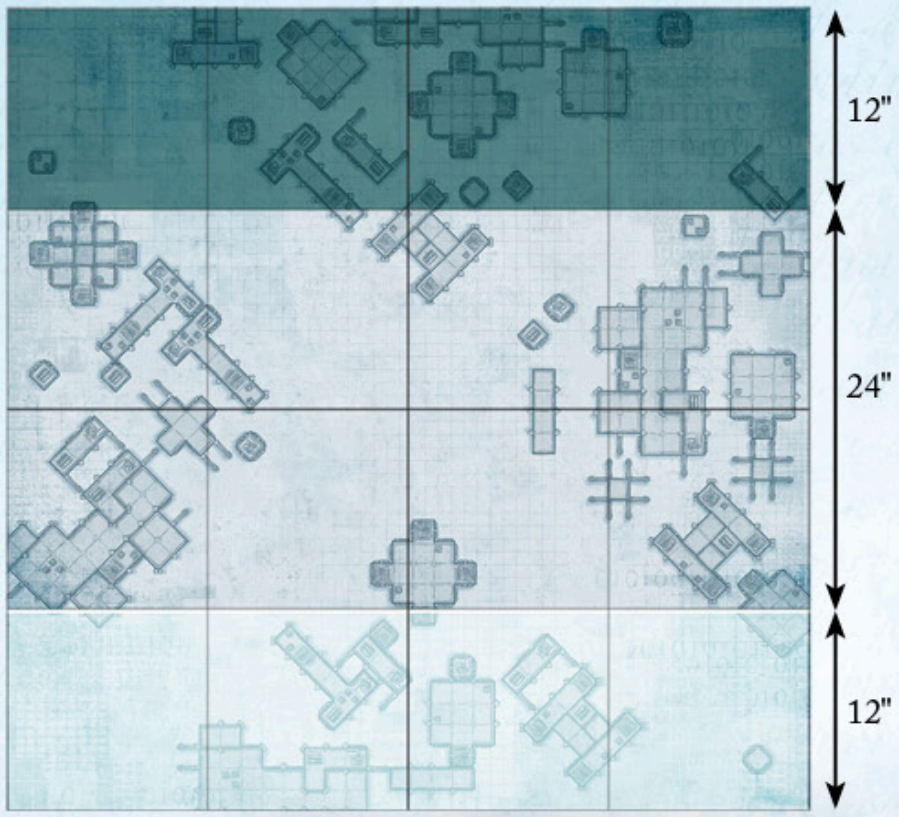
Battlefield: The battlefield represents a major crossroads within a hive city. The centre of the battlefield should contain a 12"x 12" section of the battlefield which contains no terrain. Furthermore, a 6" wide section of the battlefield which contains no terrain should run from each corner of the battlefield to the centre of the battlefield. The rest of the battlefield should contain a dense amount of urban terrain.

Battlegroups: When selecting battlegroups, both players should build their battlegroup to an agreed upon Battle Rating.

Deployment: The winner of a roll-off chooses a deployment zone, with their opponent receiving the opposite deployment zone. Then, starting with the winner of that roll-off, players taking it in turns to deploy a single unit within their deployment zone.

Victory: At the end of the battle, each player calculates the total points value of enemy units they have destroyed; units which have not been destroyed but are Structurally Compromised or, in the case of Knight Banners, units which have lost more than half of their models, count as half their points value (rounding down) when calculating the total points value destroyed.

The player who has destroyed the highest total amount of points claims victory. If both players have destroyed the same total amount of points, the game is a draw instead.



HIVE WORLD: NO MAN'S LAND

Battlefield: The battle takes place within a war-torn section of a hive city. Both deployment zones should contain a moderate amount of urban terrain. The rest of the battlefield should also contain a moderate amount of ruined terrain, to represent a city section that has been subjected to extensive bombardment.

Battlegroups: When selecting battlegroups, both players should build their battlegroup to an agreed upon Battle Rating.

Deployment: The winner of a roll-off chooses a deployment zone and deploys half their models (rounding up) anywhere within the chosen deployment zone. The opposing player then deploys half their force in the opposite deployment zone. Then, starting with the winner of the previous roll-off players take it in turns to place one of their opponent's units that isn't yet deployed anywhere on the battlefield that is outside a deployment zone and more than 3" from an enemy unit. If, for whatever reason, a unit cannot be deployed in this manner, the controlling player of that unit deploys them in their own deployment zone as normal.

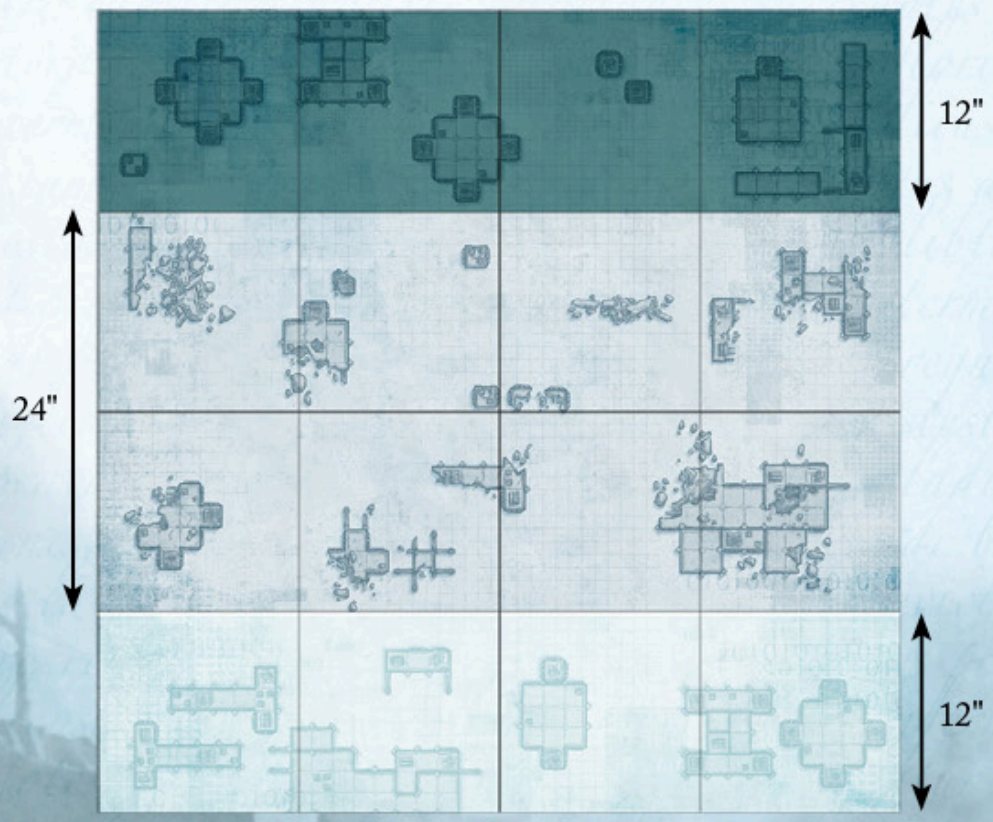
Mission Special Rules

Urban Warzone: Much of the surrounding city has been devastated by the protracted war between the two forces, creating a no man's land wreathed in smoke and fire that has shattered the cohesion of both armies. If a unit makes an attack against a unit that is more than twice the target's Scale (in inches) away from the attacking unit, apply a -1 modifier to all Hit rolls, in addition to any other penalties.

In addition, many of the buildings within the ruined no man's land are burning. Any units more than 12" from the attacker's and/or defender's board edge requires a D6 roll of 5+, rather than 4+ to Vent Plasma. In addition, a Titan with the Reactor Leak Critical Damage effect advances their Reactor level by one extra hole than normal during the End phase.

Victory: At the end of the battle, each player calculates the total points value of enemy units they have destroyed; units which have not been destroyed but that are Structurally Compromised or, in the case of Knight Banners, units which have lost more than half of their models, count as half their points value (rounding down) when calculating the total points value destroyed.

The player who has destroyed the highest total amount of points claims victory. If both players have destroyed the same total amount of points, the game is a draw instead.

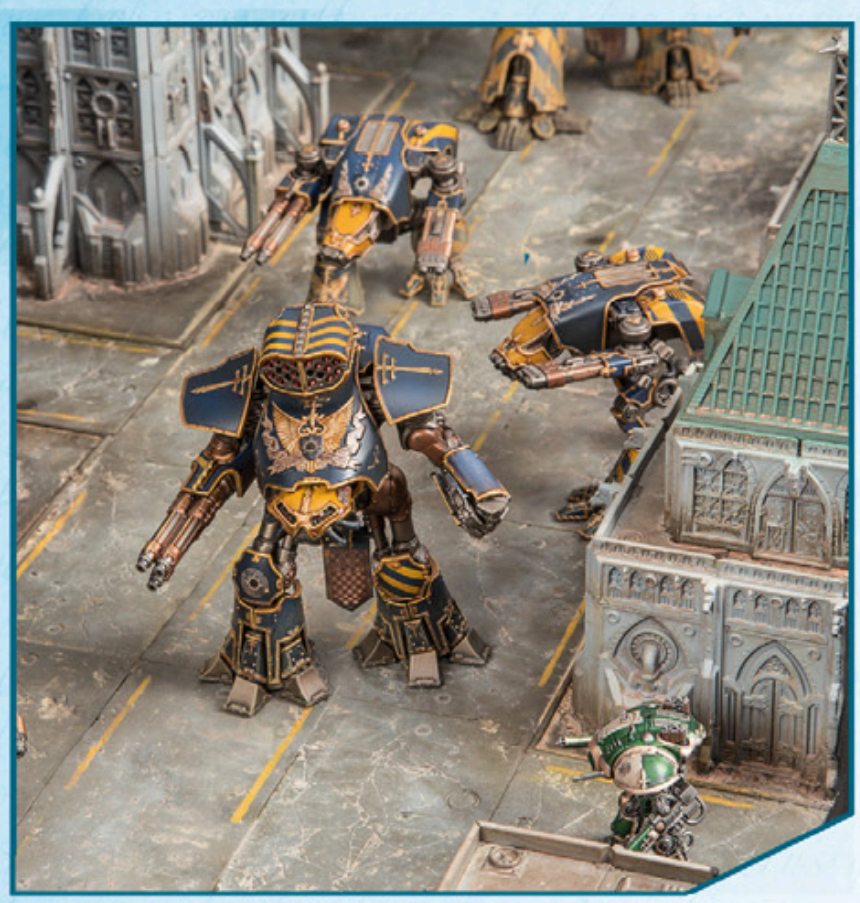


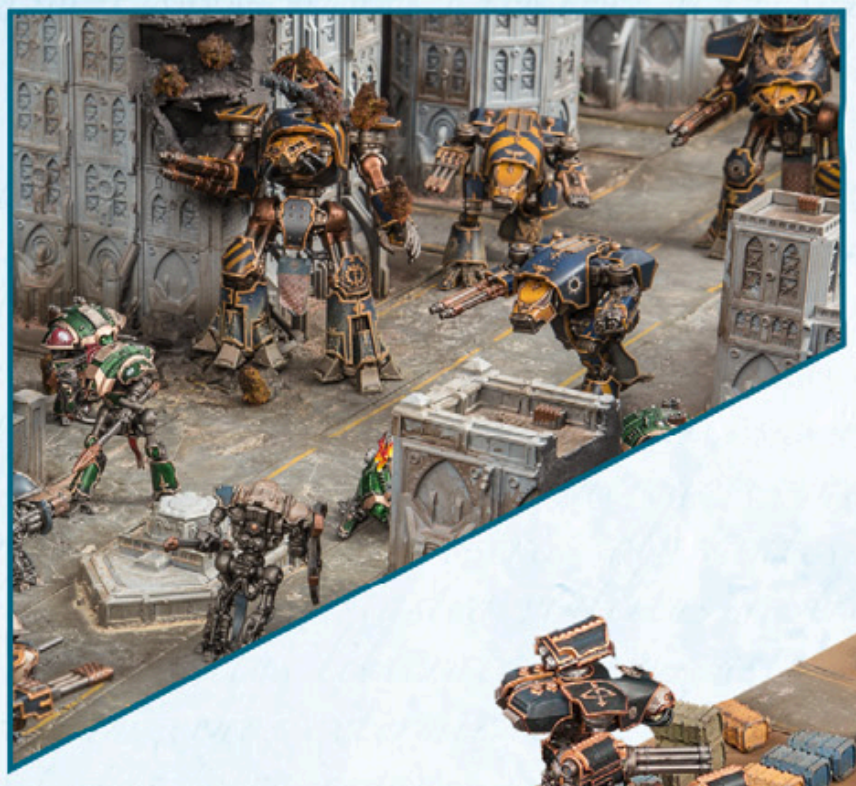
BATTLE AT THE GATES OF NYRCON CITY

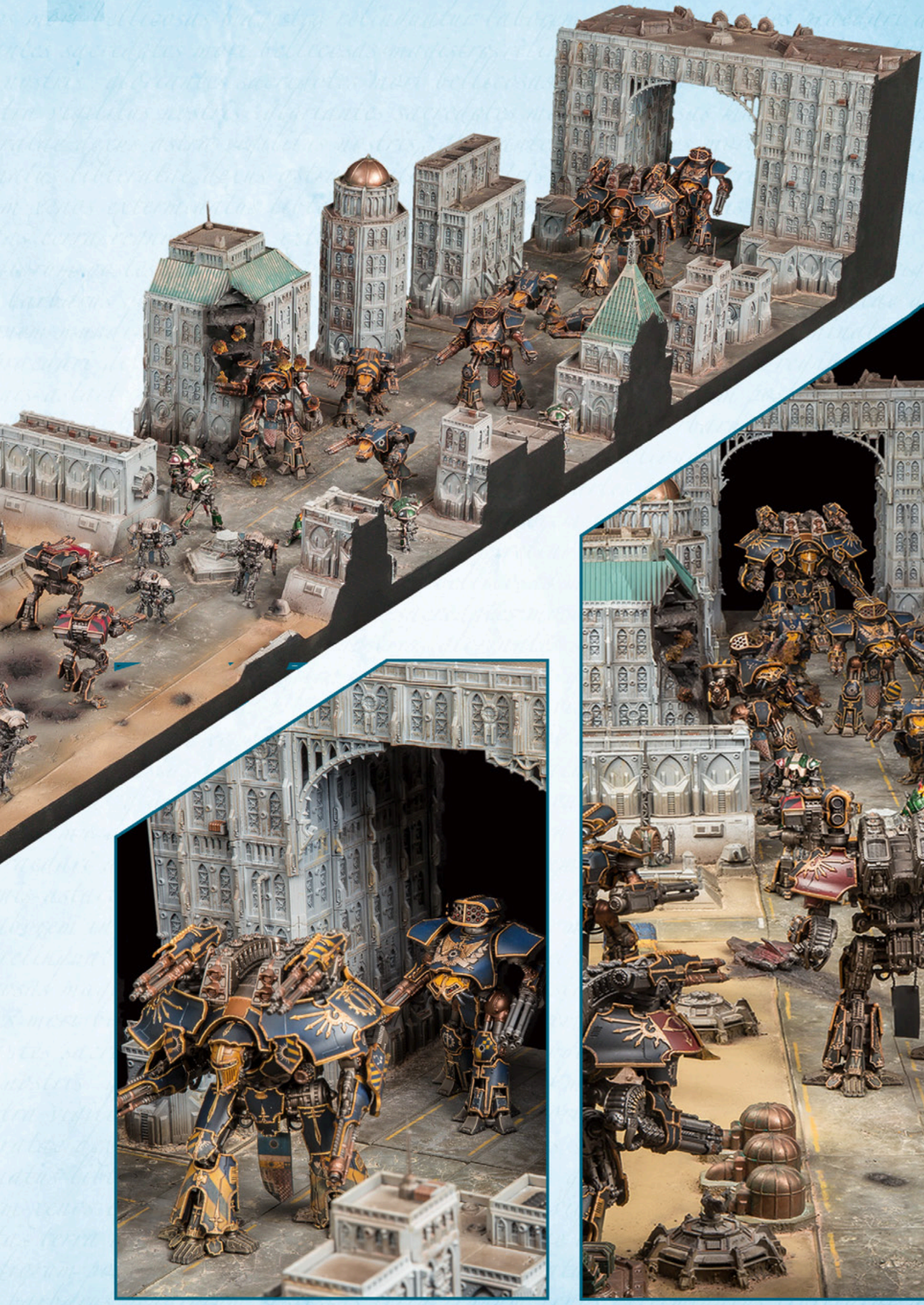
This diorama, built for the Warhammer World Exhibition, showcases a key battle of the Titandeath Campaign, a catastrophic conflict that saw hundreds of Titans fall and entire Titan Legions wiped from existence.

Titans of Legio Astorum, and Imperial Knights of House Vyroni, move to defend the walls of Nyrcon City against the attack of Legio Mortis and House Malinax.

Players can recreate the battle for Nyrcon City with the Hive World: Siege mission, with the defender playing as Legio Astorum and the attacker playing as Legio Mortis.









Patriarch of Death

Legio Mortis Warbringer Nemesis Titan



Scion of Cognus

House Vyronii Mechanicum Knight Magaera



Iron Triumph

House Malinax Mechanicum Knight Styrix




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