ADEPTUS TITANICUS™

THE HORUS HERESY®



LOYALIST LEGIOS



The age of knowledge is dead
The death of innocence is come
Look to the omnissiah for guidance
And honour him with the blood of traitors

ADEPTUS

TITANICUS™

THE HORUS HERESY®

LOYALIST LEGIOS

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

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Adeptus Titanicus: Loyalist Legios

"We stand upon a precipice, the dawn of a new age our forebears long feared would come. Hold no longer to hope and idealism. Let naught but wrath sustain you. Let justice be your creed. The galaxy must be cleansed of the traitorous plague that befalls it and we, sons of Ryza, are the fire that will scour it clean of disease."

Transcribed speech given by Grand Master Grunal Krom of Legio Crucius, following the Second Battle for Conveyance Terminus Nine-Omega on Ryza

The majesty of the Titan Legions is at once both that of noble bearing and terrible might. When the Warmaster turned against the Emperor of Mankind, dragging the Imperium into civil war, the Collegia Titanica, ruling body of the Titan Legions, was not spared disunity. Across the galaxy, Titan Legion turned upon Titan Legion, and the galaxy quaked beneath their tread. The war that followed proved beyond any Mankind had fought, and innumerable worlds were burned to ash beneath the wrath of warring god-engines. Many Titan Legions remained loyal to the Emperor and, from the basalt sands of Isstvan V to the walls of the Imperial Palace itself, all sought to turn back the Warmaster and bring stability to the Imperium once more.

This supplement for Adeptus Titanicus contains everything you need to field a Titan Legion or Knight Household loyal to the Emperor. Within you'll find rules for assembling a battlegroup dedicated to the Imperium of Mankind along with the unique weapons and wargear available to such a force. *Adeptus Titanicus: Loyalist Legios* also provides rules for 16 famous Titan Legions that remained loyal to the Emperor, including the lauded Legio Metalica (Iron Skulls) and the ruthless Legio Osedax (Cockatrices), along with rules for fielding them on the battlefield. *Adeptus Titanicus: Loyalist Legios* also contains rules for 12 Loyalist Knight Houses including House Terryn, House Coldshroud, House Krast and House Procon Vi. In addition, this book contains rules for 18 Titan maniples, the Psi-Titans of the Ordo Sinister, weapon reference charts and every Stratagem available to Loyalist battlegroups.

ASSEMBLING A BATTLEGROUP

In conventional battles, the presence of a lone Titan – even a Scout class such as a Warhound – can be sufficient to guarantee victory. However, when Titans go to war en masse, they are formed into ad hoc groups, operating together under the command of their most senior Princeps, for the duration of a campaign.

When playing Adeptus Titanicus, all of the units (i.e., individual Titans and Knight Banners) under a player's command are referred to as their 'battlegroup'. This is a loosely defined term which encompasses maniples of Titans, individual Titans acting as reinforcements, and any attached support units, such as Banners of Knights from allied Houses.

In Open Play, assembling a battlegroup is as simple as deciding which miniatures from your collection you wish to use, taking a Command Terminal for each one and getting the battle started. In Matched Play and Narrative Play, the rules for assembling a battlegroup are subject to a few restrictions. Each unit has a points cost, which is made up of the unit's base cost plus the cost of any weapons and upgrades it takes. The total points cost of all of a battlegroup's units is referred to as the battlegroup's 'Battle Rating'. Battlegroups are built to a Battle Rating that is agreed upon by all players.

Players should record the details of their battlegroups on a battlegroup roster, which could be a piece of paper, an online document or something similar. A battlegroup roster should include the following details:

- Battlegroup Type i.e., if the battlegroup is a Legio battlegroup or a Household battlegroup (as follows).
- Details of every unit within the battlegroup, including their points cost, weapons, upgrades, and any maniple or Lance they are part of.
- The Legio of any Titan within the battlegroup. If relevant, the Household of all Knight Banners should also be recorded.
- The battlegroup allegiance.
- The total Battle Rating of the battlegroup.
- The battlegroup Leader – this must be a nominated Princeps Seniores in a Titan Legion battlegroup or the Seneschal in a Knight Household battlegroup.

Auxiliary Units

When building a Legio battlegroup or Household battlegroup, certain Titans are classified as Auxiliary Titans and certain Knight Banners are classified as Auxiliary Knight Banners. These represent the rarer patterns of Titans and Knights during the Horus Heresy. To represent this, both Legio and Household battlegroups have restrictions on the number of each you can take within your battlegroup during Matched Play.

Below is a list of current Auxiliary Titans and Auxiliary Knight Banners – further such units may be explored in future supplements and will be noted as either Auxiliary Titan or Auxiliary Knight Banners on their Command Terminal where appropriate:

Auxiliary Titans
- Warbringer Nemesis Titan
- Warmaster Heavy Battle Titan

Auxiliary Knight Banners
- Acastus Knight Banners

Battlegroup Type

A battlegroup can be one of two types: a Legio battlegroup or a Household battlegroup.

Legio Battlegroup

A Legio battlegroup represents a battlegroup where the majority of its strength is drawn from the Collegia Titanica. A Legio battlegroup has the following rules:

- A Legio battlegroup must contain at least one maniple, made up of three to five Titans.
- A Legio battlegroup can have multiple maniples; each maniple will have its own Princeps Seniores.
- A Legio battlegroup can take Titans and Household Support Banners as Reinforcements.
- Reinforcements are any Titans or Knight Banners within a Legio battlegroup that are not part of a maniple. A Legio battlegroup can take any number of Reinforcements, so long as they adhere to the following restrictions:
  - A Legio battlegroup can include a maximum of two Knight Banners as Reinforcements for each Titan maniple in the battlegroup. One of these Knight Banners per Titan Maniple can be an Auxiliary Knight Banner.
  - A Legio battlegroup can include any number of Titans as Reinforcements. A maximum of one Titan per maniple in a battlegroup may be an Auxiliary Titan.

It should be noted that Auxiliary Titans, Knight Banners and Auxiliary Knight Banners selected as part of a maniple are not classed as Reinforcements and, therefore, are not included when calculating the maximum number of Knight Banners and Auxiliary units allowed per maniple.

Household Battlegroup

If you are using a Knight Household Force as per the rules presented in the *Adeptus Titanicus: Doom of Molech* supplement, that Household Force is a Household battlegroup. Household battlegroups have the following exceptions:

- A Household battlegroup must include at least one Lance, which must contain either a Seneschal or a High King.
- All Knights within a Lance in a Household battlegroup must be drawn from the same Household.
- No Knight Banner in a Lance, except for the Seneschal's Banner, can be an Auxiliary Knight Banner.
- A Household battlegroup can include Titans and Knight Banners as Reinforcements. Titans included as Reinforcements do not follow Titan Legion rules. Reinforcements are any Knight Banners within a Household battlegroup that are not part of a Lance and any Titan in the battlegroup. Reinforcement Titans can be drawn from any Titan Legion. Household battlegroups face the following restrictions when using Reinforcements:
  - A Household battlegroup can include a maximum of one Titan as Reinforcements for each Lance in the battlegroup. A maximum of one of these Titans can be an Auxiliary Titan.
  - A Household battlegroup can include a single Auxiliary Banner of each type as Reinforcements for every Lance in the battlegroup.

Titan Legions and Knight Households

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 Reinforcements may be members of other Titan Legions. Each Titan Legion has a set of rules that apply to Titans which are part of that Legion. Regardless of a battlegroup's allegiance, a player can choose to draw their forces from any Titan Legion or Knight Household; though some are widely known for being dedicated to a particular cause, it is entirely possible that detachments had broken off or another Legio favoured similar tactics. This book contains 16 sets of Titan Legion rules, many of which are revised versions of previously published rules – the rules presented here take precedence over those previously published.

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 Tempestus maniple with two Legio Gryphonicus Warhounds as Reinforcements, the opposing player would gain 4 bonus Stratagem points.

Battlegroup Allegiance

In Adeptus Titanicus, the line between Loyalist and Traitor is a murky one, for it was nigh-impossible to claim that an entire Titan Legion was truly dedicated to a single cause. However, as the war progressed, the tactics utilised by both forces diverged, a fact most notable in the physical changes wrought upon the Traitors by the powers they consorted with. Even amongst those dedicated to the same cause, the methods of war become divergent, the circumstances of this new conflict forcing the adaptation of individual tactics.

A battlegroup's allegiance determines which Stratagems, Wargear and Special Units it has access to. The list of allegiances presented below are not exhaustive and instead represent those sworn to the Emperor of Mankind. Other allegiances will be explored in future supplements. All allegiances can purchase Stratagems available to any player (i.e., those that do not specify a player type such as Thermal Mines). Each allegiance has access to a specific allegiance ability, as described in the relevant section.

The Titan Legions and Knight Households presented in this book are those that were predominantly loyal to the Emperor. As such, only three allegiances are presented below: Loyalist Titan Legion (available to a Legio battlegroup) and Questoris Imperialis or Questoris Mechanicum allegiance (both available to a Knight Household battlegroup). If players wish to use Legio or Household rules presented in this book with other allegiances presented elsewhere, they are welcome to do so, so long as they clearly inform their opponents before a game begins. Otherwise, it is presumed a Titan Legion or Knight Household drawn from this book uses one of the three allegiances presented here.

Loyalist Titan Legion

Loyalist Titan Legion Battlegroup

The following rules apply to a Loyalist battlegroup:

- All Titans within a Loyalist battlegroup are referred to as Loyalist Titans and the player a Loyalist player.
- A Loyalist battlegroup can include Psi-Titans and Loyalist Titans of Legend.
- A Loyalist battlegroup can purchase Stratagems available to any allegiance or any Loyalist player.
- A Loyalist battlegroup cannot include any Corrupted Titans or Renegade Knight Banners.
- A Loyalist battlegroup cannot include any Traitor Titans of Legend or Blackshield Titans of Legend.
- A Loyalist battlegroup cannot purchase Stratagems available only to any Traitor or Blackshields player.

Loyalist Titan Allegiance Ability: Adaptive Tactics

Once per game, at the end of the Damage Control phase, a single Loyalist Titan that has successfully been issued an Order (other than an Emergency Repairs order) that round can immediately be issued a different Order (other than an Emergency Repairs order), without the need to make a Command check. This Order replaces any Order previously given. Titans within a Squadron that have been issued Orders via Squadron orders that round can all benefit from this rule, so long as all Titans are issued the new Order.

Questoris Imperialis

Questoris Imperialis Household Battlegroup
The following rules apply to a Questoris Imperialis Household battlegroup:

- All Knight Banners within a Lance as part of a Questoris Imperialis Household battlegroup are referred to as Questoris Imperialis Banners and the player a Questoris Imperialis player.
- A Questoris Imperialis Household battlegroup can purchase Stratagems available to any Knight Household and to Questoris Imperialis Households.
- A Questoris Imperialis Household battlegroup can include Loyalist Titans of Legend as Reinforcements.
- A Questoris Imperialis Household battlegroup cannot include any Corrupted Titans or Renegade Knight Banners.
- A Questoris Imperialis Household battlegroup cannot include any Traitor Titans of Legend or Blackshield Titans of Legend as Reinforcements.
- A Questoris Imperialis Household battlegroup cannot purchase Stratagems specific to Questoris Mechanicus, Questoris Traitoris, or Questoris Oblitus Households.

Questoris Imperialis Allegiance Ability: Valorous Charge
Once per game, during the Movement phase, a single Questoris Imperialis Lance of the player's choice can add 2" to their Speed characteristic for the remainder of that phase.

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

D3	Knightly Quality
1	**Master of War:** *The Seneschal is a talented strategist, having won many battles during the Great Crusade through daring plans and brilliant tactics.* If the Seneschal's Lance benefits from the Valorous Charge ability, Banners within the Lance add 4" to their Speed characteristic instead of 2".
2	**Hunter of Traitors:** *A renowned hunter, the Seneschal has turned their talents in the wilds of their home world to the task of stalking traitors to the Imperium, wherever they might be found.* Attacks targeting the Seneschal's Banner suffer an additional -1 penalty to their Hit rolls while the Banner is in cover, i.e., a Banner with at least 25% cover would be -2 to hit, while a Banner with at least 50% cover would be -3 to hit.
3	**Courting Death:** *The deaths of loved ones and honoured friends have left the Seneschal bitter and broken, hoping to salve the pain of loss with the blood of their enemies – or, should that fail, their own life.* Once per game, the Seneschal's Banner can choose to activate a second time during the Combat phase. If they do, the Banner immediately suffers a Critical Hit, ignoring ion shields.

Questoris Mechanicus

Questoris Mechanicus Household Battlegroup
The following rules apply to a Questoris Mechanicus Household battlegroup:

- All Knight Banners within a Lance as part of a Questoris Mechanicus Household battlegroup are referred to as Questoris Mechanicus Banners and the player a Questoris Mechanicus player.
- A Questoris Mechanicus Household battlegroup can purchase Stratagems available to any Knight Household and to Questoris Mechanicus Households.
- A Questoris Mechanicus Household battlegroup can include either Loyalist Titans of Legend or Traitor Titans of Legend as Reinforcements, but not both.
- A Questoris Mechanicus Household battlegroup cannot include any Psi-Titans, Corrupted Titans or Renegade Knight Banners.
- A Questoris Mechanicus Households battlegroup cannot include Blackshield Titans of Legend as Reinforcements.
- A Questoris Mechanicus Household battlegroup cannot purchase Stratagems specific to Questoris Imperialis, Questoris Traitoris, or Questoris Oblitus Households.

Questoris Mechanicus Allegiance Ability: Targeting Solutions
Once per game, all Banners within a single Questoris Mechanicus Lance can be issued a Coordinated Strike, Split Fire or First Fire order without the need to make a Command check. Each Banner can be given a separate Order.

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

D3	Knightly Quality
1	**Survivor of Betrayal:** *Betrayal has forever scarred the Seneschal, forcing them to kill members of their own Household when they made the choice to turn against them in support of their chosen liege* Once per round, when the Seneschal's Banner suffers damage, one damaging Armour roll can be reduced by one level, i.e., a Critical Hit becomes a Devastating Hit, a Devastating Hit becomes a Direct Hit, while a Direct Hit becomes a Superficial Hit.
2	**Favoured by Mars:** *The Seneschal is a rare Scion of Mars, having trained in the use of Knight armours under the forge lords of the Red Planet, skills they now bring to the liberation of the Imperium or in support of the Warmaster.* 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	**Faithful Servant:** *The Seneschal and their ancestors have forever remained faithful to their Forge World and will never stray, no matter the path they are led down.* Once per game, the Seneschal's Knight Household can reuse a Stratagem that cost 2 or fewer Stratagem points and has been used earlier in the battle. The Seneschal must be on the battlefield to use this ability. If the Stratagem is one that can be used more than once (i.e., Artillery Bombardment), it may instead be used twice in one phase by the Questoris Mechanicus player.

WARMASTER HEAVY BATTLE TITAN

The title of Warmaster is one now tainted by betrayal, the once-lauded honorific a bitter reminder of the once-favoured son who became the Imperium's most abhorrent of foes. Perhaps it was the treacherous actions of Horus Lupercal that gave name to the Warmaster Titan, or perhaps fate itself was foreshadowing passages of history yet unwritten when the name was bestowed. Either way, the god-engine's very existence was in many ways an act of treachery of the highest order, its existence kept hidden from most, perhaps even the Emperor Himself, until the latter days of the Horus Heresy.

With the virtue of hindsight it is perhaps unsurprising that the Mechanicum kept knowledge of this mighty god-engine from Mankind, for ever did the Cult Mechanicus build upon foundations of secrets. Indeed, it was through its own knowledge and expertise in technology that the Cult Mechanicus rose to power, and retained it by sharing only what it deemed necessary. Even amongst its own Order, a measure of ignorance was maintained, with rival Forge Worlds often refusing to exchange knowledge so that the hoarder might stand above the ignorant. Yet the Warmaster Titan was not a tool of political power nor a pillar of strength, but a weapon of apocalyptic death and destruction, shrouded and slumbering until a Forge World stood at the precipice of extinction. On that day, the Warmaster Titan would stride to war, leaving naught but blood and ash in its wake. Its very existence was a protected secret within the highest echelons of the Mechanicum, one never spoken of openly, to peers or to outsiders.

The first rumours of a new god-engine emerged from Mars following the Death of Innocence, with tales told of towering engines of war, their like yet unseen, marching to battle. Such tales spoke of six forge-fanes of Phoenicis brought low in a single day by a fortress filled with wrath; of thousands rendered to ash in a singular storm of plasma; of maniples of Titans, Loyalist and Traitor alike, torn apart by a god-engine contemptuous of its inferiors and the weapons they wielded. Such tales were discarded as myth and fancy, conjured forth by terrified minds broken by the changing galaxy. Yet the emergence of the Warmaster could not be ignored forever, for the god-engines were a final contingency plan, an exemplar of the ethos that peace must be bought with blood and, should victory prove impossible, they all should burn before a Forge World could fall.

In battle, a Warmaster Titan is a tool of eradication that rarely rests, sent to stride across the ashes of its foes and tear down any stronghold they shelter in. Little can halt its ponderous advance, for its ceramite-plated form is designed to withstand barrages of artillery and Titan-grade weaponry; where even a Warlord Titan might fall, a Warmaster Titan would stand unwavering. The least of its weapons are those wielded by a Warhound Scout Titan, borne within the Warmaster's shoulders, while the god-engine's own arms and carapace bear weapons tailored for complete annihilation – plasma destructors that render foes to atoms and barrages of missiles that can slay super-heavy tanks and Titans alike. Though few Titan Legions held a Warmaster Titan within their ranks, and far fewer still lay claim to several, the Horus Heresy was a crucible for which the god-engine was conceived. For the first time in millennia, the Warmaster Titan strode forth across the galaxy, a living embodiment of the Omnissiah and the deadly ingenuity of His servants. In time, the title of Warmaster was born by two, god-engine and arch-traitor, yet stood for both the same – a perpetrator of annihilation and a foe against whom few could stand.



Legio Titanica Warmaster Pattern Heavy Battle Titan – Post Great Crusade Era

Mars Pattern Void Shield Array (Olympus Forge sub-type, Antiope configuration, featuring dedicated failsafe generators)
Status: Maxim-Extremis grade machine cannon
[Archive Redacted]

Mars Pattern Warmaster Revelator Missile Launcher

Upper Carapace
Capitais Maxim grade ceramite/plasteel composite armoured plating

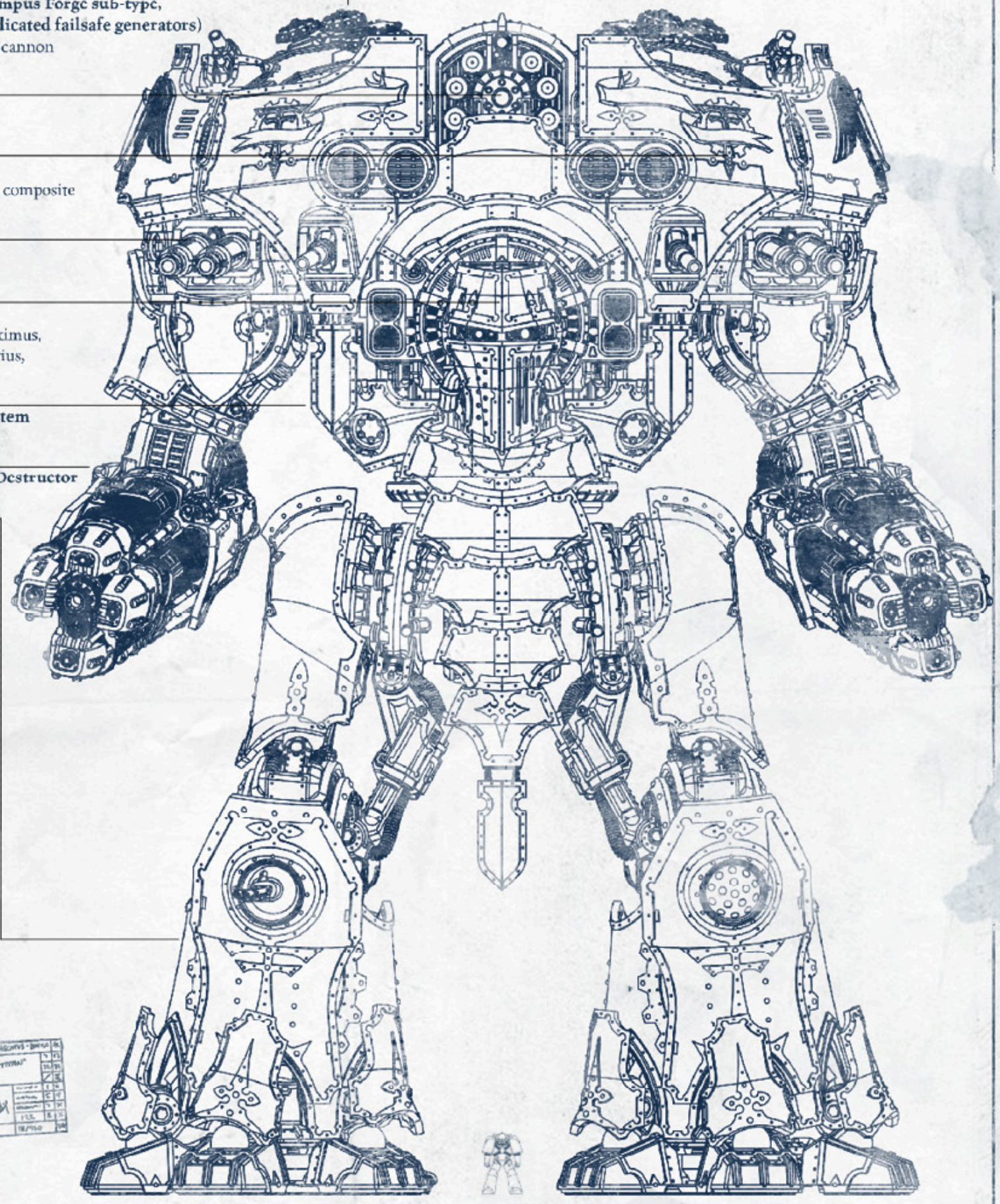
Glenohumeral Weapon Mounting
Mars Pattern Warhound Turbo Laser

Armoured Head
Princeps and three to six Moderati (Maximus, Steersman, Navigator, Sensorius, Oratorius, Tacticarus).

Rear-mounted Ancillary Reactor System ('Omega-Primus' subtype).

Ryza Pattern Suzerain class Plasma Destructor

Frontal Armour Plating
Ceramite/plasteel composite
16" to 30" thickness
Defensive Patella Weapon Mounting





Warmaster Heavy Battle Titan Mars Pattern

MK.XI HECATUS-TASS CONFIGURATION

RESTING HEIGHT 40.91M				SCALE CLASS MONUMENTUS		
GRADED MASS 21/174TF				REACTOR OUTPUT Primary: 351.1K Secondary: 225.4K Ancillary: 149.8K		
Height and mass non-inclusive of weaponry and munitions stock	CONVENTUS COMPLEMENT Crew: 9 – 15 Clade: 41 – 62	BERTHING GAUGE Breadth: 27.6M><29.5M Clearance: 45.4M><52.8M		SHIELDING GRADE 122/Δ3/XX	RAD EX-LOAD 06–Fatalis	
TREAD RATING 735.4(04)I	ANIMA INTEGRITY 76S – *firmus*	MAX. REC. PATROL 89D^{6ID}	WX 6	LONGINUS 3sta/4	AESCAPULIS APPR. 57F.241//Φ	AUTOCENSUS REGISTERED BY Magos Egax // 108.752.M32

TITAN MANIPLES

AXIOM BATTLELINE MANIPLE

The Axiom maniple is one of the most sacred and considered maniple configurations. It is both numerologically and strategically balanced, capable of dealing with almost any threat.

Mandatory Components
- One Warlord Titan
- One Reaver Titan
- One Warhound Titan

Optional Components
- One Reaver Titan
- One Warhound Titan

Maniple Trait
Might of the Omnissiah: If a Titan from this maniple fails a Command check when an Order is issued to it in the Issue Orders step of the Strategy phase, Orders can still be issued to the rest of the Titans in this maniple. Command checks must still be made for each.

MYRMIDON BATTLELINE MANIPLE

There are very few enemies who can hope to stand against a Myrmidon maniple. Comprising the mightiest Battle Titans, it boasts sufficient firepower to damage a cruiser in low orbit.

Mandatory Components
- Two Warlord Titans
- One Reaver Titan

Optional Components
- One Warlord Titan
- One Reaver Titan

Maniple Trait
Overwhelming Firepower: When issuing a First Fire or Split Fire order to Titans from this maniple, the Command check will always succeed on a roll of 2+, regardless of modifiers.

VENATOR LIGHT MANIPLE

Where other maniples favour firepower and brute strength to overcome the foe, a Venator maniple puts emphasis on speed and opportunistic attack.

Mandatory Components
- One Reaver Titan
- Two Warhound Titans

Optional Components
- Two Warhound Titans

Maniple Trait
Opportunistic Strike: If an enemy unit's void shields are collapsed by an attack made by a Warhound Titan from this maniple, the Reaver Titan in this maniple can immediately make an attack against it with one of its weapons, following the Combat Sequence as described in the *Adeptus Titanicus* rulebook. This means that the Reaver can potentially attack several times in the same phase, as well as attacking normally when it is activated. However, if the Reaver is prevented from attacking in the Combat phase – it has Full Stride or Shutdown orders, for example – it cannot make these bonus attacks.

CORSAIR BATTLELINE MANIPLE

Corsair Battleline Maniples are built around a raiding doctrine, its Titans chosen for both their speed and firepower. The versatility of the Reaver lends itself to this role – swift enough to extract itself from danger but tough enough to win a protracted battle.

Mandatory Components
- Three Reaver Titans

Optional Components
- Two Reaver Titans

Maniple Trait
Fighting Withdrawal: Titans in this maniple can choose to move outside of their forward arc (see Sidestepping and Backing Up in the *Adeptus Titanicus* rulebook) at their full movement rather than having to use 2" of movement for every 1" moved. Titans may not use their boosted speed when moving outside of their Front arc.

JANISSARY BATTLELINE MANIPLE

During the Great Crusade, Titans were often supported by large numbers of Knights and Questoris Banners. Janissary Battleline Maniples were developed to fill this role, bringing a balanced mix of war engines and crews skilled at fighting alongside Household units.

Mandatory Components
- One Reaver Titan
- Two Warhound Titans

Optional Components
- One Reaver Titan
- One Warhound Titan

Maniple Trait
Close Support: Janissary Battleline Maniples learn to coordinate their actions with Household Support units, and move to support them when needed. If a Titan in this maniple activates during the Movement phase, choose a friendly Knight Banner within 6" of the activating Titan. Once the Titan has finished its movement, the chosen Knight Banner may now make its activation.

REGIA BATTLELINE MANIPLE

Formations utilising paired Warlord Titans are common to many of the strategies of the Collegia Titanica. The Regia Battleline Maniple is perhaps the oldest of these, based upon the ancient concept of a King and Queen and their court.

Mandatory Components
- Two Warlord Titans
- One Warhound Titan

Optional Components
- Two Warhound Titans

Maniple Trait
Royal Court: The two Warlord Titans within this maniple represent the King and Queen, whose role it is to support each other in battle. While the King and Queen are within 12" of each other, if one successfully gains an Order, the other may gain the same Order without the need to pass a Command check.

The Warhounds are the Courtiers, whose role it is to shield the King and Queen. Courtiers can merge their void shields with the King and Queen as if they were part of the same Squadron (see the *Adeptus Titanicus* rulebook). In addition, Courtiers may merge their void shields with either the King's or Queen's while within 3" of them, rather than only while in base contact.

LUPERCAL LIGHT MANIPLE

It is unclear if the Lupercal Light Maniple existed before Horus took command of the Great Crusade and its Titan Legions. However, its effectiveness was such that even after Horus' betrayal of the Emperor, both sides continued to use it extensively in battle.

Mandatory Components
- Three Warhound Titans

Optional Components
- Two Warhound Titans

Maniple Trait
Hunting Pack: Working closely together, the Warhound Titans can surround and pick off foes many times their size. At the beginning of each round, any or all of the Warhounds within the maniple may be formed into a Squadron with other members of their maniple. These Squadrons last until the end of the round.

FORTIS BATTLE MANIPLE

Titans are mobile fortresses as formidable to bring down as any redoubt of steel and stone. The Fortis Battle Maniple was created as a defensive formation, allowing Titans to resist assaults from numerically superior foes or the massed firepower of enemy war engines.

Mandatory Components
- One Warlord Battle Titan
- Two Reaver Battle Titans

Optional Components
- One Warlord Battle Titan
- One Reaver Battle Titan

Maniple Trait
Titanic Fortress: Standing shoulder to shoulder, the Titans of a Fortis Battle Maniple shrug off devastating hits with overlapping void shields and locked armoured plates. When a Titan in a Fortis Battle Maniple is in base contact with another Titan in the maniple, and neither Titan moved in the Movement phase, the Titan ignores Armour roll modifiers resulting from Structural Damage or being attacked in the flank or rear (see the *Adeptus Titanicus* rulebook). In addition, Titans in a Fortis Battle Maniple may merge their void shields (see the *Adeptus Titanicus* rulebook).

FERROX LIGHT MANIPLE

Collegia Titanica tactical doctrine teaches that lighter Titans must either support larger Titans or mass their firepower from the safety of cover. The Ferrox Light Maniple subscribes to a different tactical school of thought, striding in close for quick and destructive kills.

Mandatory Components
- One Reaver Battle Titan
- Two Warhound Scout Titans

Optional Components
- One Reaver Battle Titan
- One Warhound Scout Titan

Maniple Trait
Knife Fighters: Titans that are part of a Ferrox Light Maniple excel at close quarters combat. When a Titan in a Ferrox Light Maniple makes attacks against a target that is no further away than its Scale in inches (i.e., within 10" of a Warlord, 8" of a Reaver, etc.), they add 1 to any Armour rolls they cause. Titans in a Ferrox Light Maniple may also choose to use either their Weapon Skill or Ballistic Skill when within 2" of an enemy.

ARCUS BATTLELINE MANIPLE

A rarely observed maniple, Arcus Battleline Maniples were used against mobile enemy forces, relying on fast scouts to encircle the foe and direct the greater firepower of a Warbringer Nemesis Titan.

Mandatory Components
- One Warbringer Nemesis Titan
- Two Warhound Titans

Optional Components
- Two Warhound Titans

Maniple Trait
Coordinate Relay: A Warbringer Nemesis Titan from this maniple can attack enemy units indirectly if they do not have line of sight to that unit, so long as the target is within line of sight of a Warhound Titan from this maniple. Firing indirectly in this manner confers a -2 modifier on the Hit roll. In addition, an attack with a Blast weapon from the Warbringer Nemesis Titan that misses scatters D6" instead of D10" when the target is in line of sight of a Warhound Titan from this maniple.

RUPTURA BATTLELINE MANIPLE

Ruptura Battleline Maniples were formed to break open the most hardy of fortifications, its faster elements seizing every breach created by the Nemesis Warbringers before a counter-attack could be organised.

Mandatory Components
- Two Warbringer Nemesis Titans
- One Reaver Titan

Optional Components
- Two Reaver Titans

Maniple Trait
Artillery Bastion: Once per round, a Reaver Titan in this maniple can declare Power to Locomotors! without pushing their reactor. In addition, when an enemy unit suffers Catastrophic Damage as a result of an attack made by a Warbringer Nemesis Titan from this maniple, each Reaver Titan from this maniple can immediately make a move as if it was the Movement phase. A Reaver Titan cannot benefit from this ability if it is prevented from moving this turn – for example, due to Emergency Repairs orders or the Immobilised Damage effect.

MANDATUM BATTLELINE MANIPLE

Mandatum Battleline Maniples rely on intricate battleplans directed by the Warlord's Princeps overseeing its subordinate Warhounds into the perfect position.

Mandatory Components
- One Warlord Titan
- Two Warhound Titans

Optional Components
- Two Warhound Titans

Maniple Trait
Pack Master: As long as a Warlord Titan from this maniple is on the battlefield, Warhound Titans from this maniple add 2 to the result of any Command check made when issuing Orders. In addition, Warhound Titans from this maniple add +1 to the Hit rolls for attacks made against units within 12" of a Warlord Titan from this maniple.

PERPETUA BATTLELINE MANIPLE

Perpetua Battleline Maniples were more common during extended campaigns, where durability and attritional tactics were favoured above overwhelming assaults.

Mandatory Components
- One Warlord Titan
- Two Reaver Titans

Optional Components
- Two Reaver Titans

Maniple Trait
Stand Firm: When issuing an Emergency Repairs order to Titans from this maniple, the Command check will always succeed on a roll of 2+, regardless of modifiers. In addition, during the Damage Control phase, Titans from this maniple roll an additional Repair dice if they have not moved yet this round (voluntarily or involuntarily).

EXTERGIMUS BATTLELINE MANIPLE

Extergimus Battleline Maniples are a rarely utilised formation, used solely when complete annihilation is required, regardless of the cost.

Mandatory Components
- Three Warlord Titans

Optional Components
- One Warlord Titan
- One Warbringer Nemesis Titan

Maniple Trait
Scorched Earth: During the Combat phase, when a Titan from this maniple makes an attack with a weapon without the Melee trait, it may increase the Strength value of the weapon by 2 for the duration of the attack. This must be declared before rolling to Hit. If it does so, increase the Titan's Reactor level by 1 (or 2 if the weapon has a Dice value of 5 or greater), in addition to any other advances associated with weapon fire.

FIRMUS LIGHT MANIPLE

Firmus maniples are utilised during defensive actions when heavier Titans are unavailable, delaying an enemy's advance with a screen of Warhounds and Reavers.

Mandatory Components
- One Reaver Titan
- Two Warhound Titans

Optional Components
- Two Reaver Titans

Maniple Trait
Defensive Engagement: When a Titan within a Firmus Light Maniple is chosen as the target of an attack, the controlling player may nominate a different Titan from this maniple to be the target instead. The nominated Titan must be closer to the attacking unit than the original target, and must be at least 50% visible to the attacking unit. If the attacking unit wishes to, they may make a Command check. If they pass, they may attack their original target. If they fail, they must target the nominated Titan, and can only attack the nominated Titan that round even if they could normally attack more than one unit.

A unit can only be forced to take this check once per round, i.e., if they pass, they can target units as normal and are unaffected by this ability for the remainder of the round.



DOMINUS BATTLEFORCE MANIPLE

Many Titan Legions with large Vassal Houses create special formations within their battlegroups that combine Knight Banners and Titan maniples. Known as a Dominus Battleforce Maniple, it allows the Vassal Knights to offer close support to the Titans, sacrificing their position to obfuscate Titan movements and often shielding them with their hulls from incoming fire.

Mandatory Components
- One Warlord Titan
- Two Reaver Battle Titans
- One Questoris or Cerastus Knight Banner

Optional Components
- Two Warhound Titans
- One Questoris or Cerastus Knight Banner

Maniple Traits

Auspex Bafflers: Knight Banners included in a Dominus Battleforce Maniple cannot benefit from obscuring cover (see the *Adeptus Titanicus* rulebook). If a Knight Banner from a Dominus Battleforce Maniple is wholly within 6" of a Titan from the same maniple (i.e., all Knights from the Banner are within 6" of the Titan), and both the Titan and at least one Knight from that Banner is visible to the attacker, attacks made against the Titan from more than 2" away from the Titan suffer a -1 modifier to the Hit roll.

Noble Sacrifice: When a Titan in a Dominus Battleforce Maniple takes a hit from an attack originating from more than 2" away from the Titan, it may transfer the hit to any Knight model from the same maniple within 6", as long as that model is visible to the attacker – the hit must be transferred before any Armour rolls are made. The chosen Knight suffers the full effects of the hit as if it had been the original target. If the hit was from a weapon with the Blast trait, centre the Blast marker over the Knight. Hits from weapons with the Firestorm or Beam traits may not be transferred in this way.

IGNUS LIGHT MANIPLE

Designed to spread confusion and disorder, Ignus 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.

Mandatory Components
- Three Warhound Titans
- One Cerastus Knight Banner

Optional Components
- Two Warhound Titans
- Two Cerastus Knight Banners

Maniple Trait

Consuming Fire: 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.

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.



Legio Ignatum

Title: The Legio Ignatum Ordo Titanica

Militaris Grade: Primus (Maxis)

Patent: Pre-Imperial, Martian Mechanicum

Warden Domain(s): Mars (Forge World)

Cognomen: The Fire Wasps

Allied War Houses: The Anaktor Mors and the Freeblade Host

Allegiance: Fidelitas Exemplorum

The Legio Ignatum boasts a proud lineage that few other Titan Legions can match, for they are one of the Triad Ferrum Morgulus, the first of that illustrious brotherhood. It is by the fire of their weapons and the steel of their resolve that Mars was safeguarded through the long years of the Age of Strife for, by their ancient oath, while any warrior of Ignatum still stood no harm would come to those places left in their charge. It is this stubborn defiance, the bitter intransigence in the face of impossible odds, that would be the cornerstone of Legio Ignatum's fame, for never in the history of that Order had they chosen to retreat in the face of the enemy. This ironclad loyalty was to be both a blessing and a terrible curse – at once the pride of the Legio and also the reason for their exile and near-destruction at the dawn of the Horus Heresy.

Where the warriors of Mortis and Tempestus knew no creed other than death and destruction, the Titans of Ignatum often came to the aid of those isolated forges all but overrun by the monsters that roamed Mars. Many of these lesser forges would pledge fealty to Ignatum's masters, seeking to gain in perpetuity the indefatigable protection of those warriors and their Titans. Only in defence of their forge-fanes were the warriors of Ignatum truly roused to open anger, boiling forth to give battle with a ferocious zeal when those fastnesses were threatened. To those who dared to trespass upon the ground they had sworn to defend, they offered none of the courtesy for which they were otherwise known. On many occasions, the Princeps of the Legio Mortis would mistake the forbearance of Ignatum for weakness and seek to dominate them by force, only to be met with defiant fury, and many credit the principal reason why the otherwise rapacious warriors of Mortis did not fully conquer Mars to the steadfast valour of the Legio Ignatum. From this came their cognomen, the Fire Wasps – named for the ancient predator of Old Earth whose nests none would dare defile lest they woke the beasts slumbering within.

With the coming of the Emperor to the Red Planet and the signing of the treaty of Mars, the Titan Legions that made up the Triad Ferrum Morgulus would be granted new roles in the unified Mechanicum. Where Legio Mortis were bound to be a tool of utter destruction brought down upon Mars' foes and Legio Tempestus were crusaders carrying Mars' will to the stars, Legio Ignatum became the protectors of the Mechanicum. The Fire Wasps would stand sentinel over the domains of Mars, both the sacred fanes of the Red Planet and those key installations scattered across the Segmentum Solar and beyond. For much of the Great Crusade, they would fight only in defence of those worlds reclaimed in the name of the Mechanicum, fending off xenos incursions and crushing rebellions among the thralls.

Among the most famous of their battles was the defence of Ultrecht Magni, one of the first worlds invaded by the Orkoid warlord Urlakk Urg and the beginning of the campaign that would culminate in a historic battle on the world of Ullanor. There, on the very edges of Segmentum Solar, a dozen Titans of the Legio Ignatum stood sentinel over the seed of a new Forge World sown at the edges of the Red Planet's domain. Perhaps seeking to reap the wealth of technology within the enclave's walls, Urlakk Urg would unleash his hordes against them as part of a wave of conquest, the last desperate onslaught of the only remaining Orkoid empire of note within the borders of the early Imperium. More than a hundred lumbering Orkoid scrap-constructs led the assault, backed by uncounted swarms of crude gun platforms, a force large enough that the defenders could never hope to withstand them unaided.

Indeed, the warriors of the Fire Wasps would not win glory in victory, but would instead be immortalised for their heroics in defeat. Over the course of four long days of fighting, the 12 Princeps would sell their lives and their Titans dearly, stubbornly refusing to abandon the defence and evacuate their Titans while any of the ground crews remained at their stations. The Warlord class Titan *Perditus Existimamur* was the last to fall, its final battle captured on pict by the evacuating magi, its guns firing even as the shambling Orkoid monsters pulled it down. When the Legio Ignatum took the field at Ullanor, to see the final end of Urlakk Urg, it was to the fanfare of the war horns of those Titans gathered, a salute to the fallen and a call for vengeance.

This fame, the renown for a loyalty that even the most fearsome of odds could not shake, would seal the fate of Legio Ignatum. On Mars, a new order was slowly and quietly taking power, the servants of Horus having fully suborned the leadership of the Mechanicum and turned them to the service of the Warmaster. The Legio Mortis and much of the Legio Tempestus had already sworn their loyalty to this new master, leaving only the incorruptible Fire Wasps to stand for the Loyalist cause, unaware of the treachery that surrounded them. What would follow, the battle for Mars and the destruction of Magma City, are well known to history. The Traitor Titans and their allies turned on the few Loyalists left on Mars, obliterating them from ambush and burning the cities they had protected for centuries, with those of Legio Ignatum fighting to the last in defence of the forge-fanes they were sworn to protect.

It is held by Legio Ignatum as a mark of bitter honour that none of their brethren stationed on Mars would survive the treachery that began the Horus Heresy, each and every one dying in battle against those that had forsaken their oaths. Those that survived in distant posts about the Segmentum Solar took heart from this sacrifice, for though the Imperium was now riven by war their oaths remained unbroken and their name unsullied. Their course was clear in the face of such perfidy, for oathbreakers could not be allowed to remain unpunished, but with the fall of the Master of Ignatum on Mars there remained no single leader to guide the Fire Wasps. Each individual detachment chose for themselves to either hold to their stations or to seek out the Traitors in the name of vengeance. Despite the division within this once mighty Titan Legion, each warrior was determined to fulfil the oaths they had sworn.

The traitorous Fabricator General had removed from Mars the one force he could not turn but had failed to strike a lethal blow. In doing so he had gained only a short respite, for now awakened to fury, the Fire Wasps turned their every thought to revenge, bent their every action to the defeat of those that had forsaken their honour. For those they had once called brother, the warriors of Mortis and Tempestus, they reserved the deepest hatred, seeing in them a twisted reflection of themselves and taking every chance to meet them in battle to prove once again the strength of their loyalty, a loyalty that would be repeatedly tested until the bitter end of the Horus Heresy.

Materiel Strength

As one of the Triad Ferrum Morgulus, the Legio Ignatum was a Titan Legion of the first order. Within its ranks could be found Titans of every class and size, including Warmaster Heavy Battle Titans and several Apocalypse class machines that rarely left the central forge-fanes of Mars. In total, they numbered almost 200 engines of war, with the greater number stationed on Mars and the remainder spread across the Segmentum Solar. Most common amongst their ranks were Warlord class god-engines – and Legio Ignatum were noted for their comparative lack of smaller Scout Titans. When committed to the attack they were preceded not by a wave of lighter machines as was the standard doctrine of most Titan Legions, but by a phalanx of the heaviest Battle Titans, relying on the strength of their guns to carry the day.

A long-standing belief among the warriors of Legio Ignatum stated that the fate of a battle was foretold by the first shot fired. If that shot struck a telling blow it would bring them victory, while a miss signalled a hard trial to come, and as such only the finest of marksmen would be allowed to make such a strike in the opening moments of battle. An oft re-told legend tells that in the opening moments of the betrayal on Mars, the Princeps of the Fire Wasps were so shocked that the first shot was fired by a neophyte Princeps and hit an allied Titan in error – an omen of the tragedy that would befall the Legio Ignatum on that day.



LEGIO IGNATUM (FIRE WASPS)

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. Until the end of the round, 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 Wasp 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 in 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 the Princeps' Titan's weapons to add 1 to the result.
3	**Eternal Guardian:** *The Princeps watched the world they vowed to defend burn when ordered to retreat, and now vow they will never yield a battlefield without a fight again.* 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 Ignatum Warmaster Heavy Battle Titan

Vindicta Manibus

Records long hidden from the eyes of any save the most trusted of the Omnissiah's servants indicate that, though the Warmaster Titan was a novel design in the eyes of the Imperium, it held a lineage as ancient as the Warlord Battle Titan. *Vindicta Manibus*, pictured here following the conquest of Urdesh, bears honour markings dating back to the Mechanicum's wars against the Cy-Carnivora upon the Red Planet, millennia before the coming of the Emperor. The kill-markings borne upon *Vindicta Manibus*' honour banner however, depict solely those Battle Titans slain by the god-engine since its awakening in 011.M31, a testament to the destructive power wielded by each Warmaster Titan.

House Taranis

Title: The Ancient and Patriarchal Knight House of Taranis

Household Grade: Primaris (Maxis)

Patent: Pre-Imperial Writ of Vassalage issued by the Martian Mechanicum, ratified by the Officio Militaris College of Arms 842.M30.

Warden Domain: Mars

Cognomen: The Knight Patriarchs, Primus Inter Pares (informal, self-referential)

Allied Legions/Forge Worlds: Bonded to Mars and bound to the field of battle at the behest of the Triad Ferrum Morgulus.

Allegiance: Unconfirmed (Significant element Fidelitas Tenax)

House Taranis stands as first among equals amongst the esteemed and ancient ranks of the Questoris Familia, for within the veins of its Scions flows the blood of those who first strode the red sands of Mars from within the confines of a Knight armour. It was they who shaped the tenets and traditions upon which all Knight Households were once built and they who first swore allegiance to the forge-lords of Mars. From this heritage was born House Taranis and long has the Household served the Red Planet, first against the degenerate souls that sought dominion and death upon its sands and then across the stars, taking its place amongst the ranks of the Great Crusade. Through every trial, those of House Taranis strive to uphold its ancient legacy, believing that to shirk in one's duty is to dishonour not just the Household but all Households that came after, defiling the countless sacrifices given over the millennia since the first Knight was forged.

The reputation of House Taranis is built as much upon its skill at arms and courage in the face of adversity as it is by the ancestry of its Scions. First amongst the Knight Households to take its place within the Expeditionary fleets, House Taranis has brought battle to the galaxy's greatest threats, earning glories on hundreds of worlds from the Segmentum Solar to the distant fringes of known space. Yet all was not pristine within the ranks of House Taranis and as its number swelled and spread across the galaxy, discord grew as greater numbers of its warriors served beyond the gaze of Mars. Year by year, conquest by conquest, the loyalties of House Taranis fragmented with many amongst its ranks holding duty to the Imperium above duty to Mars. The closing years of the Great Crusade were marred with increasing numbers of issued censures from the hierarchs of Mars to many amongst House Taranis, scolded for straying from complete devotion to the Fabricator General. As the Horus Heresy began and Kelbor-Hal revealed his intentions to the Imperium, House Taranis was rife with discord and quickly torn asunder, its warriors turning against one another as each swore themselves into the service of those deemed worthy.

Those of House Taranis beyond the red sands were not spared death and destruction simply by their absence. With no guidance forthcoming from the war-torn surface of Mars, each fragment of House Taranis sought its own path. For most, this meant seeking new patrons, offering the services of the Household in return for war materiel. Such benefactors stood on both sides of the war, and elements of House Taranis fought both for and against the Imperium, each believing they did right by the heritage of their Household. Across the galaxy, the fortunes of House Taranis waxed and waned, its numbers growing as new domiciles were founded, only to be decimated once more in the fires of war. By the end of the Horus Heresy, House Taranis had died a hundred deaths and the handful of Scions that remained faced an uncertain future that spoke of a galaxy devoid of its legacy.

Materiel Strength

The long heritage of House Taranis, combined with its status as preeminent Knight Household of Mars, ensured that its strength was greater than any recorded Household within the Imperium, bar perhaps that of House Raven. Indeed, long before a codified measure of Household strength was implemented, the strength of newly-discovered Knight Houses was measured against that of House Taranis to determine its worth and capability. By the end of the Great Crusade, House Taranis proved capable of fielding nearly 600 functional Knight armours of all manner of patterns and armaments. As the first among Knight Households, House Taranis was forever chosen to test innovations forged upon Mars, and it was upon the recommendation of its Scions that such developments would be disseminated amongst the Questoris Familia. This esteemed position enabled House Taranis to field considerable quantities of rarer pattern Knights, laying claim to dozens of Acastus Knight Porphyrions, Cerastus Knight Atrapos and the Knight Magaera and Styrix, where lesser Households owned but a handful.

The legacy of House Taranis proved just as valuable an asset of the Household's martial prowess. Often, detachments of House Taranis Knights were assigned to those who Mars sought to foster bonds with, be that an Expeditionary fleet, Titan Legion or far-flung Forge World. Intended to cement the power and reach of the Red Planet, the secondment of much of House Taranis' strength proved useful to ensure the Household's continued survival during the Horus Heresy, the cataclysmic losses of one fragment meaning nothing to those deployed elsewhere. The loyalties of House Taranis long stood in doubt, for numerous accounts spoke of Knights bearing the livery of House Taranis marching against one another beneath different banners, the scattered remnants of the Household spilling its own blood in service to warring powers. Such livery underwent stark changes during the Horus Heresy, with the traditional blue of House Taranis eventually giving way to the red of a bonded Mechanicum Household, as the Knight House became reliant upon the largesse of numerous Forge Worlds to survive the bitter conflict.

Household Specific Knightly Qualities

A House Taranis 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	**Grace of the Omnissiah:** *The Seneschal believes themselves blessed by the Omnissiah, having survived blows that would have felled others.* 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 a Devastating Hit, a Devastating Hit becomes a Direct Hit.
2	**Resolute Brotherhood:** *The Seneschal places great value in the notion of brotherhood, forming everlasting bonds with the Knights they command.* When making an attack during the Movement phase as part of a Charge order, Knights within the Seneschal's Banner add 1 to the Dice value of the weapon they are attacking with for each additional Banner within the Seneschal's Lance within 3" of them (measure for each Knight separately).
3	**Master at Arms:** *The Seneschal fights with precision, striking at the weakest point and overwhelming their foe.* The Seneschal may issue Coordinated Strike orders to Banners within their Lance without the need to make a Command check. However, the Seneschal's Banner does not add 3 to the result of any of its Command checks, as described on page 38 of *Adeptus Titanicus: Doom of Molech*.



House Taranis Cerastus Knight-Lancer

Hastam Gloriae

Hastam Gloriae, or 'Spear of Glory', seen here before the Storm of Endeavour bearing the traditional colours of House Taranis, was one of dozens of High Scions to lead the charge upon the entrenched Traitors. Though red and silver were the colours traditionally associated with Mechanicum vassal Houses, Taranis bore their own heraldry in recognition of the legacy of their ancestors as forefathers to all Knight Households in existence. At times, House Taranis Knights would temporarily don the colours of their liege lords when serving as protectors of distinguished Mechanicum personal. As the Horus Heresy dragged on and House Taranis became ever more reliant on aid supplied by Forge Worlds to survive, more and more of their number decorated their armour in Mechanicum colours in recognition of the debt they owed to their saviours.



House Taranis Questoris Knight Styrix

Mors Iram

House Taranis' standing as the first amongst Knight Households ensured that it was well-supplied by the forges of Mars with vast numbers of the more esoteric of Knight patterns. *Mors Iram*, depicted here shortly before the Death of Innocence, was one of the four dozen Knight Styrix pattern armours employed by the ancient Household. Though designed primarily as an anti-infantry Knight, the advent of the Horus Heresy saw the Styrix develop a new niche in the unfolding nature of the war. The deflagrating properties of *Mors Iram's* volkite chieorovile proved effective at overloading void shields, the rapid thermal increase straining the reactors of any Titan it struck. This led to the Knight Styrix being increasingly paired with heavier Titan maniples in order to shatter the void shield of opposing god-engines and leave them vulnerable to allied guns.

Legio Gryphonicus

Title: The Legio Gryphonicus Ordo Titanica

Militaris Grade: Primus

Patent: Pre-Imperial, Martian Mechanicum

Warden Domain(s): Gryphonne IV (Forge World), the Gryphonne Octad, Paramar, Silusis Lex, Yana VI

Cognomen: The War Griffons

Allied War Houses: Coldshroud, Fvaber and Cadmus

Allegiance: Fidelitas Constantus

Regarded by many as one of the greatest of all Titan Legions and an exemplar of its kind, the Legio Gryphonicus, or 'War Griffons' to give them their more common appellation, was to suffer a trial by fire during the dark days of the Horus Heresy and remain true to their oaths to the Imperium and unwavering in battle against the Traitors. Gryphonne IV, the world of the Legio's founding, was known to have been a seat of technological might according to ancient myths predating the Age of Strife, and so formed one of the earliest attempts of the Martian Mechanicum to reach out into the darkness during the Age of Strife. While many such missions resulted in failure – doomed before the Emperor's intervention in the creation of the Navis Nobilite – and many of the Mechanicum arks were sundered or lost without trace, the expedition to Gryphonne IV met with great success. This was likely a process of conquest over what local inhabitants remained rather than colonisation on the Mechanicum's part, although the truth of this matter has long since been sealed and forgotten by the Imperium.

What is known is that after the founding of the Forge World of Gryphonne IV it quickly established itself as a power in its own right, expanding to dominate a pocket empire of eight nearby star systems which came to be known as the Gryphonne Octad. Over the centuries that followed, the Mechanicum domain prospered and managed to maintain communication, albeit infrequent and fragmented, with distant Mars. Swearing its domains and arms to the service of the Great Crusade, Gryphonne marched to war at the Emperor's call, and would see its Titan Legion, one of the largest and most ably-equipped outside Mars, see immediate action on many battlefronts. Having extensive experience and proven tactical doctrines in fighting alongside the infantry forces of the Gryphonne Octad, the Legio Gryphonicus quickly gained a reputation for skill in close support of ground troops, and so was much in demand for assignment to the various Expeditionary fleets. The Legio, however, was loath to split its forces unduly on deployment, and instead served generally as an independent heavy contingent, assigned to various war zones as strategic needs dictated. This, in turn, led to Legio Gryphonicus amassing battle honours alongside the Dark Angels, Imperial Fists and Death Guard Legiones Astartes at various times, and saw their inclusion in the order of battle for some of the most famous and vital campaigns of the Great Crusade, such as the Rangdan Xenocides and the Ullanor Campaign.

The martial culture of the War Griffons was one of fierce pride and honour. They valued discipline and skill amongst their Titan crew highly, and each Princeps and Moderati strove to add glory to their own name and that of their bloodline and Legio, much in the manner of their kin in the Knight Houses. Each Titan of the Legio Gryphonicus, in consequence, became noted as being a visual testament to the war engine's own history of war, as well as the distinctions and battle honours earned by its crew. So it was that when the War Griffons went striding to war, thunderous sirens howling and bedecked in heraldic banners proclaiming their might, it was taken as a sign to rejoice by the Imperialis Auxillia, who held the Legio's arrival as an avatar of victory or salvation in the midst of battle.

This lust for glory and individual achievement within the Legio's ranks did, however, lead to legendary rivalries among its Princeps, and highly structured mechanisms were imposed for resolving such affairs of honour through duelling, a tradition which was held in abeyance, however, during open battle. Such martial temper also led to some of its commanders — particularly those assigned to god-engines such as the Warhounds already noted for their aggressive animus — to develop reputations for impetuosity in battle, and refusal to retreat even when faced with the most overwhelming odds. Key also to their character was a fanatical loyalty to the Emperor and the ideals of the Imperium, beyond even to their ties to the Mechanicum. It was this loyalty that was to count them among the Warmaster's foes without question when he turned traitor.

As the Great Crusade progressed into its later phases, the success of the Legio Gryphonicus on-campaign, in conjunction with its size, led to it being assigned feudal rights as garrison-warders of a number of Mechanicum outposts and stations dispersed across the Imperium. This served to both extend the Legio Gryphonicus' range and striking distance from its home base on Gryphonne IV (with which it always retained close ties) and finally to splinter its fighting force into several sub-groups rather than the 'sledgehammer' concentration of might it had been used to operating as. It remains unclear in retrospect whether this was a mere happenstance of fate or perhaps whether it was part of the Warmaster's overall plan to scatter major forces he could not directly control prior to his revolt. Regardless of this, when the Horus Heresy bloodily erupted, this powerful Titan Legion was scattered and unable to respond as a coherent force against the rebellion.



It is testament to the prowess of the War Griffons that the changing landscape of galactic conflict, shaped by unexpected foes and shifting loyalties, and the fragmented nature of their fighting force, did little to dampen their contribution to the Imperium. The long years of the Great Crusade had prepared the Princeps of Legio Gryphonicus to function beyond the vigil of a single, centralised command structure, and the War Griffons saw themselves participate in some of the most gruelling and influential battles of the Horus Heresy. Indeed, the honours they had won during the Great Crusade had set them as garrison-warders of worlds of strategic import and many War Griffons elements quickly found themselves within the path of the Warmaster's advance; on planets such as Paramar V and Molech, Legio Gryphonicus sacrificed much in their attempt to halt the machinations of their foe. From war zones in which the War Griffons emerged victorious – of which there were many during the Horus Heresy – the surviving Princeps took bitter pride in the tally of foe they had slain, for though the nature of such a conflict was not one they had sought, the martial pride that ran through the Legio was sated by the knowledge that on countless battlefields, Legio Gryphonicus stood above all other Titan Legions. The final tally of victories, defeats, honours and losses earned by the War Griffons during the Horus Heresy was not to be counted for some time. It was not until the dark years of the Scouring that the tides of war would see the surviving War Griffons gathered together again upon the mustering grounds of the Plain of Achemados on the Forge World of their founding.

Materiel Strength

As a Primus grade Titan Legion, the War Griffons were one of the most powerful military formations in the Legio Titanicus, and therefore the Great Crusade itself. The strength of Legio Gryphonicus was roughly on a par with other Primus Legio such as the Legio Crucius (the Warmongers) and the Legio Magna (the Flaming Skulls), and surpassed in size by the giants of the Legio Mortis (the Death's Heads) and the Legio Destructor (the Beasts of Steel). The Legio Gryphonicus' operational strength at the time of the Horus Heresy's outbreak is attested to stand at 176 god-engines of various classes and types, with roughly half of these being of the Reaver type Battle Titan. The remainder being split roughly between various Scout class and larger Warlord class Battle Titans, as well as several of the most powerful Nemesis and Imperator types.

The Legio Gryphonicus also possessed a noteworthy and unusually high number of Titan-Barques and Mass-Conveyors operating under its own fealty and allegiance. This substantial fleet rendered it largely independent of operation when the need arose, and would serve it well during the Horus Heresy, enabling a degree of vital mobility and speed of action so it could both survive and engage the foe on its own terms.



LEGIO GRYPHONICUS (WAR GRIFFONS)

Legion Trait: Lust for Glory
The Princeps of Legio Gryphonicus are known far and wide for their martial tradition, and their eternal hunt for prestige in battle, often engaging in honour duels away from the field of battle.

After both sides have deployed, one or more Legio Gryphonicus Titans can declare an enemy Titan as a target. Each Legio Gryphonicus Titan may select a target, though a Titan may not select a previously chosen target. Make a note of which Titans are declaring a target and their intended target, sharing this with your opponent. If a Titan attacks its intended target, the controlling player can re-roll all Hit rolls of a 1, and add 1 to the result of any Armour rolls made as part of an attack against the target. However, if a friendly Legio Gryphonicus Titan attacks a target claimed by a different friendly Titan, the claim is forfeit and this rule no longer applies for that Titan.

Legion Trait: Mainstay of the Titan Legion
Legio Gryphonicus counts a disproportionately large number of Reaver Battle Titans among its ranks. As a result, they are often outfitted for unusual battlefield roles and included in maniples in place of different classes of Titan.

Any Legio Gryphonicus maniple may select a Reaver Titan in place of any Warlord Titan or Warhound Titan as part of its mandatory or optional components.

Legion Specific Wargear: Enhanced Auspex Relays
The Warhound Titans of any Titan Legion are at their best when ranging ahead of their battlegroup, and those of the Legio Gryphonicus exemplify this more than any other. In keeping with their Titan Legion's tradition of staunch individuality, Legio Gryphonicus Warhound Princeps tend not to hunt in packs, preferring to strike out alone and bait the enemy at close range. The tech-adepts of Gryphonne IV have worked long and hard to capitalise on this fearless behaviour, and have developed enhanced auspex relays which transfer close range target data back to the rest of the battlegroup.

Any Legio Gryphonicus Warhound can be equipped with Enhanced Auspex Relays at a cost of +10 points. Whenever a Legio Gryphonicus Titan makes an attack, it can measure the distance to any targets that are within 12" of a friendly Warhound equipped with Enhanced Auspex Relays before declaring its target.

Legion Specific Wargear: Gravatus Plating
Where a Reaver Titan of the Legio Gryphonicus is to be fielded in place of a larger Battle Titan, its hull is often fitted with heavier armour plating to reflect its enhanced frontline role.

Any Legio Gryphonicus Reaver can be upgraded to have Gravatus Plating for +20 points. A Titan with this upgrade changes the first tier of its Armour value for its Body from 10-12 to 11-12 and for its Legs from 11-12 to 12. In addition, the Titan decreases its default and boosted Speed characteristic by 1", to a minimum of 4" and 6" respectively. A Reaver Titan with this upgrade cannot also have the Motive Sub-reactors upgrade.

Legion Specific Wargear: Motive Sub-reactors
Although Reaver Titans are not designed to act as scouts, Legio Gryphonicus has them in such great numbers that it is sometimes necessary for them to be adapted to the role. The most effective method involves the installation of a secondary plasma reactor at the top of each leg, allowing the Titan to operate at full locomotor capacity without drawing on the main reactor.

Any Legio Gryphonicus Reaver can be upgraded to have Motive Sub-reactors for +25 points. A Titan with this upgrade can declare Power to Locomotors! and Power to Stabilisers! without pushing its reactor. However, each time the Titan suffers a Critical Hit to its Legs, roll a D6. On a result of 3 or less, its Reactor level is increased by 1. A Reaver Titan with this upgrade cannot also have the Gravatus Plating upgrade.

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

D3	Personal Traits
1	**Reckless Maverick:** *You could always tell when Uranna was going to do something foolish, because she sat up straight and spoke with clipped precision, as though she thought it improper to slouch when giving an order that would likely doom us all.* Once per battle, the Princeps Seniores' Titan can be activated a second time in the Movement phase or Combat phase. After doing so, advance the Titan's Reactor level three times.
2	**Master Duellist:** *As far as I saw, Raal only ever did four things: eat, sleep, command Invictus Nova and fight in the duelling halls. His instincts were honed towards close-ranged fighting, whether he was using a chainsword or a laser destructor.* Failed Hit rolls for the Princeps Seniores' Titan can be re-rolled when it is making attacks against a target which is within 8".
3	**Hunter without Equal:** *Elion was a slight man, with an unusually reserved demeanour for a Princeps. But when he sighted his prey, it was as though he became a beast uncaged. Roaring orders, screaming for blood – his rages were as terrifying as anything I've ever seen.* The Princeps Seniores' Titan may re-roll any failed Hit rolls, not just Hit rolls of 1, when the Princeps Seniores' Titan attacks a target it has claimed (see the Lust for Glory Legio trait).



Legio Gryphonicus Warlord Battle Titan

Argent Monarch

The martial culture of the War Griffons is one of fierce pride and honour. They highly value discipline and skill amongst their Titan crews, and each Princeps and Moderati strives to add glory to their own name and that of their bloodline and Legio, much in the manner of their kin in the Knight Houses. This lust for glory and individual achievement within the Legio's ranks does occasionally result in legendary rivalries among its Princeps, and highly structured mechanisms are imposed for resolving such affairs of honour through duelling, a tradition which is only held in abeyance during open battle.



Legio Gryphonicus Warmaster Heavy Battle Titan

Aureum Castigtor

The exact number of Warmaster Titans that existed prior to the Horus Heresy is, by virtue of the secretive existence they led, impossible to determine. Even the most ancient and lauded of Titan Legions such as Legio Gryphonicus are estimated, at most, to have been capable of fielding less than half a dozen Warmaster Titans. The *Aureum Castigtor* is an example of a War Griffons Warmaster Heavy Battle Titan, one of three such god-engines that can be definitively placed in service to the Legio. Suzerain pattern plasma destructors were a common component of a Warmaster Titan's loadout, capable of the annihilation of all but the mightiest of edifices with contemptuous ease.

House Coldshroud

Title: The Honoured and Esteemed Knight House of Coldshroud

Household Grade: Primaris

Patent: Pre-Imperial, Issued by the Tech-Priests of Gryphonne IV, ratified by the Officio Militaris College of Arms 896.M30

Warden Domain: Gryphonne Octad

Cognomen: Gryphon Sires

Allied Legions/Forge Worlds: Bound in service to the Forge World of Gryphonne IV in service to the Noble Legio Gryphonicus

Allegiance: Fidelitas Tenax

From the earliest days of the Great Crusade to the dark years of the Horus Heresy, it was a rare sight for the god-engines of Legio Gryphonicus to march to war without the Knights of House Coldshroud alongside them. The Household, sworn to serve the Forge World of Gryphonne IV during the Age of Strife, drew its warriors from the sons and daughters of favoured noble families across the Gryphonne Octad, a pocket empire of eight systems ruled from Gryphonne IV. Such children were given willingly, for there exists no greater honour in the Octad than to ascend to the Throne Mechanicum and bestride the galaxy in service to the War Griffons. This lengthy history of service ensures that House Coldshroud remains one of the oldest bonded Knight Houses known to the Imperium, evidenced by the heraldry of the Household being that of Legio Gryphonicus itself. When Legio Gryphonicus departed the Octad as part of the Great Crusade, so too did the warriors of Coldshroud, sallying forth to earn glories few others could match.

In war, the Knights of Coldshroud operate as vanguard fighters for Legio Gryphonicus, ranging far ahead of its god-engines in search of foes. The disposition of warriors within House Coldshroud is founded upon noble lineage and honours earned in battle, set down before each war zone so none could question a commander's legitimacy in the heat of conflict. Each warrior of Coldshroud was taught to respect and honour those raised above them, with the Princeps of a god-engine standing higher than even the Grand Master of the Household, except in matters that dealt solely with the workings of the House. Favouring rigid command structures, it became common for banners of Coldshroud Knights to be bonded to specific Titan or war maniples, each Scion sworn in service to nominated Princeps until such a time as they were released from service, by command or by death. This process served to forge unbreakable bonds between House Coldshroud and Legio Gryphonicus, a bond that has never faltered in the face of millennia of trials. No more evident is the unwavering sense of duty those of Coldshroud hold then in their actions during the Horus Heresy. Not a single recorded instance speaks of its warriors questioning an order to fight those once deemed allies and many warriors of Coldshroud spilt blood in service to their masters. The greatest singular loss of life amongst House Coldshroud came during the first battle for Paramar V, where dozens of its number stood firm against overwhelming Traitor forces to buy time for those of Legio Gryphonicus to withdraw, the names of those that fell forever remembered by the people of the Octad.

The close ties House Coldshroud hold with Legio Gryphonicus ensure its numbers rarely take to the field of battle in strength except in support of the War Griffons. On rare occasions, determined by operational needs, the warriors of House Coldshroud would be granted complete autonomy and deployed en masse. Under such circumstances, the Household's Scions would serve within the bounds of strict hierarchies, with the composition of its Banners remaining fixed across battlefields rather than adapting to meet changing circumstances. It is a testament to the skill of House Coldshroud that such rigidity has rarely proved detrimental to its prowess in battle, for the determination and valour of its warriors brought victory where other soldiers of lesser quality would falter. Even the dire revelations of the Horus Heresy did little to shake the ironclad resolve of the warriors of Coldshroud, for all were filled with a sense of righteousness that, within the shadow of Legio Gryphonicus, the deeds of House Coldshroud would forever be just.

Materiel Strength

As befitting its primary role as vanguards for Legio Gryphonicus, the principal strength of House Coldshroud lies in the use of Cerastus Knight patterns, favoured for its worth as vanguard fighters. According to official records submitted to the Divisio Militaris, of the 389 Knight armours in operation under the banner of Coldshroud at the onset of the Horus Heresy, 238 of those were Cerastus Knight patterns, split evenly between the three most common variants: Lancer, Acheron and Castigator. The remaining strength of the Household consisted of a standard spread of Knight patterns, including numerous Questoris patterns and several Acastus patterns, the latter of which were frequently bound to Warbringer Nemesis and Warlord Titans, to serve as a mobile deterrent against any force seeking to disrupt the firebase of the larger god-engines. Long-term assessment of House Coldshroud's strength is more difficult, for the casualty rate of a bonded House is considerably greater than that of an autonomous Household, a fact attributed to the scale of threats such a Household faces when serving in the shadow of its masters.

Household Specific Knightly Qualities

A House Coldshroud 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	**Skirmisher:** *The Seneschal has perfected their craft of harassing larger targets over decades of warfare and uses this skill to their advantage.* Banners within the Seneschal's Lance may attack in the Combat phase if issued with the Full Stride order. They can only attack with weapons without the Melee trait, can only attack before they move, and apply a -2 modifier to the Hit roll in addition to any other modifiers. However, Banners in the Seneschal's Lance cannot be issued First Fire orders.
2	**Vanguard Leader:** *The Seneschal favours bold action, ranging ahead of the rest of their Household as they lead by example.* After deployment but before the first round, Banners within the Seneschal's Lance may move up to 6". This can take them outside their normal deployment zone.
3	**Hunter-killer:** *The Seneschal has fought against Titans in numerous battles and knows where their blows will cause the greatest damage.* Banners within the Seneschal's Lance may re-roll Hit rolls of a 1 when attacking an enemy unit with a Scale of double or more than their own.



House Coldshroud Questoris Knight Magaera

Vainglory

Despite the blessed technological relics employed by Knight Magaera, the piloting of such a Knight armour within House Coldshroud was used as a mark of shame. Those Knight Scions who had acted dishonourably were appointed to the Throne Mechanicum of both Knight Magaera and Knight Styrix as penance for their actions. Much of this shame came from the sinister nature of the pattern's machine spirit, which often displayed a bloodthirsty demeanour. Such Knight armours were still prized relics amongst the Household despite this reputation, allowing the chastised Scion opportunity to regain their honour through overcoming the darkness within the Knight armour while displaying renewed adherence to the Household tenets in defiance of adversity.



House Coldshroud Cerastus Knight Castigator

Resplendent in Honour

Knights of House Coldshroud, such as *Resplendent in Honour* pictured here, bore griffon motifs in homage to the Titan Legion they served. Although no official edict forbade the use of decorative griffons by all, it was deemed unseemly for a Scion of Coldshroud to do so without having first been recognised for an honourable act upon the battlefield in service to a Princeps of Legio Gryphonicus. The two stylised griffons displayed by *Resplendent in Honour* were earned during the Great Crusade and represent the bond the Knight holds with the Warlord Titan *Argent Monarch*, having been seconded to the god-engines' service for over seven decades by the onset of the Horus Heresy.



Legio Astorum

Title: The Legio Astorum Ordo Titanica

Militaris Grade: Primus

Patent: Pre-Imperial, Lucian Mechanicum

Warden Domain(s): Lucius (Forge World), Arrapolis V, Kamenka Troika, Tri-Narutt System

Cognomen: The Warp Runners

Allied War Houses: Hawkwood, Mortimer, Terryn

Allegiance: Fidelitas Constantus

It is said that forever has a measure of foolhardy arrogance sat within the heart of Legio Astorum, manifesting in a burning desire to ascend above all others that might stand as its equal. Indeed, one only has to look to the Forge World of Lucius, home world of Legio Astorum, to understand from whence such arrogance comes. Known as the 'Hollow Forge', a name earned by the artificial sun that sits within the hollowed-out centre of the planet, all born upon the Forge World take pride in achieving that which others deem impossible. The burning star held within the centre of Lucius is perhaps the greatest testament to its people's success beyond expectations, for the sun provides near-boundless power to the Forge World while also sealing its fate, for all, including the Tech-Priests of Lucius itself, know that a day must come when the artificial sun's containment will fail and the Forge World will be consumed by its fury. Where some might view such a construction as careless, those that hail from Lucius hold firm in their belief that death in pursuit of innovation is the greatest sacrifice one can offer the Omnissiah. Amongst the many Mechanicum sects that call Lucius their home, all hold the unchangeable belief that the eventual consumption of Lucius by solar event will ascend its people to walk alongside the Omnissiah and, with such a path laid out before them, failure before such a prescribed time is impossible. Until that moment, the servants of Lucius are bound to stride forth across the galaxy, bringing His glory to the ignorant and malcontent.

This self-assured belief in victory no matter the circumstance holds great influence within the ranks of Legio Astorum. Where many Titan Legions are content to commit to a ponderous advance, safe in the knowledge no foe can stand the indefatigable march of a god-engine, Legio Astorum sets its own tempo upon the battlefield. Through careful locomotor modification combined with extensive training amongst the ranks of its Princeps, the Titans of Legio Astorum are pushed beyond all advised limits, the innate stubbornness of its Princeps seeing the protesting machine spirit as another challenge to overcome, albeit a challenge to be treated with all due reverence. It is upon the cusp of self-destruction that Legio Astorum thrives, its Titans granted a swiftness that few other Legios can match. In this manner has Legio Astorum earned itself a fearsome, and often, mythological status amongst both the ranks of the Great Crusade and the worlds the Titan Legion has aided in conquest. All such tales speak of the preternatural speed with which its Titans make war, entire maniples descending upon enemy fortifications with a grace and swiftness at odds with its immense size. It was with these tactics that Legio Astorum earned itself the title of 'Warp Runners' and it speaks to both the skill and determination of its Princeps that no observable difference exists between Legio Astorum and other Titan Legions in records pertaining to the loss of god-engines to reactor overload upon the battlefield, all while having secured a record of victory matched by few other Titan Legions.

When Mars and Lucius were reconnected, the Titans of Legio Astorum were moved to the forefront of the Great Crusade, where the Titan Legion's preference for swift spearhead assaults saw it become a valued part of many Expeditionary fleets. Supplied as it was by a vast network of engine forges constructed across the surface of Lucius, the Titan Legion was readily split across the galaxy, offering aid to many who requested it. Unlike those Titan Legions that proved loath to separate its forces too greatly, the Warp Runners held no qualms towards forming dozens of smaller battlegroups, retaining only a singular demi-Legio numbering 50 god-engines in close vicinity to Lucius at all times. Where Legio Astorum thrived was alongside those commanders that favoured free-thinking, for many criticisms were levelled at those Warp Runners Princeps who deemed it necessary to override agreed upon battleplans in favour of tactics devised by their own logicians.

In such matters, Legio Astorum quickly found itself a firm ally in the Primarch Jaghatai Khan, for his White Scars also favoured swift methods of war and none, even the Warmaster upon his appointment, were offered the level of respect the Warp Runners favoured the Khan with. Given the widespread nature of Warp Runners battlegroups, the White Scars were not the sole beneficiary of the Titan Legion's impressive tactical prowess. During the conquest of the Kamenka Troika, a region overrun with greenskins, Legio Astorum earned considerable praise serving alongside the Thousand Sons. Such a conflict proved costly for all parties involved and led to the near complete loss of a detachment of Warp Runners engines despite its eventual success. In recognition of Legio Astorum's sacrifice the *Canis Vertex*, an ancient Warlord Titan laid low by the conflict, was transported to Prospero where it was restored to glory and raised to stand guard over the pyramid of the Pyrae Cult of Sorcerers. Such praise was well-received upon its proclamation, though the events of the Horus Heresy saw the honour later stricken from the record of *Canis Vertex* when Magnus the Red was declared Traitor, and rumours spoke of the Warlord marching in opposition of the Censure Host brought to bring the Primarch to justice.

The Princeps of Legio Astorum were lauded veterans, renowned as much for their arrogance and aloofness as they were for their tactical acumen and history of conquests. It was the sins of the Princeps that led many to fear that the Warp Runners would follow the Warmaster in his quest for supremacy over all Mankind, with the most disparaging of rumours claiming Legio Astorum desired nothing less than to ascend above all other Titan Legions. Such fears proved unfounded, for both Lucius and Legio Astorum readily threw their forces against the Traitors, notable for participating in some of the greatest engagements of the conflict from the blasted wastelands of Tallarn to the deadly maelstrom of the Beta-Garmon star cluster. When Beta-Garmon fell to the Warmaster, those of Legio Astorum that survived its grasp relocated to Terra, defending the Imperial Palace until the final days of the Horus Heresy.

Materiel Strength

The Titan Forges of Lucius were extensive prior to the outbreak of the Horus Heresy and, though some portion of its industry was lost during the conflict due to malfunctions brought on by extended periods of overtaxing, the Forge World was well positioned to supply the needs of a Primus grade Titan Legion. As such, before its numbers were vastly reduced by the conflict within the Beta-Garmon star cluster, Legio Astorum stood 162 god-engines strong. Despite the reputation for lightning assaults, the principal strength of Legio Astorum consisted of Warlord and Reaver type Titans, with an estimated three dozen Warhound type engines and a single maniple of Jackal type maintained by the Titan Legion at all time. Several Nemesis and Imperator type engines are also recorded in its number, of which a single Imperator would always be present on Lucius, standing guard over the entrance to the network of maintenance tunnels that allowed access to the artificial sun held within the centre of the planet.

LEGIO ASTORUM (WARP RUNNERS)

Legio Trait: War March
The Warp Runners are well known for setting the tempo of war and marching swiftly to the sound of battle, their god-engines devouring kilometres beneath their massive stride. Astorum Princeps call this the War March, and gladly endure the rigours placed upon both machine and mind to reach the foe sooner.

In the first and second round of the game, a Legio Astorum Titan can choose to add 2" to its boosted Movement characteristic. If a Titan uses this boosted speed then whenever it is required to roll a Reactor dice during the first and second round of the game, it must roll twice and choose the least favourable result (i.e., the result which increases the Titan's Plasma Reactor Status track by the largest amount or awakens its Machine Spirit).

Legio Trait: Veteran Princeps
Over time, a Princeps learns to wear their Titan like a second skin, as aware of its workings and armour plates as they are of their own bones and sinew. The Warp Runners contain many old and lauded Titans of the Great Crusade, and the skilled Princeps who command them.

During the Damage Control phase, or when enacting an Emergency Repairs order, a Legio Astorum Titan may re-roll one of its Repair Action dice. A Legio Astorum Titan with a Scale of 10 or higher may instead re-roll two of its Repair Action dice.

Legio Specific Stratagem: Bounty of Mars (2)
Honours earned by the Warp Runners during the Great Crusade included the respect of Mars. From the armouries of the Red Planet, the Legio Astorum was gifted with rare and ancient systems for their Titans, so that they might better serve the Imperium.

This Stratagem can be purchased by any Legio Astorum player. Play this Stratagem at the beginning of the Damage Control phase of any round. Choose one type of critically damaged system or disabled weapon, i.e., Head, Body, Weapon, etc. For the duration of this Damage Control phase, the dice score required to repair this system is reduced by 1, i.e., if a dice result of 5 or 6 is normally required then for this phase, the player can use a dice result of 4, 5, or 6.

Legio Specific Stratagem: Machine Defiance (2)
A skilled Princeps can master the machine spirit of their Titan, and the Warp Runners learned many tricks for forcing the machine spirits of their war engines into action even as the ancient mechanisms rebelled against them.

This Stratagem can be purchased by any Legio Astorum player. Play this Stratagem when a Titan's void shields collapse. Immediately roll a number of D6 equal to the Titan's Servitor Clades characteristic. For each roll of 5 or 6, restore the Titan's Void Shield level by 1. Note, this is not a Repair roll and does not benefit from any effects which influence or modify Repair rolls.

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

D3	Personal Traits
1	**Hero of the Crusade:** *The Princeps is an example to all around them and few have not heard tales of their victories. As long as they show no fear in the face of the enemy, others eagerly follow their example.* As long as the Princeps' Titan is closer to the nearest enemy unit than any of the other Titans in their maniple, then all Titans in their maniple can add 1 to any Command checks they are required to take.
2	**Reckless Hubris:** *Arrogance is a weakness only if it stands on a foundation of lies. The Princeps has utter faith in their abilities, and countless victories and defeated foes have done nothing but confirm this belief.* Once each round, the Princeps' Titan can ignore the negative effects of a critically damaged system or a disabled weapon, firing the weapon as if it were functional. After the system or weapon is used, work out a single Strength 12 hit against the Titan's Body, ignoring the Titan's void shields.
3	**Ancient MIU:** *The ancient memories of the past commanders of the Princeps' Titan whisper tactical secrets to them in battle, though it takes a keen mind and strong will to sift through the babbling voices of dead forebears.* Instead of making a Command check during the Strategy phase, the Princeps' Titan may be given a random Order. Roll the Order dice and apply the result to the Princeps' Titan. If a Shutdown order is rolled, the Princeps may ignore it if they choose.



Legio Astorum Reaver Battle Titan

Lucius Pretorian

At Beta-Garmon, the Reaver Battle Titan was among the most numerous of the god-engines deployed by both sides, proving, as its creators had long known, its versatility as a weapon of war. *Lucius Pretorian* was among those to see some of the heaviest fighting on Beta-Garmon II, both as a defender of Nyrcon and an attacker of the ruined city. Damaged and repaired many times, *Lucius Pretorian* was repeatedly brought back to life by the skills and machine-prayers of the Mechanicum.



Legio Astorum Warlord Battle Titan

Dauntless Wrath

During the defence of Tallarn, the Legio Gryphonicus called upon their brothers in the Legio Astorum to aid them. While the majority of the Warp Runners Titans were engaged elsewhere, they were able to send several maniples to counter the combined might of the Legio Krytos and their Iron Warriors allies. *Dauntless Wrath* was one of the Legio Astorum Warlord Titans to see action on Tallarn and survive the scouring of that world. Later in the Horus Heresy, veterans of Tallarn would often recall what they had endured during the fighting on that dead world, and cite it among the greatest crimes wrought by the Warmaster.

Legio Astorum Heraldry

The Black Sun of Lucius is central to the heraldry of the Warp Runners, representing not just the artificial sun at the heart of the hollow world, but also the isolation Lucius endured during the centuries of Old Night. Astrological precision is central to the heraldry of the Warp Runners, their logicians carefully charting the history of the Legio as solar maps and warp routes scrawled out across each Titan's armour. Likewise, campaign honours are stamped out machine-like upon the banner, each icon coded to the great lexicon of Lucius, so that its priests and Princeps might read at a glance a Titan's victories and campaigns. Alongside this accounting of the Titan's war record, the signum nobilis details maniple and rank.







House Terryn

Title: The Glorious and Honourable Knight House of Terryn

Household Grade: Primaris

Patent: Autonomous, Warrant of Ancient Domain and Arms (recognised 861.M30, ratified 017.M31)

Warden Domain: Voltoris

Cognomen: Marshalls of Serenity

Allied Legions/Forge Worlds: No formal bonds, reciprocal ties established with the Forge World of Lucius

Allegiance: Fidelitas Tenax

According to the records transcribed by the 6th Expeditionary Fleet, the rediscovery of the Knight World of Voltoris was hailed by the Emperor as His dream manifest, for the planet's picturesque cities and affluent people were identical to that which He envisioned for all Mankind. The accuracy of such a tale remains impossible to verify yet serves as perfect fodder for the work of playwrights upon Voltoris who, to this day, speak of the Emperor's coming with great reverence. However, it remains undeniable that the Knight World offered a level of peace and stability that few other worlds encountered by the Great Crusade could boast of. The circumstances of the world's prosperity can largely be attributed to the strength and skill of House Terryn, an ancient Knight Household founded during the colonisation of the planet. It was the Scions of Terryn that scoured Voltoris of dangers, driving the great beasts that once prowled its surface into the recesses of the world. Beyond the bounds of the planet, few dangers presented themselves, for Voltoris proved well shielded from external threats during the Age of Strife, only the most desperate seeking passage through the warp storms that engulfed the planet's star system. For three millennia, the world of Voltoris knew no war and the coming of the Imperium changed little, save to bring further prosperity to a world turned towards art and culture.

Not all upon the Knight World were eager to exist in boundless peace, for the warriors of House Terryn hungered for the glory spoken of in ancient tales and now offered by the Great Crusade. On condition of the continued protection of Voltoris by the forces of the Imperium, the warriors of House Terryn were committed to the Great Crusade. So great was the demand for a place within the Expeditionary fleets that the Household's Scions were forced to draw lots to determine who would venture forth and who would remain as guardians to their founding world. The eagerness of House Terryn to serve upon the field of battle became well known across the Great Crusade, its warriors departing from an Expeditionary fleet should it be assigned to sedentary garrison duties to search for new conflicts within which glory could be earned. Few Scions of House Terryn returned home once they had departed, doing so only by the direct request of the Patriarch of House Terryn or when circumstance demanded a new generation of Terryn's bloodline to be sired. Though many travelled far and wide to view the wonders of the 'Tranquil World' for themselves, the Scions of House Terryn held little desire to remain on Voltoris, appearing to prefer the punishing attrition of extended campaign in lieu of the endless ceremonies held upon the Knight World.

The peace Voltoris offered, though well-suited to the prosperous centuries of the Great Crusade, left its people ill prepared for the outbreak of the Horus Heresy. Given the propensity of House Terryn to depart its home, Voltoris found itself lightly protected when the galaxy was split asunder, leaving its vast resources at the mercy of predatory forces loyal to either the Warmaster or the Emperor. Only three dozen Knights stood in defence of Voltoris against all who sought to pillage the bounty of the world yet House Terryn stood amongst the greatest of Knight Houses despite the reputation of its world. Indeed, the belief that Voltoris stood ripe for conquest lent arrogance to its invaders and few were the numbers committed to securing the world. Those that did descend upon the planet found themselves fiercely matched by the Scions of House Terryn, unable to claim victory in the face of merciless opposition. Under the watchful gaze of the Knight Household, Voltoris was transformed from a peaceful world into one locked in an all-encompassing war, its people forced to raise arms against others for the first time in millennia. On both Voltoris and elsewhere, House Terryn stood firm against the forces of the Warmaster, refusing to surrender and awaiting the time that the Emperor's light would once more return to bring peace to its world.

Materiel Strength

The extended periods of peace observed by House Terryn during the Age of Strife left little need for the Household to maintain vast numbers of Knight armours. As such, upon reconnecting with the Imperium and Mars, House Terryn were capable of fielding no more than threescore working Knight armours. The remainder of its strength consisted of nearly 200 armours in varying states of disrepair having been stored away within the Household's war vaults for centuries at a time. The condition of House Terryn's strength drew more ire from those of the Mechanicum who laid eyes upon it and agreement was quickly reached with the Forge World of Lucius, with the latter offering the knowledge and resources necessary to restore the flagging might of House Terryn in return for the pledging of dozens of Knights in service to Legio Astorum. With the aid of the Hollow Forge, House Terryn grew greatly and, by the onset of the Horus Heresy, was capable of fielding close to 300 Knight armours, including dozens of Cerastus pattern armours. By stroke of fortune, House Terryn was gifted a shipment of Acastus pattern armours only months prior to the invasion of Voltoris during the Horus Heresy. These Knights had yet to depart from the planet due to the considerable training required to operate the esoteric design of Acastus Knights, a fact that greatly enhanced the defensive capability of Voltoris during the wars to come.

Household Specific Knightly Qualities

A House Terryn 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	**Glory Hound:** *The Seneschal is always in search of glory, dreaming of being remembered forever in the annals of history.* The Seneschal may issue Charge orders to Banners within their Lance without the need to make a Command check. However, if a Banner within the Seneschal's Lance fails a Command check when being issued with any other Order, it does not act on its own initiative; instead it must act under Charge orders.
2	**Peerless Leader:** *It is in the chaos of battle that the Seneschal feels comfortable, their mind clear of all save where the next blow should land.* Once per game, during the Strategy phase, the Seneschal can give commands. If they do so, any Knight Banner with at least one model within 8" of the Seneschal can be issued an Order without the need to make a Command check.
3	**Resolute:** *The Seneschal believes no cause is truly lost while a single Knight Scion remains upon the field.* When making a Command check to see if they become Shaken, all Banners within 12" of the Seneschal add 1 to the result. In addition, the Seneschal's Banner can never be Shaken.



House Terryn Cerastus Knight Castigator

Ancient Oath

It remains uncertain if the name *Ancient Oath*, depicted here following the relief of Voltoris, is linked to a deed within the Knight's past. Indeed, much of the Knight's history lies forgotten, for when the Great Crusade arrived at Voltoris the *Ancient Oath* had been sealed within the Household's stasis vaults for six centuries. There it was fated to remain until tragedy befell the Knight World during the Horus Heresy. With the principal strength of the Household deployed elsewhere in the galaxy, House Terryn emptied its vaults and *Ancient Oath* walked once more. Though it had slumbered for close to a millennia, its machine spirit showed no sign of degradation, exhibiting a hunger for battle sated only by the dozens of new honour markings it bore when the Horus Heresy reached its climax.



House Terryn Questoris Knight Warden

Glory of Voltoris

Records indicate that the *Glory of Voltoris*, depicted here during the Fall of Niadronus VI in 012.M31, served at the forefront of the Great Crusade for over half a century before being assigned as warden to its namesake planet at the onset of the Horus Heresy. During the opening years of the Horus Heresy the pilot of *Glory of Voltoris*, one Knight Scion Mallinda Barissus, issued frequent petitions stating her desire to depart the Knight World and bring the fight to the Traitors. Approval for reassignment was granted after her seventeenth request and, a month after her departure, the Traitors fell upon Voltoris. Thereafter, *Glory of Voltoris* bore a red-clad Reaper chainsword in self-imposed penance for Barissus' failures; having railed against her assigned duty, the Knight Scion was not present as her home world suffered the footsteps of invaders. The red colour symbolised the blood spilt upon Voltoris, a permanent remembrance of the need for duty over glory.

Legio Defensor

Title: The Legio Defensor Ordo Titanica

Militaris Grade: Secundus

Patent: Pre-Imperial, Satyraes Mechanicum

Warden Domain(s): Satyraes XII

Cognomen: The Nova Guard

Allied War Houses: Beaumaris, Sterlund

Allegiance: Fidelitas Pietas

That Legio Defensor, known more commonly as the Nova Guard, hold unwavering loyalty to the Emperor is indisputable, for their dedication was fuelled by beliefs many amongst the Imperium, including the Emperor Himself, publicly denounced – those of the *Lectitio Divinitatus*. The path through which the outlawed cult devoted to the veneration of the Emperor as a divine being took root within the Titan Legion is unknown, though clues may lie in the extensive service elements of Legio Defensor saw alongside the Word Bearers Legion prior to the latter's chastisement upon Khur. Given that it was Lorgar Aurelian, Primarch of the Word Bearers, who first penned the book that served both as the namesake and guiding tenets of the cult, it stands to reason that the foundation of unyielding devotion towards the Emperor was first established in service alongside the Word Bearers, a bitterly ironic origin given the since treacherous actions of the XVIIth Legion.

Following the destruction of Monarchia, a city upon the world of Khur that stood as a monument to the Emperor's perceived divinity, and the public rebuke of the Word Bearers by the Emperor Himself, Satyraes XII withdrew its military support for the XVIIth Legion. Though official communiqués claim such a move derived from a need to reinforce Legio Defensor's strength elsewhere in the galaxy, honour records of those Princeps who served alongside the Word Bearers show that nearly all were censured for deviant beliefs, the nature of which remain undocumented. These Princeps were further admonished through the dissemination of the battlegroup structure they once served in, their numbers divided across numerous other battlegroups. This disruption of maniples that had served together for decades supports the theory that the withdrawal of military aid from the Word Bearers was intended to forestall the continued growth of beliefs learned from the Space Marines. In truth, however, the move appeared to only further spread the teachings of the *Lectitio Divinitatus*, exposing increasing numbers of Legio Defensor personnel to the emerging cult. Given that the Titan crews of Legio Defensor hailed from Satyraes XII, a Forge World noted for its zealous dedication to the Omnissiah, the ranks of Legio Defensor offered fertile ground for new beliefs to grow. By the outbreak of the Horus Heresy, numerous reports attested to elements of Legio Defensor striding into battle to audio barrages of hymnodic fashion, though the exact focus of its praise remained elusive and was commonly attributed to the Omnissiah.

The growing devotion to the Emperor changed not just the beliefs of the Nova Guard but also its methods of war. Even during the early days of the Great Crusade, Legio Defensor was noted as holding a measure of self-righteousness, believing its work held higher purpose. Many of the Nova Guard's exaltations were focused on the tenets of the Great Crusade, razing entire worlds as if in monument to the unstoppable might of humanity. This righteousness took on new meaning with growth of the *Lectitio Divinitatus* and the dawning of the Horus Heresy. Pre-battle audio logs obtained from Legio Defensor briefings during the early years of the conflict make numerous mentions to the Emperor as a divine being. Further investigation notes propaganda, disseminated both amongst the ranks of Legio Defensor and upon Satyraes XII, framed the Warmaster's actions as a desire to topple the Emperor and claim godhood in His place. To Legio Defensor, the conflict was a battle for the soul of humanity, a belief only strengthened in light of the emergence of warp denizens alongside the Warmaster's forces and the transformations exhibited by many Traitor Titan Legions. The Nova Guard held no mercy for those who turned against the Emperor, willingly or otherwise, and the Titan Legion soon earned a fearsome reputation for the brutal nature with which it pursued its foes.

Events such as the Tarren Suppression highlight the zealotry that took hold within the Titan Legion's ranks. Tasked with bringing retribution down upon the leaders of the world of Tarren for having sided with the Traitor forces, Legio Defensor made extensive use of both Warlord and Warbringer Nemesis Titans in their initial assault, condemning entire cities to a fiery demise as an example to all who strayed from the Emperor's side. Any further displays of anti-Imperium sentiment met with were dealt similar fates and soon the Nova Guard held onto the world as much by fear as by strength, having cowed the population into subservience, lest tens of thousands die for the transgressions of a single individual. The iron grip with which Legio Defensor ruled the planet was only relinquished upon the arrival of a detachment of Emperor's Children accompanied by elements of Legio Mortis, an arrival seen by the population of Tarren as a liberation rather than invasion. If reports from Tarren are to be believed, the Nova Guard upon the planet were destroyed not by the invading Traitors but by the actions of its own Princeps who, after several weeks of conflict and numerous casualties, deemed their position untenable. Thus, in an action of tactical spite, the few remaining Titans of Legio Defensor overloaded their reactors in close proximity to vital sections of the planet's power grid, reducing much of its infrastructure to rubble. The final words of the commanding Princeps, issued across the planet so all could hear, simply stated that *"If you wish to stray from the Emperor's light, then it is darkness you shall have."*



Materiel Strength

As a Secundus grade Titan Legion at the onset of the Horus Heresy, Legio Defensor stood 136 god-engines strong. In war, it relied upon the employment of heavier weaponry, favouring the deployment of Battle Titans. In accordance with such doctrines, nearly two-thirds of the Titan Legion's strength lay in Warlord class Battle Titans, with much of its remaining numbers consisting of Reaver and Nightgaunt types. The employment of Scout Titans was a rarity within Legio Defensor, with the Titan Legion recording roughly two dozen of their numbers, spread across Warhound, Rapier and Jackal class Titans, in active service at the onset of the Horus Heresy, all of which showed heavy preference towards flame and plasma weaponry. Legio Defensor was capable of fielding at least one Imperator class Titan, which was recorded as having undergone extensive retrofitting in the early days of the Horus Heresy so that it bore decorative structures designed to praise the Emperor upon its shoulders.

Devotional Cycles

Upon the rediscovery of Satyraes XII by the 914th Expeditionary Fleet, it was noted that the Forge World and its people maintained an almost fanatical devotion to the Omnissiah, above and beyond that displayed by many other Forge Worlds. The primary tool for such devotion proved to be the Forge World's three moons, each tidal locked to the planet and settled in the centuries following the colonisation of Satyraes XII. Each moon had undergone extensive transformation during the Age of Strife to transform them into vast, functional industrial cathedrals dedicated to the Omnissiah. In accordance with principles laid down upon the world's founding, the work completed within the manufactoria of Satyraes XII was to be dictated by devotional sigils broadcast via lumen displays positioned on the Forge World's moons that, when activated, could be observed from the planet below. Such displays were monitored by a dedicated sect of Magi Logis which accurately plotted the movement of Satyraes' celestial bodies and, through that, divined the Omnissiah's will and dictated it to the Forge World. Each sigil held meaning to the planet's Tech-Priests, with further complexity divined depending on the moon from which a sigil was broadcast. In turn, these sigils dictated the work patterns of Satyraes XII and the goods each manufactorum would produce at a given time, the illuminated celestial bodies a permanent reminder of the Omnissiah's presence.

The archives of Satyraes XII tell of the system of devotional sigils failing only twice in the recorded history of the Forge World, both of which caused great upheaval. In the first instance, in which a single moon experienced failure of its lumen display and broadcast an unknown sigil, Satyraes XII entered a period of shutdown that lasted six solar standard weeks, its Tech-Priests debating the meaning of such a sigil. The second instance proved a momentary power failure in which all three lumen displays shutdown for 14.56 seconds, leading to mass dissent as the Forge World's labourers preached of the Omnissiah's displeasure. Seventy-two years of civil war followed during which the Nova Guard saw heavy combat, hunting down and destroying any who showed the slightest deviation from the prescribed worship of the Omnissiah. It is noted that, during the later years of the Great Crusade, many returning demi-Legios showed resistance to the idea of being guided by Satyraes XII's sigils; several redacted reports state that a handful of Princeps spoke of the Omnissiah as a prophet of the Emperor, who was a true divine being above and beyond that of the Machine God.



LEGIO DEFENSOR (NOVA GUARD)

Legio Trait: Righteous Fire
Many Legio Defensor Princeps feel rage rise within them when battle is joined against a Traitor force. Communed through the MIU, this hatred reaches down into their Titan's plasma reactors, the burning heart of the god-machine beating all the faster.

In the first round of the game, each Legio Defensor Titan may fire one of its weapons twice during its activation in the Combat phase. If they do so, advance the Titan's Plasma Reactor Status track by two places, in addition to any advances associated with firing the weapon.

Legio Trait: Indomitable Resolve
The Legio Defensor has a well-deserved reputation for standing their ground, no matter the odds. These qualities were among those that drew the praise of the Emperor Himself, and earned them many honours during the Great Crusade.

Titans in a Legio Defensor maniple may add 1 to the dice roll when making Command checks, provided that at least one of the units in their battlegroup has been destroyed.

Legio Specific Stratagem: A Day of Retribution (2)
Often during the Horus Heresy, when a Nova Guard Princeps recognised the heraldry of a particularly hated foe, they would ignore all other enemies in their sights and unleash a torrent of weapons fire against their chosen adversary, pushing their Titan hard to score the first hit.

This Stratagem can be purchased by any Legio Defensor player. Play this Stratagem in the Strategy phase of the first round. Choose a single friendly Legio Defensor Titan. That Titan may immediately make an attack with one of its weapons. While resolving this attack, double the weapon's Long range. Then, advance your Titan's Plasma Reactor track three places. Once the effects of the attack have been worked out, begin the first game round.

Legio Specific Stratagem: Blessings of the Emperor (2)
During the Horus Heresy, the Legio Defensor contained many devotees of the Lectitio Divinitatus. These faithful would pray to the Emperor before battle, and mark their battle stations with warding tokens and religious icons. For the most part, their prayers only functioned to irritate their brethren, though sometimes a miracle occurred…

This Stratagem can be purchased by any Legio Defensor player. Reveal this Stratagem when a hit would result in one of your Titans rolling on the Catastrophic Damage table. The hit is ignored and this Stratagem has no further effect.

Legio Specific Wargear: Devotional War Sirens
Warlord Titans of the Legio Defensor often marched into battle fitted with devotional war sirens. These blaring speakers issued forth Lectitio Divinitatus devotional chants and sermons on the glory of the Emperor, filling their brothers with renewed hope and purpose.

Any Legio Defensor Warlord Titan can be upgraded with a Devotional War Sirens for +20 points. Legio Defensor Titans within 8" of a Legio Defensor Warlord Titan equipped with Devotional War Sirens may roll two dice when making a Command check and choose the higher result.

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

D3	Personal Traits
1	**Enduring Hatred:** *Death is preferable to defeat in the mind of the Princeps. Even as their Titan burns around them, they will fight on if it means exacting their vengeance.* The Princeps Titan may re-roll Hit rolls of 1 once 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.
2	**Crusade Veteran:** *Some Princeps of the Nova Guard have served since the early days of the Great Crusade, and are able to control their god-engines in ways that seem almost preternatural to their enemies.* Once per game, when the Princeps successfully issues an Emergency Repairs order, they may immediately issue a second Order after its effects have been resolved. This second Order may be another Emergency Repairs order. Note that the Titan must adhere to the restrictions to movement and activation of both Orders.
3	**Icon of the True:** *The Princeps is a beacon of the cause, and when their Titan strides onto the field of battle, their allies grow ever more resolute.* While the Princeps Titan is on the board, all Knight Banners and Titans from other friendly Legios add 1 to the dice roll when making Command checks.



Legio Defensor Warlord Battle Titan

Vengeful Scion

Vengeful Scion, as shown here before the Battle for the Carthega Telepathica, would go on to survive the horrors of Beta-Garmon and join the final defence of Terra against the Warmaster. That the Warlord endured, when so many of its brethren did not, became just another sign to the believers within the Legio that the Emperor was watching over them. The *Vengeful Scion* was to become a relic of those dark days, and centuries later, its hull resplendent in the icons of the faith, it continued to wage war for the Emperor as He sat upon His Golden Throne.

Legio Defensor Heraldry

Despite the rise of the Lectitio Divinitatus among the ranks of the Legio Defensor, the prominent displaying of its religious iconography was still strictly prohibited by the Collegia Titanica. While the twin sunrise motif of the Legio later became the Emperor's divine crown of light, for the battles of the Beta-Garmon campaign, the Legio bore the symbols of their home world Satyraes XII. Central to the heraldry of Satyraes was the stag, its skull lit by the Forge World's two suns. Legends among the Legio tell of a time when the people of Satyraes worshipped their great forest stags as gods, now believed by the Satyrii to be a forerunner manifestation of the Emperor. Beneath these icons of old Satyraes, skulls stamp out the Titan's battlefield victories, while the signum nobilis details its maniple and rank laid out in axe blades.





Legio Defensor Reaver Battle Titan

Horns of Satyraes

After the first battles for Beta-Garmon III, the Nova Guard tightened its defensive lines around the hives. *Horns of Satyraes* was among those Titans to hunt down Sons of Horus and Iron Warriors siege battalions, the Titan's heavy weaponry powerful enough to target Termite breeching vehicles beneath the earth. For days, the Titan and its maniple hunted these interlopers, some defending against overland assault, others using their potent auspexes to track the ghostly shadows of companies tunnelling beneath their feet.



House Orhlacc

Title: The Dread and Wise House of Orhlacc

Household Grade: Secundus

Patent: Warrant of Imperial Immediacy issued by the Imperial Court in 833.M30. Litterae Patentes duly recorded by the Officio Militaris College of Arms under rights feudal attested and sponsored at the behest of the Ist Legion (Dark Angels).

Warden Domain: Dark Haven (Prime), Wychval (Secondary)

Cognomen: The Knights of the Manticore

Allied Legions/Forge Worlds: Right of support and succour granted to the House by an act of Imperial Warrant Bellicose by Lord Commander Suleiman Grimm, 7th Expeditionary Fleet. Further lesser treaties of mutual exchange and accord ratified with deputations of the Forge Worlds of Mezoa, Kalibrax and Lucius.

Allegiance: Fidelitas Constantus

Possessed of a strange and often sinister reputation amongst other Knightly Households, the history of House Orhlacc is nevertheless well-documented by its House Sacristans. Its Chronicles of Founding speak of an isolated, shadowed world deemed suitable for settling during humanity's expansion across the galaxy. First perceived as a paradise abundant with life, Dark Haven, as it became known, was, in truth, a benighted world inimically poisonous to Mankind. When the Age of Strife came, Dark Haven proved incapable of sustaining those upon its surface and life for the settlers fell into a cycle of violence and decay that would last for centuries, with those that survived forced to commit unspeakable acts to do so.

This cycle was broken by the Scions of House Orhlacc, aided by an enclave of Magos Biologis stranded upon the planet. Taken in by the Household when others had sought their death, the Magi wrought great changes upon the flesh of its Scions, adapting humanity to Dark Haven rather than bending the world to their will. So prepared, House Orhlacc rose to become stewards of Dark Haven and stood as its defenders when the Great Crusade reached them. Shielded from many horrors during the Age of Strife, thanks largely to the isolation offered by their home, the House numbered several hundred Scions, a strength that captured the interest of the emissaries of the Great Crusade. A third of this strength departed with the 7th Expeditionary Fleet following a bloodless Compliance and the rest were to follow in the decades to come, serving across the Great Crusade alongside a diverse array of forces, conducting themselves with honour and glory on innumerable battlefields.

When the Warmaster moved against the Imperium, the relative independence House Orhlacc had cultivated proved beneficial in it remaining free of the conflicts that tore across the galaxy. Because of this, they were prepared for the arrival of the Warmaster's emissaries who had travelled to Dark Haven seeking their allegiance, first eradicating the visiting delegation and then seizing the fleet. Their new spoils were utilised in the evacuation of Dark Haven, all but a concealed garrison fighting the remainder of the Horus Heresy as a nomadic Knight House, loyal to the Imperium yet fighting its cause on its own terms, with an eye on its own survival and an eventual return to its shadowed home.

Materiel Strength

Decades operating in the outer reaches of the Great Crusade served to strengthen House Orhlacc, not weaken it. Its Scions gained a wide experience in warfare, while benefiting from an influx of weapons, technology and wargear from the Expeditionary fleets with which it served. This strength was further augmented by gifts of new Knight armours from the Mechanicum and an increase in Dark Haven's own independent production abilities. By the onset of the Horus Heresy, House Orhlacc stood at the higher end of the Secundus rank, with an estimated 300 Knight armours, most of which were of Knight Questoris and Knight Cerastus pattern. Further growth was limited by the relatively low population of Dark Haven, which led House Orhlacc to maintain a number of unique servo-automata type military retainers; originally intended for use in harvesting the dangerous life forms on Dark Haven, they performed exceedingly well on the battlefield in support of the Knight House.

Household Specific Knightly Qualities

A House Orhlacc 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	**Shadow Fighter:** *The Seneschal's armour is fitted with a strange piece of archaeotech that generates a shadowy field which mimics the atmosphere of Dark Haven.* For the duration of the first round, attacks made against the Seneschal's Banner suffer a -2 modifier to Hit rolls.
2	**Indecipherable Commander:** *The Seneschal is a master of warfare, hiding their plans from their foe until the time is right.* After both players have finished deploying their forces but before rolling to determine the First Player, Banners in the Seneschal's Lance may be redeployed, following all deployment rules as normal.
3	**Independent Warriors:** *The Seneschal has instilled a measure of autonomy within their subordinates, allowing them to act independently upon the battlefield.* Banners in the Seneschal's Lance do not have to maintain Lance coherency (see *Adeptus Titanicus: Doom of Molech*, page 35) and as such suffer no penalties from being outside Lance coherency. However, during the Strategy phase, any Banner from the Seneschal's Lance that has not maintained Lance coherency cannot be issued Orders via Lance orders.



House Orhlacc Cerastus Knight Lancer

Pilgrim of Dread

Operated by Scion Alsahr Orhlacc, this Knight Lancer was an armour of ancient provenance which saw its first use under the hand of its new Scion during the counter-invasion of Numinal during the wars of the Coronid Deeps. During this battle, the impetuous Knight is known to have slain three Knights of House Atrax before itself succumbing to damage. The *Pilgrim of Dread* was later salvaged and remained in stasis until gifted to Nssalr Orhlacc as reward for her deeds upon Calth, going on to fight alongside the god-engines of Legio Praesagius across the breadth of the Five Hundred Worlds.



House Orhlacc Questoris Knight Paladin

Sorrowful Dawn

Operated by Ravael Orhlacc, this Knight armour was part of a generation of armours created for his House subsequent to their rejoining of the Imperium. It saw action alongside the IXth Legion in the Great Crusade before being recalled to its home world of Dark Haven. It was chosen to remain upon the Knight World as part of the garrison left behind, where it remained until the war in the Coronid Deeps. Called to battle once more, *Sorrowful Dawn's* honour banner bears a skull for each Knight of House Makabius overcome in personal combat during the conflict.



Legio Solaria

Title: The Legio Solaria Ordo Titanica

Militaris Grade: Secundus

Patent: Pre-Imperial, Tigrus Mechanicum

Warden Domain(s): Tigrus

Cognomen: The Imperial Hunters

Allied War Houses: Procon Vi

Allegiance: Fidelitas Constantus

The origin of Legio Solaria is tied to the Knight World of Procon, for it was upon that world Mohana Mankata VI, known now as the Great Mother of Legio Solaria, was born. Like many Knight Worlds, Procon was rife with traditions and beliefs that harked back to its founding, lending support to a society far from egalitarian, where each person's status and role was determined more by blood than skill. It was the ancient rites of Procon Vi, Knight Households of Procon, that saw Mankata's victory in a horse-riding competition rewarded with exile for having participated without permission. Punished by her own due to her perceived audacity, others were more forthcoming with praise and her skill attracted the attention of the Mechanicum, who offered Mankata a place upon the Forge World of Tigrus. There, she was proclaimed Domina Princeps of the newly-founded Legio Solaria, the first to join its ranks. By her edict, the Princeps of the Titan Legion were drawn solely from the ranks of women, cultivated from her own genetic line, and the sole commanders of a god-engine drawn from Tigrus. In recognition both as her role as progenitor of Legio Solaria and her leadership in the centuries following its founding, Mankata was given the title of the Great Mother by her Princeps, holding almost divine status within the ranks of the Titan Legion.

Given the nature of Legio Solaria's founding, born as it was from the pride of its Great Mother, it is perhaps unsurprising that the Titan Legions established a reputation for their bellicose and prideful Princeps. Nowhere was this more evident than in battle, for the Princeps of Legio Solaria would make great boasts in their search for glory while employing aggressive tactics that favoured the large number of Warhound class Scout Titans the Titan Legion possessed. There were some who served alongside Legio Solaria who showed contempt for the seemingly blatant recklessness of the Titan Legion's tactics, yet many others were quick to praise its efforts upon the battlefield. Regardless of opinion, the skill of the Titan Legion was undeniable when, during the latter decades of the Great Crusade, Legio Solaria were recorded as possessing an engine kill to engine loss ratio greater than some of the largest and most ancient of Titan Legions, though such statistics varied as to the scale required for a slain foe to constitute an engine kill. It was with great pride that Legio Solaria accepted the title of Imperial Hunters bequeathed upon them, in part due to the impressive combat record they had amassed.

The nature of Legio Solaria saw them forge strong bonds with Titan Legions of similar demeanour. Indeed, Legio Gryphonicus were quick to offer praise to the younger Titan Legion, with both Legions noted as pushing each other to greater heights when sharing a battlefield, a circumstance attributed to the highly competitive nature of both Titan Legions. Similarly, the aggressive tactics favoured by the Imperial Hunters saw them regularly paired with Space Marine Legions such as the White Scars and Space Wolves, with much of the Titan Legion's strength assigned to Expeditionary fleets containing one or the other Legions. The Imperial Hunters' service alongside others was not without incident, the most notable example being the long-held feud between Legio Solaria and Legio Vulpa, one that began during the Compliance of Dendrictia, when the Death Stalkers callously extinguished 50,000 lives in a single action. Though naught but harsh words and official denouncements were exchanged, the two Titan Legions were bound together in hatred from that moment onwards, a rivalry that kept them apart during the Great Crusade and was reignited come the Horus Heresy.

The years following the appointment of Horus Lupercal as Warmaster brought much turmoil to Legio Solaris, even before the Horus Heresy began. To outside observers, little changed in the Imperial Hunters' demeanour, yet, inwardly, the future of the Titan Legion proved unclear. Much of this strife came from the degenerating health of the Great Mother and the expectancy of her approaching death. As founding Domina Princeps of Legio Solaria, having commanded it since its creation, the anticipated loss of the Legio's foundation led to uncertainty amongst the ranks of the Imperial Hunters. In some manner, the outbreak of the Horus Heresy brought a period of certainty to Legio Solaria, for the conflict offered a new crucible in which the martial prowess of the Titan Legion was tested against that of more ancient Titan Legions and a place where old grudges could be settled.

Much of the Titan Legion's initial efforts to resist the Warmaster and his allies were focused on the Beta-Garmon cluster. It was there that the Great Mother committed the principal strength of Legio Solaris, intent upon denying the Traitors access to the wider Segmentum Solar. The unfolding conflict claimed the lives of dozens of Imperial Hunters Titans and eventually the life of Mohana Mankata VI, who fell in battle against the Traitor Titan Legions and the foul powers they unleashed. The Beta-Garmon campaign proved a turning point for Legio Solaria, their numbers vastly reduced and the survivors deprived of the constant leadership they had enjoyed since their founding. As the Warmaster marched on Terra, Legio Solaria fragmented, its number scattering across the galaxy during the frantic retreat from Beta-Garmon. Many were to find their way to Terra under command of Esha Ani Mohana, the Great Mother's second-in-command, standing proud behind the walls of Terra in defiance of the approaching Traitors. The remaining numbers of Legio Solaria drifted across the stars, small battlegroups commanded by senior Princeps awarded field command fighting on dozens of worlds, each striving to return once more to Tigrus and reunite with their sisters.

Materiel Strength

Numerous descriptions of Legio Solaria's tactical strength make note of the increased number of Warhound class Scout Titans within its ranks, which far outnumbered that of any other Titan class. Such instances were rare amongst Titan Legions and a census of Legio Solaria's strength prior to its deployment to the Beta-Garmon cluster recorded a total of 104 god-engines of which 61 were Warhound class. It should be noted that the strength mustered in the Beta-Garmon system was not the sole battlegroup of Legio Solaria and several other Imperial Hunters battlegroups, of considerably smaller size, were unable to join up with the principal strength of the Titan Legion due to the effects of the Ruinstorm. Legio Solaris also held close bonds with the Knight House of Procon Vi, which hailed from the same world as the Great Mother. Over two dozen Household Banners were assembled alongside Legio Solaria at the Beta-Garmon cluster, enhancing the Titan Legion's strength and tactical flexibility.

LEGIO SOLARIA (IMPERIAL HUNTERS)

Legio Trait: Wolf Packs
Legio Solaria Warhound wolf packs can bring down even the largest prey. As a result, they often field larger numbers of Warhounds and are much better versed in coordinating their actions.

Warhound squadrons in a Legio Solaria maniple can contain up to five Warhound Titans. In addition, any Legio Solaria maniple can select a Warhound Titan in place of any Reaver Titans as part of its mandatory components.

Legio Specific Stratagem: Fog of War (1)
The Imperial Hunters are famed for their skills at obfuscation on the battlefield. Often, smaller Titans will hide in the energy shadows of their larger sisters, shifting position unseen by the enemy.

This Stratagem can be purchased by any Legio Solaria player. Play this Stratagem in the Strategy phase of the first round. The Legio Solaria player may redeploy a Warhound Titan. These redeployed units can be placed anywhere that they would normally be allowed to deploy by the mission being played. This Stratagem can be purchased multiple times.

Legio Specific Wargear: Fortis Motivators
Warhound Titans used by the Imperial Hunters are among some of the most formidable of all of the Legios. Speed and mobility are especially coveted traits by the Tigrus Mechanicum, and their Titans are modified with many redundancies and reinforcements to keep them moving.

A Legio Solaria Warhound Titan can be fitted with Fortis Motivators for a cost of +20 points. In the Damage Control phase, a Titan with this upgrade can repair Critical Damage to its Legs on a 1+ instead of a 5+.

Legio Specific Wargear: Cameleoline Shrouding
During the Horus Heresy, the Tech-Priests of Tigrus unearthed many ancient and forbidden technologies in their efforts to aid the armies of the Emperor. Among these were the cameleoline shrouds, layers of light-refractive energy cloth that could be stretched across the armour plates of a Battle Titan. While they were never fully implemented, many Princeps used these shrouds to great effect in some of the pivotal battles of that dark age.

Any Legio Solaria Titan with a Scale of 6 or less can take Cameleoline Shrouding as an upgrade for +35 points. Titans with this upgrade have their outline blurred, making a moving Titan difficult to hit. Any attacks made against a Titan with this upgrade suffer a -1 modifier to all Hit rolls so long as the targeted Titan has moved more than 6" this round and is more than 10" away from the attacking unit. However, the shrouding was notoriously fragile, and as soon as the Titan suffers 1 point of Structural Damage, this bonus is lost.

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

D3	Personal Traits
1	**Spear of Tigrus:** *Keeping on the move is second nature to the Princeps, and they live by the axiom: 'a moving blade cannot be broken'.* The Princeps' Titan may be issued a Full Stride order without the need to make a Command check.
2	**Agile Minded:** *One good hit deserves another, and the Princeps reacts to incoming fire or a charge with blinding speed and precision.* Once per game, when the Princeps' Titan is hit by an attack, their Titan may respond in kind, interrupting the activation of an enemy unit and immediately making a single attack back at the attacker.
3	**Swift Displacement:** *The Princeps never lets their enemies get too close, luring them in and then falling back with equal speed so that their foes can be torn apart by close range firepower.* Once per game, when an enemy Titan makes a Smash Attack as part of a Charge order against the Princeps' Titan, the Princeps may move their Titan D6" directly away from the attacker, after the enemy Titan has moved but before any Hit dice for the attack are rolled. This does not change the facing of the Princeps' Titan.



Legio Solaria Warlord Battle Titan

Carnificor Noctis

The tactics of the Legio Solaria favour hunting packs and swift-moving warfare, with many of the Legio's maniples made up of Reaver and Warhound Titans. The role of Warlords, like the *Carnificor Noctis*, within the Imperial Hunters is often that of an anvil upon which the enemies of the Legio are smashed by the hammer of its lighter Titans. A favoured trick of the Legio Solaria was to use Knights and Warhounds to lure enemies into the guns of its larger Titans, enemies seeking easy kills realising too late that they had opened themselves up to annihilation.



Legio Solaria Reaver Battle Titan

Fugor Utrox

The history of a Titan is a much lauded thing, its every deed is remembered within its command throne and recorded upon its war banners. The fine script upon the *Fugor Utrox's* banner lists the names of allies fallen and enemies vanquished, each one an honour earned in the fires of war. Given the fury of warfare that Titans are subjected to, banners seldom survive engagements intact, and before each battle are then made anew, mono-task servitors recreating the long lists of names from the Legio's roll of honours.

Legio Solaria Heraldry

The winged claw of the Legio Solaria, as depicted upon their banners and armoured Titan hulls, tells a tale of oaths and allegiances between Tigrus and the Imperium. The claw is adapted from the holy symbol of Pahkmetris, the huntress goddess of Procon, sister world to Tigrus, and from whom the Imperial Hunters draw their informal name. Such pagan superstitions are seldom tolerated within the Imperium, however, and so when the allegiance between the Imperial Hunters and the Emperor was made, the wings of the Aquila were added to show the bonds between them. Below the icon of the Legio, campaign honours and oaths of alliance are often shown, such as here where a star map depicts the warzones fought in by the *Carnificor Notis*. Below this is the signum nobilis, or symbol of rank, that records the Titan's place within its maniple.





Legio Solaria Warhound Scout Titan

Vestigor Inimicus

Titans do not favour the close confines of city fighting, where the range of their weapons and their size often work against them. Some Titans, though, are adapted for this kind of environment, such as the Warhound Scout Titan *Vestigor Inimicus*. In this role they protect their larger kin, using weapons such as the inferno gun and Vulcan mega bolter to clear buildings of lurking infantry, or purge avenues of hunting tanks with waves of flame and torrents of explosive bolts.



House Procon Vi

Title: The Honoured Enfeoff House of Procon Vi

Household Grade: Primaris

Patent: Concurrent Warrant of Ancient Domain and Arms and Vassalage Accord to the Forge World of Tigrus

Warden Domain: Procon

Allied Legions/Forge Worlds: The Forge World of Tigrus and its servants the Legio Solaria

Allegiance: Fidelitas Constantus

The histories of House Procon Vi and Legio Solaria, the Titan Legion to which it is bound, are intrinsically linked, for though the Knight House now stands as vassal to the Imperial Hunters, it is also, in many ways, the Titan Legion's progenitor. The circumstances of the founding of Legio Solaria are based within the patriarchal traditions of House Procon Vi, for it was those ancient rules that forbade Mohana Mankata VI, noble daughter of the Household, from assuming the Throne Mechanicum. In rebellion against such ideals, Mankata claimed victory in a competition between House Procon Vi nobles despite being forbidden from participating. Her reward for such a rebellion was banishment by her people, yet in turn she found a new home upon the Forge World of Tigrus, its Tech-Priests so impressed by the noble's skill that they instructed her to form a new Titan Legion to guard the planet. The newly-appointed Domina Princeps of Legio Solaria soon intertwined the fate of her Titan Legion and House Procon Vi, forging a concord between the two entities so that the latter would serve as vassal for the other.

Though such a move appears intended to show the dominance of Mankata over the House which had cast her out, the new circumstances proved rewarding to both parties. Bound to the Imperial Hunters by shared lineage, House Procon Vi found great wealth and strength in its partnership with Tigrus while retaining a great deal of its original independence, bound implicitly to the Forge World but bequeathed the freedom of an Imperial Household. In honour of the pact they held with Legio Solaria, it was deemed that half of Procon Vi's numbers would serve alongside the Titan Legion, while the remainder would function according to the whim of its Grand Patriarch. In both roles, House Procon Vi earned a fearsome reputation, noted both for its skill in close-quarters combat and the boundless courage of its Scions. At the onset of the Horus Heresy, House Procon Vi boasted a number of victories equivalent to the most ancient of Households and quickly proved themselves a firm ally of the Imperium following revelations of the Warmaster's treachery. In accordance with its vows, the Scions of House Procon Vi faced the trials of the Horus Heresy alongside Legio Solaria, throwing its strength into the chaos of the Beta-Garmon system and accompanying the Imperial Hunters in their retreat to Terra. As to the Grand Patriarch, those warriors under his direct command saw to the securing of Tigrus and its holdings, throwing back all who attempted to lay waste to the Forge World.

The culture of House Procon Vi is dictated by the vast number of rites, edicts and traditions that govern the responsibilities of every Scion of the Household, many of which revolve around the honour and respect each individual owes to those that stand above them. The family legacy of a Scion is as important to the Household as their skill-at-arms, with noble families placing the art of warfare above all other subjects when raising their children, less they grow up to shame the name they were born into. On the battlefield, courage in the face of adversity is the central tenet of the Household; death in the face of the undefeatable is preferable to a life filled with cowardice and fear. During conflicts of note, honours would be bestowed upon those Scions who slew the greatest foes, lending a fierce sense of competition to develop within the Household's ranks. In a display of both utmost confidence and arrogance, several Scions of House Procon Vi are recorded to have pledged vows never to return home until a Traitor Primarch had fallen to their hand. That any swore such an oath, and none who did so were recorded as having returned to Procon with their lives, speaks volumes as to the dedication of House Procon Vi's warriors.

Materiel Strength

Though classified as a Primus grade Household, the strength of House Procon Vi is perhaps better categorised as two Secundus grade Households, a classification which best highlights the split deployment of its numbers. As a whole, House Procon Vi was recorded as possessing 447 operational Knight armours at the start of the Horus Heresy and showed a great preference towards the deployment of Cerastus Knight Lancers and Knight Castigators, with three-fifths of its number made up from these patterns. An estimated 215 Knight armours were in active service alongside Legio Solaria battlegroups, bound to the command of both Domina Princeps Mohana Mankata VI and the ruling Tech-Priests of Tigrus until such time as it was deemed right for them to return to Procon. The remaining strength served directly under King Rahajanan, its number standing guard over Procon and spread across at least four Expeditionary fleets during the Great Crusade. Records note that House Procon Vi possessed few Acastus or Questoris Knight Magaera and Styrix, though its war vaults contained several dozen Knight armours sporting esoteric modifications enacted upon standard Knight patterns, such as a Knight Cerastus bearing large claws while others were styled with sword and lance, in homage to artistic renderings of ancient Terran horse-borne knights.

Household Specific Knightly Qualities

A House Procon Vi 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	**Shared Lineage:** *The Seneschal is of the same blood as a Princeps of Legio Solaria and will not let their warriors falter in the presence of a god-engine.* Banners in the Seneschal's Lance can re-roll failed Command checks and cannot be Shaken while within 6" of a friendly Titan.
2	**Ancient Bulwark:** *The Seneschal has gained the praise of Tigrus and has, in recognition of their deeds, been trusted with ancient technology to protect them against all but the deadliest of weapons.* Models in the Seneschal's Banner always have at least a 6+ Ion Shield save against weapon attacks, regardless of the weapon's Strength or number of Knights in the Banner.
3	**Swift Hunter:** *Bold, direct attacks are the hallmark of the Seneschal, denying their opponent a clean shot until it is too late.* Banners within the Seneschal's Lance may be issued Full Stride orders without the need to make a Command check. If a Banner is issued a Full Stride order in this way, subtract 1 from the result of all Hit rolls made against that Banner until the end of the round.



House Procon Vi Questoris Knight Paladin

Prideful Lion

House Procon Vi Knights commonly bore names drawn from the Procon's extensive species database of Ancient Terra. The creatures chosen were always those described as seasoned predators, swift of limb and the apex of the food chain. The Scions of Procon Vi were adamant that such traits described the Household perfectly, for the Knight House perceived itself as standing amongst the upper echelons of the Questoris Familia. More restrained Knight Households that served alongside Procon Vi were quick to note the arrogance and vanity seemingly running rife through the latter's ranks. Such words were deemed as jealousy by the Scions of House Procon Vi, who simply pointed to its own extensive records of victory as evidence of supremacy.



House Procon Vi Cerastus Knight Lancer

Hunting Raptor

The colony arks that settled the Knight World of Procon included preserved equine genetic material that can be traced back to Ancient Terran stocks. This material was used to breed a new generation of horses upon the Knight World of Procon and the animals quickly became integral to the rites and traditions of the Household. Indeed, jousting competitions were often used to settle disputes between Scions. To many amongst the ranks of House Procon Vi, the Cerastus Knight Lancer such as *Hunting Raptor* was the natural extension of this discipline. To reflect this, nearly three-fifths of the Household's ranks comprised Cerastus Knights, with two-thirds of that being Knight Lancers, resulting in House Procon Vi heavily favouring bold charges upon the battlefield.



Legio Atarus

Title: The Legio Atarus Ordo Titanica

Militaris Grade: Secundus

Patent: Post-Unification, Phaetonite Mechanicum

Warden Domains: Atar-Median (Forge World)

Cognomen: The Firebrands

Allied War Houses: Col'khak (Knight world of Atar-Plainitia)

Allegiance: Fidelitas Constantus

The Firebrands were considered by some to be a particularly fractious and ill-disposed Titan Legion before the dark treacheries of the Warmaster plunged all into bloodshed. Distrusted and looked down upon by many of their brethren in the Ordo Titanicus, Legio Atarus would go on to prove their mettle where other, more lauded names, would ignominiously fall. The seeds of the Firebrands' ill-repute during the Great Crusade can be traced to the highly unusual circumstances of their inception. In the early years of the Great Crusade, one of the first tasks of Imperial expansion from Terra was to link up with a number of key domains within the Segmentum Solar identified as vital to the Great Crusade's success. Crucial among these were several Forge Worlds with whom the Mechanicum of Mars had maintained some relationship throughout the tribulations of the latter Age of Strife. In many cases, these inclusions went without difficulty, such as with Voss whose masters had bent the knee to Mars without qualm, but in others such as Phaeton, inclusion was the matter of some negotiation and difficulty, and the final acquiescence bought with considerably more autonomy than the Fabricator General of Mars would perhaps have preferred from a vassal-domain. What began as a cordial relationship quickly grew into one of veiled and open rivalry, with Phaeton's position being further strengthened by it quickly becoming perhaps the second most productive Forge World of the Great Crusade until the later rediscovery of mighty Anvillus.

Although never faltering in its commitment to the Great Crusade, machinations by the authorities of Mars brought matters close to outright conflict over doctrine and subtle accusations that Phaeton was building its military assets to threatening levels, and this began to have a corrosive effect on the Forge World's reputation – to the point where the storm clouds of hostile censure and perhaps even armed retribution gathered. At last, the Revered-Comptroller of Phaeton Prime, realising that his domain could not stand before such power, brokered a compromise, offering publicly to give up a full third of his world's engines, armed forces and chattels in the interests of equanimity with Mars. This was quickly agreed but, as the Fabricator General, no doubt with some lust for the task, dispatched an assurance taskforce to Phaeton, he discovered that he had been outmanoeuvred. Rather than give up its lore and dominion to Mars, Phaeton had created a fleet of vast Explorator arks, and into these were divided an equal third part of its priesthood, chattels and machineries and, even as the Martian emissaries looked on, despatched them into the void.

Conflict was averted, Phaeton diminished and its subservience was assured, but it and its allies gained the long-burning antipathy of Mars and its masters. After a long and perilous journey through the Warp, the Phaetonite Covenant alighted in the vicinity of the white super-giant star Atarath, on what was then the edge of known space. Here they founded the fledgling Forge World of Atar-Median in its shadow, on one of the many rogue planets caught in the colossal star's gravitational pull. With frightening swiftness, the transplanted Magos rose up their domain of steel and fire, and using as its core ancient god-engines taken from the forces that had once defended Phaeton in the anarchy of Old Night, they founded the Legio Atarus as its shield and sword.

Counted then as one of the younger Titan Legions, the Legio Atarus were looked down upon by many among the more ancient Legios, and distrusted for their origins by some with close ties to the Fabricator General's faction on Mars, where a bitter humour over Atar-Median's founding still lingered. The Legio Atarus therefore was always a force who had much to prove. They responded to this disregarded status both by the eagerness and devotion which they displayed for the Great Crusade and its cause (over and above the fealty they owed to the Martian Mechanicum), and by displaying defiance and swift anger when they felt themselves slighted by any other Legio. Their zealous impetuousness in battle and the open belligerence and pride in arms they displayed, combined with the symbol of the burning blade they had adopted as their heraldic device, quickly set the cognomen by which the common soldiery of the Imperium would know them – the Firebrands.

For much of the latter third of the Great Crusade, it was common for the Firebrands to operate several separate demi-Legios as was the common case with many Secundus class Titan Legions, and it seldom came together en masse for battle. It was commonly the case for one demi-Legio to be rotated through deployment on Atar-Median for repair and refit between major engagements, with the bulk of the Legio deployed to different war zones as needed as part of the overall Imperium military reserve, and seldom stayed attached to a particular Expeditionary fleet for long. Particular campaigns which saw the notable actions of the Firebrands during this period included the liberation of Vayber and the Second Ghenna Campaign, the great Ullanor Crusade and the Lament of Shedim. In this last campaign, a notable incident occurred which was to have a bearing on events of the Horus Heresy and accounted, in part, for the presence of demi-Legio Karkanos of the Firebrands at Isstvan V.

During the war against the Eldar in the Shedim Drifts, a mighty clash occurred on the arid world of Anark Zeta between the forces of the Craftworld of Mór-ríoh'i and the Great Crusade. The vast Imperial force raised to destroy the marauding Craftworld included detachments from no fewer than four Titan Legions: the Legio Mortis (the Death's Heads), the Legio Fureans (the Tiger Eyes), the Legio Osedax (the Cockatrices) and the Legio Atarus (Firebrands), and was under the overall direct strategic command of Horus Lupercal and his (then) Luna Wolves. During the apocalyptic battle which raged on the planet's surface, the Legio Atarus were used as part of a probing attack against the Eldar warp gates. This was successful in drawing forth the ash grey and crimson Titans of the enemy into open battle. Heavily engaged and outnumbered by the ghostly xenos war machines, the promised support of the Death's Heads did not materialise, while the Titans of the Tiger Eyes, holding the Firebrands' flank, crumbled under the Eldar assault and retreated, leaving a full demi-Legio of the Firebrands to be encircled and all but destroyed, with only a single Warhound surviving the engagement still able to fight. In the aftermath, it was revealed that the attack had been a ruse intended to divert the strength of the enemy away from the direct defence of the Craftworld while Horus' own Legion undertook a surprise assault against it. That Legio Atarus has been cruelly used without its foreknowledge or consent, and that both Legio Mortis and Legio Fureans had refused to stand beside the Firebrands, was an injury the Titan Legion would not forget.

The events that occurred in the Shedim Drifts soured the opinion those of Legio Atarus held towards the Warmaster and, when news of his betrayal reached Atar-Median, alongside calls to aid the suppression of his rebellion, the Firebrands were amongst the first to answer. Whether such eagerness stemmed from a desire for vengeance for the grievances the Titan Legion held towards the Warmaster or merely out of complete loyalty to the Imperium is unknown. Regardless of the reasoning, a demi-Legio of Titans was dispatched to Isstvan V only to meet their end during the Dropsite Massacre. For the remainder of the Horus Heresy, the Titans of Legio Atarus proved eager to bring the Traitors to battle, throwing themselves into some of the most notable battles of the conflict, including the battle for the Beta-Garmon Cluster and the Cataclysm of Iron.

Materiel Strength

Counted by the assessors of the Divisio Militaris as a fully operational Titan Legion of the second rank, Legio Atarus is estimated to have had between 100-130 god-machines in active service at the time of the outbreak of the Horus Heresy. It was also known to possess a highly-respected armoured support battalion and Skitarii Auxillia Legion as part of its retainer forces (known collectively as the Brotherhood of Axxos). Like many Secundus rated Titan Legions, Legio Atarus' principal strength in numbers ranged across the mid-classes, with Reaver, Nightgaunt and Carnivore types making up the majority of its ranks, with sizeable contingents of Warlord and Warhound classes constituting the balance of their Titan forces. It is believed Legio Atarus possessed a single Nemesis class Titan, the *Immaculata Athartus*, which stood both as the god-engine of the Legio's Grand Master, Everard Mazarin, and defender of the Forge World of Atar-Median.


Primaris

LEGIO ATARUS (FIREBRANDS)

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.

Once per battle, a force that contains at least one Legio Atarus 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 Legio Atarus Titan would be required to make a roll on the Awakened Machine Spirit table (see the *Adeptus Titanicus* rulebook). Rather than rolling, the Legio Atarus 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 Legio Atarus 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 Legio Atarus. 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 armed with Apocalypse missile launchers, Apocalypse missile arrays or an Apocalypse missile launcher can be upgraded to have Infernus missiles for +25 points, so long as that Titan does not already have an upgrade affecting that weapon. Each of the Titan's weapons must be upgraded separately. A weapon with this upgrade gains the Voidbreaker (2) trait. In addition, if a unit suffers at least one hit from a weapon with this upgrade, 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. After resolving any hits, the fire goes out and the marker is removed. Titans suffer this hit to their Legs. In addition, Blocking terrain touched by the marker 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. The fire then goes out.

Legio Specific Personal Traits
A Legio Atarus Princeps Seniores' Personal trait can either be generated from the table in 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 Blocking 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 (Legio Mortis) or Tiger Eyes (Legio Fureans) Legios, then hits from all of the Princeps' Titan's weapons may re-roll their Armour rolls.



Legio Atarus Warlord Battle Titan

Ex Noctia

Paired Belicosa volcano cannon, such as those carried to war by *Ex Noctia*, proved both popular and effective Titan weapons during the Beta-Garmon conflict. Over the years of the Great Crusade, few enemies of the Emperor could hope to face the firepower of a Battle Titan, and the excessive brutality of volcano cannon was often wasted on xenos hordes and rebel fortifications. Against other Titans, however, such a weapon stands among one of the few armaments that can reliably punch through the hull of such a war machine.

Legio Atarus Heraldry

Upstarts and rebels in the eyes of the Mechanicum, the heraldry of the Legio Atarus nonetheless attests to their loyalty to the Emperor with iconography of the Imperium. The cog within a cog speaks to the division between Phaeton and Mars, a dispute many within the Firebrands still consider an unnecessary act of submission, even if it did ultimately lead to the creation of their Legio and the founding of Atar-Median. Few Legio have had to fight as hard as the Firebrands to earn their place among the Collegia Titanica, and every Legio banner, like the one shown here, contains a long list of campaign honours, each one a victory for the Legio and shared by all members of the Firebrands.





House Col'Khak

Title: The Suzerain House of Col'Khak

Household Grade: Secundus

Patent: Imperial Writ of Vassalage issued by the Phaetonian Mechanicum, ratification pending the resolution of demurrals filed by the Martian Mechanicum.

Warden Domain: Atar-Planitia

Cognomen: The Col'Khak Collective

Allied Legions/Forge Worlds: Bound by edict to the Forge World of Atar-Median, to serve as retainers to the honoured Legio Atarus.

Allegiance: Fidelitas Constantus

Newly founded alongside the Forge World of Atar-Median, the Col'Khak Collective were seeded onto the frigid world of Atar-Planitia during the early years of the Great Crusade, itself newly conquered and life-stocked as an agri-world. From inception, the warriors of House Col'Khak were forever bound to Atar-Median to serve alongside its Taghmata forces and the Titans of Legio Atarus. The close ties between Atar-Planitia and Atar-Median are evident in the flawless manner with which those of House Col'Khak perform alongside the Firebrands on the field of battle. Together, the three militant arms of House Col'Khak form a fighting force of much repute capable of facing any threat in any corner of the galaxy. Such is the level of integration between the House and its Mechanicum allies that the Archmagos Prelate, or lead Princeps of a battlegroup to which Col'Khak is assigned, is treated with a measure of veneration and granted full authority over the assembled Knights.

This devotion to the ideals of the Mechanicum extends far beyond the field of battle, for the warriors of House Col'Khak have long adapted many of the rites and practises of the Cult Mechanicus for its own purposes. Many were the gifts of technology and armament bestowed upon House Col'Khak by its patrons and each was treated as precious relics and heirlooms of the Collective. Even the Mechanicum practise of augmentation was readily accepted, with many warriors voluntarily undergoing extensive levels of modification to bring them closer to the Omnissiah, though most chose to retain a measure of human aesthetic. It is said that many of the oldest Scions of Col'Khak are little more than preserved cerebral matter and life support systems that, outside of their armour, appear almost like animate statuary, their gilded and argent-plated bodies mimicking the ideal human form.

Sworn to Legio Atarus and Atar-Median first and the Imperium second, House Col'Khak looked to its masters come the Horus Heresy, trusting in the Forge World to lead the Household down the prosperous path. To this end, the warriors of House Col'Khak were deployed to Isstvan V alongside a demi-Legio of Firebrand engines and, like their liege lords, fell upon the basalt plains. This act sealed the future of House Col'Khak, its Scions clamouring to venture forth into the galaxy and claim vengeance for their brethren slain by dishonourable treachery.

Materiel Strength

Upon its creation, the near-boundless industry of Phaeton provided House Col'Khak with over 100 Knight armours to form the core of its strength, with the means to produce more bequeathed upon the nascent Forge World of Atar-Median. The close ties between Atar-Median and House Col'Khak ensured the Knight House received a continuous supply of Knight armours, including several dozen Magaera and Styrix armours, of which Col'Khak were noted to field significantly greater quantities than most other Knight Households. Following the losses House Col'Khak suffered upon Isstvan V, the Household boasted a strength of 254 Knight armours, many of which were directly bound to Legio Atarus maniples deployed across the Belt of Iron. Each detachment of House Col'Khak was designed to support the composition of the battlegroup it served, each boasting several different Knight patterns within its number to ensure the capability of reacting to any threat that presented itself.

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 a 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 Col'Khak Questoris Knight Paladin

Omnissiah's Grace

It was a common practice for House Col'Khak Knights, such as the Knight Paladin *Omnissiah's Grace*, depicted here upon the fields of Atar-Median in 001.M31, to be permanently seconded to a Legio Atarus Titan maniple. *Omnissiah's Grace* was reportedly assigned as a forward scout for the Ruptura maniple designated as 'Blessed Fire' during the Horus Heresy and saw frequent battle across the Belt of Iron. A Knight assigned to a maniple in such a manner was released from its service only when the maniple rotated back to Atar-Median, which often took decades to do so, or when the maniple in its entirety fell in battle. In the latter case, it was often the Knights that fell first, expending their own lives in defence of their betters.



Legio Metalica

Title: The Legio Metalica Ordo Titanica

Militaris Grade: Primus (Maxis)

Patent: Pre-Imperial, Metalicium Mechanicum

Warden Domain(s): Metalica (Forge World), Kolossi

Cognomen: The Iron Skulls

Allied War Houses: Krast, Raven, Vornherr

Allegiance: Fidelitas Constantus

If the data vaults of the Forge World of Metalica are accurate, the esteemed Titan Legion, renowned for its great tactical prowess and skill in battle, stands amongst the most ancient of its kind. Indeed, the date of its founding suggest that Metalica was amongst the first successful colony established by colony arks dispatched from Mars during the Age of Strife. The lengthy records relating to the long service of the Iron Skulls, as Legio Metalica are often named, provide a detailed history of the extensive victories claimed by the Titan Legion during the Age of Strife, telling of great adversity faced by both the Forge World and its defenders. Standing amongst the many of these victories attributed to Legio Metalica was the ruthless destruction of no less than 32 separate invasions by a diverse number of xenos species that, at one point or another, laid siege to Metalica. The strength of the Iron Skulls did not sit idle during these millennia either, and by the time of Metalica's rediscovery, nearly a dozen neighbouring systems had been incorporated into the Forge Empire of Metalica thanks to the tactical prowess of the Titan Legion.

Initial contact with the Forge World of Metalica was made by scout vessels of the 1159th Expeditionary Fleet that, upon detecting the Forge World from the edges of the star system, returned to the fleet with news of an alien world crafted from metal. The presiding commander of the 1159th at the time of Metalica's rediscovery is noted to have been possessed of great ambition and an impetuous mien. Caring little as to the nature of his foe, the 1159th Expeditionary Fleet was marshalled with haste to lay waste to the detected world and it was only after the Imperial fleet lay decimated by the defensive vessels of Metalica that lines of communication were opened. Further conflict was avoided when Tech-Priests attached to the expedition noted similarities in the design of the Metalican ships compared to the STC patterns in use across the Imperium. Subsequent diplomatic summits revealed that the metal sphere was far from xenos in origin and, instead, owed its transformation to millennia of labour undertaken by Metalica's Tech-Priests who deemed it only right that they toil in blessed sterility upon a world devoid of all life, to better commune with the Omnissiah and understand his will.

Once agreement was reached and Metalica had sworn allegiance to Mars above all, the strength of Legio Metalica was unleashed upon the wider galaxy. There, the reputation for martial prowess held by the Iron Skulls was quickly proved legitimate, the number of its victories increasing with each passing year. Conquests of particular note during the first years of its involvement in the Great Crusade include the conflict on Jardingris, where they fought alongside the Primarch Roboute Guilliman, and the razing of the Archaist Strongholds, a string of fortress worlds occupied by a divergent strand of humanity ruled over by a vast Abominable Intelligence. These victories, amongst countless others, did much to cement the reputation of Legio Metalica and its assistance was soon readily sought by dozens of Expeditionary fleets across the galaxy. The strength of the Titan Legion stood greater when Metalica formed a concord with the Knight World of Kolossi, over which House Raven claimed dominion. Amongst the legends of Kolossi, it is said that upon first setting foot within the vaults of the Household and observing the dilapidated nature of vast numbers of Knight armours, the Tech-Priests of Metalica gave voice to such sorrow that the slumbering Knights reawakened. From that moment, an unbreakable bond was formed between Metalica and Kolossi, the Knight House swearing itself into service to the Forge World.

In war, Legio Metalica was noted to favour ordered tactical plans, despairing of those it fought alongside that displayed impetuous behaviour. Amongst the stranger methods of war practiced by the Iron Skulls, at least when compared to the aloof nature of the wider Mechanicum, was the Titan Legion's employment of a dedicated strategic diplomatic contingent whose role involved integrating itself within the commanding framework of allied forces. Once rapport had been established, these strategists would advocate battleplans favoured by Legio Metalica while working tirelessly to understand the methods of war employed by others within the war zone, friend and foe alike. In circumstances where such methods were deemed preferential to the Titan Legion's own, the Iron Skull strategists would support a change in plans while dispatching detailed reports to the Forge World of Metalica. Such reports would then be disseminated across the Titan Legion as a whole. This endeavour was aimed at the development and refinement of Legio Metalica's tactical acumen in a seemingly endless quest to perfect its own methods of war. The employment of these strategic diplomats caused much contention amongst both other Titan Legions and commanders the Iron Skulls fought alongside. For the former, the methods of Legio Metalica were perceived as a means through which the Iron Skulls could steal secrets and hoard them for itself. In the case of the latter, frustration amongst allied forces rose from the unwillingness of Legio Metalica to share tactical developments unless deemed necessary and, even then, only when the commander in question was perceived as competent enough to understand the development in question.

By the time of the Ullanor Triumph, Legio Metalica had amassed a degree of renown not dissimilar to the reputations of the Triad Ferrum Morgulus. Driven by a desire to possess the strength wielded by Metalica, emissaries of the Warmaster were dispatched in an attempt to sway the allegiance of the Forge World to his cause. The fate of these emissaries remains unknown, for records indicate that conflict erupted soon after they were sent and no evidence exists as to their arrival at Metalica. Irrespective of the fate of the Warmaster's emissaries, the allegiance of Metalica was called into question on numerous occasions during the early years of the Horus Heresy; the most notable occurrence involving conflict between Legio Metalica and Legio Pallidus Mors, with the latter reporting treachery by the Iron Skulls. According to those few Princeps who survived the resulting conflict, the Pale Scythes claimed that a battlegroup of Iron Skulls had attempted to sway them to turn against the Emperor. When Legio Pallidus Mors denied such an offer, it was met with violence, and from that day forth, the Pale Scythes harboured distrust towards Legio Metalica, even after it was revealed that the wayward Iron Skulls had been corrupted by the machinations of Legio Vulturum. Further scattered reports of turncoat Iron Skulls battlegroups were reported elsewhere in the galaxy and the Loyalist strength of Legio Metalica tasked themselves with the extermination of such traitors. The fractious nature of Legio Metalica's loyalty did much to stain the once-impeccable reputation of the Titan Legion leading to the collapse of the Iron Skulls' diplomatic strategists organisation, for few trusted the Titan Legion enough to share tactical secrets lest it be used against their own.

Materiel Strength

The operational strength of Legio Metalica is attested to have stood at 159 god-engines following the Ullanor Triumph. As befitting a Titan Legion of its standing, Legio Metalica was noted to contain several super-heavy Battle Titan types amongst its ranks as well as an extensive number of Warlord class Battle Titans. All recorded data concurs with the standard force disposition of a Primus grade Titan Legion though minor equipment variations are referenced in several assessments of Legio Metalica's strength. In particular, many reports referred to the Iron Skulls' preference for the auditory enhancement of each god-engine's loud hailers, resulting in an amplified sound unleashed by a Legio Metalica Titan each time it fired a weapon. The exact reason behind such a modification is not recorded within the databases of Legio Metalica, though assessments of the most ancient Titans of Legio Metalica show such modifications were retrospectively added, while Titans less than five centuries old by the time of the Horus Heresy had such enhancements added during construction. The specialised Skitarii support regiments employed by Legio Metalica, of which three were in active use during the Horus Heresy, seemingly drew a measure of inspiration from the modified sound of Legio Metalica warhorns, while opposing forces found such a cacophony highly disorientating. It is presumed that such auditory barrages were fashioned to serve a role similar in fashion to that of a war-cry, albeit one on a gargantuan scale.



LEGIO METALICA (IRON SKULLS)

Legio Trait: Victories Beyond Measure
Legio Metalica remains one of the oldest and most esteemed Titan Legions, possessing a long and storied history of service during the Great Crusade. Their innumerable victories are owed to the skill of the Legio's Princeps in seizing the perfect moment to capitalise on.

Once per round, after completing the activation of a friendly Legio Metalica Titan, the Legio Metalica player may immediately activate another friendly Legio Metalica Titan. After resolving the second Titan's activation, increase its Reactor Level by 2. A Titan cannot be activated in this way if the Titan activated first was part of a Squadron, nor can a Titan that is part of a Squadron be chosen as the second activation.

Legio Specific Stratagem: Harmony and Order (1)
Formed from metal and little else, the world of Metalica is a sterile planet where its inhabitants can go about their business in complete order. This rigid sense of duty carries over to the machine spirits of all things forged upon the planet.

This Stratagem can be purchased by a Legio Metalica player. Play this Stratagem when a Titan's Machine Spirit awakens as a result of pushing its Reactor. The Machine Spirit is not awakened, in the same manner as if the Titan has passed its Command check.

Legio Specific Wargear: Bastion Armour
Based upon Metalica, the Iron Skulls benefit from the Forge World's expertise in manufacturing, incorporating many unique metallic compounds within their armour plating and skeleton.

Any Legio Metalica Titan may take Reinforced Armour for +15 points. Weapons with the Fusion trait that target a Titan with this upgrade always roll a D6 regardless of range and weapons with the Rending trait add 1 to the Armour roll rather than D3 for each Armour roll of a 6.

Legio Specific Wargear: Auditory Barrage
Vox-hailers produced by the Forge World of Metalica are modified to emit distinct blaring sounds so their foes can hear their death approaching, a sound that shatters all but the strongest of wills.

Any Legio Metalica Titan can be upgraded with an Auditory Barrage for +10 points. When a Titan with this upgrade makes an attack with any weapon that does not have the Melee trait, enemy Knight Banners within 8" of the Titan must make a Command check; if the Banner fails its Command check they become Shaken. A Banner can only be affected by this rule upgrade once per round.

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

D3	Personal Traits
1	**Paragon of Conquest:** *The Princeps has never seen defeat, no matter the odds arrayed against them, and is always pressing forward to conquer their foe.* If the Princeps' battlegroup does not have a Tertiary Objective (as part of a Stratagem or Mission), it gains the Paragon of Conquest Objective. A battlegroup with this objective earns 5 Victory points at the end of the game if their Princeps Seniores' Titan is in the opponent's deployment zone.
2	**Diligent Commander:** *The Princeps has seen battle across countless worlds and has decades of experience to draw upon when directing their troops.* Once per round, at the end of the Strategy phase, the Legio Metalica player may choose a friendly Legio Metalica Titan within 6" of the Princeps Seniores' Titan. Make a Command check for that Titan. If the check is passed, the Titan may immediately be issued an Order, which replaces any Order it is currently issued with, of the player's choice. The Strategy phase then ends. Emergency Repairs orders cannot be replaced in this manner.
3	**Godlike Benevolence:** *Though the majesty of the god-engines cannot be matched, the Princeps is aware of the value of their smaller allies and bestows their guidance upon them where possible.* Once per round, during the End phase, the player can choose a Knight Banner that is Shaken and make a Command check using this Princeps' Command value. If the test is passed, the Banner is no longer Shaken.



Legio Metalica Warmaster Heavy Battle Titan

Doloris Dominus

Suzerain pattern plasma destructors, such as those wielded by the Warmaster Titan *Doloris Dominus* of Legio Metalica during the Razing of Arcadiax in 009.M31, required immense energy to function. The Suzerain pattern was specifically designed to be wielded by the Warmaster Titan to allow it to fully leverage the extensive reactor system housed within the Heavy Battle Titan. This standard mode of fire saw the weapon function in a similar fashion to the Sunfury class plasma annihilator, albeit at a greater scale. When circumstances called for the destruction of hardened targets, additional power could be funnelled into the weapon, focusing the unleashed plasma into a concentrated lance-like projectile capable of melting through several layers of armour. This property ensured the plasma destructor was a slayer of god-engines, making it exceedingly dangerous for any Titan foolhardy enough to directly engage a Warmaster Titan.



Legio Metalica Warlord Battle Titan

Custodire Invidia

Custodire Invidia was the personal Titan of Princeps Seniores Ulrichit Larzend, known within the records of Metalica as the Warden of Saraninent. This title was granted during the Great Crusade, when Princeps Larzend and his maniple found itself adrift following the redeployment of the 183rd Expeditionary Fleet. The vessels carrying *Custodire Invidia* and its kin emerged within the borders of the Saraninent Conglomerate, a human enclave previously unknown to the Imperium. For a decade, the small contingent of Legio Metalica Titans led by Larzend fought off xenos pirates that had plagued the region for two millennia. When contact was reestablished with the 183rd Expeditionary Fleet, the Saraninent Conglomerate eagerly joined the Imperium and Larzend was honoured for his service under extreme conditions. To this day, monuments to Legio Metalica exist across all of the Conglomerate's worlds, each dedicated to Larzend and his warriors.

House Krast

Title: The Ascendant House of Krast

Household Grade: Primaris

Patent: Autonomous, Warrant of Ancient Domain and Arms (recognised 850.M30, ratified 852.M30)

Warden Domain: Chrysis

Allied Legions/Forge Worlds: Treaties of mutual exchange and accord ratified with deputations of the Forge Worlds of Mars, Voss, Metalica, and Voss Prime.

Allegiance: Fidelitas Constantus

The Knight World of Chrysis holds the prestige of being the first of its kind to be brought to Compliance during the Great Crusade. Located a mere few dozen light years from Sol, the planet was quickly rediscovered by a Rogue Trader Militant who carried reports of a developed world protected by several Knight Households, news which generated much interest upon Mars. Upon contact, such enthusiasm was reciprocated, for long had the people of Chrysis battled the horrors of the galaxy unaided, and all welcomed the opportunity to join the fledgling Imperium of Mankind. Of those Knight Households who called Chrysis their home, of which the heraldry and deeds of seven are known and committed in the archives of Mars, it was House Krast, preeminent Household of Chrysis that was chosen to ascend to the stars. Those Households left behind were tasked with consolidating the alliance with Mars to ensure the warriors of House Krast were readily supplied for the battles they would face in the decades to come. Such a task was viewed as a great honour, albeit one of lesser glory than those who stood amongst the ranks of the Expeditionary fleets, and as salve to those Scions of lesser Households left beyond, House Krast issued edicts that saw lots drawn each decade amongst the remaining Knight Houses; those few Scions chosen would take their place alongside House Krast as Freeblades, earning honour for their lineage before returning home once more a decade later.

First amongst the Knight Houses to swear allegiance to the Imperium, bar those who were founded upon the Red Planet itself, House Krast benefited greatly from the forges of Mars, receiving full support in the reinvigoration of its ancient Knight armours in return for granting the Mechanicum access to Chrysis and the abundant resources it in turn offered. This mutual exchange ensured that House Krast stood independent long after its rediscovery, swearing itself solely to the larger Imperium while forging concords with numerous Forge Worlds. While the Scions of House Krast fought across the galaxy, those Knight Houses that remained upon Chrysis fought a political battle, resisting all attempts to shackle the Knight World to a singular strand of the Mechanicum. For the warriors of House Krast, the knowledge that they were the first to pledge themselves to the Imperium became a point of pride, often used to diminish others and lauded over those deemed lesser than their own. Though few bonds of brotherhood were created in such a way, House Krast cared not, preferring instead to let its long record of victories during the Great Crusade prove the Household's greatness. Indeed, the Scions of House Krast are recorded to have shared the field of battle with no fewer than 13 of the Emperor's Primarchs before the beginning of the Horus Heresy, a source of much pride amongst the Household. Perhaps the sole point of contention lay in the notable absence of service of House Krast's warriors alongside Horus Lupercal, a circumstance viewed as a slight against its warriors only worsened when the title of Warmaster was given to him. That it never fought alongside the Warmaster now stands as a point of pride in the history of House Krast, given his perfidy against the Emperor and the wrath he unleashed upon Chrysis.

At the onset of the Horus Heresy, the warriors of House Krast were scattered across the galaxy and little of the Household's strength remained in close proximity to Chrysis. Continued loyalty to the Imperium and the Emperor was never a question amongst the Knight Houses of Chrysis and the forces of House Krast fought bitterly to cast down the Traitors, content in the knowledge that its own world was adequately shielded from harm. Alas, such confidence was proven false, for the Warmaster deemed the Knight World too costly a target, in both time and numbers, to delay his march on Terra. As the defenders of Chrysis gathered to repel the anticipated Traitor invasion, they instead found the Knight World subjected to a prolonged bombardment of virus bombs, the once-verdant planet reduced to a toxic wasteland where only the broken relics of Chrysis' Knight Houses stood in memory of all those who had fallen. When the Scions of House Krast returned to find the dead world of which its House was the sole survivor, hatred erupted within the soul of its warriors. In the years that followed, this burning vehemence saw the warriors of House Krast hound the Traitors across the stars, vowing never to rest until all lay dead. Of Chrysis itself, House Krast refused to abandon it, choosing to align itself closely to Mars in the years following the Heresy in order to rebuild the Household's fortification on its now-dead world. The broken remains of the Households' heritage serve as a constant reminder of the Traitors' actions, so that no warrior may forget the vengeance they must wreak.

Materiel Strength

The first amongst its kind to join the fledgling Imperium, House Krast benefited greatly from the forges of Mars, which worked tirelessly to restore the diminished industry of Chrysis and supply its Households with the freshly-forged Knight armours and armaments. In the decades that followed its rediscovery, the Sacristans of Chrysis learnt much, their skill second only to those of Mars itself. The vast increase in supplies and knowledge ensured that, by the onset of the Horus Heresy, House Krast stood 400 strong, all but a handful of which fought at the forefront of the Great Crusade. Though the Horus Heresy would bring about the death of Chrysis, and all those Knight Houses left to defend it, House Krast survived, warring across the galaxy, ignorant as to the fate of its world. By the time the death of Chrysis became common knowledge within the Household's ranks, over a 100 Scions of House Krast still lived and all declared oaths of vengeance against the Warmaster and his allies, turning to Mars to restore the Knight House's strength and venture forth once more.

Household Specific Knightly Qualities

A House Krast 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	**Vengeance Above All:** *Chrysis has fallen and only death, be it the Traitors' or their Seneschal's own, will silence the thirst for vengeance.* Once per round, the Seneschal's Banner can choose to activate a second time during the Combat phase. If they do, after resolving the effects of the activation the Banner immediately suffers a Critical Hit, ignoring ion shields.
2	**Charismatic Leader:** *From a young age, the Seneschal has been raised to lead and their skill as a general is unsurpassed.* Friendly Knight Banners within 12" of the Seneschal may re-roll Command checks to see if they become Shaken. Freeblade Banners can benefit from this rule.
3	**Unwavering:** *The Seneschal possesses a streak of stubbornness that has seen them snatch victory from the jaws of defeat and pulled them back from the gates of death.* Each time the Seneschal's Banner suffers a Critical Hit, roll a D6. On a 5+, that hit becomes a Devastating Hit instead.



House Krast Questoris Knight Warden

Fervorous Defender

The duty as guardian and protector was seen as a great honour amongst the ranks of House Krast. When circumstances required the presence of Knights to watch over a disputed region of space, only the most patient and level-headed of Knight Scions were chosen and to be assigned such a duty was a mark of respect. Despite the name *Fervorous Defender*, its pilot, one Knight Scion Garathi Ashbrone, is noted within the Household's records as a patient and intelligent tactician, standing amongst the finest of House Krast's warriors during the Great Crusade. Many had marked the Scion as a potential future Grand Master had he not been slain when Chrysis was bombarded during the final years of the Horus Heresy.



House Krast Cerastus Knight Acheron

Steadfast Honour

In the honour rolls of House Krast, the *Steadfast Honour* is recorded as having been piloted by no less than 32 different Knight Scions during the Great Crusade, exceeding that of any other of the Household's Knight armours. This number is attributed to the Knight Acheron's frequent position at the vanguard during operations, a position of pride often given because of the storied history of the Knight's service. Dozens of victories are noted as occurring due to the efforts of *Steadfast Honour* and within the ranks of House Krast it became a portentous symbol to see the Knight armour at the forefront of battle. Household legend states that a battle has never been lost when the *Steadfast Honour* led the charge and, though its Scions might fall, the Knight has always risen anew, its form seemingly impervious to long-lasting damage.

Legio Astraman

Title: The Legio Astraman Ordo Titanica

Militaris Grade: Primus

Patent: Pre-Imperial, Graian Mechanicum

Warden Domains: Graia (Forge World), Nalindeer, Nanrzo VI, Rarendeer Station

Cognomen: The Morning Stars

Allied War Houses: Moritain

Allegiance: Fidelitas Constantus

The history of Graia and the Legio Astraman is intrinsically linked to the Belt of Iron, a name given to a region of space spanning the border sectors of the Segmentum Tempestus and Segmentum Pacificus which contained numerous lesser Forge Worlds. When the colony arks sent forth from Mars during the Age of Strife reached the planet that would become the Forge World of Graia, they found a world overrun by warring tribes of feral greenskins. Though the presence of the xenos made initial attempts at colonisation far from simple, it also proved to be the first test of the yet-unnamed Titan Legion that would come to form the basis of Legio Astraman. The exact origin of the name 'The Morning Stars' is unknown and unrecorded, bar that it was bequeathed upon Legio Astraman during the colonisation of the Forge World. Speculation as to the provenance of the name makes reference to fragmented reports of battles that took place during initial landfall upon the planet, with data-fragments stating that "*…preceded by thunderous steps they came… striding forth haloed by the first rays of sun… and lo did the creatures blister and burn, as the wrath of the Omnissiah shone like a star amongst their ranks.*"

It was the strength of Legio Astraman that ensured Graia thrived during the Age of Strife, expanding its reach to over two dozen star systems by the time contact was made with the Imperium. The Morning Stars' success can be attributed to three defining factors. The first was the construction of an extensive network of manufactoria that were capable of producing Titans, allowing the expansion of Legio Astraman to a size equivalent to a Primus grade Titan Legion. Secondly, its tenacity and firm resolve, for which Legio Astraman quickly became known for during the Great Crusade, bred a Titan Legion capable of overcoming the numerous threats they faced. Lastly, the Magi of Graia laboured for centuries to construct a network of orbital platforms around the Forge World, each bristling with weapons while offering additional residential and research capacity, should it be required. This network became known as the Crown of Graia and served to alleviate the need for large numbers of Morning Stars god-engines to remain deployed in defence of the Forge World, allowing the Legio's strength to be focussed on Graia's more distant holdings. Thus, when the Great Crusade began its expansion into the Segmentum Pacificus, it found a prosperous Forge Empire defended by a Titan Legion of considerable size.

The strength of Legio Astraman ensured that initial contact between Graia and the Imperium was tense, for the representatives of the Emperor voiced concerns that any attempt to conquer the Forge Empire would be a protracted and bloody affair. It was with much relief to such individuals that Graia appeared willing to join the Imperium with minimal resistance and, in return for their service, the Forge Empire was granted feudal rights to an additional handful of star systems which the Imperium had already conquered. The rediscovery of Graia proved advantageous for the Imperium as the Titan Legion's god-engines were sorely tested in the decades following the Forge World's rediscovery. Expansion across the region of space that would eventually become known as the Belt of Iron saw the Imperium encounter many Forge Worlds of varying strength, some of which were protected by Titan Legions of their own. The first such world to be encountered after Graia was the Forge Empire of Valia-Maximal and the now-infamous Titan Legion known as Legio Laniaskara that defended it. Unlike Graia, the people of Valia-Maximal were not open to Compliance and opposed the Imperium with all their might. Though Valia-Maximal eventually fell, it did so only after a protracted campaign in which the Morning Stars and the Impalers inflicted considerable damage upon one another, which in turn inflicted irreparable damage upon the diplomatic relationship between the two Forge Worlds. Further conflict with dissident Titan Legions, such as Legio Venator, was not uncommon during the conquest of the two Segmentum, though it was not the sole war front on which Legio Astraman fought. Indeed, the Morning Stars soon earned themselves a name serving alongside the Raven Guard Legiones Astartes, thanks in part to the Titan Legion's overreliance on data-predictions to dictate their tactics which enabled them to proactively support the clandestine nature of the Raven Guard's tactics.

By the onset of the Horus Heresy, Legio Astraman was perhaps one of the foremost experts in fighting other Titan Legions, thanks largely to their participation in the conquest of various Forge Worlds, marking them out as a potentially significant threat in the war to come. Presuming the loyalties of Graia would be difficult to gain, emissaries of the Warmaster instead turned Valia-Maximal to their side, stoking the fires of resentment and placing the two Forge Worlds in direct opposition. When the latter publicly declared for the Warmaster, Graia found itself pulled into an escalating conflict with Valia-Maximal and Legio Laniaskara, leading to the recall of much of the Morning Stars' strength. Their numbers proved valuable following the eruption of full-scale war across the Belt of Iron. Over two-thirds of the strength of Legio Astraman was committed to the region and the resulting conflict, known as the Cataclysm of Iron, was to see hundreds of worlds devastated, with even Graia itself feeling the tread of Traitor god-engines when Legio Laniaskara fell upon the Forge World. What strength Legio Astraman held elsewhere in the galaxy soon found itself drawn into the deadliest conflicts of the Horus Heresy, including the chaotic maelstrom of the Beta-Garmon campaign. In the dark days following the fall of the Warmaster, it was the Morning Stars that discovered Valia-Maximal abandoned, the once-prosperous Forge World left barren save for the desecrated husks of those Morning Stars Titans that had fallen during the conflict, unable to be retrieved. Since that day, Legio Astraman has vowed to pursue Legio Laniaskara to the end of the galaxy, until such a time as its memory has been banished.

Materiel Strength

The strength of Legio Astraman benefited greatly from both the manufacturing capacity of Graia and the Imperium's need to sustain their numbers during conflicts with enemy Titan Legions during the Great Crusade, such as Legio Laniaskara and Legio Venator. To ensure that the attrition of such conflicts did not wear down the Morning Stars' numbers, over a dozen lesser Forge Worlds in close proximity to Graia were tasked with supplying Legio Astraman with materiel and, where possible, Titans. Through careful negotiation, this flow of resources was maintained until the outbreak of the Horus Heresy which saw the strength of Legio Astraman stand at 156 god-engines. Given the ancient status of the Titan Legion, several of these were of rarer classes including at least three Imperator Titans, of which one fell upon Urdesh and has yet to be rebuilt. Of the remaining Titans, the Morning Stars showed a preference towards the deployment of Warlord Battle Titans, with nearly half their number drawn exclusively from its ranks. The remaining god-engines utilised by Legio Astraman were split evenly between Scout class and Battle Titans, with numbers of both maintained at equivalent levels to ensure the Titan Legion could adapt to any situation.

LEGIO ASTRAMAN (MORNING STARS)

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 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 Legio Astraman 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 Legio Astraman 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 in 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 game, 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 game, 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.




Gräia



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.



House Moritain

Title: The Imperial Knight Household of Moritain

Household Grade: Tertius

Patent: Autonomous, Warrant of Ancient Domain and Arms (recognised 854.M30, ratified 861.M31)

Warden Domain: Ceamira

Allied Legions/Forge Worlds: Ties to Legio Astraman through bonds of replenishment and service with the Forge World of Graia

Allegiance: Fidelitas Tenax

Perhaps the most quixotic view of the honoured House of Moritain hails from the extensive records extracted from the now-defunct Remembrancer Order, which invested significant efforts towards the study and description of the Household's traditions and mien. Such views, though far from impartial, do much to highlight the Scions' reputation as warriors and scholars of equal repute. Adhered 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 those of warfare 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. Many a Remembrancer was quick to note the juxtaposition between the artistic and scholarly nature of House Moritain and the data-driven and cold logic of the Forge World of Graia and its people, who House Moritain were bound to following the rediscovery of the Knight World. Some spoke of the opposing demeanours as a merging of two aspects to complement one another, although other records attribute the bond more to the proximity of the world combined with the tenacious spirit that both the Knight House and Titan Legion possessed.

Within the Questoris Familia, the dual nature of House Moritain's Scions drew much disdain, most notably from those Households infamous for their violent dispositions. Some Knight Houses proved unkeen to share a battlefield with the Scions of House Moritain, believing its warriors' dalliances in philosophy and the scholarly arts to be a sign of weakness within the lineage of their bloodline. Little evidence exists to support such a view, for the record of conquest and victories held by the Household are extensive, its warriors having served dutifully within the Expeditionary fleets since the world of Ceamira was bound to the Imperium. It stands as public record that the central tenet of House Moritain, according to its own writ and word, stated that: *'A death in service to the defenceless is greater than a life in service to oneself'*. Indeed, many are the posthumous honours earned by warriors of Moritain, both those awarded by the Household and others who they served alongside, in recognition of the sacrifice made in their efforts to protect others.

Honoured Titles of Moritain

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. Documentarist Kyran Padorian, when given leave to study the annals of House Moritain, noted that many of the titles borne 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 74 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'*.

The onset of the Horus Heresy did little to change the demeanour of the Household, save that its warriors were filled with a fervour to preserve knowledge from the flames spreading across the galaxy. Much of House Moritain's strength was deployed across the Belt of Iron, its warriors taking to the battlefield in great numbers. In the face of such strife, House Moritain was to suffer greatly, for its warriors refused to leave innocent souls defenceless against even the most impossible of odds. In some ways, the idealistic manner and beliefs House Moritain displayed proved its greatest weakness in a time of treachery and bloodshed, with dozens of its warriors lost to a naive belief that all Traitors still possessed a measure of honour. By the end of the Horus Heresy, House Moritain was greatly diminished in number yet, to this day, its spirit still stands strong, viewing its losses as worthwhile for the lives they bought.

Materiel Strength

The status of House Moritain as a Tertius grade Household stems not from the Household's inability to support a substantial number of Knight armours but rather the stringent requirements placed upon prospective Scions. Few are the number of individuals who can bond successfully to a Throne Mechanicum, and fewer still are those with the scholarly talents expected of the Scions of House Moritain. During the Age of Strife, the slow depreciation of the Household's numbers saw a mass campaign of education overtake the world, resulting in the relaxation of rules dictating which bloodlines could serve within the ranks of the Household. Numbers taken two decades before the Horus Heresy placed the strength of House Moritain at 125 Knight armours, of which three-fifths were of Cerastus Knight design, including several Knight Atrapos in service to the Household's Seneschals. Evidence suggests that these numbers remained constant until the Warmaster's betrayal, with the lengthy process of House Moritain's recruitment preventing fast growth.

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 the skill to fell 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 lie dead amongst its foes.



House Moritain Acastus Knight Porphyrion

Tormenting Echoes Fated to be Recalled

At the onset of the Horus Heresy, *Tormenting Echoes Fated to be Recalled* was piloted by Scion Sylvarnyus Moritain. Renowned amongst her Household as a composer of six lauded symphonies and 13 villanelles, she remained an oddity within House Moritain for rarely taking a new name. During six decades of service in the Great Crusade she acquired only three new names, despite recording dozens of honours significant enough to be awarded a new title. Records indicate this stemmed from Sylvarnyus' belief that each new name should bear the weight of its deeds so future generations could see the depravity of war. *Tormenting Echoes Fated to be Recalled* saw frequent combat during the Horus Heresy while fighting across the Belt of Iron and, by the time the Warmaster fell, Sylvarnyus bore 17 new names, each a more painful reminder than the last.



Legio Praesagius

Title: The Praesagius Ordo Titanica

Militaris Grade: Secundus

Patent: Post-Unification, Martian Mechanicum

Warden Domain(s): Gantz (Forge World)

Cognomen: The True Messengers

Allied War Houses: Vornherr

Allegiance: Fidelitas Constantus

The Legio Praesagius were noble champions of the Imperium, a host of war engines of cataclysmic power which sought not only to destroy, but to inspire through pageantry, pomp and ceremony. Bedecked in secular finery, the Titans of Legio Praesagius were an enduring symbol of the righteous cause of the Great Crusade. Its Titan crews fought with a strict chivalric honour code which forbade the indiscriminate use of ordinance and collateral slaughter of human life, which they saw as unbefitting a true god-machine, instead favouring the precision duelling of individual Titans with worthy opponents. Through this method of warfare did Legio Praesagius seek to leave a functional realm in their wake, its cities intact and its peoples prosperous.

Given patent on Mars at the outset of the Great Crusade, Praesagius was one of the many Titan Legions born to support the Imperium's expansion. Scions of the storied and ancient Legio Gryphonicus, the Legio Praesagius was provided at their founding with a large complement of heavy Battle Titans, and were thus destined from their inception to become one of the grandest of the Titan Legions. They would walk time and again throughout the Great Crusade, forging their reputation not as brutes prone to indiscriminate destruction, but as warriors of precision who treated their allies with consideration and compassion, not as a currency to be spent in the brutality of war. For this they earned honours from the Officio Militaris, and earned the respect and trust of the Legiones Astartes, particularly the XIIIth Legion.

The Legio Praesagius first earned renown and glory at Tentrion, a prosperous foothold for the forces of the Great Crusade which linked the cradle of Imperium with the worlds of the galactic core. Valuable for its prodigious manufactoria and its many ancient and long-forgotten remnants of Mankind's earliest golden days amongst the stars, Tentrion's populace refused to yield their hegemony to the rule of the Emperor. Reports prepared by the most lauded of tacticians stated that the expected war against Tentrion would cost the Great Crusade millions of lives, exhaust its burgeoning resources and momentum and ravage the worlds of Tentrion beyond hope of repair. Were it not for the actions of Legio Praesagius, the Great Crusade may have floundered in its first moments.

When dispatched, the war council expected the Legio to inspire fear by bellowing fiery destruction upon the great cities of Tentrion. Instead, the Legio's Grand Master, Bohemond, and the other Titans of his maniple took to the field alone, far from the populous cities, and there laid a challenge of single combat at the feet of the mightiest war machines of Tentrion. After five days of arduous duelling with the mighty gun-crawlers of Tentrion, the Legio Praesagius stood victorious, proving its prowess and the Imperium's noble intent in a statement of supremacy which awed the denizens of Tentrion peacefully into the fold of Imperial Compliance. The Emperor Himself honoured Legio Praesagius after this incredible feat. For their courage and skill in turning an unfathomably costly siege into a grand and swift victory, He named them *"the truest messengers of His grand intent"*, a cognomen they proudly adopted forevermore.

Tentrion was but the first of a long roll of prestigious honours won by the Legio Praesagius. The brilliance of their Princeps and skill of their Moderatii became well-known throughout the Great Crusade, becoming the envy of many of their brother Legios. These rivals cursed them as cowards unable to face the realities of war; they accused the True Messengers of taking little risk and making few sacrifices for the Imperium, instead winning victories with showmanship and trickery to earn unjust accolades. Indeed, it could be said of the Legio Praesagius that they haughtily would not engage a foe if they could not do so without causing collateral damage, and would simply withdraw from the field if massed infantry were utilised by the enemy. While their detractors would decry such actions as timidity, the Titan Legion's own battle reports show that they honourably refused to be the cause of massed, casual slaughter.

Venerable and ancient Legios with much influence, such as the Legio Mortis and Legio Suturvora, came to hate proud Praesagius in time, for though they were larger and equally successful, they were not vaunted gloriously but rather haunted by rumour of unnecessary massacre and marred by a dark hunger for bloody atrocity. The petitioning and auspices of the Princeps of these jealous Legios saw the Legio Praesagius pitched time and again into awful conflicts every bit as mired in terror and brutality as any that the Collegia Titanica encountered. Though they were undaunted and emerged victorious from these awful wars, attrition wore away at the strength of the noble Legio, until they were no longer of sufficient strength to remain at the tip of the spear of the Great Crusade.

Hope was not lost, however, for in recognition of the Legio Praesagius' noble bearing and history of service with distinction, Roboute Guilliman, Primarch of the Ultramarines, invited the Legio to take up a new home within his realm of Ultramar on the Forge World of Gantz, an honour which the Legio accepted with solemn dignity. However, the Legio Praesagius did not tarry long upon their Warden world, staying only long enough to regroup and re-supply before demi-Legio forces were dispatched to the many border worlds of Ultramar. Ever the crusaders, the Legio Praesagius were entrusted with the scouring of the shadows at the edges of Ultramar, such that many more worlds could come under its banner and be equally prosperous given time.



At the dawn of the Horus Heresy, the might of Praesagius was called to war as a full Legio for the first time in decades. Mustering on Calth in a grand procession as they embarked upon their landing craft, they were betrayed by the Word Bearers Space Marines. Caught unawares, the majority of Legio Praesagius was ruthlessly destroyed in the opening salvo of treachery, as their dropships were blasted from near-orbit and their parade-ready Titans were ambushed by their erstwhile allies amongst the Legio Suturvora. It is a testament to the courage and discipline of the Legio Praesagius that, faced with such shocking catastrophe and brutal losses, they succumbed neither to panic nor disarray in the face of the onslaught.

Those of the True Messengers who remained active after the initial storm of firepower quickly recovered and mounted vital counter-attacks in support of the Ultramarines and Imperial Army regiments on Calth. Though they were diminished, the Legio fought bravely to the last in the hell-haunted ruins of Ithraca City as Calth's star died, ravaging the planet below. Every Titan of the Legio Praesagius on Calth sacrificed themselves in battle against the Legio Suturvora, allowing other loyal survivors to seek shelter and live to fight another day.

When news reached Gantz of the betrayal at Calth, the remainder of the True Messengers swore a Crusade of Iron against the Traitors rampant within the Five Hundred Worlds of Ultramar. Legio Praesagius, alongside their allies of the Legio Oberon and the Ordo Sinister, dispatched their maniples across the worlds assailed by the enemy, to hunt and to punish the Traitor Legios in dozens of brutal conflicts, and though they were few, every Titan tallied many times their own number in kills before being laid low. In the wake of this crusade, the remnants of Praesagius would not be content to limp back to Gantz, but once again began the effort of re-marshalling their strength, to join the Ultramarines on their long and difficult road to Terra.

Materiel Strength

In the early days of the Legio Praesagius, it was ranked as Primaris grade with over 300 god-engines to its name, and notably had a significant standing of heavy Battle Titans including Warlord, Imperator and Carnivore class god-engines. For much of the Great Crusade, it was rare for the Legio to be assembled in its entirety for war. Due to the great size of the Legio Praesagius, it was separated into demi-Legio battlegroups that encouraged a structure of dispersed command and reliance on the initiative of its Titan Princeps. This was the cornerstone of their many victories, for each Princeps was a respected commander and a veteran leader of battlegroups. By their time on Gantz, the Legio Praesagius' size was greatly diminished, numbering only 112 Titans at the time of the muster on Calth, of which most were Warlord and Reaver classes with seasoned veteran crews. In the tragic aftermath of Calth, and for much of the Shadow Crusade, a mere dozen Titans were all that would remain of proud Legio Praesagius.



LEGIO PRAESAGIUS (TRUE MESSENGERS)

Legio Trait: Pinpoint Accuracy
The True Messengers showed a distinct preference for precision weaponry, believing indiscriminate destruction was unfitting conduct for a true Titan Legion.

A Legio Praesagius player may re-roll the Location dice for attacks made by Legio Praesagius Titans when using a weapon's Long range – they must accept the second roll. They may not re-roll the Location dice if the attack was made with a Blast weapon that subsequently missed.

Legio Trait: Fluid Command Structure
Due to the great size of the Legio Praesagius, the Legio was separated into demi-Legio battlegroups that encouraged a structure of dispersed command and reliance on the initiative of its Titan Princeps.

If the Princeps Seniores of a Legio Praesagius maniple is destroyed, the player may choose another Titan from that maniple to designate as the new Princeps Seniores. The new Princeps Seniores follows all the rules for being a Princeps Seniores but has no Personal Trait. Only a Princeps Seniores chosen during battlegroup selection counts for the purpose of determining Victory points and other scenario effects.

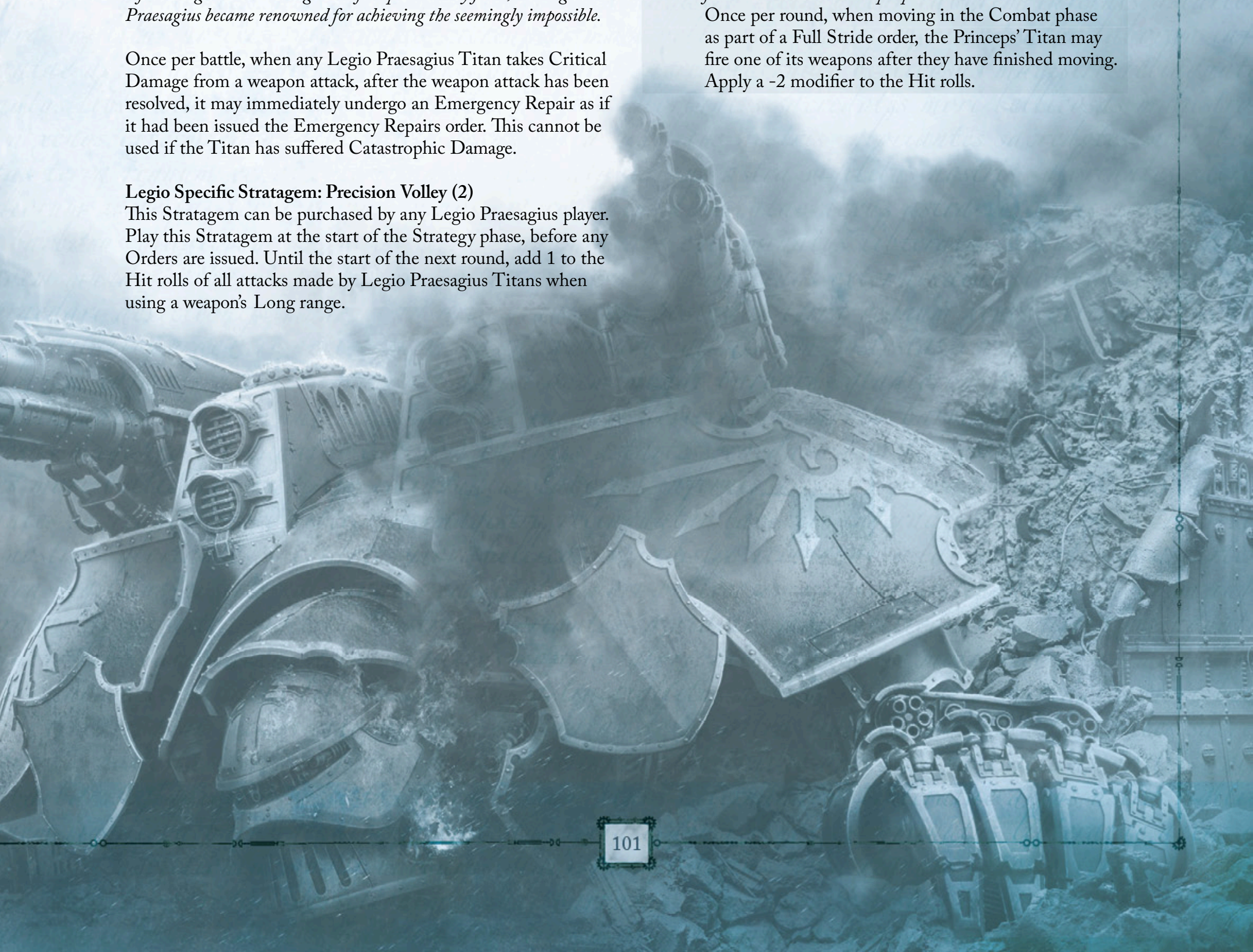
Legio Trait: Against the Impossible
Often assigned to the vanguard of Expeditionary fleets, the Legio Praesagius became renowned for achieving the seemingly impossible.

Once per battle, when any Legio Praesagius Titan takes Critical Damage from a weapon attack, after the weapon attack has been resolved, it may immediately undergo an Emergency Repair as if it had been issued the Emergency Repairs order. This cannot be used if the Titan has suffered Catastrophic Damage.

Legio Specific Stratagem: Precision Volley (2)
This Stratagem can be purchased by any Legio Praesagius player. Play this Stratagem at the start of the Strategy phase, before any Orders are issued. Until the start of the next round, add 1 to the Hit rolls of all attacks made by Legio Praesagius Titans when using a weapon's Long range.

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

D3	Personal Traits
1	**Noble Legacy:** *The Princeps was there at the start of the Great Crusade and still upholds the promise that the dream of humanity will one day be achieved.* If the Princeps' battlegroup does not have a Tertiary Objective (as part of a Stratagem or Mission), it gains the Eternal Bastion Tertiary Objective. A battlegroup with this objective earns 5 Victory points at the end of the game if their Princeps Seniores' Titan was not destroyed or Structurally Compromised.
2	**Natural Commander:** *The Princeps is able to quickly assess the ebb and flow of battle, directing the engines under their command with ease.* If the Princeps' Titan rolls a 9 or 10 for a Command check made when issuing Orders, they may issue the same Order to any or all of the Titans in their maniple (provided they do not already have an Order) without the need to make a Command check.
3	**Crusader:** *The Princeps is a true believer in the crusading spirit of their Legio, adhering to a doctrine of marching forwards with relentless purpose.* Once per round, when moving in the Combat phase as part of a Full Stride order, the Princeps' Titan may fire one of its weapons after they have finished moving. Apply a -2 modifier to the Hit rolls.



Legio Praesagius Warlord Battle Titan

Auric Pegasus

Commanded by Master-Princeps Rhiko Trieste, a veteran warrior respected by her peers, *Auric Pegasus* saw its finest moments upon the surface of Calth. Taking command of the scattered elements of Legio Praesagius after the felling of the *Arutan*, Trieste issued her first, and final, command as mistress of the Titan Legion. Nine Warlords, *Auric Pegasus* amongst them, charged at the centre of the Fire Masters' line, buying time for the surviving True Messengers to withdraw into Ithraca City. Now known to the annals of the Collegia Titanica as the Nine Paragons of Ithraca, of these nine Warlord Titans *Auric Pegasus* was reportedly the last to fall, the severed and crushed head of an enemy Reaver Titan clenched in the god-engine's fist.



Legio Praesagius Warbringer Nemesis Titan

Sonitus Iustitiae

A relic of a forgotten war, *Sonitus Iustitiae* once belonged to a now-extinct Titan Legion, having fallen silent during the Age of Strife and remained lost until Explorator fleets found its remains upon the dead world of Kelossi VI. Painstakingly revived, it remained in the war vaults of Konor for nearly two centuries, awaiting the call to battle. When Legio Praesagius sought a renewal of their lost strength, *Sonitus Iustitiae* was awakened for the first time in millennia, the dolorous boom of its guns the herald of grim vengeance.

House Vornherr

Title: The Imperial Knight Household of Vornherr-Luhnborg

Household Grade: (Pre-Calth) Primaris; (Post-Calth) Mors Obselarus

Patent: Autonomous, Warrant of Ancient Domain and Arms (recognised 817.M30, ratified 841.M30)

Warden Domain: Luhnborg System, de facto rights to local stellar group under review.

Cognomen: (Pre-Calth) the Luhnborg Uhlanii, the Bloody Dukes; (Post-Calth) The Black Lancers.

Allied Legions/Forge Worlds: Ties to Legio Tempestus and Legio Praesagius, bonds to Accatran and Konor Forges.

Allegiance: Fidelis ad Mortem

By the onset of the Horus Heresy, the Knight Scions of House Vornherr, known also as the Knights of Luhnborg-IX, were renowned across the Ultima Segmentum as honourable warriors of pristine reputation that had long served with distinction during the Great Crusade. In numbers of war engines alone, House Vornherr stood amongst the greatest of Houses within the region, and in bearing stood the most aristocratic of all their class. Chronicles penned by the hands of Vornherr scholars claim that it was through strength of arms and valorous spirit that the Household emerged from the Age of Strife greater than before. Such tales speak of a millennia-long conflict against rival Knight Houses, all of which sought dominion over the Luhnborg system from which House Vornherr hails. Records make mention of heinous acts committed by such rivals, whose names and history stand unrecorded and lost to time, leaving only the account of House Vornherr to verify if the eradication of the warring Knight Houses was truly necessary; this act is perhaps the sole black mark upon the reputation of the Household.

Upon aligning itself to the Great Crusade, House Vornherr took its place amongst the 12th Expeditionary Fleet, the skill and prowess of the Knight House proving indispensable in many of the fleet's great victories. The most fateful action for Vornherr, one that would bring great prosperity, and eventually doom, to the House, came during the First Scouring of Jardingris. It was on that grave-world, under the baleful light of its black sun, that the Household first took to the field of battle alongside the Primarch, Roboute Guilliman. A hundred Knights were lost in that bitter conflict and, upon its conclusion, the Duke of House Vornherr bent the knee to the Primarch, pledging his House to fight alongside the hosts of the Five Hundred Worlds until death. Though circumstances would draw the warriors to battle under other Primarchs, including the Primarch Magnus upon Sophias-Mors and Dorn at the Delta-Arbuthnot Landings, the House would hold none in such high regard as the Lord of Ultramar. The oath sworn upon Jardingris would bring much recognition to House Vornherr and it was this that saw several hundred of its Knights dispatched to muster at Calth.

Such loyalty was to be unjustly rewarded. Gathered upon Calth on the muster field at Platia City, House Vornherr awaited landers to ferry the Knights to orbit and the supposed war with the xenohold of the Ghaslakh Empire. Instead, a single devastating orbital barrage rained death down upon the Vornherr, ensuring that none would leave Calth alive. All that remained of the majesty of the Household was a few dozen aging barons garrisoned within their holdings on Luhnborg-IX. When, at last, word of the fate of those of Vornherr that had joined the Calth Conjunction reached the home world of the Household, all knew it must surely spell the end of the ancient House. Though some amongst the Household's number sought the means to rebuild its legacy, most swore new oaths – to avenge the fallen duke at any price and, in so doing, boldly go to their doom.

Materiel Strength

Upon taking its place alongside the crusading hosts of the 12th Expeditionary Fleet, House Vornherr was allotted a nominal Household grade classification of 'Primus Belicosa', a rating that recognised the very high number of Knight armours the House was able to field. Further investigations into the matter yielded very little, for the masters of House Vornherr would not allow the assayers to make a full account of their arsenals. All that could be estimated was that the 500 or so Knight armours fighting with the 12th Expeditionary Fleet represented the upper level of available Knight Scions, but many more armours were stasis-sealed within the House's inner armoury vaults. The Household was able to commit a wide range of armour types to the field of battle and, unlike many other Knight Houses, the Vornherr deployed their Knights into broadly homogenous wings, the largest number of which were generally equipped with Questoris class armours. The duke himself favoured an ancient suit of Cerastus Knight Acheron armour called *Surcease of Sorrow* and he was ever attended on the field by a veteran Life Guard formation equipped with Cerastus Knight Castigator suits. On the eve of the Calth Conjunction, as House Vornherr mustered for review by its Grand Master, Duke Bhaevenwulf, it was numbered at almost 600 Knight armours and thus rated as the largest Knight House known to be operating along the entire Eastern Fringe. Less than a day later, the Word Bearers would erase that honour, along with the entire southern island city chain where they were mustered.

Household Specific Knightly Qualities

A House Vornherr 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	**Survivalist:** *The Seneschal and their retinue have survived countless horrors, refusing to fall no matter their injuries.* Whenever a model from the Seneschal's Banner would be destroyed due to a weapon attack, roll a D6. On a 6+, the model is not removed and the effects of the hit are discarded. Whenever the Seneschal would be removed as a result of a Targeted Attack, the Seneschal is saved by the sacrifice of one of its Knights on a 4+ instead of a 6 (see page 38 of *Adeptus Titanicus: Doom of Molech*).
2	**Unto Death:** *The Seneschal has made oaths of allegiance and will honour them until their dying breath.* Whenever a model from the Seneschal's Banner is destroyed, they may immediately make an attack with one of their weapons. If a model is destroyed due to a weapon attack that dealt more than one hit, resolve all these hits first before resolving any weapon attacks from destroyed Knights.
3	**Legend:** *The Seneschal is an awe-inspiring figure within the House whose example all Knight Scions strive to follow.* Friendly Banners with at least one model within 3" of a model from the Seneschal's Banner cannot be Shaken (this does not affect the Seneschal's Banner). This Personal Trait has no effect if the Seneschal's Banner is Shaken.



House Vornherr Cerastus Knight Castigator

Nepenthes

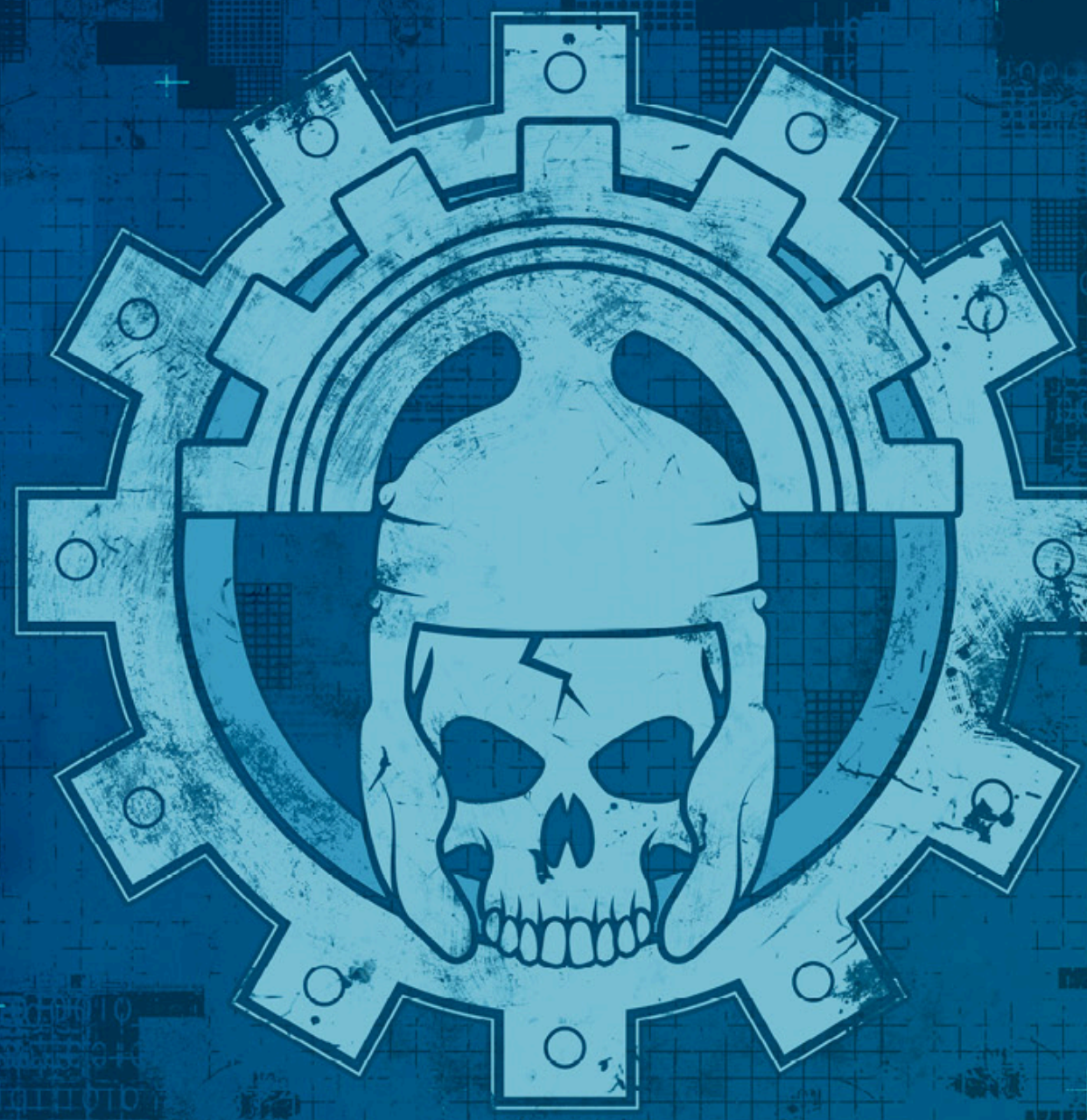
Nepenthes was the armour of Knight Scion Ulas Karn, a kinsman of Grand Master Duke Sorvak Bhaevenwulf of House Vornherr, and a senior member of the lord's elite Lifewatch phalanx. As befitting of its station, *Nepenthes* was rarely seen more than a dozen strides from *Surcease of Sorrow*, the Duke's own Knight, and the remains of both were recovered in the aftermath of the Battle of Ithraca. As with many suits recovered from Calth, it was painstakingly rebuilt by House Vornherr Sacristans and daubed in black in recognition of the doom visited upon the Household.



House Vornherr Cerastus Knight-Acheron

Surcease of Sorrow

One of the oldest and most potent Knight armours in the service of House Vornherr, the *Surcease of Sorrow* belonged to Duke Sorvak Bhaevenwulf himself and he had inherited it from his father, Duke Khorvun. The armour bears several key examples of Duke Sorvak's personal heraldry, of particular note the icon of the White Scars Legion, which the Vornherr served alongside during the First Kolarne Circle Compliance. The wounds inflicted upon *Surcease of Sorrow* during the Battle of lthraca were left untended and the armour itself displayed with prominence within the Household's fortress, a reminder of the vengeance owed to all Traitors.



Legio Fortidus

Title: The Legio Fortidus Ordo Titanica

Militaris Grade: Secundus

Patent: Pre-Imperium. Martian Mechanicum

Warden Domain(s): Mars (Forge World), Bokiicatau (Legio Outpost), Molech (Legio Outpost)

Cognomen: The Dauntless

Allied War Houses: Knight Houses of Molech, Taranis, Zavora

Allegiance: Fidelitas Constantus

The exact date of Legio Fortidus' founding, along with events that saw the bestowment of the cognomen 'The Dauntless' upon the Titan Legion, is but one of many pieces of knowledge lost over the course of the Red Planet's history. That it was forged during the Age of Strife remains the sole concrete truth, for the Dauntless stood guard over Mars when the Emperor forged His pact with the Mechanicum, one amongst many Titan Legions bound to the planet. What little that can be gleaned from scattered records collated during the Age of Strife tells of a Titan Legion unwilling to bow before impending doom. Indeed, the strength of Legio Fortidus has both waxed and waned, the Titan Legion brought to the edge of extinction numerous times during the long millennia of warfare yet never truly broken upon the anvil of war before the coming of the Imperium.

Upon the departure of the Great Crusade from the Sol System, Legio Fortidus was tasked with securing the power of Mars across the wider galaxy. Though the industrial capability of Mars was great, the ever-expanding demands of the Great Crusade ensured that even the Red Planet proved incapable of sustaining the many Titan Legions that had once walked upon the red sands. To this end, the Grand Master of Legio Fortidus was given leave to claim feudal rights upon distant worlds in Mars' stead along with the resources needed to construct functional outposts capable of sustaining a warring Titan Legion, or the means to acquire such provisions. This move served dual purpose, relinquishing Mars from its duty in sustaining the Dauntless yet serving to expand, through proxy, the holdings of the Red Planet with each world Legio Fortidus claimed. In this way, Legio Fortidus remained bound to Mars, each new outpost they claimed seen as nothing more than a far-flung corner of the Red Planet.

Unable to call upon the near-boundless resources of their home world, Legio Fortidus sought out new means of supply, dividing into numerous autonomous battlegroups that served at the forefront of the Great Crusade. With the Warmaster's appointment, Legio Fortidus had spread far and wide, having claimed outposts on nearly a dozen worlds, each one capable of maintaining a portion of Legio Fortidus' numbers, including the Knight World of Molech and the industrial world of Bokiicatau. In strength, the Dauntless had only grown, yet many of its Princeps were Dauntless in name only, having never looked upon the red sands of its founding world nor witnessed the gathered might of Legio Fortidus. When circumstances contrived to bring together disparate elements of the Titan Legion upon the battlefield, each battlegroup proved profoundly divergent from one another, its practices and methods of war influenced by the decades of separation from the core principles of Legio Fortidus. Fearing extinction through disunity, those Dauntless Princeps who still remembered a day before the coming of the Imperium, when Legio Fortidus had stood as wardens of Mars, proclaimed a new tradition: each decade, should the demands of war allow, a portion of Legio Fortidus from each scattered fragment would gather on Mars within the fabled halls of the Titan Legion's ancient fortress. There, in a show of brotherhood and unity, the Princeps would share news of the Titan Legion's triumphs and losses from across the galaxy. In turn, such tales would be retold to those Princeps who could not return, instilling a measure of unity across the stars. This vision of newfound unity was to be broken in the cruellest of manners, for as the Princeps of Legio Fortidus gathered on Mars, the treachery of the Fabricator General was revealed. In a single moment, Legio Fortidus was dealt a seemingly mortal blow, the reactors of each Titan assembled within the fortress of the Dauntless overloaded by bursts of scrap code, reducing the fortification to rubble and slaying all of Legio Fortidus upon the Red Planet with it. Thus was Legio Fortidus condemned to a slow extinction.

When news reached the distant outposts of Legio Fortidus of the fall of their most seasoned commanders and the destruction of the Titan Legion's most ancient god-engines, it is said that only rage could fill the void such a loss left behind. Devoid of aid from both Mars and other Dauntless battlegroups, each pocket of Legio Fortidus became, in its own eyes, the sole survivors of the Titan Legion. Reliant on small outposts, well-developed as they were, few such battlegroups were capable of sustaining the losses the Horus Heresy would bring, yet retreat and isolation was not a notion entertained by any amongst the Titan Legion. On a dozen worlds across the galaxy, the god-engines of Legio Fortidus forged a fearsome name for themselves, displaying a distinct lack of care for their own wellbeing, as if death, be it the Traitors' or their own, was the sole goal of the Titan Legion's Princeps.

Materiel Strength

Before betrayal dealt it a grievous blow the strength of Legio Fortidus was well-recorded, with data collated from the numerous outposts of the Titan Legion noting 127 active god-engines of varying classes and sizes in service to Legio Fortidus. Of these, over a third were Warlord class Battle Titans, with the remaining god-engines made up of other Scout and Battle Titans, as well as several Imperator and Nemesis Titans within their ranks.

The outbreak of the Horus Heresy saw this number vastly diminished, and the true cost of betrayal may never be known. What is clear is that the Death of Innocence, the name given to the revelation of treachery upon Mars, destroyed 53 god-engines and claimed the lives of the majority of the Titan Legion's greatest Titans. The catastrophe upon Mars was not the only act of betrayal to bring disaster to Legio Fortidus, for two recorded instances tell of Mechanicum fleets ferrying Dauntless Titans laid to waste when the guns of presumed allies were turned upon the vessels. Following such losses, Legio Fortidus could call upon an estimated 40 god-engines though these numbers were located across the galaxy and incapable of joining together. Furthermore, there proved a lack of consistent supply in order to arm the Dauntless battlegroups and replenish their numbers, resulting in significant deviations from standard tactical patterns laid down within the Collegia Titanica's charters. The most notable adaptation forced upon Legio Fortidus was the abandonment of the conventional Titan warfare role, with the varying battlegroups forced to deploy certain Titan classes in roles they were not designed for, such as utilising Reavers and Warlords as vanguards in the absence of Warhounds or other Scout Titans.

Legio Titanica Warhound Pattern Scout Titan – Late Great Crusade Era

Mars Pattern Plasma Reactor ('Ioke' subtype)
Tech-Priest and Servitor Clades of three to seven mono-tasked units

Mars Pattern Void Shield Projector Nodes (Aeolis Mons Forge sub-type)
Status: Primus grade machine cannon [Archive 22.794/z]

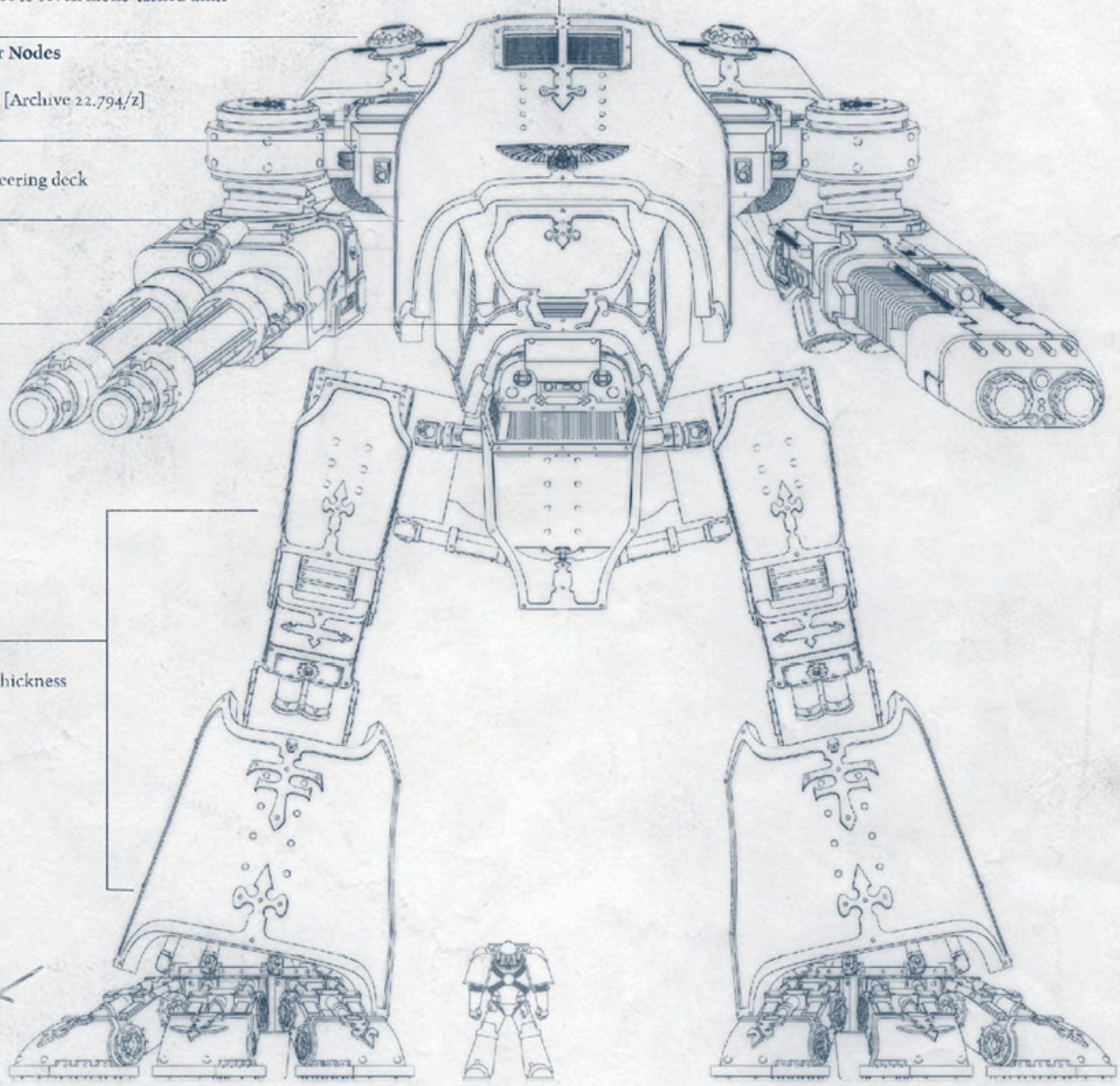
Limb Weapon Mounting Point
Weapons Moderati in aft-left of engineering deck

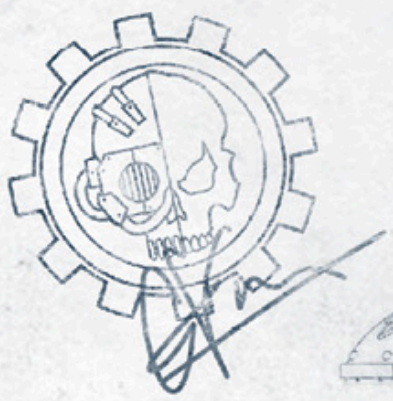
Upper Carapace
Capitalis Minoris grade ceramite/ plasteel composite armoured plating

Armoured Head
Princeps and two Moderati (Steersman and Navigator)

Mars Pattern Warhound Titan Turbo Laser

Frontal Armour Plating
Ceramite/plasteel composite 10"-16" thickness





RESTING HEIGHT 17.08 M.	**Warhound Scout Titan Mars Pattern** MK.XX ROVON-TASS CONFIGURATION				SCALE CLASS GRANDIS	
GRADED MASS 11/406RG					REACTOR OUTPUT Primary: 312.9K Secondary: 207.2K	
Height and mass non-inclusive of weaponry and munitions stock	CONVENTUS COMPLEMENT Crew: 4 – 5 Clade: 4 – 7		BERTHING GAUGE Breadth: 18.4m><19.9m Clearance: 20.4m><22.7m		SHIELDING GRADE 122/Δ2/X	RAD EX-LOAD 06-Fatalis
TREAD RATING 1,143.6{34}	ANIMA INTEGRITY 86R – *firmus*	MAX. REC. PATROL 112D^{SID}	WX 10	LONGINUS 3sta/7	AESCAPULIS APPR. 28B.099//Ω	AUTOCENSUS REGISTERED BY Magos Egax // 116 424.M32

LEGIO FORTIDUS (DAUNTLESS)

Legio Trait: Children of Mars
Legio Fortidus is among one of the oldest of the Titan Legions and rightly proud of its heritage. Even those who had never laid eyes upon the red sands of their home world stood firm in the face of danger, the glory of Mars theirs to uphold.

Legio Fortidus Titans never suffer penalties to their Command checks and may ignore effects that force them to re-roll successful Command checks. Knight Banners bonded to Legio Fortidus may re-roll Command checks to avoid becoming Shaken provided they are within line of sight of at least one friendly Legio Fortidus Titan.

Legio Trait: Lost Sons
With the majority of their Legio destroyed, the surviving Princeps Seniores of the Dauntless were forced to become more flexible in their tactics and use whatever Titan assets they could call upon to aid them.

A Legio Fortidus battlegroup may alter one of the mandatory Titan components of any of its maniples, exchanging this mandatory component for a Titan of Scale 10 or lower. Note that for the purposes of the maniple's rules, the replacement Titan does not count as the Titan type it is replacing.

Legio Specific Stratagem: For the Red Planet (2)
Conviction in their cause drives the Princeps of Legio Fortidus, and when needs must, they could throw off the distracting pains of the MIU and force their Titans to respond to their commands no matter the damage they might suffer.

This Stratagem can be purchased by any Legio Fortidus player. The Legio Fortidus player may reveal this Stratagem when activating a Titan. Until the beginning of the following game round, the Titan ignores the damage effects of Critical Damage to its Head, Body or Legs, as chosen by the player when the Stratagem is revealed.

Legio Specific Stratagem: Red Skies (1)
Such was the wound inflicted on the Dauntless by the Traitors that its Princeps were often more than willing to sacrifice themselves if it meant grievous injury could be dealt to the followers of the Warmaster.

This Stratagem can be purchased by any Legio Fortidus player. The Legio Fortidus player may reveal this Stratagem when one of their Titans suffers a Magazine Detonation or Catastrophic Meltdown result on the Catastrophic Damage table (see the *Adeptus Titanicus* rulebook). When resolving the Catastrophic Damage effects, add 5 to the Titan's Scale.

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

D3	Personal Traits
1	**Broken by Treachery:** *The Princeps has become filled with despair at the destruction of their kin, seeking out the largest among the enemy so they might bring them down or meet their own end.* Once per round, when targeting a Titan with a Scale equal to or greater than the Princeps' own Titan, you may re-roll the Hit dice. Note that in the case of attacks with multiple dice rolled, all of the dice must be re-rolled or none of them.
2	**Immortal of Mars:** *Arrogance drives the Princeps, who believes they were spared the betrayal on Mars by divine providence, and that they cannot die.* The Princeps counts the effects of Critical Damage to their Titan's Head as one level lower than it is (i.e., Moderati Wounded and Princeps Wounded counts a Moderati Wounded and MIU Feedback, while Moderati Wounded and MIU Feedback counts only as MIU Feedback, while MIU Feedback alone is ignored).
3	**Soldier of the Crusade:** *The Princeps is the commander of a self-contained Great Crusade battlegroup, of the Legio but apart, and able to call upon its own devoted supporting units.* Before forces are deployed, when choosing Stratagems, the Legio Fortidus player gains +1 Stratagem point if one or more Princeps with this Personal Trait is present in the force.



Legio Fortidus Warlord Battle Titan

Bastion of Sorrow

Scattered across the galaxy and heavily depleted after the Schism of Mars, many Fortidus battlegroups firmly believed they were the only survivors of their ancient Order. Many Princeps underwent marked changes because of this. The Princeps of *Bastion of Sorrow,* shown here during the later years of the Great Crusade bearing its old title '*Defender of Dawn*', became so focused on avenging the wrongs dealt to their Legio, they altered their Titan's name and sacrificed some of its long range firepower for weapons better suited to deliver its vengeance directly.



Legio Fortidus Warhound Battle Titan

Valour of Mars

Originally conceived as scouts and skirmishers, catastrophic losses saw many Warhounds pushed into roles normally reserved for their larger brethren. Depicted here during the defence of Lupercalia, the *Valour of Mars* is noted for utilising tactics deemed hazardous by many observers. Leading a squadron of Warhounds similarly armed with weapons that taxed the smaller reactor of the Titan, *Valour of Mars* led numerous sorties through the ruins of Lupercalia that proved instrumental in driving the Traitors from the world.



House Vyronii

Title: The Ancient and Resolute Order of the Knight House of Vyronii
Household Grade: Secundus

Patent: Autonomous, Warrant of Ancient Domain and Arms (recognised 891.M30, ratified 904.M31).

Warden Domain: Damaetus III/II, de facto system rights recognised upon Compliance.

Cognomen: Wardens of Felweather, 'God-eaters' (informal, self-referential).

Allied Legions/Forge Worlds: No formal bonds, reciprocal ties established with the Forge World of Mezoa.

Allegiance: Fidelitas Tenax

One of the most ancient Knight Houses based in the Segmentum Obscurus, House Vyronii had long sacrificed the lives of its Scions in defence of Damaetus III/II against the Mitu Conglomerate during the Age of Strife. Eventually, House Vyronii stood upon the precipice of destruction, believing it was the sole enclave of humanity amongst the ruins of a galaxy overrun by foul xenos. This notion was disabused when the warriors of the Ist Legion, the Dark Angels, descended upon the world of Damaetus to bring word of the Imperium of Mankind. Before the fury of the Great Crusade, the Mitu Conglomerate was found wanting and, though House Vyronii was denied the vindication of victory against the ancient foe that had laid waste to entire generations of Damaetus, its Scions pledged allegiance to the Imperium, seeking to repay a debt of liberation they believed could never be matched.

Millennia of isolation and self-sufficiency had bred an undercurrent of distrust amongst the nobles of Vyronii and, though they fought with distinction and gained much honour for their deeds, they quickly gained a reputation for melancholy and withdrawn reserve amongst their peers. During a period of assimilation and rebuilding, where much of the Household's warriors were away fighting, the world of Damaetus received delegation after delegation. Such envoys were from the domains of the Mechanicum, including Forge Worlds such as Mezoa, which were in close proximity to the Knight World, and distant holdings, such as the illustrious worlds of Lucius. All desired that the House swear themselves as feudal subjects and, in return, offered to replace the ancient and oft-repaired Knight armours with newly-minted war machines of more advanced and potent classes. These would-be benefactors desired more than service though, for they coveted the ancient crystal data-stacks buried beneath Felweather Keep, the principal stronghold of House Vyronii. Scornful of the undisguised avarice of some and the strange dogma of others, Grand Master Jahk of House Vyronii sent the envoys from his court on the pretext of pondering their many solicitations. Even as he considered the future of his Household, the conflicts his warriors fought in across the stars earned the House untold glories and an ever more pressing need to replace those Knight armours lost in battle. Expediency demanded that Jahk make a choice and he settled upon the Forge World of Cyclothrathe, whose offers of materiel aid had been by far the most generous of those received. Alas, the year of his choosing was 005.M31, and the galaxy would plunge into civil war.

The delegation from Cyclothrathe sent to perform the act of bonding between the Knight World and Forge World was not one bearing gifts but a strike force, loyal only to the Warmaster. If not for the desperate bravery of Gios, son of the Grand Master, who risked life and limb to bring warning of betrayal to the assembled might of House Vyronii, the Warmaster's allies would have claimed victory through treachery and deceit. Even with warning given, the Knights of Vyronii faced the most desperate battle ever fought on Damaetus against the warriors of Cyclothrathe and House Ærthegn Knights. Nearly a quarter of the Vyronii fighting force was broken that day in a battle that claimed the life of Grand Master Jahk. Those that survived swore bitter oaths of vengeance against the Forge World, yet the depleted strength of House Vyronii stood little chance against the might of a Mechanicum holding. From the greater Imperium, aid was not forthcoming and it was only upon the Forge World of Mezoa that House Vyronii found its outrage echoed and answered. In haste, a pact with Mezoa was hastily agreed, although Vyronii would not give up their independence in formal submission even when faced with the very real threat of destruction. When war once more came to the doorstep of Damaetus, the allegiance of House Vyronii had long been decided, its warriors standing bloodied yet resolute amongst the ranks of the Loyalists.

Materiel Strength

Following the betrayal of House Vyronii by the forces of Cyclothrathe, the Knight House was grievously understrength. Its numbers stood at just below 100 operational Knight armours, predominantly of the Cerastus and Questoris classes. As a consequence of the former Grand Master's reluctance to forge bonds with the Mechanicum, few of its ancient armours had been replaced and almost every one remaining was a relic of the Dark Age of Technology and a veteran of the wars of the Age of Strife, repaired and rebuilt countless times. A limited re-armament was received after pacts were agreed with the Forge World of Mezoa, but even this did little to pull back House Vyronii from the precipice of extinction. For the entirety of the Horus Heresy, and the years of war that followed, the survival of House Vyronii was far from guaranteed, and the losses it suffered may still condemn the Household to a slow death.

Household Specific Knightly Qualities

A House Vyronii 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	**Independent Spirit:** *Though loyal to the Imperium, the Seneschal believes all should rule over their own actions to achieve true greatness.* If a Banner within the Seneschal's Lance fails a Command check when an Order is issued to it in the Issue Order step of the Strategy phase, Orders can still be issued this phase. Command checks must still be made for other Banners. Any Banner that fails a Command check cannot subsequently be issued an Order via Lance Orders.
2	**Resolute:** *The Seneschal believes no cause is truly lost while a single Knight Scion remains upon the field.* When making a Command check to see if they become Shaken, all Banners within 12" of the Seneschal add 1 to the result. In addition, the Seneschal's Banner can never be Shaken.
3	**Lord of Felweather:** *The Seneschal was there when their supposed allies brought betrayal in place of friendship, and holds a burning hatred for the Traitor forces.* The Seneschal may issue Charge orders to Banners within their Lance without the need to make a Command check. However, if a Banner within the Seneschal's Lance fails a Command check when being issued with any other Order, it does not act on its own initiative; instead it must act under Charge orders.



House Vyronii Questoris Knight Paladin

Artemisia

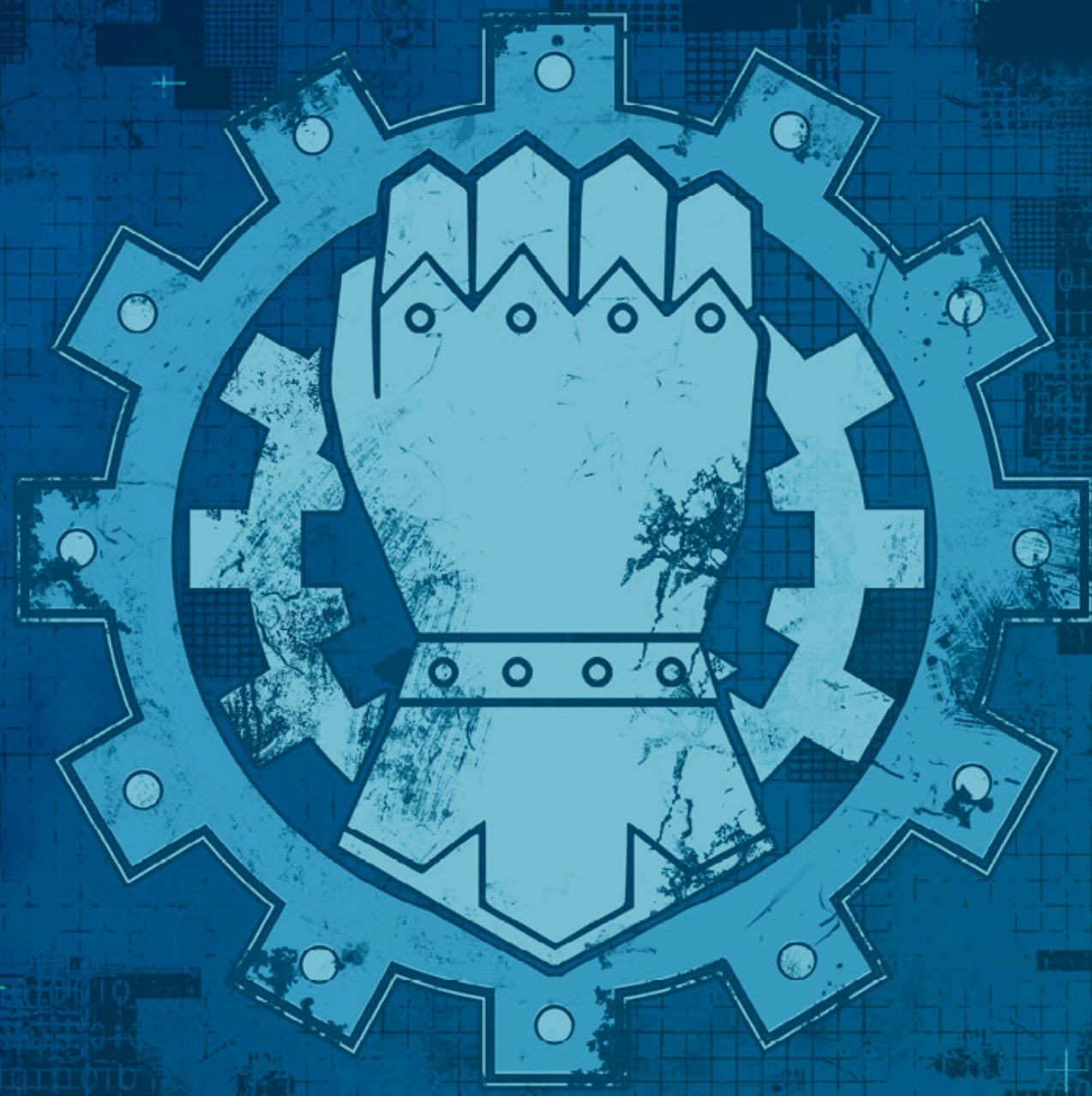
A veteran of the war in the Coronid Deeps, the *Artemisia*, along with two dozen of its brethren, were redeployed to Ultramar during the final months of the Crusade of Iron. Owing to disruption in both communication and Warp travel, *Artemisia* was not to see battle until the final confrontation upon Drooth II, taking part in the landing to reinforce those engaged upon the planet. As the Knights disgorged from their landing craft they found themselves assailed by malign entities, and it was there *Artemisia* was to fall, although the nature of the foe has since been stricken from records.



House Vyronii Cerastus Knight Lancer

Apsinthos

The favoured armour of the House Vyronii Scion Elsbet Vorr, *Apsinthos* is known to have participated in the charge against the Traitor Legio Tempestus Reaver class Battle Titan *Raxvalian* at Hive Ilium during the Fall of Manachea. Though successful in laying low the mighty *Raxvalian*, the fate of *Apsinthos* and Elsbet Vorr remains unknown, but it is likely her mortal remains are entombed within the rubble of the shattered hive.



Legio Crucius

Title: The Legio Crucius Ordo Titanica

Militaris Grade: Primus

Patent: Pre-Imperium, Ryzan Mechanicum

Warden Domain(s): Ryza (Forge World), Molech, Tassandar V, Zerindal

Cognomen: The Warmongers

Allied War Houses: No notable allies Pre-Heresy; Sidus, Taranis, Zavora

Allegiance: Fidelitas Constantus

Amongst the echelons of the Cult Mechanicus, Ryza, founding world of Legio Crucius, stood second only to Mars in power and prominence by the end of the Great Crusade. Located within the Ultima Segmentum, its position was secured by both its raw manufacturing power and its tactical location, which leant great aid to the Great Crusade's efforts to expand towards the galactic east. Above all else, Ryza possessed both unparalleled expertise in the engineering and production of plasma technology and a Titan Legion which, at its zenith, rivalled the power of the Triad Ferrum Morgulus in size and strength.

This history of Ryza before the coming of the Imperium is well-documented, for its archivist-magi were supremely diligent in their work. Though the Age of Strife had brought many trials to Ryza and its people, they had weathered them all and emerged from the other side greater for it. In the centuries following the colonisation of Ryza, a sect of the Mechanicum quickly grew in power, becoming known as the *Omnissiah Igvita*, literally the '*Life Blood of the Omnissiah*'. It was the Igvita that drove the planet's focus towards plasma technology, believing that plasma was the lifeblood of the Omnissiah Himself and, through its usage, the people of Ryza were bestowed a measure of His power. In time, the Omnissiah Igvita became ingrained within the culture of Ryza with many of the sect's most ardent followers modifying their forms to incorporate some measure of plasma technology. By the time of Ryza's rediscovery, the Forge World had built an empire that spanned numerous star systems and the Omnissiah Igvita was hailed as the primary motive force behind such glory. No more evident is the influence of the sect than in the initial communiqués dispatched by Imperial emissaries sent to the Ryza upon first contact, with one delegate noting in her report that *"Their passion burns hotter than a furnace… like many of their ilk, they are esoteric and strange, none more so than those that have shackled the stars within their hearts"*. Thus was born the title '*The Furnace of Shackled Stars*', an honorific that has held to this day.

Though agreement between the Imperium and Ryza was reached with little issue, there were those amongst the Cult Mechanicus, especially within sects native to the Red Planet, who noted with much trepidation the substantial resources and knowledge Ryza claimed as its own. Attempts to allay those suspicions, in the form of shared schematics for improved plasma drives and other similar innovations, were only partially successful for, like all forge Worlds, Ryza hoarded its most precious knowledge, shielding it from the prying eyes of outsiders. Concerns escalated as the Great Crusade progressed, for the strength of Legio Crucius continued to expand, fuelled by the extensive manufacturing capacity of Ryza. Indeed, the strength of Legio Crucius was not contained solely to Ryza and the Warmongers eagerly sought out new worlds over which they could claim feudal rights. So it was that, by the outbreak of the Horus Heresy, Legio Crucius had laid claim to nearly two dozen outposts, each representing a significant forge-fortress garrisoned by a dedicated battlegroup of god-engines tasked with the defence and prosperity of their charge.

While suspicions towards Ryza's growing power no doubt stemmed, at least in part, from a desire to control the Furnace of Shackled Stars and its resources, in hindsight, there was some validity in them. Amongst the Expeditionary fleets in which they served, Legio Crucius were famed as planners and forward thinkers, renowned even among the exacting war-logic of the Mechanicum for their prowess in strategy and contingency planning. Having observed the methods enacted by Forge Worlds such as Phaeton to avoid the displeasure of Mars, and the anger such a move generated in response, it became evident to many amongst Legio Crucius that a time would come when a new war might be waged; a war between Titans. The expansion of Legio Crucius was, in part, a direct reaction to such a notion. As outposts of Legio Crucius sprung up across the galaxy, under pretence of protecting vital worlds and lending the strength of Ryza to those less able, each was instilled with a directive to ensure that, should a great darkness befall Mankind, the Legio would live on.

This forethought did much to preserve Legio Crucius' strength during the Horus Heresy. On a handful of worlds, including Molech, battlegroups of Warmongers fell victim to the Warmaster's wrath and, though the loss of even a handful of Titans was a keen blow to any Titan Legion, the greater strength of Legio Crucius was not harmed by such injuries. Perhaps the greatest threat to the continued prosperity of Legio Crucius came during the Battle for Ryza, when the Warmaster's allies descended upon the Forge World intent upon claiming it as their own. Though the Horus Heresy was far greater in scope than even the most dire of predictions, a contingency plan designed to combat a direct assault upon Ryza had been designed. Following directives issued to them decades before, those outposts closest to Ryza were abandoned, each one journeying to the Forge World. More distant garrisons remained where they were, preserving their corner of the galaxy in acknowledgement of the fact that, should Ryza fall, others must continue its legacy. When the Traitors were thrown back from the Forge World, Legio Crucius was much diminished yet stood far from powerless, and what strength remained departed to the stars in pursuit of the invaders and in search of surviving pockets of Warmonger elements. Following the fall of the Warmaster, much of Legio Crucius had been reconnected and it was clear that though the war remained far from over, the foresight of its masters had proved enough to preserve them for millennia to come.

Materiel Strength

Officially, according to records supplied by Ryza, the strength of Legio Crucius sat at 152 god-engines a decade before the Horus Heresy began. Subsequent events, such as the emergence of House Sidus, throw doubts upon this number as, if suspicions are correct, Ryza concealed a measure of its strength from all outside their domain. Attempts to further clarify the total strength of Legio Crucius have proven difficult and require data collated from multiple sources of varying objectivity; of the 17 confirmed outposts dedicated to Legio Crucius, at least 57 god-engines were recorded as part of their garrisons, yet a total of 36 god-engines are recorded to have been garrisoned upon Ryza at the same time and a further 82 in active service upon Expeditionary fleets, giving a number above the recorded total. Further confusion of total strength is added when one considers the emergence of Warmaster Titans from many Forge Worlds during the days of the Horus Heresy, of which at least two are now known to have been in service to Legio Crucius. It should, therefore, suffice to say that the official count is conservative at best and, in a move no doubt intended to hide the true strength and location of all of its god-engines, a not inconsiderate number of Legio Crucius Titans were concealed from the gaze of others. The last piece of data that should be considered is the recorded number a decade after the Horus Heresy ended, placing the remaining strength of Legio Crucius at 74 god-engines, a number significantly smaller than even the most conservative of pre-Heresy estimates.

LEGIO CRUCIUS (WARMONGERS)

Legio Trait: Forgeborn
Compared to their contemporaries, the majority of Legio Crucius Titans were fresh from the forges. These Titans enjoyed the benefits of systems that had not faced the excesses of plasma overloads or countless combat repairs, and so fared better in those critical first moments of an engagement between god-engines.

In the first and second rounds of the game, when a Legio Crucius Titan makes a Repair roll, either in the Damage Control phase or as a result of being issued an Emergency Repairs order, it may re-roll any dice results of a 1.

Legio Trait: Pride of Ryza
The Tech-Priests of Ryza are keepers of ancient plasma technologies and the secrets of their creation. Sunfury weaponry, plasma reactors and venting systems produced on Ryza are rightly prized by countless Legio, though as with all things, the Ryzan Mechanicum keep back the best examples for themselves.

During the Damage Control phase, or when making Repair rolls as part of an Emergency Repairs order, when a Legio Crucius Titan uses a dice result of 6 to Vent Plasma, decrease the Titan's Reactor level by 2 rather than 1.

Legio Specific Wargear: Terminus Override Mechanisms
Some Legio Crucius Titans employed ancient terminus override systems for their Titans. These complex devices could read the mood of an unruly plasma reactor, detecting changes invisible even to the Princeps and protecting the Titan against sudden overloads or devastating power spikes.

Any Legio Crucius Titan may be equipped with a Terminus Override Mechanism for +30 points. The first time a Legio Crucius Titan with a Terminus Override Mechanism would be required to roll on the Reactor Overload table (see the *Adeptus Titanicus* rulebook), instead of rolling, nothing happens – no roll is needed. Once triggered in this manner, a Terminus Override Mechanism has no further effect on the game.

Legio Specific Wargear: Bi-folded Power Containment
Ryzan Titan weapons often employed cunning bi-folded power containment chambers to mitigate the effects on the reactor of particularly energy-hungry weapons such as Sunfury plasma annihilators and volcano cannon, though, as with all such plasma mechanisms, they were never completely reliable.

Any Legio Crucius Titan may be equipped with a Bi-folded Power Containment System for +20 points. When firing a weapon with the Draining trait (see the *Adeptus Titanicus* rulebook), a Titan equipped with a Bi-folded Power Containment System can roll a D6 to mitigate its effect. On a 4+, the Titan can roll the Reactor dice twice and choose the result they want. On a 1, however, they must roll the Reactor dice twice and choose the result that would advance their Reactor marker by the most or, if both results would advance it by the same amount, the result that would Awaken the Machine Spirit.

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

D3	Personal Traits
1	**Collegia Lord:** *The Princeps holds dual rank between the Legio and the Ryzan Mechanicum, commanding a greater measure of the Titan Legion's resources as befits their position.* When making a Command check for the Princeps Seniores' Titan, if a 9 or 10 is rolled they may issue Orders to any or all of the Titans in their maniple (provided that they do not already have an Order) without the need to make Command checks for them.
2	**Mechanicum Born:** *The Princeps was drawn from the Magos of Ryza and is closer to their god-machine than their more mortal counterparts as a result.* Once in each Damage Control phase, you can re-roll one of the Repair dice for the Princeps Seniores' Titan, though you must accept the second result, even if it is worse.
3	**Black Banner:** *The Princeps hails from one of the Legio's remote outpost fortresses, loyal to their home world before either the Emperor or the Warmaster.* If the Princeps' battlegroup does not have a Tertiary Objective (as part of a Stratagem or Mission), it gains the Salvation of Crucius Tertiary Objective. A battlegroup with this objective earns 5 Victory points at the end of the game if their Princeps Seniores' Titan was not destroyed or Structurally Compromised.


Crucius



Legio Crucius Warlord Battle Titan

Deus Praesitor

Arioch power claws are a less commonly seen armament designed to allow a Warlord Titan to shatter enemy fortifications. During the Battle of Molech, they proved unexpectedly beneficial to *Deus Praesitor* when it lay buried underneath the ruins of the Iron Fist Mountain. Able to dig itself from the rubble with the aid of its power claw, the *Deus Praesitor* emerged to engage the Traitor Legions in close combat in an effort to avenge the wrong wrought against their Legio, both on Molech and across the galaxy.



Legio Crucius Reaver Battle Titan

Astramos Mortis Æternem

Legio Crucius had long predicted that a war between Titans would come to pass and had undertaken numerous wargames in preparation for such a time. Many Legio Crucius Reavers, including *Astramos Mortis Æternem*, were often employed as shield breakers and area deterrents. A favoured tactic of Legio Crucius against more cautious foes was to create a no man's land with a screen of Reavers that tore apart any who dared venture close and subjected those who stayed back to bombardments from supporting Warlords.

House Sidus

Title: The Mechanicum Knight Household of Sidus

Household Grade: Tertius

Patent: Bound, Warrant of Mechanicum Immediacy issued by the Luminaries of Ryza in early M31, ratified 117.M31.

Warden Domain: The Forge World of Ryza.

Cognomen: Scions of Ryza, The Shackled Knights (informal).

Allied Legions/Forge Worlds: The Forge World of Ryza

Allegiance: Fidelitas Constantus

The exact origin and date of founding of the Household of Sidus is held in much contention amongst the ranks of both the Mechanicum and the Officio Militaris College of Arms. According to official records retrieved from the data-vaults of both Ryza and Mars, the date of House Sidus' founding stands as 007.M31, as determined by information delivered and sworn as truthful by representatives of Ryza before the Parliament of Mars. Despite this, many amongst the Adeptus Mechanicus have since cast doubt upon the veracity of such claims. Indeed, the strength of Ryza has long been held in some contention, supporting as it did fewer numbers of warriors than a Forge World of its scale was capable of maintaining.

The original records pertaining to the strength of Ryza and its holdings noted, with some contention, that the Forge World laid claim to no Knight House. Such an assertion was met with scepticism from many amongst the Cult Mechanicus, for the Forge World contained both the means and the knowledge to construct such machines. Many questioned why, in millennia of self-rule, the hierarchs of Ryza had deemed it unnecessary to ratify the creation of such a force in defence of the Forge World against threats a Titan Legion would be ill-suited to overcome. To this, Ryza held no answer, stating only that its magi had turned their minds to other pursuits. Though some demanded further investigation, none was forthcoming and, in time, suspicions were set aside in recognition of Ryza's considerable contribution to the Great Crusade, lest strife be caused by false accusation.

Thus it came with much surprise to many amongst the Mechanicum when reports dispatched from beleaguered Imperial forces across the Ultima Segmentum spoke of Knights decorated in the livery and iconography of Ryza lending aid to their efforts. Responses from Ryza as to the allegiance and provenance of such Knights proved slow, a circumstance which representatives of the Forge World placed upon the fractured nature of communications during those troubling times. The same communiqués stated that the formation of House Sidus, as the nascent Household was so named, had been created in the half-decade following the massacre on Isstvan V, a claim publicly derided by some amongst the Adeptus Mechanicus. As evidence for the falsehood of such a claim, critics levelled accusations that the strength of House Sidus, made up as it was by considerable quantities of Knight Styrix, Magaera and Knight Atrapos, would be impossible, even for the forges of Mars, to produce in such time.

The true origin of House Sidus may forever remain a mystery for, though great scrutiny was turned towards uncovering the truth, little but circumstantial evidence pointing towards an alternative date of creation was found. Following lengthy investigation, it was with much reluctance that the official creation date for House Sidus was enshrined within Imperial annals, despite objections to the contrary. Disagreement with such a date is noted in two amendments to the records of House Sidus, stating that many of the Household's Knight armours bore signs of decades of use rather than years, and combat reports attesting to the first recorded actions of House Sidus noting a rigidity in their movements and tactics often associated within extensive simulation training. Nevertheless, it is impossible to ignore the significant contribution House Sidus made across the Ultima Segmentum, lending aid to dozens of worlds during the Horus Heresy. In other times, the hiding of resources may have been judged far harsher, yet such wrongdoing paled in comparison to the heinous deeds of others – thus the issue of House Sidus was cast aside in favour of more pressing concerns.

Materiel Strength

In number, House Sidus stood amongst the smallest of Mechanicum Households, for records released by Ryza in the years following its invasion indicate a complement of around sevenscore Knights, a number far lower than expected for a Forge World of Ryza's prominence. Such a discrepancy can be explained by the nature of the Knights that made up House Sidus' numbers, for all but a decad of its number consisted of the rarest of Knight patterns, those of Knight Magaera, Knight Styrix and Knight Atrapos. Such numbers were unheard of in all but the largest of Households and even rarer was it that such patterns formed the bulk of a Household's numbers for any reason save catastrophic losses. The presence of so many rarer Knights would no doubt offset their low numbers, for the raw power and esoteric technology wielded by the Knights of House Sidus provided them with the capability to contest Households twice their number under the command of a shrewd tactician.

Household Specific Knightly Qualities

A House Sidus 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	**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.
2	**Scion of Ryza:** *The Seneschal has served Ryza 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 a 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	**Favoured Scion:** *The Seneschal is blessed by the patronage of a prominent Magos of Ryza, granted their favour so long as they bring no dishonour to their name.* One model in the Seneschal's Banner may be upgraded with the Battle Standard Mark of the Omnissiah for free (see page 104 of *Adeptus Titanicus: Defence of Ryza*). This model must be part of a Questoris Mechanicus Household to do so and the Household Force cannot contain another Battle Standard. However, if the Seneschal's Banner is ever Shaken, for the remainder of the battle the Battle Standard has no effect and the Seneschal cannot benefit from the Noble Sacrifice rules (see page 38 of *Adeptus Titanicus: Doom of Molech*).



House Sidus Questoris Knight Magaera

Ursangshou

A Knight Magaera is a marvel of lost technology and stands amongst the rarest examples of Knight armour produced by the forge-fanes of the Mechanicum. Despite its rarity, the conflict upon Ryza revealed several dozen of their kind amongst the ranks of House Sidus, their numbers unleashed upon the Traitors during the Siege of Endeavour and the subsequent battles. Depicted here before departing Ryza after the recapture of Conveyance Terminal Nine-Omega, Ursangshou, like all Knights of House Sidus, takes its name from the stars recorded within ancient cartography records charted by Mankind's first explorers. Translated, the Knight's name meant 'Guard of the Stars' and in recognition of its title, Ursangshou was amongst the first of House Sidus to give chase to the Traitors across the stars.



House Sidus Cerastus Knight Atrapos

Virealis

Records indicate that *Virealis*, piloted by techno-savant Scion Haddeusi Unyrix, holds the honour of being the first amongst House Sidus to awaken from the stasis vaults during the Storm of Endeavour on the Forge World of Ryza. Furthermore, the Household's first two reported engine-kills are also attributed to the Knight Atrapos, with engagement reports showing *Virealis* to have emerged from concealed bunkers into the midst of a Legio Vulturum Warhound pack. *Virealis* is recorded as having felled two Scout Titans by expertly severing their locomotors with its las cutter then retreating into the streets of Endeavour before the remaining Traitor engines could move to engage the Knight.

Legio Honorum

Title: The Legio Honorum Ordo Titanica

Militaris Grade: Secundus

Patent: Pre-Imperial, Martian Mechanicum

Warden Domain(s): Bezcrox IV (Forge-fortress), Jakarai Cluster, Zenn Prime (Forge-fortress)

Cognomen: Death Bolts I

Allied War Houses: Arundel, Zavora

Allegiance: Fidelitas Exemplorum

Much of Legio Honorum's history lies with the Great Crusade, for the Titan Legion was founded only three decades before the Emperor set foot upon Mars and secured an agreement between Terra and the Mechanicum. The founding of the Death Bolts, to give the Titan Legion the cognomen assigned to it on creation, was driven by the desire held by many on Mars to spread the reach of the Red Planet elsewhere across the galaxy. It was with this goal in mind that Legio Honorum was created, not to serve as warders of the Red Planet but rather conquerors of distant stars. Thus, when the Emperor presented His dream of the Great Crusade the Death Bolts were well-prepared to depart alongside His Expeditionary fleets.

Though forged on Mars, the Red Planet offered no support beyond that of the legacy it had imparted Legio Honorum and semi-regular shipments of Titans intended to replenish any losses the Legio suffered. In this manner, the Death Bolts became an exemplar of so-called crusading Legio, a term applied to those Titan Legions that stood not as guardians over a specific Forge World but instead committed the entirety of its strength to expanding the Imperium's borders. This constant state of warfare proved untenable after decades of continuous service, as the attrition of unceasing war threatened to condemn Legio Honorum to extinction. After repeated missives to Mars demanding further supplies of god-engines, an alternative was suggested whereby Legio Honorum were granted rights to stewardship over a planet for every 30 worlds they lent aid in bringing Compliance to. Such a method was not without flaws, and there existed no ratified criteria for measuring the level of participation during Compliance for the individual elements of an Expeditionary fleet. This circumstance made the process of assigning feudal rights to Legio Honorum an arduous process involving extensive reviews of campaign records, dictations and reports from the presiding commanders of each war zone in which the Death Bolts served and judgement of numerous appeals, be those against the awarding of rights or for. Such political wrangling happened beyond the sight of Legio Honorum, who cared for little else but their duty, an attitude that would gain the Death Bolts great praise from those they served alongside. Indeed, so great were the victories of Legio Honorum that, by the onset of the Great Crusade, its battlegroups had gained rights to at least four domains, while two more lay pending following assessment of the legitimacy of the Death Bolts' conquest. In this manner, through the holdings of Legio Honorum, was the reach of Mars expanded, while providing a network of safe harbours upon which the Death Bolts could construct a series of forge-fortresses capable of sustaining its numbers.

Devoid of a Forge World to call their own, Legio Honorum made their hearth within the war machine of the Imperium, and it was there, embedded within the workings of the Expeditionary fleets, that great changes were wrought upon the Death Bolts' demeanour. The most notable of all changes became the creed the Titan Legion's Princeps soon followed. Though the teachings of the Mechanicum still held strong, and the adherence to the rites and rituals associated with the maintenance of a god-engine never changed, a measure of emotion took roots within the ranks of the Death Bolts. At odds with the cold, rational logic of the larger Cult Mechanicus, Legio Honorum became known for its optimism and dedication to the Imperium beyond all else. This circumstance unnerved many on Mars, with the Titan Legion's more vocal critics claiming the Death Bolts had abandoned oaths to the Red Planet and the Omnissiah in favour of those they fought alongside. Such accusations were denied by Legio Honorum, and great efforts were made to repair bonds with the Titan Legion's ancestral home. To this end, the opening years of M31 saw a delegation of Legio Honorum commanders return to the Red Planet to reaffirm the vows they had once taken and show solidarity to the Fabricator General's cause.

With the benefit of hindsight, it is clear that the invitation extended to Legio Honorum to return to the surface of Mars was a calculated one, for it coincided with the outbreak of war with the Red Planet. No records speak of the motivation behind the targeted attack upon Legio Honorum, though it no doubt stems, at least in part, from the belief that the Titan Legion was tied too greatly to the Great Crusade and the Emperor. Regardless of the driving impetus behind the betrayal of Legio Honorum, it was one the Titan Legion felt keenly. The assembled might of the Death Bolts I god-engines were arrayed on the parade fields of Mars, under pretence of an inspection by the Fabricator General himself, when the Death of Innocence began. Mere hours later, those fields had been transformed into a grand graveyard filled with fallen god-engines bearing the livery of Legio Honorum.



The treachery on Mars dealt a grievous blow to Legio Honorum, for it was its most honoured and ancient commanders that had travelled to swear allegiance to the Fabricator General, including the Grand Master of the Death Bolts himself. Despite this, much of Legio Honorum's strength lay elsewhere, embedded with various Expeditionary fleets which, by serendipity, remained firmly loyal to the Emperor. Indeed, the true fate of its commanders was not revealed until after the Warmaster's fall, for the Red Planet was blockaded and all contact, at least through means available to the surviving Death Bolts, severed. Presuming the worst, the command structure of Legio Honorum was reorganised and adapted to the new war engulfing the galaxy. As with the Great Crusade, much of the Death Bolts' war efforts were focused on maintaining constant movement, committing to war zone after war zone as they moved to liberate worlds from the Warmaster's yoke. As the conflict progressed, the continued success of Legio Honorum saw its foes unleash their wrath upon the Death Bolts' holdings, levelling three forge-fortresses with orbital bombardments and denying the Titan Legion the means to replenish their number. In response, Legio Honorum was to assemble in its entirety and lay siege to the Forge World of Stygies VIII, founding world of Legio Vulcanum. Though well defended, much of Legio Vulcanum's strength was scattered throughout the Warmaster's armies and the Forge World fell quickly to the overwhelming might of Legio Honorum. Of all the victories achieved by the Death Bolts during the Horus Heresy, the conquest of Stygies VIII was perhaps their greatest, yet it was not without loss, for the subjugation of the Forge World marked the end of Legion Honorum as a crusading Titan Legion, anchoring them to a single world ever since.

Materiel Strength

Definitive numbers as to the total strength of Legio Honorum are difficult to assert, a circumstance largely derived from the disparate nature of its battlegroups, deployed as they were within multiple Expeditionary fleets. It is known, within a confident margin of error, that the two principal crusading arms of Legio Honorum contained between 15-25 god-engines each. By applying this data to the other six crusading arms of Legio Honorum, presuming lesser numbers in these, the estimated strength of Legio Honorum can be placed at 110-120 god-engines prior to the losses inflicted upon the Death Bolts on Mars. This number is consistent with the Titan Legion's Secundus grade, as recorded within the centralised archives of the Divisio Militaris. Muster reports taken before the conquest of Stygies VIII state that 42 god-engines were gathered together, representing the entirety of those Death Bolts that were contactable, highlighting the considerable losses suffered by Legio Honorum during the Horus Heresy. Given the Death Bolts' propensity for adhering to the core tenets of the Collegia Titanica, the composition of Legio Honorum's contingent of god-engines was of roughly equal numbers of Warlord and Reaver class Battle Titans, with over two dozen Warhound class Scout Titans and an increased number of Warbringer Nemesis class Titans relative to other Titan Legions of similar size.



LEGIO HONORUM (DEATH BOLTS I)

Legio Trait: Resolute and Unbowed
The Death Bolts stood by the core tenets of the Collegia Titanica and the Great Crusade, believing it was forever their duty to march forth and bring death to the enemies of the Imperium and the Omnissiah.

Any Legio Honorum Titan that has voluntarily moved more than 4" in the Movement phase of any round decreases the bonus to an attacker's Armour roll as the result of damage already inflicted on a location by 1, as indicated by the Titan's Command Terminal (see the *Adeptus Titanicus* rulebook), so long as the attack originates from within the Titan's Front arc.

Legio Trait: Founding Tenets
The core of Legio Honorum favoured the traditional tactics of the Collegia Titanica, adapting them to the needs of a campaign while shying away from the more elaborate methods of other Legio.

A Legio Honorum maniple may substitute any mandatory component from an Axiom, Myrmidon or Fortis maniple with a Reaver or Warlord Titan, so long as that new Titan is of equal to or greater Scale than the Titan it is replacing. In addition, a Legio Honorum Titan may replace a single optional component Reaver or Warlord Titan from these maniples with a Warbringer Nemesis Titan. Each maniple can only include a single Warbringer Nemesis Titan in this way.

Legio Specific Stratagem: Crusading Spirit (1)
Since its inception, Legio Honorum has strode ever forwards, preferring death over failure.

This Stratagem can be purchased by any Legio Honorum player. Play this Stratagem during any Strategy phase. For the remainder of the phase, friendly Legio Honorum Titans do not suffer penalties to Command checks. In addition, a single Legio Honorum Titan may re-roll a failed Command check made when issuing Orders.

Legio Specific Wargear: Basilius Throne
The Princeps of Legio Honorum make use of modified command thrones that allow a great passage of knowledge between those Titans under their control, so long as the Princeps can filter the vast torrent of information.

A Legio Honorum Princeps Seniores' Titan may take a Basilius Throne for +25 points. A Titan with this upgrade may be issued Orders without the need to make a Command check. In addition, any Legio Honorum Titan adds 1 to the result of any Command check made when being issued an Order previously issued to a Princeps Seniores' Titan with this upgrade within the same maniple this round.

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

D3	Personal Traits
1	**Ardent Crusader:** *The values of the Great Crusade are ones the Princeps still holds true to, even during their darkest moments.* The presence of this Princeps within the battlegroup allows it to purchase the Legio Specific Stratagem: Crusading Spirit multiple times.
2	**Stubborn:** *Once they have set their mind upon a solution, it is rare for the Princeps to stray.* The Princeps may always be issued Orders during the Strategy phase, even if normally unable to do so, e.g., due to Vox Blackout or because a friendly Titan has failed their Command check when being issued an Order.
3	**Iron Resolve:** *The will of the Princeps will never be broken and those that have strayed from their oaths will be punished for their treachery.* The Princeps Seniores' Titan always benefits from the Resolute and Unbowed Legio Specific Trait, even if it has moved less than 4" that round, so long as the attack originates from within the Titan's Front arc.



Legio Honorum Warlord Battle Titan

Custos Honoris

For much of the Great Crusade, Legio Honorum worked in conjunction with Mechanicum Explorator fleets, venturing beyond the edges of the known Imperium in order to secure the interests of Mars upon newly-discovered worlds. This role saw many Death Bolts Titans, *Custos Honoris* amongst them, avoid the carnage that heralded the beginning of the Horus Heresy, though their most experienced leaders were slain upon Mars during the opening salvos. Devoid of both supplies from Mars and a centralised leadership, the disparate elements of Legio Honorum found themselves in need of new allies to ensure their survival. For Battlegroup Pradaius, consisting of 11 Legio Honorum Titans commanded by *Custos Honoris*, their new path led them to Ryza, serving as protectors to the Forge World as compensation for supplies and god-engines to bolster the Death Bolts' numbers.



Legio Honorum Warbringer Nemesis Titan

Resonare Mortis

Though originally designed to act as a designated support platform adept at destroying Titan-class targets, some Titan Legions, Legio Honorum amongst them, often placed their Nemesis-class Warbringers on the front line, trusting in their survivability to march alongside the Legio's Battle Titans. Depicted here during the Siege of Vrardi in 974.M30, *Resonare Mortis* bears a loadout commonly seen on Legio Honorum Warbringer Nemesis Titans, balancing the destructive potential that made it especially dangerous to both fortifications and enemy Titans with the need for close-ranged defence. Legio Honorum Warbringer Nemesis Titans became infamous for leading maniples of Reaver Titans in punishing assaults capable of breaking the back of all but the most determined of defences.

House Zavora

Title: The Mechanicum Knight Household of Zavora

Household Grade: Secundus (Maxis)

Patent: Pre-Imperial Writ of Vassalage issued by the Martian Mechanicum, ratified by the Officio Militaris College of Arms 842.M30.

Warden Domain: Mars

Cognomen: The Wayward Knights

Allied Legions/Forge Worlds: (Pre-Horus Heresy) Bonded to Mars and bound to the field of battle at the behest of the Triad Ferrum Morgulus; (Horus Heresy) Fragmented, allegiance determined by presiding Seneschal of each Household group

Allegiance: (Unconfirmed)

The House of Zavora was not originally intended to stand guard over the sands of Mars. Indeed, the armours that would become the foundation of the Household were originally destined for a planet elsewhere in the galaxy during the Dark Age of Technology. This was not to occur, for the galaxy was engulfed by warp storms and the Red Planet fell into anarchy and war. Against the degenerate hordes of the Cy-carnivora, the fledgling Cult Mechanicus raised many tools of war and the Knight armours intended for a distant colony were instead transformed into the House of Zavora, pledged to defend the beleaguered forge-fanes scattered across the oxide deserts of Mars. Few other details relating to the history of House Zavora have survived the passage of time, save that the Household aided in the chastisement of House Morbidia for its heinous actions against the Fabricator General. When the time came for the Mechanicum forces to take their place amongst the Great Crusade, 200 Knights of House Zavora departed the surface of Mars, finally ascending to the stars as they had long been destined to do.

The long-standing ties the warriors of Zavora held with the Cult Mechanicus had done much to influence the rites and practices of the Household. Many of the Household's practices lie unrecorded save within the sealed records of the now-destitute fortress constructed upon the plain of Syrtis Major, yet it remains common knowledge that each warrior of House Zavora would exchange a single organ for an augmented counterpart come their ascension to the Throne Mechanicum. Further esoteric augmentation would be borne by more seasoned warriors of the Household, with the greatest sign of devotion deemed the permanent entombment of a Scion within their own armour, to bring them closer to the Omnissiah and His greatness. These practices were often viewed as extreme, if not outright deviant, by the more puritan supporters of the Imperial Truth and by many outside the Mechanicum, resulting in House Zavora being stationed solely aboard Mechanicum fleets, save for the rarest of circumstances.

Both the eventual fate and true loyalties of House Zavora remain open to much interpretation, for the details of its actions during the Horus Heresy are severely lacking and prone to conflicting statements. That over half of the Household's strength, some 200 Knight armours and supporting Sacristans, were present on Mars during this time is well known, as is the fact that none still lived upon the liberation of Mars following the Siege of Terra. Pict-captures taken within the walls of Zavora's Martian fortress show an edifice torn asunder by war, its halls littered with the broken remains of Knights bearing the livery of House Zavora; analysis of their positioning and fragmented tactical data suggest that the warriors of House Zavora fought amongst themselves, though the reasoning behind such actions remains unknown. Those of Zavora located elsewhere in the galaxy come the Horus Heresy found their loyalty split. Many held ardent loyalty towards Mars and, upon hearing that the Fabricator General had sworn himself to the Warmaster, turned away from the Imperium. Others refused to believe that the Cult Mechanicus had turned against the Emperor and stood alongside His Loyalists. It was this latter group that was to have the greatest impact on the unfolding conflict, for it turned to Ryza for aid and in doing so found a means to replenish the Household's numbers. House Zavora were instrumental in throwing back the tide of Traitors that sought to conquer the Furnace of Shackled Stars and those that survived that conflict earned countless honours across the Ultima Segmentum in the years to follow.

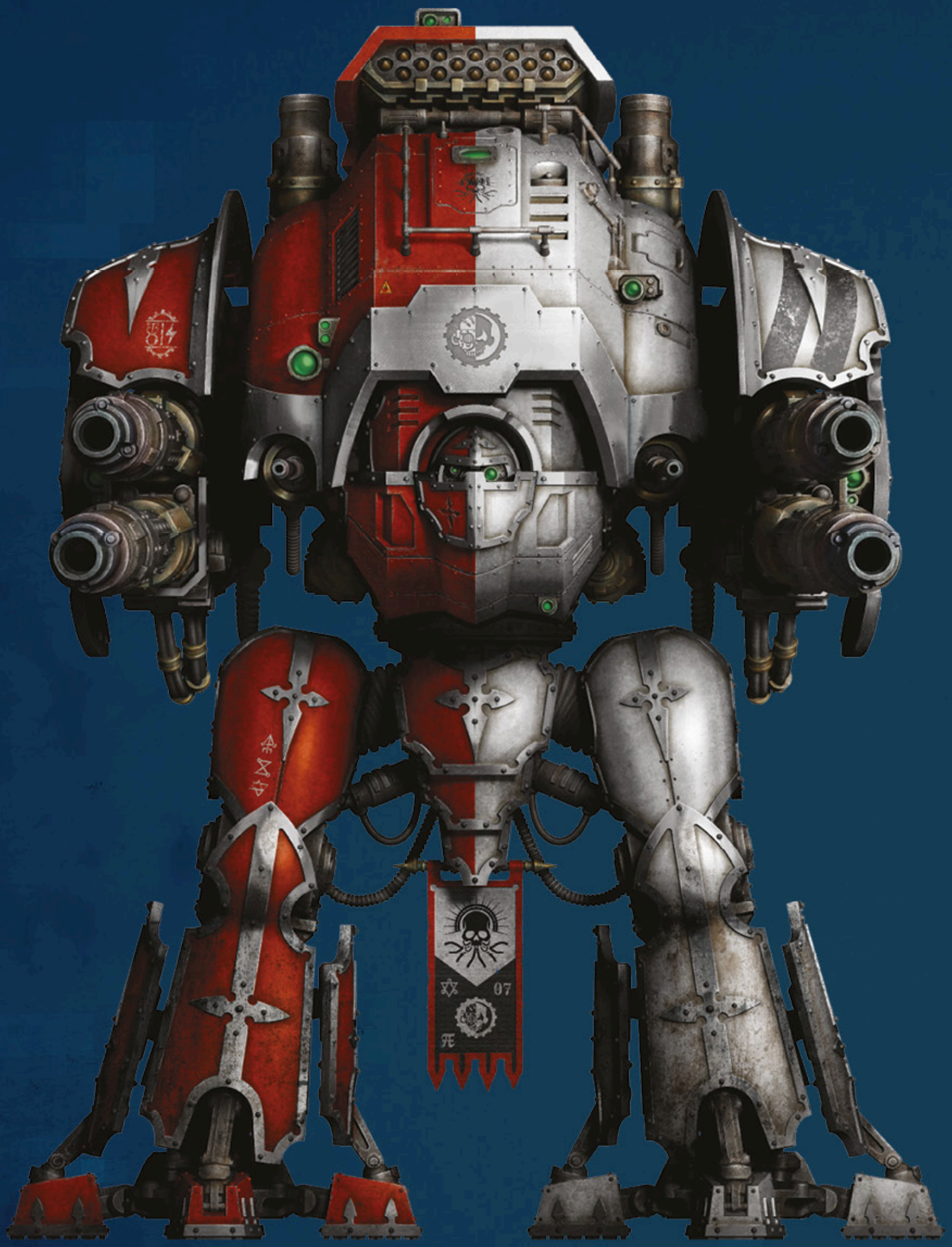
Materiel Strength

By the time of the Horus Heresy, House Zavora bore the grade of Secundus, though it was known to stand at the higher end of such a grade. As the House relied upon the forges of Mars to replenish its numbers, the Scions of Zavora were regularly supplied with freshly-forged Knight armours and the latest innovations produced by the manufactoria of the Red Planet. Before the Death of Innocence, House Zavora were recorded as possessing 383 operational Knight armours, with over 100 others sealed within the vaults of its fortress awaiting Scions possessed of the skill required to pilot them. Over half this number were upon Mars when warfare broke out; logs pulled from dozens of fallen Zavora Knights suggest that the Household battled on Mars for nearly two years before falling silent. The remaining strength of Zavora split into two factions, one of which supported the Warmaster and sought to return to Mars and the other which declared loyalty to the Imperium. The former placed themselves within the Warmaster's fleets, and several were recorded as having walked upon the Red Planet when the Warmaster reached the Sol System. The latter faction took temporary lodgings on Ryza, increasing its numbers in preparation for the war to come.

Household Specific Knightly Qualities

A House Zavora 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	**Progeny of Mars:** *The Seneschal can trace their line back to Mars itself and will honour that legacy until their dying breath.* As long as the Seneschal is on the battlefield, the Seneschal's Banner cannot be Shaken. In addition, Banners within the Seneschal's Lance may be issued First Fire orders without the need to make a Command check.
2	**Sacred Armament:** *The Seneschal wields deadly weapons forged during the Dark Age of Technology and advocates caution lest they fall into the hands of their enemy.* Models in the Seneschal's Banner increase the Dice value of any weapon without the Melee trait by 1. However, Banners within the Seneschal's Lance may not be issued Full Stride or Charge orders.
3	**Broken Soul:** *The Seneschal has seen all they love burned to ash and is now a husk of their former self, existing only because duty demands it.* When the Seneschal's Banner suffers a Direct Hit, roll a D6. On a 5 or 6, the hit is ignored. However, the Seneschal's Banner does not add 3 to the result of any of its Command checks, as described on page 38 of *Adeptus Titanicus: Doom of Molech*.



House Zavora Acastus Knight Porphyrion

Immortal Numen

One amongst many Households standing as protectors of Mars, House Zavora remained one of the most ardent adoptees of Mechanicum beliefs and rituals. The Scions of House Zavora were known to bear augmentations that helped establish a deeper bond with their armours. In rarer instances, long-serving Scions, such as Gafrali Bex, commander of the *Immortal Numen*, pictured here before its departure from Mars during the Great Crusade, participated in elaborate rites that saw them permanently sealed within their armour. Amongst the greater Imperium, many saw such a practice as barbaric, yet to House Zavora it was the greatest honour and the pinnacle of their devotion to the Omnissiah.



House Zavora Questoris Knight Errant

Veiled Hunter

Veiled Hunter, and its pilot High Scion Vincent Nayadayus, were seen as House Zavora's preeminent beast slayers during the Great Crusade. Of particular note are the articles of war written by Nayadayus' own hand that detail tactics best suited for hunting the bio-colossi of the Gransathian Dominion, penned during the seven-year long extermination of the xenos empire. This experience saw Nayadayus appointed Seneschal of War for those disparate elements of House Zavora not located on Mars when the time came for the Household to fight against the god-engines of the Collegia Titanica. Despite expressing great displeasure at the circumstances of his position, he proved ardently devoted to his task, registering three engine-kills during Mankind's civil war, as well as writing several tactical manifests that were disseminated across Loyalist Households.



Legio Osedax

Title: The Legio Osedax Ordo Titanica

Militaris Grade: Primus (Minoris)

Patent: Pre-Imperial, Phaetonite Orthodox Mechanicum

Warden Domain(s): Phaeton (Forge World)

Cognomen: The Cockatrices

Allied War Houses: Skramasax, Mehdrisur, Arx Canis

Allegiance: Fidelitas Constantus

The more common appellation for Legio Osedax is aptly chosen for, like the ancient cockatrice that once ravaged Old Earth, it is a beast twisted by a cold rage and utterly lacking in mercy, its very presence anathema to that which lives. Where its engines tread they bring only death and ruin, leaving behind no refuge for the foe nor shelter for the enemies of the Imperium. Their Princeps specialise in the brutal realm of close-quarters combat, and it is a rare sight when a Legio Osedax engine takes to the field unadorned by vast power claws or immense chainblades with which to rend and tear at the foe. In battle, they are a fearsome force, unrelenting and heedless of their own safety, seeking only to close with and eradicate the foe. Yet, they are not mindless berserkers, instead applying their savage skills with a deliberate and calculated cruelty in battle and adopting a scrupulous sense of decorum when off the field of war.

The Legio Osedax was not always as such, the infamy of the Cockatrices born of something far more honourable and rooted in the origins of the Forge that they called home, in the grim domain of Phaeton. Of all the Forge Worlds that managed to maintain the most tenuous of communications with Mars throughout Old Night and the Age of Strife, Phaeton was hardest pressed by the tide of horrors that roamed the stars. Against this unrelenting onslaught, Legio Osedax stood alone, their numbers slowly dwindling with each battle. Their valour in that distant age is still recorded in some few archives and data-repositories, yet, despite their courage, the Legio Osedax was reduced to but a fraction of its original size as it fought to preserve Phaeton.

The last few maniples of the Legio Osedax enacted a desperate new strategy in order to preserve the Forge World that had sustained them. The first target of this strategy would be the world of Koronal, once a thriving hive world before the Age of Strife, but now a nest of raiders and pirates. Here, the remaining might of the Legio Osedax went forth one last time. Yet, as they set foot upon Koronal, they flew no flags of honour nor issued any call to battle. Instead, they opened fire on the hive itself, collapsing the ancient structure even as the raiders within sought to arm themselves and wake their machines of war. The few crude macro-stalkers and heavy tanks that managed to break free of the collapse were cut down without mercy. Koronal was but the first world to feel the fury of the Legio Osedax and soon a swathe of burned and broken worlds surrounded Phaeton. The Princeps of the once-lauded Legio Osedax gained a new name for their red-handed slaughter – they became the Cockatrices, creatures whose slightest glance brought death and ruin. This was the price of Phaeton's salvation, the utter ruin of the Titan Legion's legacy.

With the arrival of the Emperor in the years after Phaeton's salvation, this new and baleful reputation secured the Cockatrices a place in the vanguard of the Great Crusade, but as ill-omened destroyers rather than honourable warriors. Over the long years of the Great Crusade the Cockatrices would render countless worlds into sterile wastelands as a warning to those who would deny the Emperor, and with each victory the spoils of war swelled both the coffers of Phaeton and its pride. Phaeton began to resent the leash placed on them by distant Mars, whose power they had begun to rival, and this resentment would quickly sour, turning first to a subtle war of trade embargoes and bitter words, then to hidden skirmishes and battlefield 'accidents'. The adepts of Phaeton ignored few chances to shame their rival and overlord, and the Cockatrices endeavoured to exceed the glories of Mars' Titan Legions. Only the creation of the thrall-forge of Atar-Median, a last insult to Mars veiled in submission, would avert open war between the two great Forges, but this had merely delayed the inevitable. Kelbor-Hal, Fabricator General of Mars and now close confidant of the Warmaster Horus, quietly laid his own plans to humble proud Phaeton and cripple the powerful Legio Osedax.

Even as Horus began his rebellion on the black basalt plains of Isstvan V, Kelbor-Hal unleashed his own treachery upon Phaeton. Vast bulk haulers that had arrived at Phaeton Prime under the guise of collecting tribute for distant Mars would begin the assault, splitting apart in orbit to reveal cybertheurgic arrays designed to cripple Phaeton's delicate control systems. Toxic machine code and malicious data-djinn from the orbiting craft quickly overwhelmed the unsuspecting forge-fanes of Phaeton, turning the complex systems of its Noospheric network against it. Factoria's production lines collapsed, their servitors turning to vandalism and destruction as a welter of chaotic instructions were fed to them, while entire battalions of combat-automata ran amok, allied units now set as hostile targets.

Following on the heels of this onslaught the orbiting bulk haulers suddenly dipped and fell into the atmosphere of Phaeton Prime, slamming into the surface like immense missiles. The impact alone destroyed entire precincts of Phaeton, but from the wreckage emerged a host of Martian battle-automata that tore into the stricken Titans of the Legio Osedax set as sentinels over their home world. Their systems ravaged by the data-phages unleashed upon them many of the Cockatrices were dragged down by the sheer number of foes that set upon them, individual Titans torn apart by swarms of suicidal automata. Only the heroic sacrifice of the Titan *Inmisercoris*, which purposefully detonated its own atomantic core amid the horde, would see any of the Cockatrices survive the battle.

It was not only on Phaeton, but across the galaxy, that the revenge of Mars was played out, with detachments of the Legio Osedax operating as the spearhead of the Great Crusade suddenly abandoned by their allies in the midst of battle, or worse yet, caught in treacherous ambush by those they had once called friend. Within the space of a few short days, the Legio Osedax would find its forces decimated in scattered war zones across the galaxy. The treachery of Mars would leave them with barely enough operational Titans to field even a demi-Legio scale force, though thanks to their defiant resistance enough of Phaeton's infrastructure had survived so that many crippled Titans would be swiftly repaired and returned to action. Many among the ranks of the Traitors on Mars and further afield would celebrate this as a great victory, yet they had failed to kill the beast that was the Legio Osedax and had only succeeded in awakening it. Across the galaxy, Legio Osedax patched their rent armour and nurtured the hatred kindled by this betrayal, preparing themselves to return to the fray in earnest. The infamy they had claimed in the darkest years of their history had not been extinguished, and they stood ready to remind the Magi of Mars what it meant to claim the Cockatrices as an enemy.

Materiel Strength

Forged by the once-boundless industrial might of Phaeton, the Legio Osedax was a Titan Legion of the first order. Preserved against the ravages of Old Night and enriched by the spoils of the Great Crusade, Phaeton was prolific in its creation of machines of war and by the middle years of the Great Crusade, the Legio Osedax rivalled the Legio Mortis for sheer number of Battle Titans in its ranks. However, this time of plenty would be cut short by the bitter enmity kindled between Phaeton and Mars, leading to a full third of the Legio's Titans being tithed to the newly-birthed realm of Atar-Median. Furthermore, the treachery suffered by Phaeton at the outbreak of the Horus Heresy would further deplete the ranks of Legio Osedax. By the year 010.M31, at the heart of the Age of Darkness, the Cockatrices could field little more than 75 Battle Titans, mostly ancient Reaver class machines.

Those Titans in service with the Cockatrices during the Horus Heresy, though few in number, were some of the best equipped machines to be found in the Imperium. Phaeton recognised the sacrifices made by the Legio Osedax by providing it with the most valuable technological relics in its armouries, from advanced plasma channels to multi-phase cyclic void shield generators. By long preference, its Princeps went to war equipped for close quarters battle, and its ranks bristled with chainfists, multi-barrelled mega-bolters and short ranged melta cannon. Though in addition to these forces the Legio Osedax had always maintained a well-equipped force of siege Titans, their Princeps uniquely skilled in the reduction of enemy fortifications and often considered excessive in their zeal for the task.



LEGIO OSEDAX (THE COCKATRICES)

Legio Specific Trait: Reforged in War
Legio Osedax were nearly broken in the fires of treachery and, though it threatened to consume them, they refused to yield.

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

Legio Specific Stratagem: Relentless March (1)
The Princeps of Legio Osedax strive to repay their loss in kind, throwing themselves into battle without hesitation.

This Stratagem can be purchased by any Legio Osedax player. Play this Stratagem during any Strategy phase. For the remainder of the round, friendly Legio Osedax Titans may be issued Full Stride orders without the need to make a Command check and are not affected by Difficult terrain and Dangerous terrain.

Legio Specific Stratagem: Blood Begets Blood (3)
Their numbers vastly reduced during the opening salvos of the Horus Heresy, the Cockatrices answered each new loss with righteous vengeance.

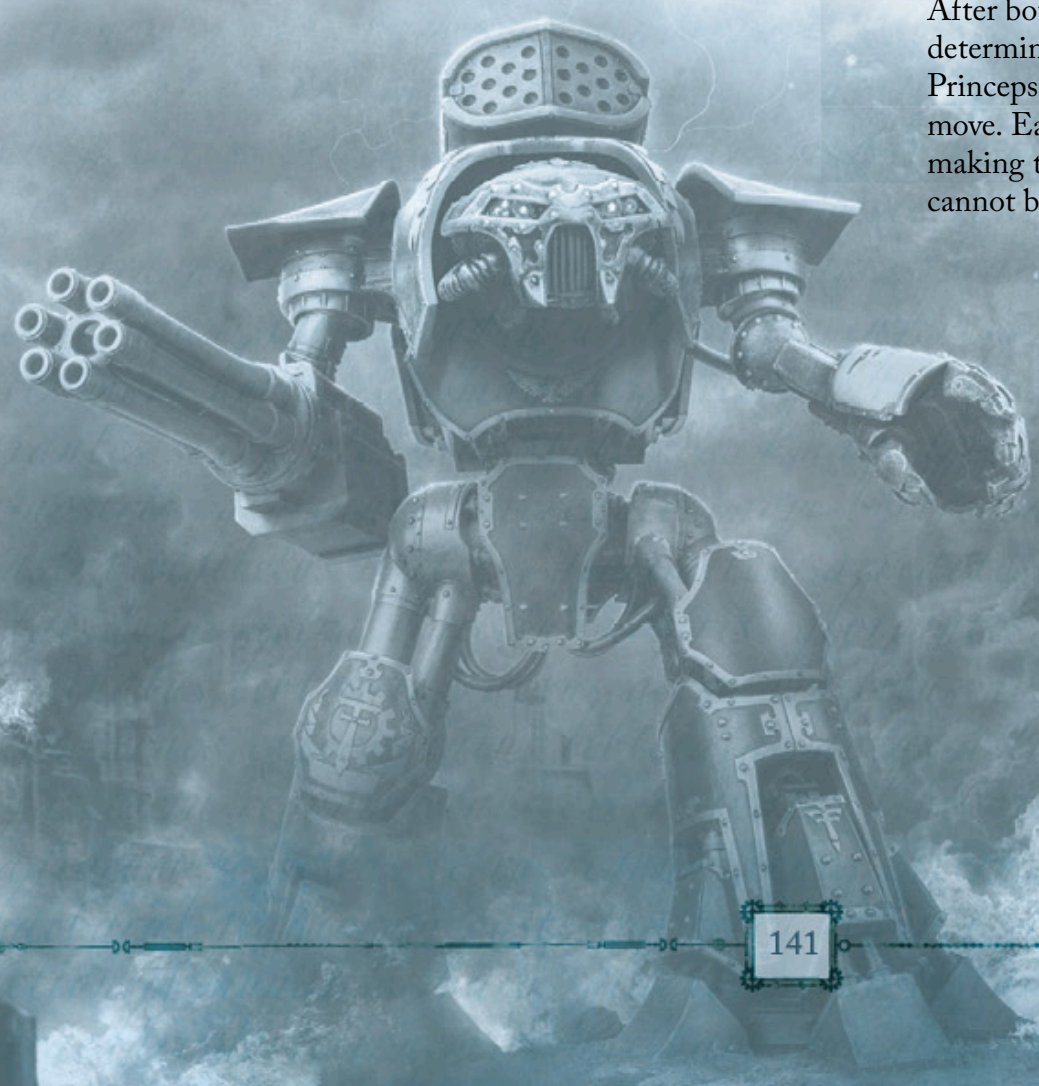
This Stratagem can be purchased by any Legio Osedax player. Play this Stratagem when a friendly Legio Osedax Titan suffers Catastrophic Damage. After resolving the effects of the Catastrophic Damage, every friendly Legio Osedax Titan may immediately make a single weapon attack. This attack must be made against the closest visible enemy unit. Increase the Plasma Reactor level of any Titan that makes an attack in this way by 2, in addition to any other advances associated with weapon fire.

Legio Specific Wargear: Plasma Channels
The Forge World of Phaeton was a significant power within the Segmentum Solar and was capable of equipping the Titans of Legio Osedax with numerous innovations.

Any Legio Osedax Titan may be equipped with Plasma Channels for +20 points. Once per game, during the Movement phase, a Titan equipped with Plasma Channels can activate them. If they do so, decrease the Reactor Level of that Titan by D3+1. This counts as the Titan's activation for that phase.

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

D3	Personal Traits
1	**Natural General:** *Newly promoted to replace a fallen leader, the Princeps has a natural talent for battle, despite their relative inexperience.* During the Strategy phase, when the Princeps is successfully issued with an Order, a single friendly Legio Osedax Titan within the same maniple may be issued the same Order without the need to make a Command check.
2	**Careful Planner:** *The Princeps places their trust in carefully-laid strategies, devising all manner of counter-ploys for potential threats.* Once per game, the Legio Osedax player can reuse a Stratagem that cost 1 or fewer Stratagem points and has been used earlier in the battle by the Legio Osedax player. The Princeps must be on the battlefield to use this ability. If the Stratagem is one that can be used more than once (i.e., Artillery Bombardment), it may instead be used twice in one phase by the Legio Osedax player.
3	**Lightning Assault:** *The Princeps is known for practicing swift attacks, bearing down upon their foe with deadly intent.* After both players have deployed, but before players determine who is the First Player, Titans within the Princeps Seniores' maniple may immediately make a move. Each Titan may move no more than 6" when making this move. Any Titan that moves in this way cannot be issued Orders during the first round.





Legio Osedax Warlord Battle Titan

Galeru

Legio Osedax Warlord Titans were often bequeathed the names of mythical beasts drawn from the annals of Ancient Terran history, paying homage both to the Low Gothic moniker of the Legio and the fearsome nature of the Warlord itself. As is oft the case with many antiquated tales, the true details were lost to time, leaving many of the names devoid of context. Amongst Legio Osedax this was seen as a good omen, for only the future deeds of the Titan and its Princeps would be preserved in the annals of Mankind, tainted not by superstitious fears conjured during the more primitive ages.



Legio Osedax Reaver Battle Titan

Enmity's Angel

In preparation for the inevitable close-quarters battles amongst the vast industrial sprawl of Ryza, many Legio Osedax Reavers were armed in a manner best suited for close-ranged warfare against opposing Titans. To maximise the destruction each Reaver could cause, the outskirts of many forge-fanes were decommissioned, the manufactoria and warehouses hollowed and adapted to create ideal hiding places for Reaver Titans such as *Enmity's Angel*. Hidden from enemy sensors thanks to carefully placed electronic disrupters, the Reaver Titans would burst from hiding once the frontline of the Traitors' advance had passed their position, tearing through their surprised foe with powerful sweeps of their chainfist. The brutality of such ambushes often forced the Traitors from the confines of the forge-fanes and directly into the firing range of the Reavers' more powerful, long-ranged guns.

Legio Oberon

Title: The Legio Oberon Ordo Titanica

Militaris Grade: Tertius

Patent: Post-Unification, Accatran Mechanicum

Warden Domain(s): Anvari (Forge World)

Cognomen: Death Bolts II

Allied War Houses: Orhlacc, Vyronii

Allegiance: Fidelitas Constantus

The date of Legio Oberon's founding lies not in the distant, darkened past but within the glory days of the Great Crusade, its creation sanctioned alongside the colonisation of a new Forge World. Anvari, for that was the name bequeathed upon the Forge World, was established as a thrall domain of the mighty Accatran in an attempt to secure the latter's power within the realm of Ultramar. In honour of the Forge World's founding, the first colonists were gifted a fragment of Legio Destructor's strength, the wardens of Accatran given leave to forswear their oaths to their home world in order to protect another. In recognition of this act, the god-engines took new names and assembled under a new banner – that of Legio Oberon.

In accordance with Accatran's desire to forge more steadfast bonds with Ultramar, much of Legio Oberon's strength was seconded to Expeditionary fleets in which the Ultramarines Legion served. Such extended service brought about numerous changes within the Titan Legion, not least the tempering of the warlike nature often displayed by Princeps of Legio Destructor, a divergence ever more apparent when both Titan Legions served alongside one another. Indeed, the Princeps of Legio Oberon made great efforts to study the tactical plans supplied by the Ultramarines, incorporating them into the Death Bolts' own simulations and assessments. Given the long service of the average Princeps, it is unsurprising that Legio Oberon soon became known as expert tacticians, adapting the standard tactics of the Collegia Titanica and proposing many amendments to its strategic guidelines. Though many were rejected, an outcome Legio Oberon often attributed to dogma and the inability to accept improvements suggested by a young Titan Legion, the Death Bolts' displayed an aptitude skill for warfare matched by few other Titan Legions. By the end of the Great Crusade, Legio Oberon had acquired a distinguished record of victories alongside the Ultramarines and, in recognition of their service, was ordered to muster at Calth in preparation for an assault upon the Ghaslakh xenohold.

Legio Honorum and Legio Oberon

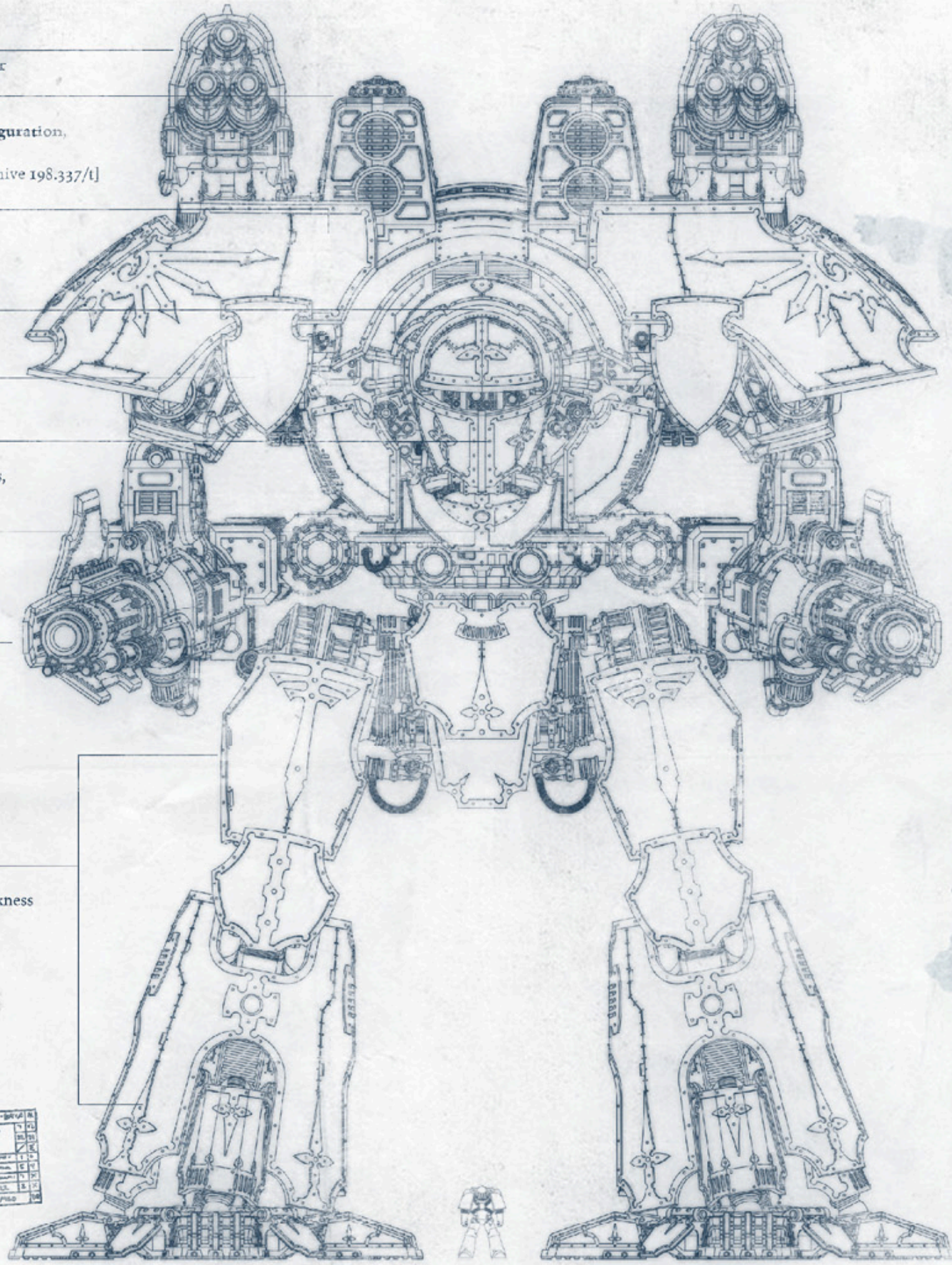
The naming of Legio Oberon caused much contention between the archivists of Mars' data vaults when news reached them of the Legio's existence. The founding of any Titan Legion is a momentous affair for the Cult Mechanicus, rife with pomp and much ceremony, yet the sheer size of the galaxy prevents the rapid transmission of information. To facilitate the timely organisation and founding of new Legios, it was deemed only necessary for the details of their creation be passed to Mars for ratification at the earliest convenience. Though a Titan Legion did not truly exist without Mars' acceptance it was, in most instances, little more than a formality assigned only minor importance by those Forge Worlds now tasked with sustaining a nascent Titan Legion. Thus a decade passed before news of Legio Oberon reached Mars, upon which it quickly became apparent that the cognomen assigned to the newly-founded Titan Legion, that being 'The Death Bolts', had already been assigned to Legio Honorum, a Legio founded upon Mars many decades before. Following much contemplation it was agreed that Oberon's cognomen would from then forth stand as Death Bolts II in accordance with the precedent set by other Titan Legions such as Victorum and Vulcanum. It should be noted that the archives of Accatran, of which Anvari was a thrall domain of, are extensive and held records of battles where Legio Destructor fought alongside Legio Honorum prior to the founding of Legio Oberon. Whether the naming of Legio Oberon was done so by mistake or as a deliberate act is unknown, but it was not uncommon for many Forge Worlds to undertake minor acts intended to create a stir amongst the Martian Parliament, often to draw attention to ambitious yet distant Forge Worlds.

As events have since shown, such a mustering was nothing more than a pretence through which the Warmaster hoped to deal a fatal blow to the Ultramarines and their allies, including Legio Oberon. The Death Bolts were to emerge from the calamitous events of Calth largely unscathed, for the principal strength of the Titan Legion had yet to arrive when the Word Bearers embarked upon their campaign of extermination. Such an outcome was a mote of light in an otherwise series of dark events yet it offered little solace to Legio Oberon itself, for the catastrophic damage wrought upon both Calth and the numbers of Legio Praesagius was seen as a stain upon the Death Bolts' honour. In vengeance, many Princeps of Legio Oberon swore oaths of battle to never return to Anvari until the Traitors had been driven back and the strength of Legio Praesagius restored. To fulfil this oath, the god-engines of Legio Oberon were readily committed to the Crusade of Iron when Gantz dispatched a call for aid. For the remainder of the Horus Heresy, much of Legio Oberon's strength was committed to Ultramar in pursuit of the surviving engines of Legio Infernus and the Word Bearers who fought alongside them. Those Princeps that had vowed never to rest until the Traitors were defeated did not return to Anvari until the fires of war had settled and those that did were few in number, the rest having gained redemption in the cold embrace of death.

Materiel Strength

At the onset of the Horus Heresy, Legio Oberon had existed for less than 200 years. Such a time frame precluded any chance of the Death Bolts amassing vast numbers of god-engines, for the construction of such machines remains a laborious process. Like many newly founded Titan Legions, the core of Legio Oberon has come from another, far older Legio which equipped the Death Bolts with over two dozen ancient god-engines that outdated Legio Oberon's founding by several millennia. The composition of Legio Oberon fitted the standard distribution as set down by the doctrines of the Collegia Titanica which consisted of a flexible mixture of Warlord, Reaver and Warhound class Titans. A notable exception was the presence of a single Imperator class Titan, dispatched from Accatran, which remains the personal god-engine of Legio Oberon's Grand Master to this day.

Legio Titanica Warlord Pattern Battle Titan – Late Great Crusade Era





RESTING HEIGHT 32.76M	**Warlord Battle Titan Mars Pattern** MK.XIV HECATUS-ROVON CONFIGURATION	SCALE CLASS MAGNIFICUS
GRADED MASS 18/960DG	CONVENTUS COMPLEMENT Crew: 7 – 12 Ciade: 22 – 34	BERTHING GAUGE Breadth 26.5M><28.3M Clearance 39.2M><44.8M	REACTOR OUTPUT Primary: 312.9K Secondary: 207.2K
Height and mass non-inclusive of weaponry and munitions stock			SHIELDING GRADE 122/Δ2/X · RAD EX-LOAD 06-Fatalis

TREAD RATING	ANIMA INTEGRITY	MAX. REC. PATROL	WX	LONGINUS	AESCAPULIS APPR	AUTOCENSUS REGISTERED BY
733.1{02}	69Q – *firmus*	96D^{SIN}	7	3sta/5	44D.101//Σ	Macos Ecax // 107 424.M32

LEGIO OBERON (DEATH BOLTS II)

Legio Trait: Efficient Planners
Years spent fighting alongside the Ultramarines have seen the Death Bolts II Princeps learn much from the thorough tactics of the XIIIth Legion.

When issuing an Order to any friendly Legio Oberon Titan, add 1 to the result of the Command check for each Legio Oberon Titan that has already been successfully issued with the same Order during this round, to a maximum of +3.

Legio Trait: Armoured Phalanx
Death Bolts II battlegroups advanced in tight formations, each Titan supporting the next to stand resolute in the face of incoming fire.

Subtract 1 from the result of any Armour roll made against a Legio Oberon Titan within 2" of one or more friendly Legio Oberon Titan.

Legio Specific Stratagem: Decisive Action (2)
In war the Death Bolts II acted boldly, but only after careful planning, assessing the strength of their foe before destroying them with overwhelming force.

This Stratagem can be purchased by any Legio Oberon player. Play this Stratagem at the start of any Strategy phase. If played during the first round, until the end of the phase, Legio Oberon Titans may be issued with Full Stride or First Fire orders without needing a Command check. If played during any round after the first, until the end of the phase, Legio Oberon Titans may be issued with Full Stride or Split Fire orders without needing a Command check. All Legio Oberon Titans issued Orders via this Stratagem must be issued the same Order.

Legio Specific Stratagem: Strategiser (3)
Legio Oberon often employed trained Strategisers whose sole duty was to watch the enfolding battle and devise counters to enemy strategies.

This Stratagem can be purchased by any Legio Oberon player. Play this Stratagem when an opponent plays a Stratagem that costs 2 or fewer Stratagem points, before resolving its effects. The Stratagem is discarded and its effects ignored.

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

D3	Personal Traits
1	**Unwavering:** *The Princeps has complete confidence in their own ability upon the battlefield and rarely second-guesses their own decisions.* Once per game, if the Princeps' Titan fails a Command check, it can choose to pass it instead.
2	**Peerless Commander:** *The Princeps commands both Titans and Knights with great skill, directing their efforts even as they unleash their anger upon a foe.* Friendly Knight Banners with at least one model within 6" of the Princeps' Titan automatically pass Command checks when testing to see if they are Shaken or recover from being Shaken.
3	**Tactical Genius:** *Even amongst a Legio famed for their robust tactics, the Princeps excels at developing near foolproof plans.* Before forces are deployed, when choosing Stratagems, the Legio Oberon player gains +1 Stratagem point if one or more Princeps with this Personal Trait is present in the force.





Legio Oberon Warlord Battle Titan

Panthera Rex

Depicted here before the ambush on Espandor, *Panthera Rex* is armed in a manner favouring the bold and decisive tactics of Legio Oberon. The Warlord was to play a significant role in the battle, launching devastating counter-attacks against the hunting packs of Legio Audax. Though outmatched in terms of speed, *Panthera Rex* unleashed the power of its volcano cannon at close range, scarring its own hull as payment for the death of the Traitors. However, the agri-world would prove to be the Titan's grave, as it would fall alongside those of its Legio who gave their lives so that Legio Praesagius could withdraw.



Legio Oberon Warhound Scout Titan

Feram Lex

The prosecution of war was, to the Princeps of Legio Oberon, an exercise in mental prowess, and their Princeps participated in games of strategy when not upon the field of battle. The use of Warhound Titans such as *Feram Lex* proved a key element of battlefield tactics within Legio Oberon. When enemy movements were known, maniples of Warhounds would often be dispatched to strategic locations long before the Legio marched. Operating as a hidden vanguard, the Warhounds would conceal themselves until the enemy line moved past their position. When the remainder of Legio Oberon engaged their foes in battle the Warhounds would emerge, assaulting the rear of the enemy, sowing disorder and panic in their ranks.



Legio Venator

Title: The Legio Venator Ordo Titanica

Militaris Grade: Secundus

Patent: Pre-Imperial, Arachnian Mechanicum

Warden Domain(s): Arachnus (Forge World), M'khand (secondary forge-fortress)

Cognomen: The Iron Spiders

Allied War Houses: Numerous Freeblade associations

Allegiance: Unconfirmed (major element Fidelitas Constantus)

Like the Forge World of Arachnus upon which Legio Venator was founded, the title of 'Iron Spiders', the more common appellation given to the Titan Legion, originates from the gargantuan arachnid-like species that once populated the world. It was as opposition to these creatures that Legio Venator was created, and the earliest records of the Titan Legion detail at length the protracted campaign of extermination the Iron Spiders embarked upon. The motive behind such an effort lay largely with the planet of Arachnus, for geological and mineral analysis revealed the abundant ore veins that promised lucrative industry for the settlers who had discovered the planet. The prevalence and deadliness of the mega-fauna once native to Arachnus prevented the Explorator arks dispatched from Mars from establishing a colony directly on the world and thus it was to be the planet's two moons, named Iktomia and Nizkara, that would see civilisation brought to them first. It was upon these two celestial bodies that Legio Venator would be founded and set loose upon Arachnus, armed and armoured by the extensive array of manufactoria dedicated to war that soon sprang up across both moons.

The growth of Arachnus as a prominent Forge World did not begin quickly, for the world was thrice larger in size than Terra and rife with dangers. The records of Arachnus note that it took nearly a century of protracted extermination, led by the god-engines of Legio Venator, before a safe zone upon Arachnus could be established. Even with such a gain, the Arachnian Mechanicum sent forth to colonise Arachnus proper found itself beset on all sides with only the guns of the Iron Spiders to protect them. The loss of life amongst the ranks of the Arachnian Mechanicum is not noted within its own records yet, by extrapolating the annals of fallen god-engines dutifully recorded by the scribes of Legio Venator, which report the crippling of nearly 100 Titans during the six-centuries long campaign to secure the surface of Arachnus, it stands to reason that vast numbers were lost to such harsh conditions. Nevertheless, the Iron Spiders emerged victorious with their foe driven to extinction, leaving the world of Arachnus open to exploitation and full colonisation. What is more, the Princeps and Moderati of Legio Venator had proved themselves within the fires of war and stood ready to expand the influence of Arachnus far beyond that of the world they had conquered.

So it was that when the Imperium expanded across the Segmentum Tempestus, they came across Arachnus not as a singular planet, but as the centre of a robust and well-developed Forge Empire protected by the seasoned might of a Titan Legion of considerable skill and numbers. It is perhaps unsurprisingly that, after millennia of struggles to establish itself as an independent entity, the Forge Empire of Arachnus proved unwilling to bow before the Imperium. Resistant as they were to the prospect of serving both the Emperor and Mars, conflict between the two civilisations proved inevitable. At the onset of this conflict the Iron Spiders stood, based upon their own records, as a Secundus grade Titan Legion, presenting a significant obstacle to Imperial forces. In opposition, the newly recruited might of both Legio Astraman and Legio Laniaskara were brought to battle, bringing devastation to over a dozen worlds in the half-decade long war between Arachnus and the forces of the Great Crusade. As the conflict drew to a close, over three-quarters of Arachnus' Forge Empire lay in the hands of the Imperium and with Imperial fleets rapidly closing on Arachnus itself the Forge World surrendered, swearing allegiance to Mars and rebuilding that which they had lost.

With the clarity that hindsight offers, it is clear that hostilities held by some upon Arachnus towards the Imperium persisted long after it bent the knee to Mars. Little evidence exists that Arachnus and its people actively plotted against the Imperium during the Great Crusade, for the Forge World benefited greatly under Imperial rule. In addition to the returning of its vassal worlds, bar those few seized by Mars as a measure of chastisement for raising arms against the Imperium, Arachnus rapidly expanded its borders, seeking out many lesser, as yet undiscovered, Forge Worlds elsewhere in the region to bring under their sway. Of even greater note is the arms which their manufactoria produced, for Arachnus soon became a favoured world of the Emperor's own bodyguard, the Legio Custodes, and the Forge World was noted for the skill in which they constructed the more esoteric weapons the Emperor's household troops often made use of. Furthermore, a significant portion of Legio Venator's strength was committed to the Great Crusade, nearly two-thirds of the Titan Legion separating into independent detachments deployed across the galaxy. Nevertheless, there lay an undercurrent of resistance from Arachnus towards the growing might of the Imperium, with veiled attempts to establish itself as the prominent power within the Belt of Iron and a notable effort to gather seats within the Martian Parliament to better influence policy towards the favour of Arachnus. Never was this more perceivable than amongst those who served with elements of Legio Venator that had amassed long years of service during the Great Crusade, and others of the Titan Legion who remained guarding the borders of Arachnus, called to war only in the most urgent of circumstances. Such individuals noted that those who stood as warders of Arachnus were bitter and melancholic, adverse to the notion of any not born of their world issuing commands to Legio Venator. In contrast, those who regularly served within the Expeditionary fleets were praised for their devotion to the cause and lauded for the spirit of self-sacrifice that placed the good of Mankind before their own lives.

The ideological splits between the two disparate elements of Legio Venator were to bring much strife to Arachnus come the Horus Heresy. When news of the Warmaster's treachery reached Arachnus, there was much contention within the upper hierarchies of the Forge World as to which side in the developing conflict Arachnus should take. In answer, the far-ranging elements of Legio Venator were recalled to Arachnus and, after years of debate, those Iron Spiders that had spent great periods of time away from their founding world appeared to emerge victorious following the outbreak of warfare within the Belt of Iron. In answer to calls for aid, the veterans of the Great Crusade were sent across the region, bringing war to the Warmaster's allies. In doing so, Arachnus was emptied of many who held ironclad loyalty to the Imperium, a circumstance that proved calculated in its arrangement. Mere months after much of Legio Venator swore renewed allegiance to the Imperium, Arachnus declared its own independence, purging the Forge World of those who still supported the Imperium and bequeathed the secessionist elements of Legio Venator with a new name – Legio Tritonis, the Dark Tide.

For the remainder of the Horus Heresy the remnants of Legio Venator utilised the forge-fortress of M'Khand, gifted to them during the Great Crusade, as their primary base of operations. From there, Legio Venator ranged across the Belt of Iron in search of the support needed to reconquer Arachnus, the Titan Legion's number heavily depleted first by treachery and then the endless attrition of war. When Legio Venator returned to Arachnus, wrestling it from the grip of those who had spat upon their oaths to the Imperium, the Forge World of their founding was but a shadow of its former glory, lesser than M'Khand and perhaps never to return to what it once was.

Materiel Strength

The strength and grade of Legio Venator fluctuated greatly during its time in service to the Imperium. Upon its rediscovery, when Arachnus first opposed the Imperium, the Iron Spiders were noted to stand at an estimated 134 god-engines, including two Imperator class Titans. Of these, only 54 god-engines, and a singular Imperator, were to survive Arachnus' conflict with the Imperium. Great efforts were made to replenish the strength of Legio Venator in the first decade of its service and by the onset of the Horus Heresy, the Titan Legion's numbers had newly been restored to its former glory.

By mid-011.M31, following the breaking of Legio Venator into the Iron Spiders and the Dark Tide, Legio Venator held a strength of 67 god-engines still loyal to the Imperium, the remainder having assumed the mantle of Legio Tritonis or fallen opposing the rise of Arachnus as an independent power. Of these, most were Reaver and Warhound class Titans, with Legio Venator possessing only a handful of greater Battle Titans. The forges of M'Khand worked tirelessly to construct additional engines, yet the forge-fortress' capabilities were far below that of a true Forge World. In truth, the greater number of new god-engines added to the ranks of Legio Venator were those captured during the Cataclysm of Iron, fallen machines of foes and Traitors repurposed in the Emperor's name.



LEGIO VENATOR (IRON SPIDERS)

Legio Trait: Loyalty Above All
Within Legio Venator, it is the duty of all Moderatii 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.

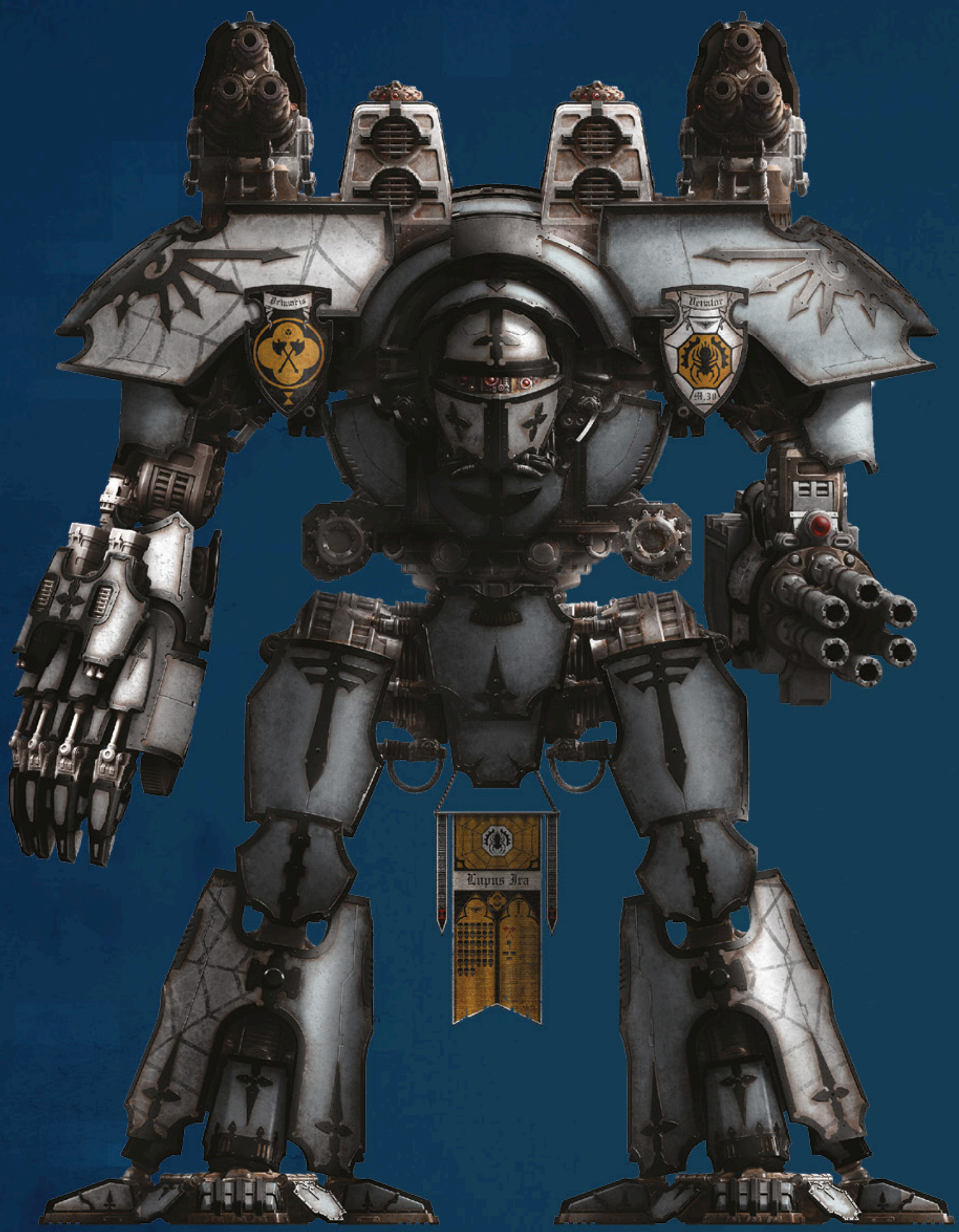
Any Legio Venator maniple may select a Reaver Titan in place of any Warlord Titan as part of its mandatory components.

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

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 in the *Adeptus Titanicus* rulebook, or by rolling a D3 on the table that follows:

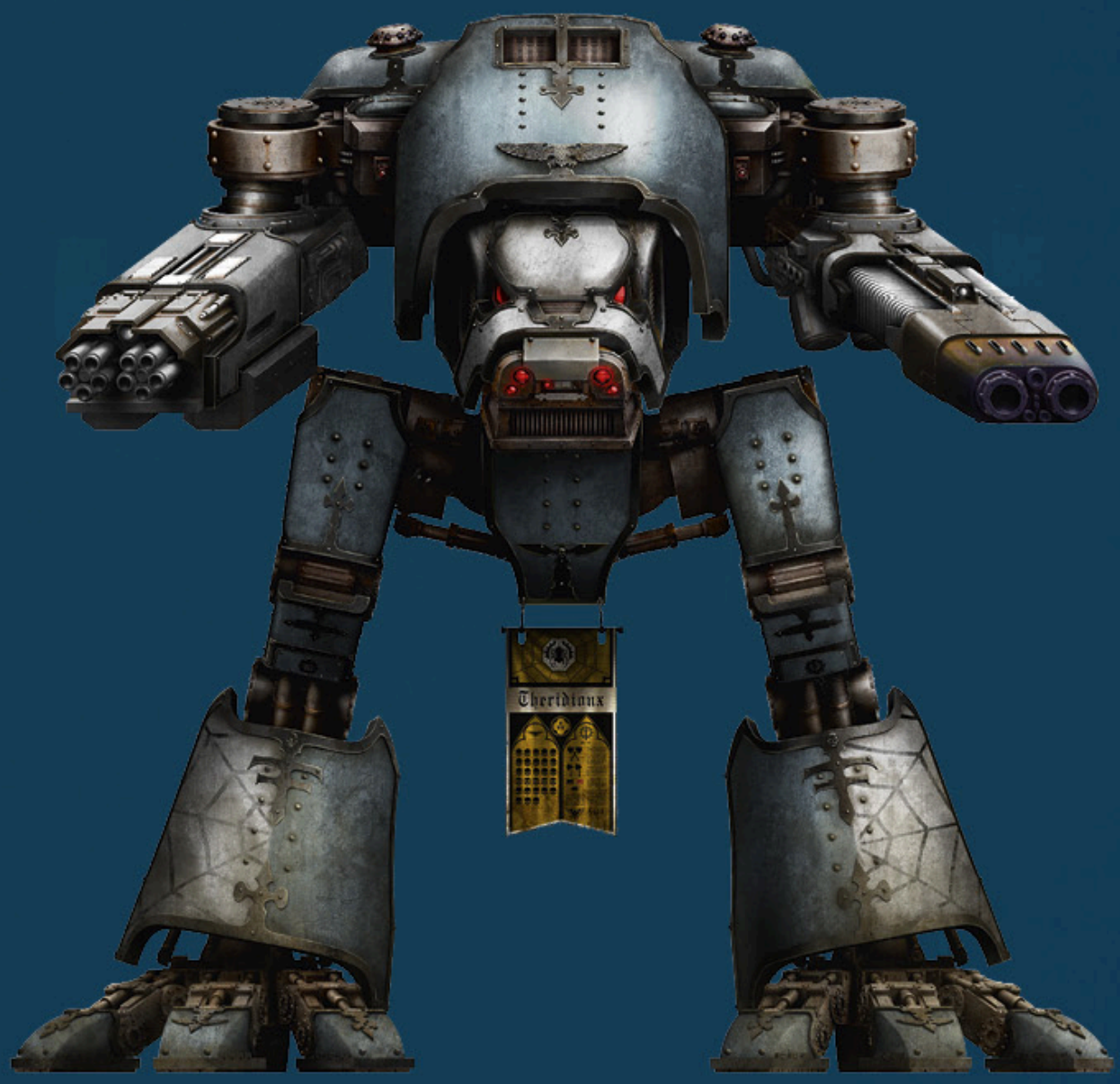
D3	Personal Traits
1	**Burning Hatred:** *The Princeps seethes with an intense hatred of all Traitors, raging at their abandonment of the true order and vowing that all will fall before them – whatever the cost.* Once per round, when the Princeps' Titan causes Critical Damage to an enemy Titan, the Princeps' 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.* Before forces are deployed, when choosing Stratagems, the Legio Venator player gains +1 Stratagem point if one or more Princeps with this Personal Trait is present in the force.



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 who expressed concern over fighting beside Legio Venator Titans they had previously fought against. Such worries were quickly dismissed 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 Venator Warhound Scout Titan

Theridionx

Legio Venator Warhounds such as *Theridionx*, pictured here during the assembly at M'Khand following the fall of Arachnus, became integral to the continued operation of the Titan Legion after many of its oldest Princeps defected to the nascent Legio Tritonis. The existence of the Dark Tide was a great stain upon the honour of Legio Venator and the Princeps of its Warhounds believed it their task to exterminate all who wore the colours of their traitorous kin. An unofficial, yet widely adhered to, practice during the Cataclysm of Iron was for existing kill markings on Iron Spiders Warhound honour banners to be daubed in white for each Legio Tritonis god-engine they claimed; the greater the number of Traitors slain, the more lauded the Princeps.



Legio Lysanda

Title: The Legio Lysanda Ordo Titanica

Militaris Grade: Tertius

Patent: Post-Unification, Konorian Mechanicum

Warden Domain(s): The Eastern Fringe, Karadozit (Forge-fortress), Yandrill Prime (Forge-fortress)

Cognomen: Sentinels of the Edge

Allied War Houses: None

Allegiance: Fidelitas Constantus

The founding of Legio Lysanda was a far cry from the quasi-ritualistic affair that is normally associated with the creation of a new Titan Legion, for it was born not out of desire to seed a new Titan Legion but rather pure necessity. As the Great Crusade pushed ever onwards and the borders of the Imperium expanded, it came into contact with increasing numbers of hostile empires, both xenos and otherwise, that offered a significant threat to the developing Imperium of Mankind. Given the widespread nature of the Expeditionary fleets, it proved impossible for each threat to receive proper attention upon discovery, and in such instances containment became the goal until such time as a suitable force could be assembled. Thus the newest borders of the Imperium, consisting of star systems only recently sworn to the Emperor, faced the persistent threat of invasion from creatures emerging from the darkest recesses of the galaxy to tear down the edifices of Mankind. Mindful that the continued loyalty of newly-Compliant worlds would be impossible should many remain threatened by external foes, edicts were issued demanding the foundation of dedicated forces intended to watch over the boundaries of Imperial space. In the Ultima Segmentum, a Titan Legion, bearing the title Legio Lysanda, was founded as one such force.

Formed from Titans gifted by over a dozen Forge Worlds, though primarily the twin Forge Worlds of Konor and Gantz, Legio Lysanda, or the 'Sentinels of the Edge' as they soon became known, were tasked not with maintaining wardenship over a single Forge World but rather with protecting the edge of Imperial space. For this role, only Princeps of keen mind and cool humours were chosen to fill the ranks of Legio Lysanda, for a bellicose and vengeful nature was deemed detrimental to the task at hand. Though only 21 god-engines were assembled for the founding of Legio Lysanda, the Titan Legion soon proved its worth, throwing back the assembled might of the Yuntari Militia, a xenos-human alliance of raiders that had long troubled the worlds at the edge of the Imperium's eastern border with assaults upon the mining belts of Danticoh Prime. In the following decades, maniples of Legio Lysanda Titans were dispatched to over a dozen worlds deemed at threat, performing their duty as guardians with resolute efficiency and patience. Each time the Imperium's borders moved outwards, a portion of Legio Lysanda would depart the worlds they had sheltered for years, redeploying to an Expeditionary fleet to aid the Compliance of a new world from which they would begin the cycle of guardianship once more.

In its role as temporary warden, Legio Lysanda developed a reputation for even-temperament so precise that many who had served alongside the Titan Legion claimed its Princeps could not be angered, no matter the trials that faced them. Indeed, it was noted that prospective Titan crew were required to undergo a period of solitude and introspection before being allowed to ascend to command their own god-engines. Within Legio Lysanda, there appeared little trace of a hunger for glory so prominent in many other Titan Legions and its Princeps were instilled with the belief that they served as a counterpoint to the desires and lust for battle that oft possessed the machine spirit of their engine. To function within their role, a Princeps must forever watch out for a changing in nature, lest they forsake all they had sworn to protect.

More so than most Titan Legions, save those that served the Warmaster and felt the touch of unholy pacts, the Horus Heresy wrought significant changes upon Legio Lysanda. The onset of this war, mired in treachery and uncertain loyalties, saw the Sentinels of the Edge facing threats not from outside of the Imperium, as they had once, but inward, against the worlds they had sworn to protect. In decades of service, dozens of worlds had once held Legio Lysanda as their protectors and many now burned with the fires of war. This alone was enough to scour away any notion of serenity within the minds of many of the Titan Legion's Princeps, who soon became little more than husks that thirsted for vengeance, vowing never to rest until justice for those fallen worlds was achieved. Worse still were those worlds that wholeheartedly turned against the Imperium, undoing the years of service Legio Lysanda had offered to them and the lives spent in their protection. Often, it fell to Legio Lysanda to return to these worlds bringing the Emperor's justice. The fires of cities they had once watched over were forever seared in the minds of many Princeps, the memory forever twisting the soul of the Titan Legion into one of vengeance instead of peace.

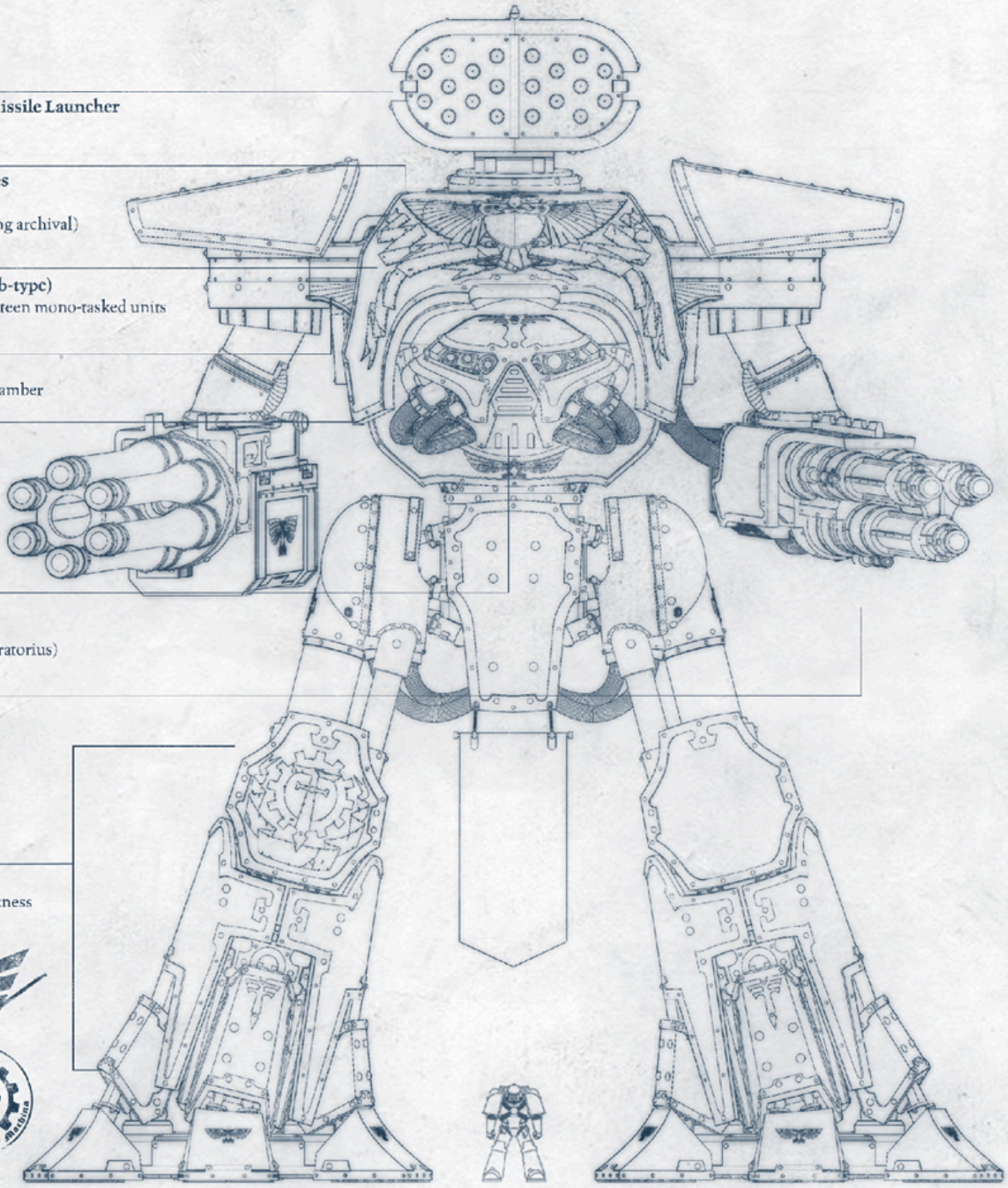
Aegis Etchings

The worlds to which Legio Lysanda were assigned held great value to the Princeps of the god-engines tasked with watching over them. Indeed, many of the Legio's Princeps were recorded to have regularly integrated themselves into the local culture, forming bonds with its rulers and walking amongst its people. In some ways, the Sentinels of the Edge served in a capacity similar to, although far less influential than, that of an Iterator of the Great Crusade. When it came time for the Titan Legion to depart from a planet, the crew of each god-engine would personally carve a memento into the carapace of their Titan that marked the world they had protected. Each held meaning to the individual crew, with the most seasoned Titans bearing a tapestry of its deeds engraved on its carapace. Numerous recovered pict-captures of Legio Lysanda engines taken during the Horus Heresy show that many of the Legio's Titans bore such mementos that had been deliberately defaced; cross-references with the worlds they represented show that all such planets had either sided with the Warmaster or were brought low by his wrath.

Materiel Strength

Given that Legio Lysanda were rarely assembled together for war, an exact count of their numbers is all but impossible to determine. What can be determined is based on the known worlds they garrisoned in the years prior to the outbreak of the Horus Heresy which placed Legio Lysanda as a Tertius grade Titan Legion, capable of fielding at least 53 god-engines, with an estimated upwards maximum of 72. Owing to the relative youth of the Titan Legion, Legio Lysanda was unable to call upon rarer classes of Titan, relying almost exclusively upon Warlord, Reaver and Warhound class Titans. Nevertheless, the chaotic nature of the Horus Heresy, combined with the prevalence of scavenging enacted by many Titan Legions, may have leant opportunity for Legio Lysanda to acquire Titan classes outside their pre-Heresy allocation.

Legio Titanica Reaver Pattern Battle Titan – Late Great Crusade Era



RESTING HEIGHT 25.21M	**Reaver Battle Titan** **Mars Pattern** MK.XXIII KORON-VALERIUS CONFIGURATION	SCALE CLASS IMMENSUS
GRADED MASS 16/112RG		REACTOR OUTPUT 282.7K
Height and mass non-inclusive of weaponry and munitions stock	CONVENTUS COMPLEMENT Crew: 4 – 8 Clade: 9 – 17	BERTHING GAUGE Breadth: 23.5M><26.9M Clearance: 27.8M><31.1M
		SHIELDING GRADE 99/Δ4/X
		RAD EX LOAD 06–Fatalis

TREAD RATING	ANIMA INTEGRITY	MAX. REC. PATROL	WX	LONGINUS	AESCAPULIS APPR.	AUTOCENSUS REGISTERED BY
983.4{11}	53P – *firmus*	82D^{SID}	9	2sta/5	36G.103//Σ	Magos Egax // 109 424.M32

LEGIO LYSANDA (SENTINELS OF THE EDGE)

Legio Trait: Patience Beyond Measure
Before a Legio Lysanda Princeps could ascend to command a Titan, they were required to sit in silent contemplation for seven days to ensure only those with true inner peace ascended to the role.

Before any units are deployed, a battleforce that contains at least one Legio Lysanda maniple may choose to deploy all their units at once at the start of deployment, before their opponent deploys any unit. If they do so, the Legio Lysanda player does not roll to determine the First Player in the first round, instead allowing their opponent to win the roll-off. If they do so, all Legio Lysanda Titans add 1 to the result of any Hit rolls and Command checks made during the first round. Patience Beyond Measure has no effect in Narrative missions unless otherwise stated.

Legio Trait: Stillness of Mind
Many Legio Lysanda Princeps spent time between conflicts alone in their god-engines, embracing the silence a sleeping Titan offers to better rouse it in times of war.

Add 2 to the result when rolling to see if a Shutdown order is removed from a Legio Lysanda Titan.

Legio Specific Stratagem: Frontier Guard (2)
Legio Lysanda was often tasked with guarding important worlds, towering protectors willing to sacrifice all in pursuit of duty.

This Stratagem can be purchased by any Legio Lysanda player. Play this Stratagem during the Strategy phase of any round. Until the end of the round, the BS and WS of any Legio Lysanda Titan that is within 6" of an objective marker (for their own victory conditions) when this Stratagem is played is increased by 1, to a maximum of 2+.

Legio Specific Wargear: Mantle of Responsibility
Legio Lysanda perceive trophies of war gifted to them as the highest honour, and display them proudly upon their Titans to show their dedication to the Imperium.

Any Legio Lysanda Titan can be upgraded to have a Mantle of Responsibility for +15 points. A Titan with this upgrade may re-roll results of a 1 or 2 when making a Command check.

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

D3	Personal Traits
1	**Harrowed by Betrayal:** *Once famous for their calm, the horrors of the Horus Heresy have twisted the Princeps until they were filled with anger beyond measure.* If the Machine Spirit of a Legio Lysanda Titan awakens, the Titan may apply the Wrathful result instead of rolling on the Awakened Machine Spirit table.
2	**Serene:** *The Princeps is untroubled by the horrors of the galaxy, believing that only through opposing them without fear can they truly be defeated.* The Princeps' Titan never suffers penalties to their Command checks and may ignore effects that force them to re-roll successful Command checks.
3	**Vanguard Leader:** *The Princeps fights at the fore, setting an example for all who follow.* Any friendly Legio Lysanda Titan that begins its movement within 3" of the Princeps' Titan can declare Power to Locomotors! without pushing its reactor. This includes the Princeps' Titan.



Legio Lysanda Warlord Battle Titan

Lord of Virtues

For two decades, *Lord of Virtues* stood in defence of those worlds settled on the edge of the Ghoul Stars, vigilant for threats undescribed in known records. Its tenure as sentinel ended when called to war in Ultramar, participating in numerous battles during the Crusade of Iron upon nearly a dozen worlds. Armed with two Sunfury plasma annihilators, *Lord of Virtues* operated as master of a Vilicus maniple, recording seven confirmed engine-kills before being redeployed. Drawing upon patience earned through decades of service, *Lord of Virtues* would power down and wait in silence as accompanying Warhounds drew the enemy into an ambush, the sudden flare of the Warlord's plasma reactor bursting into life signalling the death of Traitors.



Legio Lysanda Reaver Battle Titan

Unfolding Wrath

Though the Sentinels of the Edge were famed for their patience, such a reservoir was not infinite. The magnitude of betrayal wrought many changes upon Legio Lysanda, and a handful of Princeps amongst their number cast aside reason in favour of wrath. In recognition of their new creed, such Princeps marched to war under new names, for *Unfolding Wrath* was once known as *Argent Flame*. To match its newfound purpose, the Reaver was armed with weapons focused upon total annihilation, taking to battle on Ulixis as leader of a Corsair maniple that stalked the tunnels of the world, tearing into any Traitor forces they came across with a reckless abandon far removed from the reputation of their Legio.

The Ordo Sinister

'There are monsters, and then there are the monsters we make to fight them. Both are the same. The difference is simply a choice of how we see ourselves.'

– The Emperor, at the Massacre of Angorite, late Unification era

The Emperor, in His will and reason, divined and designed weapons for every possible threat humanity might face upon taking to the stars. One such creation, wrought by the hand of the Emperor Himself, was forged from experiments with weaponry long deemed forbidden. Thus was the Ordo Sinister born. The exact time of the Ordo's creation lies shrouded in secret, with some scattered records suggesting their foundation was laid during 967.M30, when the Emperor issued a Writ of Compulsion to Mars, requiring the deliverance of 25 Warlord Class Battle Titans. Though the intended purpose of these Warlords was not recorded, those scholars aware of the Writ's existence reason that such Titans were, if not the genesis of the Ordo, a new generation of the Emperor's creations.

The Titans of the Ordo Sinister possess undeniable strength, for they combine the might of a god-engine with the power of psykers locked in place and bound to the will of the Preceptor-Intendant, who stands as the Titan's Princeps. Each Preceptor-Intendant is an 'Untouchable', a psychic blank immune to the vortex of aetheric forces generated by the Titan. Operated by such individuals, the engines of the Ordo Sinister were capable of harnessing psychic power on the grandest of scales, from eradicating their foes to mending damage as if it had never been inflicted. Even their weapons were of unique design, each capable of unleashing devastation that dwarfed those unleashed by their Mechanicum mirrors. The power of a single Psi-Titan could bring a world to heel simply by walking upon its surface, for its very presence instils terror in the hearts of all who perceive it.

Official reports, sworn before the Council of Terra by an officer of the Order named as Prefect Kelner Anahat, placed the numbers of the Ordo Sinister at 20 modified Warlord Titans, divided into four self-contained fortress-crypts on Terra at the start of the Horus Heresy. By their own words, the Order were to remain on Terra until called upon by the Emperor Himself and thus few records speak of their conflicts across the galaxy, both during the Great Crusade and the Horus Heresy that followed. Claims of their inactivity are to be taken with some scepticism, for reports speak of unsettling Titans walking upon battlefields across the galaxy during the Horus Heresy, silent god-engines striking against the servants of the Warmaster. The strength of the Ordo Sinister also stands in doubt, for scattered tales speak of Titans forged in all manner of designs unleashing powers far beyond mortal ken.

+++ACCESS GRANTED+++
++Ref: ORDO SINISTER: COMPOSITION++
+CHAMBER: Occedentalis+
Occedentalis-Damysus [STATUS: DATA DENIED]
Occedentalis-Chirion [STATUS: ORION]
[DATA DENIED]
Occedentalis-Sabaktes [STATUS: ORION]
[DATA DENIED]
+CHAMBER: BOREALIS+
Borealis-Thoon [STATUS: CTHONIC]
+++ERROR: INTRUSION DETECTED.
ACCESS DENIED. INTRUSION
PROTOCOLS ENGAGED+++

Using Psi-Titans

A Psi-Titan is a rare creation; few have seen one and even fewer understand their workings or know their provenance. The presence of a Psi-Titan is an ill-omen for the battle to come for it speaks of threats that even god-engines are endangered by.

Players can include one or more Psi-Titans in their battlegroup. In Open Play (see the *Adeptus Titanicus* rulebook) using Psi-Titans is as simple as deciding which models from your collection you wish to include, taking a Command Terminal for each one and getting the battle started. In Matched Play and Narrative Play, the rules for using Psi-Titans in a battlegroup are a little more structured. A player can include one or more Psi-Titans with the following restrictions:

- A Psi-Titan is an Auxiliary Titan, meaning a maximum of one Psi-Titan (or other Auxiliary Titan) can be included for every maniple in a player's battlegroup.
- Psi-Titans cannot be included as part of a maniple or form squadrons with any other Titan unless otherwise stated.
- A battlegroup which contains one or more Psi-Titans cannot include any Corrupted Titans or Traitor Titans of Legend.
- A battlegroup which contains one or more Psi-Titans cannot include any Renegade or Corrupted Knight Banners.
- A battlegroup which contains one or more Psi-Titans cannot use Traitor Legion Stratagems or Stratagems usable only by a Traitor player.
- A player cannot declare that a Psi-Titan is part of any particular Titan Legion and thus a Psi-Titan cannot gain any Legio Specific benefits.

Psi-Titans on the Battlefield
As befitting the esoteric powers a Psi-Titan possesses, they are subject to a number of additional special rules. All Psi-Titans have the following special rules:

- A Psi-Titan does not follow the Issue Orders step as described in the *Adeptus Titanicus* rulebook, and cannot be given Orders by any means unless stated otherwise.
- Psi-Titans have access to a number of Psychic Powers which are determined by the Psi-Titan's class. Psychic Powers follow the rules presented below.
- A Psi-Titan can only ever use their own Command Value, regardless of any special rules.
- All units, friend or foe, within 10" subtract 1 from the result of any Command check. Any Corrupted Titan within 10" subtracts 2 from the result of any Command check instead. Psi-Titans are not affected by this rule.

Psychic Powers
Each Psi-Titan houses a Ciricrux Anima, a psychic amplification matrix device conceived by the Emperor Himself. It is to this blasphemous artifice that the Titan's crew are bound, fed by psykers left slumbering until purpose calls. Controlled by the Preceptor-Intendant, an Untouchable immune to their powers, a Psi-Titan harnesses their 'gifts' on an unprecedented scale.

Each Psi-Titan has access to Psychic Powers, the nature of each is dependent on the Titan's class and is described in detail in its relevant supplement. Psychic Powers are Channelled in the Strategy phase during the Issue Orders step. During this step, a Psi-Titan can be activated as normal. When a Psi-Titan is activated in this step, the controlling player can choose to either Channel a Psychic Power from the list available to them or issue the Shutdown order, then make a Command check.

If the check is successful, an Order dice, representing the Psychic Power or Order, is placed on the Order space on the Titan's Command Terminal with the chosen 'Order' showing. If the check is failed, the chosen unit does not receive the 'Order' but Orders can still be issued to other Titans in the battlegroup. In addition, if the Psi-Titan attempted to Channel a Psychic Power and the check was failed, the Psi-Titan suffers a Psychic Malfunction. During the End phase, all Channelled Psychic Powers come to an end and their dice are removed from any Command Terminals.

Psychic Powers are not Orders and are unaffected by rules that remove or affect Orders such as the Vox Blackout Stratagem. If the Strategy phase ends before a Psychic Power has been channelled, any Psi-Titans may still Channel Psychic Powers before the start of the next phase.

Order Dice and Psychic Powers
For ease of play, a Psi-Titan makes use of the standard Order dice to represent Psychic Powers. Each Psi-Titan will have access to a number of Psychic Powers and each will be assigned to a symbol on the Order dice. When issued a Psychic Power, simply place that Order dice with the appropriate face showing. As all Psi-Titans have access to the Shutdown order, this is used as normal.

Psychic Malfunction

The powers unleashed by a Psi-Titan do not come without a price. Though the psykers are bound to the Ciricrux Anima and controlled by an Untouchable, such safeguards cannot prevent every misfortune. The dangers are only heightened when the Psi-Titan is in close proximity to the raw power of the Warp or its fragile machinery has been damaged.

A Psi-Titan suffers a Psychic Malfunction if it fails its Command check while attempting to Channel a Psychic Power. Make a Command check for the Titan. Subtract 1 from the result if the Titan's Head has suffered Critical Damage. In addition, subtract 1 from the result if the Titan is within 6" of a Corrupted Titan (Corrupted Titans will be explored in a future supplement). If the Command check is successful, nothing happens – the Preceptor-Intendant has managed to gain control of the wayward powers. If the check fails, roll a D6 on the Psychic Manifestation table. If, however, the Titan's Head has suffered Critical Damage or is within 6" of a Corrupted Titan, roll a D10 instead.

Psi-Titan Psychic Manifestation Table

D10	Result
1-2	**Preternatural Stillness:** *The Preceptor-Intendant succeeds in dissipating the excess psychic energies and those nearby feel the sinister touch of the Warp for the briefest of moments.* Remove all Orders from any Titan, apart from Corrupted Titans, within 15" of the Psi-Titan that have already been issued an Order. For the remainder of the round, all Titans (other than Corrupted Titans) that are within 15" of this Titan cannot be issued Orders.
3-4	**Psychic Overload:** *Unable to control the energies they have summoned, one of the psykers expires, hollowed out by the strain placed upon them.* Add 1 to any dice roll made on the Psi-Titan Psychic Manifestation table for the remainder of the battle. This effect is cumulative. This can be tracked with a D6 on the Titan's Command Terminal.
5-6	**Choir of the Damned:** *The Titan temporary falls silent as its psykers are ushered into sleep once more to avoid the maddening voices of the Warp that now assail them.* This Titan cannot be activated during the Movement phase of this round or the Strategy phase of the next round.
7-8	**The Smallest of Cracks:** *Though the Preceptor-Intendant wrestles with the powers under their control, they cannot prevent damage to the Ciricrux Anima.* The Titan suffers Critical Damage to its Head – this can result in Catastrophic Damage.
9-10	**The Emperor's Mercy:** *As the power of the Warp overcomes the psykers, the Preceptor-Intendant initiates the fail-safes that will see them put to rest.* For the remainder of the battle, the Titan cannot Channel any Psychic Powers. In addition, any Psi weapons it is armed with are Disabled, if they are not already, and cannot be repaired. Place the Order dice showing the Split Fire order to denote this.

Warlord-Sinister

The Warlord-Sinister is a thing that should not be. A fusion of one of the mightiest god-engines with the 'weaponised' power of numerous, bound alpha-grade psykers, and crewed by a soulless Untouchable, a Warlord-Sinister was constructed with methods only the Emperor Himself could permit. For a Warlord-Sinister, fear is its constant companion, bleeding those around it of hope and joy with its very presence.

Roused to anger a Warlord-Sinister is a terrible beast, able to project psychic phenomena on a truly gargantuan scale. Despite this, the most devastating power a Warlord-Sinister can draw upon rests in its left arm. Known as the Sinistramanus Tenebrae, literally the Left Hand of Darkness, each Warlord-Sinister possesses such a weapon, more akin to a weaponised warp engine than any conventional armament. With it, a Warlord-Sinister spits forth a bolt of darkness that disassembles any matter it touches, casting it into the Empyrean molecule by molecule.

Warlord-Sinister Titans

Any Warlord Titan can be designated as a Warlord-Sinister at a cost of +300 points. All Warlord-Sinister Titans are Psi-Titans and as such follow all rules that apply to Psi-Titans.

All Warlord-Sinister Titans are equipped with a Sinistramanus Tenebrae on their Left Arm and an Arioch Power Claw on their Right Arm. A Warlord-Sinister must purchase a Carapace Weapon and can replace their Right Arm weapon with any weapons available to a Warlord, at the appropriate cost.

All Warlord-Sinister Titans have access to the following Psychic Powers. Each Psychic Power has a corresponding Order dice symbol used to denote which Psychic Power the Titan has channelled.

WARLORD-SINISTER PSYCHIC POWERS

Necrotechica: *Ghostly light courses across the Psi-Titan's hull, re-knitting shattered armour and broken machinery.*

As soon as the Necrotechica Psychic Power has been Channelled, make a Repair roll for the unit, rolling a number of D6 equal to its Servitor Clades plus 1. Add 1 to the result of each dice. The Titan can spend dice to recover lost Structure points (5+) on any location that has no Critical Damage, in addition to any other Repair Actions. Disabled Weapons with the Psi trait cannot be repaired by Necrotechica. If a unit that has Channelled the Necrotechica power is activated in the Movement phase, it cannot be activated in the subsequent Combat phase.

Death Pulse: *A seething pulse of energy is unleashed from the Titan that assails the very soul of anything it touches.*

When a unit that Channelled Death Pulse is activated during the Movement phase, it cannot move or make turns. Instead, resolve a weapon attack against every unit, friend or foe, within 8" of the unit using the following profile:

Dice	Strength	Traits
1	X	Warp

Attacks made with Death Pulse automatically hit – no roll is needed.

Quickening: *Aetheric conduits in the Titan's limbs glow with power, driving the god-engine forwards at an unnatural pace.*

When a unit that has Channelled Quickening is activated during the Movement phase, it can move a number of inches up to its boosted Speed, can make a number of Manoeuvres equal to its boosted Manoeuvre characteristic and can pick one of its weapons that does not have the Psi trait to attack with.

Antipathic Tempest: *The Titan's head is crowned with a halo of unhallowed lightning and hurricane-force winds that, when unleashed, scatter man and machine alike with ease.*

When a unit that has Channelled Antipathic Tempest is activated during the Movement phase, it cannot move or make turns. Instead, pick a point on the table that the Titan can see. Resolve a weapon attack against any unit within 3" of that point

Dice	Strength	Traits
1	8	Concussive, Psi, Quake

using the following profile:

Attacks made with Antipathic Tempest automatically hit – no roll is needed.

WEAPON CHARTS

Warmaster Heavy Battle Titan Weapon Options
A Warmaster Heavy Battle Titan can take the following weapon options:

Weapon	Range		Accuracy		Dice	Str	Location	Points	Traits	Arc	Weapon Disabled	Repair Weapon
	S	L	S	L								
Revelator Missile Launcher	24"	48"	-	+1	3	8	Warmaster Carapace	50	Carapace, Concussive, Limited(4), Ordnance	Corridor Arc	12+	Repair Weapon (4+) 12-15: Detonation (Body, S7) 16+: Detonation (Body, S9)
Suzerain Class Plasma Destructor	16"	30"	+1	-	3	11	Warmaster Arm	70	Fusion (Draining), Maximal Fire	Front Arc	12+	Repair Weapon (4+) 12-15: Detonation (Body, S7) 16+: Detonation (Body, S9)
Apocalypse Missile Array	30"	120"	-	+1	3	4	Warmaster Shoulder	10	Barrage	Front Arc	10+	Repair Weapon (4+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Plasma Blastgun	8"	24"	-	+1	2	8	Warmaster Shoulder	40	Blast (3"), Maximal Fire	Front Arc	10+	Repair Weapon (4+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Turbo Laser Destructor	16"	32"	-	-	2	8	Warmaster Shoulder	30	Shieldbane (Draining)	Front Arc	10+	Repair Weapon (4+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Vulcan Mega-bolter	8"	20"	+1	-	6	4	Warmaster Shoulder	20	Rapid	Front Arc	10+	Repair Weapon (4+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Inferno Gun	T	-	-	-	3	7	Warmaster Shoulder	25	Firestorm	Front Arc	10+	Repair Weapon (4+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Melta Cannon	8"	16"	-	-	1	10	Warmaster Shoulder	30	Blast (3"), Fusion	Front Arc	10+	Repair Weapon (4+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)

Warlord-Sinister Psi-Titan Weapon Options

Weapon	Range		Accuracy		Dice	Str	Location	Points	Traits	Arc	Weapon Disabled	Repair Weapon
	S	L	S	L								
Sinistramanus Tenebrae	30"	120"	-	-	3	10	Warlord-Sinister Arm	N/A	Beam (1), Psi, Taxing	Front Arc	11+	Repair Weapon (4+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)

Warlord Battle Titan Weapon Options
A Warlord Battle Titan can take the following weapon options:

Weapon	Range		Accuracy		Dice	Str	Location	Points	Traits	Arc	Weapon Disabled	Repair Weapon
	S	L	S	L								
Belicosa Volcano Cannon	30"	60"	-	-	1	12	Warlord Arm	55	Blast (5"), Draining	Front Arc	11+	Repair Weapon (5+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)
Macro-gatling Blaster	8"	24"	+1	-	6	7	Warlord Arm	30	Ordnance	Front Arc	11+	Repair Weapon (3+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)
Sunfury Plasma Annihilator	12"	24"	-	-	4	8	Warlord Arm	45	Maximal Fire	Front Arc	11+	Repair Weapon (5+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)
Mori Quake Cannon	24"	72"	-	-	1	9	Warlord Arm	20	Blast (5"), Concussive, Quake	Front Arc	11+	Repair Weapon (3+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)
Arioch Titan Power Claw	2"	-	+2	-	3	12	Warlord Arm	25	Concussive, Melee	Front Arc	11+	Repair Weapon (2+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)
Paired Turbo Laser Destructors	18"	32"	-	-	4	8	Warlord Carapace	35	Carapace, Paired, Shieldbane (Draining)	Corridor Arc	11+	Repair Weapon (4+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)
Paired Gatling Blasters	8"	24"	+1	-	12	5	Warlord Carapace	30	Carapace, Ordnance, Paired	Corridor Arc	11+	Repair Weapon (3+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)
Paired Laser Blasters	16"	32"	-	-1	6	8	Warlord Carapace	50	Carapace, Paired, Shieldbane (Draining)	Corridor Arc	11+	Repair Weapon (4+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)
Vulcan Mega-bolter Array	10"	20"	+1	-	12	4	Warlord Carapace	20	Carapace, Paired, Rapid	Corridor Arc	11+	Repair Weapon (3+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)
Apocalypse Missile Launchers	30"	120"	-	+1	10	4	Warlord Carapace	15	Barrage, Carapace, Paired	Corridor Arc	11+	Repair Weapon (4+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)

Beam (X): When resolving an attack from a Beam weapon, do not roll To Hit. Instead, pick a target and draw an imaginary straight line 1mm wide from the weapon up to its maximum range; the line must cross the base of the target at the point closest to the firing model. The closest unit to the firing unit whose base is under the line suffers a number of hits equal to the weapon's Dice value. If that unit is destroyed, the next closest unit suffers a number of hits equal to the weapon's Dice value minus the number in brackets after the Trait, to a minimum of 0. Continue these steps until a unit is not destroyed, there are no units left underneath the line, or the weapon's Dice value has been reduced to 0. Beam weapons can only make Targeted Attacks against the closest unit – randomly determine the location for any subsequent unit hit by a Beam weapon.
For the purposes of determining the closest unit that is hit, any piece of terrain underneath the line counts as a unit. If a piece of terrain underneath the line is the closest 'unit', the Beam carries on as if it had destroyed an enemy unit, i.e., reduce the Dice value and resolve hits against the next unit down the line. If using the Destroying Terrain special rule (see page 52 of the *Adeptus Titanicus* rulebook), the terrain takes hits as normal however the beam carries on after resolving these even if the building is not destroyed, reducing the Dice value as if it had destroyed an enemy unit.

Psi: When resolving an attack from a Psi weapon, any hits that are caused bypass void shields. Psi weapons can be affected by certain special rules, such as The Emperor's Mercy result from the Psi-Titan Psychic Manifestation table. In addition, when resolving an attack from a Psi weapon against a Corrupted Titan or Corrupted Knight, increase the Strength of the weapon by 2.

Taxing: After resolving the effects of an attack with a Taxing weapon, roll a Reactor dice for the Titan and apply the result as normal. If the Reactor roll shows the Machine Spirit symbol, the Titan's Machine Spirit is not Awakened. Instead, roll a D6 on the Psychic Manifestation table, or a D10 if the Titan has suffered Critical Damage or is within 6" of a Corrupted Titan.

Warbringer Nemesis Titan Weapon Options
A Warbringer Nemesis Titan can take the following weapon options:

Weapon	Range		Accuracy		Dice	Str	Location	Points	Traits	Arc	Weapon Disabled	Repair Weapon
	S	L	S	L								
Belicosa Volcano Cannon	30"	60"	-	-	1	12	Warbringer Carapace	55	Blast (5"), Carapace, Draining	Front Arc	11+	Repair Weapon (5+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)
Mori Quake Cannon	24"	72"	-	-	1	9	Warbringer Carapace	20	Blast (5"), Carapace, Concussive, Quake	Front Arc	11+	Repair Weapon (3+) 11-14: Detonation (Body, S7) 15+: Detonation (Body, S9)

In addition to these, a Warbringer Nemesis Titan can take the following weapon options from the Reaver Battle Titan Weapon Options list: Melta Cannon, Volcano Cannon, Laser Blaster, Gatling Blaster

Reaver Battle Titan Weapon Options
A Reaver Battle Titan can take the following weapon options:

Weapon	Range		Accuracy		Dice	Str	Location	Points	Traits	Arc	Weapon Disabled	Repair Weapon
	S	L	S	L								
Gatling Blaster	8"	24"	+1	-	6	5	Reaver Arm	15	Ordnance	Front Arc	10+	Repair Weapon (3+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Reaver Titan Chainfist	2"	-	+2	-	3	8	Reaver Arm	20	Melee, Rending	Front Arc	10+	Repair Weapon (2+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Melta Cannon	12"	24"	-	-	1	11	Reaver Arm	35	Blast (3"), Fusion	Front Arc	10+	Repair Weapon (4+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Volcano Cannon	30"	60"	-	-	1	10	Reaver Arm	25	Blast (3"), Draining	Front Arc	10+	Repair Weapon (5+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Reaver Titan Power Fist	2"	-	+1	-	2	9	Reaver Arm	20	Concussive, Melee	Front Arc	10+	Repair Weapon (2+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Laser Blaster	16"	32"	-	-1	3	8	Reaver Arm	25	Shieldbane (Draining)	Front Arc	10+	Repair Weapon (4+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Turbo Laser Destructor	18"	32"	-	-	2	8	Reaver Carapace	20	Carapace, Shieldbane (Draining)	All Round	10+	Repair Weapon (4+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Warp Missile Support Rack	20"	80"	+1	+2	1	X	Reaver Carapace	10	Carapace, Limited (1), Warp	All Round	10+	Repair Weapon (3+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Apocalypse Missile Launcher	30"	120"	-	+1	5	4	Reaver Carapace	10	Barrage, Carapace	All Round	10+	Repair Weapon (4+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)
Vulcan Mega-bolter	8"	20"	+1	-	6	4	Reaver Carapace	10	Carapace, Rapid	All Round	10+	Repair Weapon (3+) 10-13: Detonation (Body, S7) 14+: Detonation (Body, S9)

Warhound Scout Titan Weapon Options
A Warhound Scout Titan can take the following weapon options:

Weapon	Range		Accuracy		Dice	Str	Location	Points	Traits	Arc	Weapon Disabled	Repair Weapon
	S	L	S	L								
Inferno Gun	T	-	-	-	3	7	Warhound Arm	20	Firestorm	Front Arc	9+	Repair Weapon (2+) 9-12: Detonation (Body, S7) 13+: Detonation (Body, S9)
Vulcan Mega-bolter	8"	20"	+1	-	6	4	Warhound Arm	10	Rapid	Front Arc	9+	Repair Weapon (3+) 9-12: Detonation (Body, S7) 13+: Detonation (Body, S9)
Turbo Laser Destructor	16"	32"	-	-	2	8	Warhound Arm	20	Shieldbane (Draining)	Front Arc	9+	Repair Weapon (4+) 9-12: Detonation (Body, S7) 13+: Detonation (Body, S9)
Plasma Blastgun	8"	24"	-	-1	2	8	Warhound Arm	30	Blast (3"), Maximal Fire	Front Arc	9+	Repair Weapon (5+) 9-12: Detonation (Body, S7) 13+: Detonation (Body, S9)
Ursus Claw	8"	12"	-	-	1	3	Warhound Arm	10	Impale, Specialised	Front Arc	9+	Repair Weapon (3+) 9-12: Detonation (Body, S7) 13+: Detonation (Body, S9)
Natrix Shock Lance	6"	10"	1	-	1	4	Warhound Arm	20	Bypass, Specialised, Shock (Draining)	Front Arc	9+	Repair Weapon (3+) 9-12: Detonation (Body, S7) 13+: Detonation (Body, S9)

Bypass: When resolving an attack caused by a Bypass weapon, any hits caused will completely bypass void shields and ion shields (i.e., no Save rolls can be made against these attacks). Some weapons have a Bypass (X) trait, where X is either void shield or ion shield. These weapons only bypass the shield type named in brackets.

Shock: If an attack from a Shock weapon causes a Direct, Devastating or Critical Hit on a Titan, roll a D6. On a 3+, the Titan is immediately issued a Shutdown order, replacing any order it already has. If an attack from a Shock weapon causes a Superficial Hit, then roll a D6. On a 6+, the target Titan is immediately issued a Shutdown order. Any Shutdown order received due to an attack from a Shock weapon is removed during the End phase of the round it was issued.

Specialised: A specialised weapon relies upon expendable or delicate machinery, making it difficult to repair during battle. Unless otherwise stated, a disabled Specialised weapon cannot be repaired.

Impale: After resolving an attack from an Impale weapon against a Titan, do not make an Armour roll. Instead, roll a D6 if the attack hit, adding the Strength of the weapon to the result. If resolving an attack from an Impale weapon as part of a Coordinated Strike, resolve the attacks of all contributing Titans first, making a note of how many attacks from Impale weapons successfully hit. Then roll a D6, adding the Strength value of the Impale weapon, using the highest Strength value of all contributing weapons, and apply a +1 modifier for each Impale weapon beyond the first that successfully hit to the result of the roll.

If the total of the roll is equal to or lower than the target unit's Scale, roll a D6. On a 1-3, the target unit turns 90° to its right. On a 4-6, the target unit turns 90° to its left. If the total of the roll is higher than the target unit's Scale, the target unit turns as described above and then immediately suffers D3+1 Devastating Hits to its Legs. If the target unit suffers Catastrophic Damage as a result of this attack, do not roll on the Catastrophic Damage table – the target unit automatically suffers the Laid Low result instead. If a natural 1 is rolled, nothing happens to the target unit and each unit that contributed to the attack and scored one or more hits against the target unit immediately suffers a Devastating Hit to their Legs and a S7 hit against any Impale weapons that successfully hit as part of the Coordinated Strike.

Attacks made by Impale weapons bypass void shields.

TITAN UPGRADES

Regardless of the world on which they were constructed, every Titan of the same class was based upon an STC pattern. Without this ancient technology, crafted during the Dark Age of Technology, a Forge World could not create their own Titan Legion and few, if any, Mechanicum enclaves were willing to share the knowledge with those devoid of it. The use of an STC ensured that two Forge Worlds, no matter the distance between them, would ultimately construct each class of Titans with only minor differences present between them, many of which were merely cosmetic.

Despite this, differences were not unknown. A Titan Legion hailing from a particular Forge World benefited from the expertise of its Tech-Priests to better tailor its god-engines towards a particular method of warfare. As the Horus Heresy progressed, these differences became greater as the schism that tore through the Cult Mechanicus led the two sides down different paths. The changes wrought upon Loyalist Titan Legions were typically far less dramatic than those aligned with the Warmaster, yet it would be foolish to say no changes occurred. Indeed, the vaults of each Forge World ran deep, containing technologies and designs Mechanicum orthodoxy would view as abhorrent. Nevertheless, as the Horus Heresy dragged on, many Titan Legions marched to war with weapons unseen since the Age of Strife, unleashing wrath and ruin down upon their traitorous foe.

This section offers a number of upgrades for your Titans. These upgrades are similar in function to Legio Specific Wargear, however, are more widely available. Two types of upgrades exist: Universal Titan Wargear and Loyalist Specific Wargear. The former can be used by Titans from any battlegroup and Titan Legion, including Crusade Titan Legions (see *Adeptus Titanicus: Defence of Ryza*) regardless of allegiance. The latter can only be used by Loyalist battlegroups. Unless otherwise stated, a Titan can purchase any and all wargear, though a Titan can only purchase each upgrade once, unless instructed otherwise.

A small number of Universal Titan Wargear are the same as Legio Specific Wargear options available to custom Titan Legions in *Adeptus Titanicus: Defence of Ryza*. However, the costs and rules shown here may have been altered; this is intentional. If creating a custom Legion, a player can choose the Legio Specific Wargear as one of their four choices, thus getting access to a cheaper cost for that wargear, or use the generalised version here, which holds a higher points value.

Universal Titan Wargear

Universal Titan Wargear: Tracking Gyroscopes
The installation of articulation motives within a Titan's carapace was a painstaking process known only to a few. However, their use was favoured due to the greater movement they gave a Titan's weapons, allowing them to track targets over a greater frontage.

Any Titan of Scale 10 or lower can be upgraded with Tracking Gyroscopes for +25 points. A Titan with this upgrade changes the Fire arc of all their carapace weapons to include the entire Front arc of the Titan.

Universal Titan Upgrade: Ranging Auspexes
Focusing lens arrays stud the Titan's command canopy, allowing its Princeps an unequalled view of the battlefield. Through these telescopic eyes the distance to enemies can be swiftly determined, allowing for the most effective weapon volleys.

Any Titan can be upgraded with Ranging Auspexes for +15 points. In the Combat phase, a Titan with this upgrade can pre-measure the range and check weapon arcs between itself and potential targets before selecting a target.

Universal Titan Upgrade: Hardened Casing
In some ways, the most vulnerable part of a Titan was its weapons – which were often considerably less armoured than the rest of the Titan. To counter this, Tech-Priests would often reinforce weapons with ablative armour to decrease the chance of lasting damage.

Any Titan's weapon can be upgraded with Hardened Casing for +5 points. Each of the Titan's weapons must be upgraded separately. A weapon with this upgrade increases the Armour roll needed to achieve a Weapon Disabled Damage effect by 1 (e.g., a Reaver Arm Melta Cannon with this upgrade would need a 11+ instead of a 10+). After this weapon suffers a Detonation (X) damage effect, this upgrade has no effect for the remainder of the battle.

Universal Titan Upgrade: Bastion Shielding
This was the name given to minor networks of power generators often incorporated into the void shield array of a god-engine, typically used during gruelling campaigns. They saw considerable use during the Horus Heresy owing to the strength of weapons wielded by Titan Legions that had now turned upon one another.

Any Titan can be upgraded with Bastion Shielding for +10 points. Once per game, a Titan with this upgrade can declare Voids to Full! without pushing its reactor.

Universal Titan Upgrade: Oath Banner
Many Titan Legions held long-standing bonds with one or more Knight Houses of the Questoris Familia, with a Forge World offering support to the Household in return for loyal service. Often, this service would be commemorated by the commissioning of an Oath Banner. Titans would carry these banners into battle as a reminder of the duty both god-engine and Knight owed one another.

Any Titan can be upgraded with an Oath Banner for +5 points. Friendly Knight Banners within 6" of a Titan with an Oath Banner can re-roll Command checks to see if they become Shaken.

Loyalist Titan Upgrades

Loyalist Specific Wargear: Spark of Vengeance
Many amongst the ranks of those Titan Legions still loyal to the Emperor developed an intense hatred towards those who had spat upon their oaths. To harness this rage, some Titan Legions authorised the use of prohibited MIU modifications that allowed greater control of the machine spirit's anger, albeit at the potential cost of long-term damage caused to the god-engine.

Any Loyalist Titan may be upgraded with a Spark of Vengeance for +10 points. When a Titan with this upgrade is required to roll on the Awakened Machine Spirit table, they apply the Wrathful result instead.

Loyalist Specific Wargear: Vortex Payload
When the Emperor ratified His treaty with Mars, one of His commandments was the sealing of technologies deemed too perverse or unstable for use. Many Forge Worlds ignored such a decree during the Horus Heresy, retrieving esoteric weapons from war vaults sealed long ago.

Any Loyalist Titan equipped with a Warp Missile can be upgraded with a Vortex Payload for +20 points. Each of the Titan's weapons must be upgraded separately. A Warp Missile upgraded with a Vortex Payload loses the Warp trait and gains the Vortex trait. However, the X value of the Limited trait cannot be changed in any way, i.e., it will always be Limited (1).

Loyalist Specific Wargear: Aquila Benedictus
The Aquila Benedictus was one of the rarest honours bestowed upon Titans during the Great Crusade, for it was given solely by the Emperor Himself. Any Titan honoured with an Aquila Benedictus wore it proudly upon their form, serving as a source of inspiration for their allies.

A maximum of one Loyalist Titan within a battlegroup can be upgraded with an Aquila Benedictus for +15 points. A friendly Loyalist Titan within 6" of a Titan with this upgrade, including the upgraded Titan itself, suffers no penalties to Command checks. If the Titan is destroyed, all friendly Loyalist Titans within 6" of the upgraded Titan immediately roll on the Awakened Machine Spirit table, as if they had failed to quell the Machine Spirit.

Loyalist Specific Wargear: Plasmatic Binders
The Forge World of Ryza had long hoarded secrets relating to the creation and engineering of plasma technologies, a handful of which they shared during the Horus Heresy. Plasmatic Binders proved to be the most widely utilised; though time consuming to craft and short-lived, they provided a rapid means through which to quiet the raging heart of a god-engine.

Any Loyalist Titan can be upgraded with Plasmatic Binders for +25 points. Once per game, during the Damage Control phase of any round, a Titan with this upgrade may activate its Plasmatic Binders. Until the end of the round, the Titan can Vent Plasma on a 2+ instead of a 4+.

Loyalist Specific Wargear: Null Emitter
As the Horus Heresy wore on, the Titan Legions that had sided with the Warmaster began to change. In many instances, these changes were spurred on by the machinations of the Dark Mechanicum, with some Titans becoming vessels for malignant powers pulled forth from the Warp. To counter this, rare esoteric devices, known as Null Emitters, that exhibited destabilising properties upon so-called 'corrupted Titans', were crafted and distributed to Loyalist Titan Legions in an attempt to combat this new threat.

Any Loyalist Princeps Seniores' Titan can be upgraded with a Null Emitter for +25 points. Corrupted Titans within 6" of a Titan with a Null Emitter subtract 1 from the result of any Command check they make. In addition, once per game, when a Titan with this upgrade is activated during any phase, they may discharge their Null Emitter. If they do so, choose a visible Corrupted Titan within 10" of the Princeps Seniores' Titan. Until the end of the round, a single additional Mutation the chosen Titan is upgraded with has no effect – a Base Mutation cannot be chosen. Once a Null Emitter has been discharged, it no longer applies negative modifiers to the Command checks of Corrupted Titans.

Loyalist Specific Wargear: Hunter Shells
Produced solely by the Forge World of Tigrus, Hunter Shells were specialised ammunition that contained a small logic-engine designed to direct the flight of the shell towards the weakest armour of the target. Titan-scale Hunter Shells were exceedingly rare, and the limited supply ensured a Titan rarely carried a full complement into battle.

Any Loyalist Titan equipped with a weapon with the Ordnance trait can be upgraded with Hunter Shells for +5 points x the Dice value of the weapon (e.g., a Reaver Gatling Blaster would be +30 points), so long as that Titan does not already have an upgrade affecting that weapon. Each of the Titan's weapons must be upgraded separately. Once per game, a weapon upgraded with Hunter Shells may fire a hunter salvo rather than firing as normal. When firing a hunter salvo, the Titan does not apply a -2 modifier to the Hit roll when making a Targeted Attack.

STRATAGEMS

The next few pages list Stratagems available to any battlegroup and those available exclusively to Loyalist battlegroups. A Loyalist battlegroup can select their Stratagems from any of those listed in this section as well as any Legio Specific Stratagems; further generic or Loyalist specific Stratagems may be published in future supplements.

All Stratagems shown here have previously been published in an Adeptus Titanicus supplement, however, some may have been adjusted to reflect player feedback or rules changes. As such, the rules published here take precedence over any presented in earlier Adeptus Titanicus supplements, and should be used in place of those.

Ranged Support Stratagems

Stratagem: Artillery Bombardment (2)
Play this during each Strategy phase. Place the 5" Blast marker anywhere on the battlefield, then scatter it D10". Any unit touched by the marker where it eventually lands suffers a Strength 8 hit, or two Strength 8 hits if the central hole of the Blast marker is entirely over its base.

Stratagem: Orbital Lance Strike (2)
Once per battle, play this during the Strategy phase. Place the 3" Blast marker anywhere on the battlefield, then scatter it D6". Any unit touched by the marker where it eventually lands suffers D3 Strength 10 hits, or 2D3 Strength 10 hits if the central hole of the Blast marker is entirely over its base.

Stratagem: Blind Barrage (1)
Once per battle, play this during the Strategy phase. Pick a unit on the battlefield. Any attacks that target it or are made by it suffer a -2 To Hit penalty for the duration of the round.

Tricks and Tactics Stratagems

Stratagem: Noble Sacrifice (1)
A player can enact this Stratagem during the Strategy phase. To do so, they pick a Titan from their force whose structure has been compromised and roll a D6. Add 1 to the result if its Reactor Status marker is in a hole with an orange indicator, or add 3 to the result if it is in a hole with a red indicator. The Titan suffers a Magazine Detonation on a result of 1-4, or a Catastrophic Meltdown on a result of 5-6 (see the Catastrophic Damage table).

Stratagem: Outflank (X)
When this Stratagem is chosen, the player secretly writes down one of their units. The cost of the Stratagem is equal to half the unit's Scale, rounding up. Play this Stratagem at the start of deployment to set that unit to one side and state that it is outflanking (it is not deployed with the rest of its battlegroup). Write down which of the battlefield's neutral flanks it will arrive on, but do not reveal this to the opposing player. While the unit is not on the board, it cannot be activated, and so cannot be issued Orders.

At the start of the Movement phase of the first round, the unit appears on long range auspex – reveal to the opposing player which neutral flank was chosen. During the Movement phase of the second round, the outflanking unit can be activated. When it is, it is set up so that the Rear arc of its base is touching the chosen flank. It cannot move any further during the phase.

If a player's battlegroup contains any Squadrons, they can choose this Stratagem more than once, as long as each outflanking unit is part of the same Squadron.

Stratagem: Sabotage (2)
Play this Stratagem at the start of any phase. Pick an enemy unit which does not currently have Shutdown orders, remove its current Order (if any), then roll an Order dice – the unit immediately takes the Order shown. If it cannot be issued that Order, only its current Order is removed – no new Order is given.

Stratagem: Thermal Mines (2)
Play this Stratagem immediately after an enemy unit finishes moving or making a turn. Roll a D6. On a 2 or more, that unit suffers D3 Strength 8 hits; a Titan takes these hits to its Legs. Shield saves cannot be made against the hits. On a 1, nothing happens but the Stratagem is not discarded and can be played again in a subsequent round.

Stratagem: Voidbreaker Field (2)
Play this Stratagem immediately after an enemy unit with active void shields finishes moving or making a turn. Roll a D6. On a 2 or more, the opposing player must immediately make a number of Shield saves equal to the number rolled on the D6. On a 1, nothing happens but the Stratagem is not discarded and can be played again in a subsequent round.

Stratagem: Experimental Weapon (2)
Play this Stratagem in the first Strategy phase of the game. The player chooses one of their Titans and places a marker next to its Command Terminal. Then, randomly choose one of the Titan's weapons. For the duration of this battle, the selected weapon gains the Maximal Fire trait, though must always declare that it is using this Trait each time it fires. If the weapon already has the Maximal Fire trait, select another weapon.

Stratagem: Dawn Attack (3)
Play this Stratagem in the first Strategy phase of the game. For the first two rounds of the game, darkness cloaks the battlefield. Titans must roll (D6+1) x5 to determine how many inches they can see – only enemies within this range can be targeted. Titans that shot earlier in the round can be targeted, regardless of the distance an attacker can see.

Stratagem: Cursed Earth (1)
Play this Stratagem in the first Strategy phase of the game. The battlefield is heavily irradiated, making shields less effective. Titans must roll an extra dice when making Void Shield saves, while Knight Banners count the Strength of attacks as one higher for the purposes of working out their Ion Shield saves.

Stratagem: Vox Blackout (3)
Play this Stratagem in any Strategy phase. The Strategy phase immediately ends and all Orders are removed, with the exception of Shutdown orders.

Stratagem: Auspex Bafflers (2)
Play this Stratagem in any Strategy phase. The player chooses one of their Titans or Knight Banners. Until the end of the round, the chosen unit increases the To Hit roll penalty for being obscured by 1, i.e., -2 To Hit if at least 25% of the unit is obscured, or -3 To Hit if at least 50% of the unit is obscured.

Stratagem: Ablative Armour (1)
Play this Stratagem in any Strategy phase. The player chooses one of their Titans and places a marker next to its Command Terminal. The first Direct, Devastating or Critical Hit suffered by the Titan is ignored. Then discard this Stratagem.

Stratagem: Overcharged Cannon (2)
Play this Stratagem in the first Strategy phase of the game. The player chooses one of their Titans armed with a weapon with the Maximal Fire trait. Place a marker next to the Titan's Command Terminal and select one of its weapons with the Maximal Fire trait. Until the end of the battle, the Titan can fire this weapon on Super Maximal Fire. This works in exactly the same way as the Maximal Fire trait, except that the weapon's Strength is increased by 4 instead of 2.

Stratagem: Secutarii Battalion (3)
This Stratagem can be purchased by any Loyalist player. Play this Stratagem in each Strategy phase. Any enemy units with a Scale of 3 or less immediately suffer D6 Strength 3 hits if they are within 2" of one of the player's Titans.

Stratagem: Wages of Betrayal (2)
This Stratagem can be purchased by any Loyalist player. Play this Stratagem in any Strategy phase. For the duration of the round, enemy Titans suffer a -2 penalty to Command checks. Any enemy Princeps Seniores suffers a -3 penalty to Command checks instead.

Stratagem: Endurance of Terra (2)
This Stratagem can be purchased by any Loyalist player. Play this Stratagem when one of the player's Titans suffers Critical Damage. The player rolls a D6. On a 3+, the damage is ignored. Otherwise, nothing happens but the Stratagem is not discarded and can be played again in a subsequent round.

Stratagem: Great Crusade Titans (2)
This Stratagem can be purchased by any Loyalist player. Play this Stratagem in any Strategy phase. For the duration of the round, the player's Titans add 2 to Command checks when issuing Charge orders. In addition, when moving under Charge orders the player's Titans count as moving 6" further than they actually moved for the purposes of working out additional Attack dice.

Stratagem: The Long Retreat (1)
This Stratagem can be purchased by any Loyalist player. Play this Stratagem in any Strategy phase. For the duration of this round, the player's Titans do not halve their Speed when moving outside of their Front arc.

Stratagem: Martian Servitor Clades (3)
This Stratagem can be purchased by any Loyalist player. Play this Stratagem at the beginning of any Damage Control phase. Until the end of the Strategy phase, each of the player's Titans adds two Repair dice to their Servitor Clades. In addition, if the player's opponent is fielding any Legio Mortis or Legio Tempestus Titans, they may re-roll any results of 1 on the Repair dice.

Stratagem: Strafing Run (2)
Play this Stratagem during any Strategy phase. A squadron of fighter-bombers scream across the battlefield, attacking everything in their path. Choose one of the four edges of the battlefield and pick a point on that edge. Then pick a point on any other edge of the battlefield and draw an imaginary line 1mm wide between the two. Any unit under this line, or within 2" of it, takes D3 Strength 6 hits. The arc from which the hits originate is determined by the direction the line is travelling. Determine which arc the first chosen point is within for each unit hit and resolve the hits against that arc.

Stratagem: Scatterable Mines (2)
Play this Stratagem during any Strategy phase. Place a marker anywhere on the battlefield then scatter it D10". The area within 6" of this marker counts as Dangerous terrain. Remove the marker at the end of the round.

Stratagem: Static Rain (3)
Play this Stratagem during any Strategy phase. Place a marker anywhere on the battlefield. Any Titan within 12" of this marker must immediately make D3 Void Shield saves. Knight Banners within this range cannot make Ion Shield saves for the remainder of the round, even if they subsequently move out from the marker's radius of effect. Remove the marker at the end of the round.



Stratagem: Earthshaker Mines (2)
Play this Stratagem immediately after an enemy unit finishes moving or making a turn. Roll a D6. On a 2 or more, that unit suffers D3 Strength 6 hits; a Titan takes these hits to its Legs. Shield saves cannot be made against the hits. In addition, the unit is then moved D6" in a direction determined by the Scatter dice (this may result in a Collision – see the *Adeptus Titanicus* rulebook). This does not change the unit's facing. On a 1, nothing happens but the Stratagem is not discarded and can be played again in a subsequent round.

Stratagem: Quake Shells (2)
Play this during any Strategy phase. Place the 5" Blast marker anywhere on the battlefield then scatter it D10". Any unit touched by the marker where it eventually lands suffers D3 Strength 6 hits, or D6 Strength 6 hits if the central hole of the Blast marker is entirely over its base. In addition, the unit is then moved D6" in a direction determined by the Scatter dice (this may result in a Collision – see the *Adeptus Titanicus* rulebook). This does not change the unit's facing.

Stratagem: Haywire Barrage (2)
Play this card during any Strategy phase. Place a marker anywhere on the battlefield then scatter it D10". Roll 2D6 for each Titan within 6" of the marker. If the roll is equal to or greater than their Scale, they take 1 point of Critical Damage to a random location, ignoring shields. If the location is a weapon, it is disabled. If the location is a disabled weapon or already has 3 points of Critical Damage then the barrage has no effect. Knight Banners hit by a Haywire Barrage take D3 Strength 7 hits that ignore ion shields instead.

Stratagem: Dusk Attack (2)
Play this Stratagem in the first Strategy phase of the game. During the End phase of Turn 3, the First Player must roll (D6+1) x5 to determine how many inches every unit on the battlefield can see for the remainder of the battle – only enemies within this range can be targeted by an attack. Units that have made an attack with a weapon without the Melee trait previously in a round can be targeted, regardless of the distance a unit can see.

Stratagem: False Intel (1)
Play this Stratagem after all objectives have been deployed. Pick any objective on the battlefield. Move that objective D6" in any direction – this can take it outside its normal deployment area. The objective cannot be moved off the board, nor can it overlap with a piece of Blocking terrain.

Stratagem: Reactor Surge (2)
Play this Stratagem when activating a friendly Titan in the Combat phase. If the chosen Titan has a Shield level of X, this Stratagem is immediately discarded. Otherwise, increase the Titan's Reactor Status level by any numbers of holes – you cannot voluntarily advance it further than the end of the Status tracker. For each hole the marker is moved along the Reactor Status level, repair the Titan's Void Shield level by 1. This counts as the Titan's activation for this round.

Stratagem: Partial Shutdown (1)
Play this Stratagem at the start of any Movement phase. Choose a friendly Titan to initiate Partial Shutdown. The chosen Titan is immediately issued Shutdown orders, replacing any Order previously given. The void shields of a Titan that has initiated a Partial Shutdown do not collapse. In addition, a Titan issued Shutdown orders as part of Partial Shutdown Stratagem reduces its Reactor level by 1 instead of 2 during the Damage Control phase and Reactor rolls can be made for the Titan if forced to do so. Barring these exceptions, a Partially Shutdown Titan follows all other normal rules for the Shutdown order as described in the *Adeptus Titanicus* rulebook until the Shutdown orders issued by this Stratagem are discarded.

Stratagem: Tactical Assessment (2)
Play this at the end of the deployment phase, before rolling to see who is the First Player. The player may immediately discard their current objective and determine a new one by rolling two D6 on the Mission Objective table as described in the *Adeptus Titanicus* rulebook.

Stratagem: Last Ditch Effort (1)
Play this Stratagem when a friendly Titan falls due to the Laid Low or Wild Fire Catastrophic Damage effect. The controlling player may choose the direction the Titan falls, rather than determining it by rolling a Scatter dice. If, for whatever reason, both players are allowed to choose the direction the Titan falls, randomly determine the direction as normal and discard this Stratagem.

Desperate Measures Stratagems

Stratagem: Iron Resolve (1)
This Stratagem can be purchased by any Loyalist player. Play this Stratagem when a Titan fails a Command check during the Strategy phase or when a Knight Banner fails a Command check to see if they become Shaken in any phase. That check is passed instead. This Stratagem can be purchased multiple times.

Stratagem: EMP Discharge (2)
This Stratagem can be purchased by any Loyalist player. Play this Stratagem during any Movement phase or Combat phase. Pick a friendly Titan that has active void shields. Every Titan that has active shields within 3" of that Titan suffers a number of S4 hits equal to the Void Shield level of the chosen Titan, as if resolving an attack from a Shieldbane weapon. After resolving these hits, the chosen Titan's Void Shield level is reduced to X.

Stratagem: Only Forwards (2)
This Stratagem can be purchased by any Loyalist player. Play this Stratagem at the start of any Strategy phase. For the remainder of that phase, any unit may be issued Full Stride or Charge orders without the need to make a Command check.

Stratagem: Even in Death (2)
This Stratagem can be purchased by any Loyalist player. Play this Stratagem when a friendly Titan suffers Catastrophic Damage, before rolling on the Catastrophic Damage table. Instead of rolling on the table, roll a D6. On 1-4, the Titan suffers the Magazine Detonation result, and on a 5+ the Titan suffers the Catastrophic Meltdown result. Add 1 to the result if the Titan's Reactor Status marker is in a hole with an orange indicator and add 3 if it is in a hole with a red indicator.

Stratagem: Weapons to Full (2)
This Stratagem can be purchased by any Loyalist player. Play this Stratagem during the Combat phase. Select a friendly Titan. That Titan may immediately attack with any/all of its weapons even if it has already been activated in the Combat phase that round. After resolving each weapon attack, the Titan rolls a D10 on the Reactor Overload table.

Stratagem: Sacrificial Lock-on (2)
This Stratagem can be purchased by any Loyalist player. Play this at the start of any Combat phase. Place the 5" Blast marker so that the central hole is entirely over a friendly model's base. Any unit touched by the marker suffers D3 Strength 10 hits, or 2D3 Strength 10 hits if the central hole of the Blast marker is entirely over its base. This attack does not ignore void shields, even if the friendly model the marker is centred over is within 2" of a Titan with active shields.

Tactical Support Stratagems

Stratagem: Concealment Barrage (1)
Play this Stratagem at the start of any Strategy phase. Place the 5" Blast marker anywhere on the battlefield. Any part of the battlefield underneath the template blocks line of sight. Remove the Blast marker at the end of the round.

Stratagem: MIU Link (1)
Play this Stratagem in the first Strategy phase of the game. The player chooses two of their Titans to link MIU. For the remainder of the game, when making a weapon attack, you may measure from either linked Titan for the purposes of determining the Accuracy value for Short or Long range. If either of the linked Titans suffers the MIU Feedback Critical Damage effect, both Titans suffer it and the MIU Link Stratagem is ignored for the remainder of the game, even if the damage is repaired.

Stratagem: Augmented Servitor Clades (2)
Play this Stratagem during the first Strategy phase of the game. The player chooses one of their Titans to have a Senior Enginseer aboard. Increase the Servitor Clades of that Titan by 1 during each Damage Control phase for the remainder of the battle. Note, this does not affect Repair rolls made as part of the Emergency Repairs order.

Stratagem: Veteran Princeps (1)
When this Stratagem is chosen, the player chooses one of their Titans that is not a Princeps Seniores' Titan to be commanded by a Veteran Princeps. Add 1 to the result of any Command checks made when issuing an Order to the chosen Titan. This Stratagem can be purchased multiple times, but any Titan can only benefit from this Stratagem once.

Stratagem: Shock Mines (3)
Play this Stratagem immediately after an enemy Titan has finished moving or making a turn. That unit suffers D3 S5 hits to its Legs. Shield saves cannot be made against these hits. If that unit suffers any Direct, Devastating or Critical Hits from this Stratagem, the unit discards any Order it has and is immediately issued a Shutdown order. This Shutdown order is removed in the End phase of that round.

Stratagem: Tracer Cloud (1)
Play this Stratagem at the start of any Strategy phase. Place the 5" Blast marker anywhere on the battlefield. A player may re-roll Hit rolls for attacks made against any unit underneath the marker. Remove the Blast marker at the end of the round.

Experimental Warfare Stratagems

Stratagem: Homing Warheads (2)
Play this Stratagem in the first Strategy phase of the game. The player chooses one of their Titans armed with an Apocalypse missile launcher or paired Apocalypse missile launchers, so long as that Titan does not already have an upgrade affecting that weapon. Subtract 3 from the Dice Value of the weapon (to a minimum of 1). For the remainder of the game, attacks with that weapon do not suffer negative modifiers when attacking an obscured target or when attacking a target out of line of sight via the Barrage trait.

Stratagem: Enhanced Coolant (2)
Play this Stratagem during any Strategy phase. The player chooses one of their Titans; for the remainder of the game, roll a D6 each time that Titan would increase its Reactor level. On a 5+, increase the Reactor level by one less hole than normal, to a minimum of zero holes (e.g., if two symbols were rolled on the Reactor Dice, a 5+ would increase the Reactor level by one, not two). If an effect results in multiple increases, such as rolling multiple 1s while using the Maximal Fire trait, roll individually for each increase.

Stratagem: Redundant Systems (2)
Play this Stratagem in any Strategy phase. The player chooses one of their Titans; the first time Critical Damage is suffered by that Titan it is ignored – do not move the marker up the tracker. Any other effect, such as loss of Structure points, still occurs. If a Titan is forced to move the Critical Damage marker more than once for an attack, move it one fewer space. Then, discard this Stratagem.

Stratagem: Experimental Locomotors (1)
Play this Stratagem in the first Strategy phase of the game. The player chooses one of their Titans; for the remainder of the battle the Titan may use its boosted Speed characteristic without pushing its reactor. During every End phase roll a D10 for this Titan. On a 1, the Titan suffers a Devastating Hit to its Legs and this Stratagem is discarded.

Stratagem: Override Signal (1)
Play this Stratagem when a Titan (friend or foe) within 12" of a friendly Titan suffers Catastrophic Damage, before rolling on the Catastrophic Damage table. When rolling on the Catastrophic Damage table for the chosen Titan, add 4 to the result.





