ADEPTUS TITANICUS™

THE HORUS HERESY

RULEBOOK

THE AGE OF KNOWLEDGE IS DEAD, A COLD AND CORRUPTED MEMORY,
THE DEATH OF INNOCENCE IS COME
AND THE NEW AGE OF IGNORANCE IS UPON US,
MORTAL BODIES WITHER AND MORTAL MINDS FADE,
AND YET THE ANIMUS MACHINA IS IMMORTAL.
AND THE GOD-ENGINE ENDURES ALL…

ADEPTUS TITANICUS™

THE HORUS HERESY®

TITANIC BATTLES IN THE AGE OF DARKNESS

A STANDALONE WARGAME SET IN THE UNIVERSE OF WARHAMMER 40,000

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Preface

The minds of mortals are not born to conceive of what we have seen, nor are their fragile bodies born to endure what we have been forced to withstand. And yet we bear witness; and yet, we stand.

We were the avatars of the god-engine; we were the lords of engine-war; we were the hand of Titandeath.

These words we recount so that they might last so long as the stars still burn and the heavens still turn. We carve them in stone as once did the most primitive of ur-men, for they knew no other means of preserving the knowledge gleaned in their own fleeting lives.

Not long ago we might have committed such accounts to the purest of the sacred crystal data-stacks, certain that our Temples of All-Knowledge would stand for all time. But the age through which we have endured, the sights we have borne witness to, have dispelled such hubris. Now, we know that only stone endures – the sacred matter from which all machines and all machine-servants are come. Knowledge is knowledge, irrespective of the medium on which it is recorded.

And thus we preserve the memory of a thousand god-machines bestriding the sulphur wastes of Taral III; of deserts turned to plains of glass during the Scouring of Ollanz; of Princeps Koval's end at Morokai. We commit to stone the memory of the Imperial Hunters at the Second Battle of Paramar; the Firebrands at Isstvan V; the War Griffons at Tallarn; the Tempestus at Mars; the Nova Guard at Beta-Garmon. And when the time comes, we shall relate the calamitous events of Terra, and the devastation that followed thereafter during the Scouring.

We, who have heard the war sirens of entire Orders whose names are now consigned to history, grow few. Yet the song of war rings in our ears still and we pray it shall echo down the ages for all time. These things we commit to the annals of our epoch, that those who come after us might propagate our knowledge and thus ensure our immortality, even should the sacred processes cease and the great reactors gutter and grow cold. Even now, the once-roaring data-looms fall silent and ancient cogitation stacks slow. A new age of ignorance is upon us, and it is our sacred duty to hold darkness and data-death at bay while still we are able…

This oath we give in blood and deed. The gods of war shall walk, and death shall follow with us.

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		SCALE CLASS GRANDIS	
	MK.XX ROVON-TASS CONFIGURATION			
GRADED MASS 11/406RG			REACTOR OUTPUT	
	CONVENTUS COMPLEMENT	BERTHING GAUGE	PRIMARY: 312.9K SECONDARY: 207.2K	
Height and mass non-inclusive of weaponry and munitions stock	CREW: 4 – 5	BREADTH: 26.5M><28.3M	SHIELDING GRADE 122/Δ2/X	RAD EX-LOAD 06-FATALIS
	CLADE: 4 – 7	CLEARANCE: 39.2M><44.8M		

TREAD RATING 1,143.6{34}	ANIMA INTEGRITY 86R – firmus	MAX. REC. PATROL 112Dᴿᴰ	WX 10	LONGINUS 3sta/7	AESCAPULIS APPR. 28B.099//Ω	AUTOCENSUS REGISTERED BY MAGOS EGAX // 116 424.M32

THE IMPERIUM OF MANKIND

THE EMPIRE OF OLD

Knowledge is a treasure that must be guarded with bitter jealousy in this age. Wisdom is a weapon more hateful and destructive than any nova cannon or life-eater virus. But knowledge and wisdom, though scions of the same blood, are not identical twins. Thus it falls to our Order to preserve what knowledge remains, and to nurture what wisdom we may.

The most sacred knowledge tells of an age of nightmare and death, when the very laws which bind the fabric of the universe were torn apart. This much we know – for twenty-five millennia Mankind ruled the stars, tamed them, enslaved them. Wonders beyond imagining were commonplace and no miracle of techno-arcana was beyond us. Our worlds were silvered jewels that glittered among the firmament, and we held in our hands the means to sunder reality itself or to remake it to the mould of our thoughts.

Only the haughty *Yldari* and, long before them, the cold-blooded *Slanni* stood higher in the ranks of creation, and like the domains of those once-mighty ancients, Mankind's utopian stellar realm would not last.

Some archaeodata suggests that the fall was precipitated by the spontaneous manifestation of species-wide psionic abilities; some records relate a massive invasion of human space by myriad alien strains. Other archives record a galaxy-wide warp storm which sundered the worlds of Mankind. Others still relate that the machine intelligences created by our flawed genius, and upon which we had come to rely in all matters, rose up and laid us low on every world across the entire empire in a single moment of horror.

In truth, it is likely that all of these things are correct. Certainly, when the fall came, it came swiftly. When the killing blow landed, it was delivered by many hands. Paradise was lost, in no small part through the hubris and weakness of those undeserving of the sacred gifts of technology.

At a stroke, the galaxy-spanning empire of Mankind collapsed into anarchy, insanity and death. Those worlds not swallowed up by the raging Warp were consumed by slavering alien nightmares. Those not torn apart by the hands of their own machine-servants were laid low by their own, a cannibalistic rage consuming formerly enlightened peoples. It is even said that great swathes of humanity were slaved to the will of unknowable intelligences born of the Warp itself, that reality which our interstellar craft relied upon to traverse the vastness of space, '*possessed*' as our distant and ignorant ancestors would understand it, overcome by the devils of the Abyss.

Across the galaxy, the light of civilisation was extinguished. The greater part of humanity was slain and the fraction who remained were plunged into an age of anarchy, savagery and insanity that would rage across the galaxy for five millennia.

It was the Age of Strife, and never was a period so aptly titled.

MARS AND TERRA

Even Old Earth, the cradle of Mankind, fell during that darkest of epochs, her oceans boiled away and her great cities burned to ashes. Humanity's finest were rendered to mindless savages. Blood-maddened primitives used artefacts of high technology as blunt clubs to brain one another to death amidst the shattered ruins of their forefathers' glory, ignorant of the inheritance denied them.

Mars, the red planet which had long served as the wellspring of technological wonder, was not spared the chaos. Yet here some vestige of order, perhaps the last shred of rationality spared the entire species, was saved. In the midst of a world of shattered machines, the preservation of life came to depend upon the preservation of knowledge. The smallest scrap of wisdom meant the difference between extinction and survival, and thus those able to coax some ghost of functionality from the vast metal corpses among which they clung to life came to be regarded as prophets of the most sacred data. And so too did the vessels of knowledge come to be seen as holy —the mechanisms by which data was preserved, processed and transmitted became themselves objects of veneration— the most holy of holies. Machines capable of cogitation were of utmost value, yet they were known to be in equal part dangerous. The custodians of knowledge preached the sanctity of the machine even as they remained vigilant for the return of true self-awareness, ever-fearful that thinking machines might turn upon what remained of humanity as they had at the dawn of the Age of Strife.

And thus it can be said that amidst the wreckage scattered across the oxide-red deserts of Mars, Mankind set the first foot upon the long and arduous march to redemption. Over countless generations, the custodians of the machine gathered together what scattered remnants of technology could be recovered from the wastes, composing a canon of knowledge which would form the basis of a new religion – the Cult of the Machine. Blessed of secrets yet denied the bulk of what remained of humanity, these 'Tech-Priests' raised great foundries across the surface of their red world and from them flowed a torrent of machines, artifices, instrumentations and weapons of every conceivable form and function, from microscopic nanyte war-swarms to towering, armoured giants that were capable of destroying entire cities.

Perhaps inevitably, there followed an epoch of outright war as rival sects of Tech-Priests strived for supremacy, whether doctrinal or temporal, but at length, an uneasy balance of power was achieved, although schisms, heresies and betrayals remained constant. An internecine web of power, patronage and influence came to bind the warring factions together, until eventually the Tech-Priests of Mars were sufficiently united in purpose to expand their power beyond the Red Planet, beyond the Sol System, and out into a galaxy riven by warp storms and preyed upon by monstrous tyrants and xenos fiends.

No archive recalls the details of every colonisation ark sent forth into the darkness, but it is likely that their failure rate was astronomically high and that millions of Tech-Priests and colonists perished during the so-called 'Long March'. Nonetheless, some colony vessels did reach their target worlds and thus were the seeds of the Machine Cult scattered across the firmament. Some of these colony worlds would at length grow to become Forge Worlds, akin to Mars and yet in many cases possessed of their own variation of culture and ritual shaped by their own unique circumstances. Others became the so-called Knight Worlds, colonies established on planets that were rich in resources and which would one day feed and sustain the mighty and ravenous Forge Worlds themselves.

THE UNIFICATION WARS AND THE GREAT CRUSADE

And then, at length, the great warp storms which had riven the galaxy were dispelled and at last would come the rebirth of Mankind. The being known only as 'the Emperor' led His followers against the tyrants of the so-called Old Night and united all the peoples of Ancient Terra.

Some say that the Tech-Priests of Mars had long observed the scattered tribes of Old Earth, watching from afar as this great warlord arose from the multitudes of the techno-savages to unite those who would heed His message, and conquer those who would not. As He gained in power, the Tech-Priests grew jealous of this distantly-observed individual and the mastery of technology He, above all the other petty warlords of Ancient Terra, so obviously possessed. And as His armies and His power grew, they knew that their irregular sorties to recover lost technological wonders from the ruins of Old Terra had come to an end.

A genius the likes of which Mankind had never witnessed, the Emperor created the Space Marines of the Legiones Astartes and set above them His gene-sons —the Primarchs— who would lead humanity into a long-planned for age of reconquest that would become known as the Great Crusade.

It was upon the slopes of Olympus Mons that this man, if such a prosaic label is to be applied, the Emperor, set foot upon the Red Planet, His Wars of Unification having slipped the bonds of Old Earth to sweep outwards into the Sol System. Many of our Order took Him at once for a living manifestation of the Omnissiah – the Machine God of the Cult Mechanicus. A few fools thought otherwise and bloodshed ensued, but most held their tongue and added their voice to those gathered across Olympus Mons, for the time being at least.

Legio Titanica Reaver Pattern Battle Titan – Late Great Crusade Era

Mars Pattern Reaver Titan Apocalypse Missile Launcher

Mars Pattern Void Shield Projector Nodes
(Olympus Forge subtype)
Status: Magis grade machine cannon (pending archival)

Mars Pattern Plasma Reactor ('Thetis' sub-type)
Tech-Priest and Servitor Clades of six to fourteen mono-tasked units

Limb weapon mounting point
Weapons Moderati in gunnery command chamber

Upper Carapace
Capitalis Medullus grade ceramite/
plasteel composite armoured plating

**Mars Pattern Reaver Titan
Gatling Blaster**

Armoured Head
Princeps and two to five Moderati,
(Primus, Steersman, Navigator, Sensorius, Oratorius)

Mars Pattern Reaver Titan Laser Blaster

Frontal armour plating
Ceramite/plasteel composite 12" to 18" thickness

RESTING HEIGHT 25.21M	**REAVER BATTLE TITAN MARS PATTERN**		**SCALE CLASS**	**IMMENSUS**
GRADED MASS 16/112RG	MK.XXIII KORON-VALERIUS CONFIGURATION		**REACTOR OUTPUT**	**282.7K**

	CONVENTUS COMPLEMENT	**BERTHING GAUGE**	
Height and mass non-inclusive of weaponry and munitions stock	CREW: 4 – 8	BREADTH 23.5M > < 26.9	
	CLADE: 9 – 17	CLEARANCE 27.8 > < 31.1M	

		SHIELDING GRADE 99/Δ4/X	**RAD EX-LOAD** 06–FATALIS

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

THE TITAN LEGIONS

Myriad were the hosts of the Mechanicum who swore their allegiance to the Great Crusade, from the bellicose Myrmidon cults to the cybernetic flesh-constructs of the Lacrymal. Mightiest of them all however were the god-engines of the Collegia Titanica, a singular martial class within, and simultaneously quite distinct from, the ranks of the Cult Mechanicus.

The towering bipedal god-engines known as 'Titans' have served the Tech-Priests of Mars since the time referred to only as the Era of Pathogenesis. Though little data survives, it is known that Titans first appeared during a great and terrible war fought between the besieged forges of the nascent Mechanicum and a debased caste of cabalistic heretics named the Cy-Carnivora. Vast swathes of the blasted red wastes of Mars had fallen to the Cy-Carnivora Mekwrights, and it took the creation of three entire Orders of what would become the Collegia Titanica to defeat them. These three Orders were collectively named the 'Triad Ferrum Morgulus', and it was from the template of their creation that all future Titan Orders were founded.

Created to defeat the monstrous hunger-engines of the Cy-Carnivora, little could stand before a Titan, and nothing before an entire Order, which at its height might number between 200-300 towering machineries of destruction. Having finally driven the horrors of Old Night from Mars, the Titan Orders were frequently fielded in the service of one forge against another in a series of internecine civil wars and schisms, seeding enmities that would bear bitter fruit indeed in the dark age to come. When at length the Emperor came to Mars and the accords were sworn at Olympus Mons, the Titan Orders were turned to the service of the Great Crusade, where their devastating weaponry, impregnable armour and the peerless skill and devotion of their pilots proved every bit as destructive against recalcitrant empires and xenos horrors as they had against the Cy-Carnivora.

As the Great Crusade expanded ever outwards from Terra, the hosts of Mankind encountered numerous human worlds. Many were possessed of only the basest technologies, while a few were the equals of Mars itself. Thus were discovered the colonies sent forth into the void during the Long March. Such was the deep-rooted imprint of the Cult Mechanicus that, even separated by long, lonely millennia and tens of thousands of light years, these autonomous machine-domains recognised and acknowledged a manner of fealty towards the Red Planet. While each Forge World would remain sovereign, until much later at least, each swore powerful oaths to the Lords of Mars in shared veneration of the Omnissiah.

By the height of the Great Crusade, dozens of Titan Orders marched to war. The Collegia Titanica on Mars served as overall repository for the martial traditions and templates of the Orders, though in reality each was in effect its own master. By the auspices of the Collegia Titanica, each Order assumed its own title, including High Gothic and Low Gothic monikers, icons, banners, colours and other unique elements of heraldry.

THE DEATH OF INNOCENCE AND THE HORUS HERESY

The devotion shown to the Emperor of Mankind by the masses of the Red Planet was to prove far from total. Those who had kept their doubts to themselves as the Mechanicum swore fealty to the Emperor at Olympus Mons now revealed the corruption they harboured within. Kelbor Hal, the Fabricator-General of Mars and the pre-eminent magos of the Cult Mechanicus, led the greater part of the lords of Mars against those who had sworn for the Imperium. At a stroke, the Mechanicum was torn apart in a civil war that consumed Mars herself and which was repeated upon scores of Forge Worlds the length and breadth of the galaxy. Only later would it be revealed that Kelbor Hal's treachery was but one part of a far greater conspiracy, its intent to dethrone the Emperor and its arch-instigator none other than the Warmaster of all the Emperor's armies – His favoured son, Horus Lupercal.

And thus the Imperium of Mankind was plunged into a new age of anarchy and bloodshed, one that would come to rival the chaos of the Age of Strife from which humanity had so recently extricated itself. Some dubbed the treachery of Kelbor Hal the 'Death of Innocence', for it marked the end of a period now appreciated only for its passing. But even that betrayal was but the opening act in a far greater tragedy.

The Death of Innocence was the beginning of the Age of Darkness, the Horus Heresy, and for the Imperium as envisaged by the Emperor of Mankind, it would prove to be the beginning of the end.

Legio Titanica Warlord Pattern Battle Titan – Late Great Crusade Era

Mars Pattern Warlord Titan Laser Blaster

Mars Pattern Void Shield Array
(Olympus Forge sub-type, Phaedra configuration, featuring dedicated failsafe generators)
Status: Maxim grade machine cannon [Archive 198.337/t]

Upper Carapace
Capitalis Magnus grade ceramite/ plasteel composite armoured plating

Gunnery decks Moderati bellus and three to five gun-servitors per weapon

Limb weapon mounting point
Dedicated crews on right gunnery deck

Armoured Head
Princeps and two to five Moderati (Maximus, Steersman, Navigator, Sensorius, Oratorius)

Reactor chambers
('Theta-maximal' subtype)
One or two Tech-Priests, Servitor Clades of 10 to 24 mono-tasked units

Mars Pattern Warlord Titan
Belicosa Volcano Cannon

Frontal Armour Plating
Ceramite/plasteel composite 14" to 26" thickness

RESTING HEIGHT						
32.76M						SCALE CLASS
						MAGNIFICUS
GRADED MASS		**WARLORD BATTLE TITAN**				REACTOR OUTPUT
18/960DG		**MARS PATTERN**				PRIMARY: 312.9K
		MK.XIV HECATUS-ROVON CONFIGURATION				SECONDARY: 207.2K
Height and mass non-inclusive of weaponry and munitions stock		CONVENTUS COMPLEMENT		BERTHING GAUGE		
		CREW: 7 – 12		BREADTH 26.5M ><28.3M	SHIELDING GRADE	RAD EX-LOAD
		CLADE: 22 – 34		CLEARANCE 39.2M ><44.8M	122/Δ2/X̄	06–FATALIS

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

Selected Notable Engine-wars
of the Age of Darkness

+++Archival Ex-load: Selected Events of the Age of Darkness cross-referenced to Divisio Militaris/
Collegia Titanica/*Adeptus* Titanicus+++
+++Begin Retrieval…

005-006.M31: Betrayal at Isstvan III
Horus reveals the terrible scale of his treacherous ambition when he engineers the Betrayal at
Isstvan III, purging his own and three other Astartes Legions of those who could not be relied
upon to swear to his cause. The slaughter is made all the more terrible by the alliance of Legio
Mortis (Death's Heads), Legio Audax (Ember Wolves) and Legio Vulpa (Death Stalkers), whose
god-engines are impervious to the life-eater virus unleashed against the betrayed, and which
stride through the firestorms as towering and vengeful giants of legend.

005-006.M31: The Schism of Mars
Kelbor Hal, the Fabricator-General of Mars, declares Mars' secession from the Imperium
and rejection of the Emperor in a planet-wide betrayal co-aligned to that of the Warmaster at
Isstvan III. Led by Legio Mortis (Death's Heads), the Traitor Mechanicum scour the surface
of the Red Planet of those still loyal to Terra, plunging the world into a bitter civil war that
would see the extinction of several ancient Legios and dozens of Knight Houses. The last to
fall are the Loyalist hold-outs of the Legio Tempestus (Stormlords), who, perhaps mercifully,
die unaware that the bulk of their compatriots off-planet have renounced their oaths and
declared for the Warmaster.

006.M31: The Isstvan V Dropsite Massacre
Word of his actions at Isstvan III having reached Terra
thanks to the escape of a handful of Loyalists aboard the
captured frigate, the *Eisenstein*, the Warmaster concedes the
advantage of surprise and is unable to launch an immediate
assault on Terra. Instead, he lures three Legions into a
trap at Isstvan V, slaughtering hundreds of thousands of
Legionaries in less than three hours of bitter fratricide.
Though primarily a matter of honour to be settled between
the Legions, both sides are bolstered by the presence
of allied Titan Legions, the Loyalists by Legio Atarus
(Firebrands) and the Traitors by the well-blooded Legio
Mortis (Death's Heads). Even as the slaughter erupts across
the black sands of the Urgall Depression, the rival Titans
engage in their own battle, which is every bit as hate-
driven. By slaughter's end, the Death's Heads are victorious,
the burning wrecks of the Firebrands god-engines added
to the vast fields of Space Marine corpses.

006.M31: The First Battle of Paramar
Participating in an operation led by the Primarch of the
Alpha Legion, Alpharius, in the immediate aftermath of
the Isstvan battles and intended to capture the
Mechanicum Provender world of Paramar V, the Traitor
Alpha Legion and allied Legio Fureans (Tiger Eyes) god-
engines anticipate a quick capture of the Paramar Nexus.
Upon pressing towards their final objective however,
they are surprised to encounter not just an entire Grand
Company of Iron Warriors still staunchly loyal to Terra,
but a large force of the Loyalist Legio Gryphonicus (War
Griffons). The First Invasion of Paramar is a victory for
the Traitors, albeit a more costly one than they had
anticipated, but it is just the first in a series of battles
fought during and after the Horus Heresy for control of
this strategically vital system.

007.M31: The Betrayal at Calth

Their Legions united in dark purpose, the Primarch Lorgar of the Word Bearers and Angron of the World Eaters voyage the length of the galaxy and fall upon the Five Hundred Worlds of Ultramar. Unaware of the outbreak of civil war, the Ultramarines Legion welcome the Word Bearers as brothers, only to be betrayed at the moment the hand of friendship is extended. Calth is made by Lorgar into a dark offering to those powers he and his Legion have long compacted with, and the galaxy is split asunder by the summoned Ruinstorm. During the Betrayal, Legio Suturvora (Fire Masters) betrays its oaths to Terra, while Legios Praesagius (True Messengers) and Oberon (Death Bolts II) remain staunchly loyal. Mustered together at the moment of treachery, the Fire Masters god-engines open fire on a heavy conveyor within which dozens of True Messengers god-engines are embarked, a bitter battle erupting to free the surviving god-engines from the downed wreckage. Later still, a force of True Messengers martyr themselves to their Fire Masters foes during the Battle of Ithraca, fighting to the last against the unleashed forces of the Abyss rather than retreating from the city and falling prey to the enemy's orbital artillery.

008.M31: The Ruin of Maerdan

In the third year of the Horus Heresy, the Imperial colony world of Maerdan on the edge of Segmentum Solar becomes a savagely contested frontline between the forces of Loyalist and Traitor. Maerdan's cities become flaming ruins and its once verdant plains are turned to barren wastes, crushed and scoured by the fury of the battle as the Loyalist Titans of Legio Gryphonicus (War Griffons), Legio Metalica (Iron Skulls) and Legio Destructor (Beasts of Steel) clash with the Traitors of Legio Mortis (Death's Heads), Legio Argentum (Dread Lances) and Legio Vulturum (Gore Crows). The Ruin of Maerdan, as the campaign comes to be known, is one of the largest Titan battles of the early Horus Heresy, with more than 200 Titans taking to the field against each other. Heavy losses are incurred by both sides and as the war moves on, it leaves a shattered world behind, with neither Loyalist nor Traitor able to claim true victory. The flames of hatred between the War Griffons and the Death's Heads, once staunch allies, burn bright after Maerdan and their enmity would lead them to seek each other out time and again on the fields of battle in the dark years that followed.

009.M31: The Battle of Molech

The Traitor hosts marching on Terra reach the Knight World of Molech, the scene of a great victory during the Great Crusade and heavily garrisoned for reasons known originally only to the Emperor Himself and latterly discovered by the Warmaster. The Traitors commit an enormous invasion force, including the bulk of the Sons of Horus and Death Guard Legions, and Titans of Legios Mortis (Death's Heads), Vulcanum II (Lords of Ruin), Interfector (Murder Lords) and Vulpa (Death Stalkers), which are opposed by elements of the Ultramarines and Blood Angels Legions, Titans of Legios Gryphonicus (War Griffons), Fortidus (Dauntless) and Crucius (Warmongers) and hosts of Knights from almost a dozen Houses, with both sides being bolstered by hundreds of thousands of allied mortal troops. At the height of the battle, House Devine reveals that its true allegiance is to the Warmaster, its treachery unveiled at a pivotal moment, heralding a slaughter from which only a handful of Loyalists escape.

010-012.M31: The Death of Tallarn

Perturabo, Primarch of the Legiones Astartes Iron Warriors, launches an all-out planetary invasion of the verdant Imperial staging world of Tallarn, his Legion bolstered by dozens of allied Traitor Imperial Army regiments, the Titans of Legio Krytos (God Breakers) and the Knights of House Caesarean. Both the Loyalist and the Traitor high commands are taken by surprise by Perturabo's actions and the invasion quickly escalates after he orders Exterminatus upon the world, scouring its surface of living matter by way of a voracious life-eater viral barrage. While the population is all but wiped out, many defenders survive thanks to extensive subterranean shelters. The ensuing campaign is fought between vast formations of Imperial Army and Solar Auxilia tanks, the Titans of Legio Gryphonicus (War Griffons), the Knights of House Megron, the indentured automata of the Household army of the Rogue Trader Sangrea as well as armoured forces of the Iron Hands, Imperial Fists, White Scars and Ultramarines Legions. No infantry can survive in the poisoned wastes, and the war quickly draws in other forces from across the region. The Battle of Tallarn is considered the largest armoured engagement in the known history of Mankind, and while counted as a victory for the Loyalists, millions of warriors and war machines on both sides are left scattered across the lifeless, deadly surface of the planet.

010.M31 The Cataclysm of Iron

Across border sectors of the Segmentum Tempestus and Segmentum Pacificus are located numerous lesser Forge Worlds known collectively as the 'Belt of Iron'. Since the sundering of the Imperium, many have declared for the Traitor cause at the engineering of the Fabricator-General of Mars, while others have remained loyal to Terra or sought to remain as aloof as possible from the conflict. Strife and tentative conflict between these once-aligned worlds erupts into full-scale war in 010.M31, pitching the Mars-aligned Forge Worlds of Incunabula, Urdesh, Valia-Maximal and Kalibrax against the forces of the Loyalist Forge Worlds of Graia, Arl'yeth and Atar-Median, while Arachnis and Jerulas Station both fall into civil war. The resulting conflict, that later becomes known as the 'Cataclysm of Iron', sees the forge lords, their armies and allied Titan Legions and Knight Households turn on each other in protracted warfare, with scores of human-inhabited worlds in the region suffering as they become the battlegrounds upon which they fight.

010.M31: The Battle of Nyrcon

Under the direction of Rogal Dorn, a Loyalist battlegroup led by elements of the Salamanders Legion, and supported by thirty regiments of Solar Auxilia and a strike force of Legio Astorum (Warp Runners) Titans, engages the Emperor's Children Millennial assigned to garrison the Beta-Garmon System on the edge of the Segmentum Solar. The Emperor's Children contingent is surprised at Nyrcon City on Beta-Garmon II and after a hard-fought battle, the Emperor's Children forces, along with their Legio Mortis (Death's Heads) allies at Beta-Garmon

III, are driven out, placing the system into Loyalist hands and triggering within the year the first in an escalating series of Traitor counter-attacks.

011.M31: The Second Battle of Paramar V

Paramar V having fallen to the Warmaster's hosts in the opening moves of the Horus Heresy, a mixed force of Loyalists launch an assault against the strategically vital supply nexus with the intent of denying it to the Traitors' war effort. The Traitors number a substantial combined force of Legio Fureans (Tiger Eyes) and Legio Mortis (Death's Heads) god-engines that were in the system re-arming and re-supplying after several years of intensive campaigning, and a large presence of Sons of Horus and Word Bearers. The Loyalists commit a large Titan force drawn from Legio Atarus (Firebrands), Legio Ignatum (Fire Wasps) and Legio Solaria (Imperial Hunters), with ground assault units of the Blood Angels and White Scars Legions.

The Loyalists conduct a series of diversionary attacks across the Paramar system in order to draw forces away from their true target, before conducting a full scale planetstrike against Paramar V's primary spaceport, capturing it intact and then pressing outwards to begin the destruction of the mass-provender silos sprawling across the plateau beyond. It is soon revealed however that the Traitors had seen through the ploy and prepared a huge counter-attack force. Though they inflict heavy damage on the provender silos before the counter-attack hits home, the vast majority of the Loyalist invasion force is surrounded and destroyed without mercy.

011.M31: The Battle of Ice World Tralsak

The shallow, frozen oceans of Tralsak are flash-boiled to steam by the fury of engine-war as Loyalist Titans of Legio Atarus (Firebrands) and Legio Agravides (Battle Scourges) clash with Traitors of Legio Magna (Flaming Skulls) and Legio Victorum (Foe Slayers) as Loyalist Shattered Legions and Traitor World Eaters fight across the disintegrating landscape of ice floes. Ultimately, outright victory eludes both sides, and each uses the cover of the world-enveloping fog thrown up by the destruction to extricate their forces and redeploy them elsewhere. Nevertheless, numerous supporting Knights of both sides remain to fight a war in which neither will concede defeat.

011.M31: The Tarren Suppression

The world of Tarren IV declares for Horus, its rulers having fallen for the honeyed words of the Warmaster's emissaries. A Loyalist Retribution fleet moves quickly to crush the treachery, occupying Tarren IV's capital Brandstat and stamping out anti-Imperium sentiment in a mirror of the Traitors' so-called 'Dark Compliance' of conquered worlds. Key to the suppression are the Titans of Legio Defensor (Nova Guard), who bestride the surface of Tarren IV, the mournful dirge of their war sirens demanding submission to Terra and making examples of cities that refuse to do so by blasting them to flaming ruins.

As if to mock the natural order of things still further, later on, it is an allied force of the Emperor's Children Legion, Legio Cybernetica and Legio Mortis (Death's Heads) that conducts a heavy planetary landing and '*liberates*' the world from the Loyalists during the Relief of Brandstat.

012.M31: The Balthor Sigma Intervention

A blood-maddened pursuit force of Traitor Legiones Astartes World Eaters engaged in hunter-killer operations against defeated Loyalist forces is counter-attacked by a Legio Osedax (Cockatrices) demi-legio at Balthor Sigma. The World Eaters are supported by numerous super-heavy tanks and therefore able to hold the Cockatrices Titans at bay until, in quick succession, the tanks are engaged from an unexpected quarter and destroyed in short order. Entirely unheralded, a force of xenos titan analogues, later determined to belong to the Eldar, intervenes to devastating effect: It is only when Traitor-aligned Titans of the Legio Fureans (Tiger Eyes) fight their way through to reinforce the Traitors' lines that total defeat is averted. At the conclusion of the battle, the xenos Titans disengage and vanish into the ash-shrouded depths of Balthor Sigma's equatorial magma wastes.

012.M31: Concordance of the High Lords

Long-running deadlock within the Imperial Council on Terra is finally broken, facilitating the formal establishment of the Imperial Adeptus Mechanicus, separate and distinct from the Mechanicum of Mars, with Fabricator-General Zagreus Kane appointed as a High Lord. Final judgement is enacted upon the captive followers of Kelbor Hal, who are executed in their thousands. Immediately after, the union of Loyalist Titan Orders, under the umbrella of the Adeptus Titanicus, is formed by the Grand Masters of several major loyal Titan Legions, although the future of other loyal former Mechanicum divisions such as the Legio Cybernetica and Taghmata remains unclear.

012.M31: The Imperial Muster at Beta-Garmon

For reasons only understood later in the war, the Ruinstorm that had been invoked by Lorgar several years before begins to abate across vast swathes of the galaxy. Loyalist high commanders are able to utilise the potent astropathic relay at Beta-Garmon to contact and recall formerly lost or stranded forces from across the wartorn reaches of the northern Imperium. The Imperial Muster at Beta-Garmon rapidly escalates into the largest gathering of Loyalist might since the early years of the war, a concentration of force so mighty that the Traitors have to respond in kind.

The resulting clash of arms would become known as the Great Slaughter, a theatre of war of such scale that it would encompass the Titandeath and the Sea of Fire campaigns, each major campaigns in their own right. By its end, both sides are so badly bled that their only remaining option for ultimate victory is to force a final, decisive confrontation. As history relates, the final battle would be fought at Terra, but only after the weighty butcher's bill of the Great Slaughter is paid in full…

012.M31: The Scouring of the Ollanz Cluster

The Warmaster's advance on Terra reaches the Ollanz Cluster, encountering Loyalist reinforcements bound for Beta-Garmon re-arming and refuelling at the Borman system. The Loyalist fleet rapidly redeploys to oppose the Traitors' advance and to protect the valuable resource worlds of the cluster.

The turning point of the brief but intense conflict comes at Borman IV, when a Legio Astorum (Warp Runners) demi-legio launches a daring offensive towards the world's beleaguered capital city. The crucial Titan battle takes place in the volcanic Yrevendi Desert immediately to the north of the capital, as Princeps Seniores Varr Harax leads a surprise thrust through rough terrain at a weak point in the Legio Fureans (Tiger Eyes) lines, accompanied by ground forces drawn from the Iron Hands Legion.

The Tiger Eyes, having been drawn away by a bold diversionary attack, are annihilated by the Warp Runners, who are able to break through Traitor Emperor's Children Legion lines and reinforce the beleaguered capital. Ultimately, Borman IV and the entire Ollanz Cluster are delivered from the Traitors' possession, allowing for Loyalist forces to be redeployed to their original destination at Beta-Garmon.

ADEPTUS TITANICUS – THE RULES

This section of Adeptus Titanicus presents all of the core rules needed to play the game. They are sub-divided into Basic, Advanced and Optional Rules, and there is no need to read them all at once. It is recommended that players read and absorb the Basic Rules before playing a few games with them, and later try their hand at more detailed games.

INTRODUCTION

"I remember stepping onto the cockpit of my first command like it was yesterday. I was surprised at how cramped it was. The air was dry, and the smell so strong: old leather, oiled metal, stale sweat. I stepped forward a little too confidently, nearly striking my head on the inload rig, not for the last time I can assure you, and lowered myself into the cracked hide of the command throne. I did my best to suppress a nervous tremor as dendrites snaked down to interface with my skull plugs. Believe this: nothing prepares you for your first time in the manifold. The vertigo. The contradiction of perspective and scale. And there, at the back of your mind, the collected memories of each Princeps who has come before you. Yes, you will feel their judgement, but you must use it. Steel yourself. You owe it to your predecessors. You owe it to yourself. Above all else, you owe it to your Legion, and to the Titan who deigns to let you share in its glories."

Adeptus Titanicus is a strategic tabletop wargame in which two or more players command battlegroups of mighty Titans, colossal humanoid war engines which can level cities with a single salvo. Each player takes control of a handful of these great machines, represented on the tabletop by detailed Citadel miniatures. For many people, the mere act of collecting, assembling and painting these miniatures is enough, but this section of the book is aimed at those who wish to take things one step further and engage in grand tabletop battles.

A game of Adeptus Titanicus is many things. It is a strategic challenge in which you pit your skill and cunning against your opponent in a battle to the death. It is a test of tactical skill, demanding that you consider the resources at your disposal and determine the best way to react to the changing state of the battlefield. Most pertinently, it is a cinematic event, a clash on an unprecedented scale, where you will find yourself celebrating with each direct hit you score, and feeling a true sense of peril should your Titan's precious void shields collapse.

However, this book is only the beginning. New supplements and miniatures will be released as time goes by, adding additional Titan Classes and weapons to the game or focussing on different ways to play, or different theatres of war. There is an entire universe to be explored, and by reading this book you will take your first steps on a long and rewarding journey.

DESIGNER'S NOTE
To Princeps of Old…

This is not the first time that Games Workshop has released a game centred around Titans going to war, and indeed not the first time that the title Adeptus Titanicus has been used. Veteran players will note that this is a brand new game system rather than a polished re-release of existing rules, but it stands on the shoulders of giants (giant walking robots, that is!). We have made every effort to be respectful to the games that came before, borrowing ideas and marrying new mechanics with old in the hope of creating a game that will appeal to veteran players as much as it does to the new blood. We're really pleased with the result, and hope that you are too.

PLAYING ADEPTUS TITANICUS

Before reading through the rules, it might be helpful to look over these pages to get an idea of how a game is set up.

1. The Battlefield
Any flat area can become a suitable battlefield with a little work. An area that is 2'x4' is the smallest size that will make for an interesting battle between two Titans, but most of the battles in this book are based around a 4'x4' battlefield.

2. Terrain
Adeptus Titanicus can be played without any terrain, but battles are much more interesting when the battlefield is more than a barren wasteland. The modular plastic buildings produced as part of the Adeptus Titanicus range are an ideal place to start, but many players may be inspired to build their own impressive gaming tables, like the one shown in the photo.

3. Models
Each player will need a set of models to represent their Titans. Here, two average-sized forces are engaged in battle, but the Titanic Clash scenario on page 40 (which has been designed for new players) can be played with as little as one Titan per player.

4. Dice
Adeptus Titanicus uses a range of different dice, as detailed on page 24.

5. Command Terminals and Status Markers
Each Titan requires its own Command Terminal, which is used to track its status during the game. These should be kept to one side, near the battlefield, and should be laid out so that they do not overlap and can be seen at all times. See page 27 for more information about Command Terminals.

6. The Opus Titanica
The Opus Titanica emblem is used to show who is the First Player in each round, as described on page 22.

7. Blast Markers and Flame Template
These markers represent massive explosions, energy blasts or gouts of flame, and are used with weapons that have the Blast or Firestorm traits, as seen on pages 38 and 39.

8. Status Markers
Status markers are used on Command Terminals to track a number of different things (see page 27). There are two designs of Status marker; for now they can be used interchangeably, but future supplements may add rules that differentiate between them.

9. Arc Templates
Arc templates are used to determine a Titan's firing arcs, as detailed on page 26.

10. Range Ruler
A 12" range ruler is included with the game, but for measuring longer distances it may be useful to upgrade to a tape measure marked in inches.

11. Battlefield Assets
The box contains six Battlefield Assets – these are part of the rules for Stratagems, and are explained on page 65.

12. Designation Markers
These double-sided markers sit on a player's Command Terminals, giving each terminal a unique number as a reminder of which Titan it corresponds with.

13. Weapon Cards
Each Command Terminal is overlaid with cards representing the Titan's weapons. These cards are double-sided – when the weapon is disabled, the card is flipped. See page 38 for more information about weapons.

14. Reference Sheets
Each player has a reference sheet featuring the most commonly used rules and tables so that they do not have to look them up in the rulebook mid-game.

15. Mission and Stratagem Cards
Mission cards are used with the Matched Play rules (see page 84), and Stratagems (see page 64) give players access to battlefield support, devious tricks and certain other methods of evening out the odds. As both of these are part of the Advanced Rules, new players should set these cards aside until they have played some basic games.

(Optional) Pen and Paper
Players will find it useful to have a pen and paper at hand, as certain scenarios and stratagems will require them to make notes (sometimes in secret!) and refer to them later.

A BATTLE IN PROGRESS

The battle depicted here shows a Legio Gryphonicus battlegroup (with support from the Knights of House Vyronii)
facing off against the Titans of the Legio Mortis and their House Malinax allies.

Although Adeptus Titanicus is ultimately a fairly simple and intuitive game to learn – especially for those who are already familiar with other Games Workshop games – it can seem like there are a lot of rules to learn. These pages are intended to show new players an example of the rules in action, demonstrating the steps that take place during a full round of gameplay. Looking them over and reading through the highlights should give players a good overview of the game, which should make the rules that follow easier to understand.

Rounds and Phases

The game is split into a number of rounds. Each round progresses through five phases in a fixed order: Strategy, Movement, Damage Control, Combat and End. In most phases, players take turns activating one of their units and making an Action with it. In the Movement phase, for example, the unit could move.

1. The Strategy Phase

At the start of each round is the Strategy phase. Each player rolls a D10, and the highest scoring player chooses who will be the First Player for this round. In each phase during their round, the First Player is always the first to activate a unit.

The Opus Titanica emblem is given to the First Player each round.

2. The Movement Phase

When a unit is activated in this phase, it can move. Each Titan has a Speed characteristic, to show far it can move, and a Manoeuvre characteristic, to show how many times it can make a turn of up to 45°. Knights are a little different to Titans; being much smaller and more nimble, they only have a Speed characteristic and can make as many turns as they wish when they move.

A battle can be won or lost in the Movement phase, as each unit's weapons have specific fire arcs which must be taken into consideration. A Warlord might have the firepower to obliterate a lesser Titan in a single salvo, but it is for naught if the target is canny enough to stay out of the line of fire!

Knight Banner Zholon-Kuthos of House Malinax darts forward to attack the Legio Gryphonicus Reaver Aeterno Rex, moving close enough to bypass its void shields and preparing to target its weaker Rear armour.

3. The Damage Control Phase

Titans can suffer horrific damage during battle, and their reactors can run hot enough to risk a catastrophic overload. Thankfully, each has a crew of Enginseers and servitors dedicated to the task of keeping them in the fight. When a Titan is activated in this phase, the controlling player makes a Repair roll then spends the dice to raise fallen void shields, fix critical damage or vent plasma to stave off a reactor overload.

The Gryphonicus Warlord Iron Regent suffered several hits last round. Its void shields held, but several of its generators failed and the shields might not survive another salvo. Thankfully, a good Repair roll allows Iron Regent to make the Raise Shields Action twice, restoring its shields to almost full capacity.

4. The Combat Phase

When a Titan is activated in this phase, it attacks with each of its weapons. In the early stages of a game, it is unlikely that any actual damage will be dealt, as each Titan is protected by several layers of nigh-impenetrable void shields. However, as gunfire overloads the shield generators and strips this protection away, attacks will begin to chew through enemy Titans' armour and cause critical damage.

A cunning Princeps will carefully consider the order in which they make their attacks. High rate-of-fire weapons are ideal for stripping void shields, whereas devastating single-shot weapons are best kept for when the shields have fallen.

INFLICTING DAMAGE. Once a Titan's shields have collapsed, each of its Hit locations will begin to take structural damage. Eventually, its structure will be compromised and it will start suffering critical damage – systems will fail, weapons will be disabled and the Titan may finally be destroyed! No Titan dies quietly, however, and the death of a war engine is often accompanied by a large explosion that threatens to annihilate anything nearby…

HEAD	13-14:	Direct Hit
	15-16:	Devastating Hit
	17+:	Critical Hit

Status markers are used on each Titan's Command Terminal to track a number of elements (such as void shield strength and the damage suffered at each location). The plastic sprue features two different designs of Status marker, which can be used interchangeably.

Thanks to the combined firepower of the Legio Gryphonicus Titans, the Legio Mortis Warlord Ire Incarnatus has lost its void shields. It suffers a punishing salvo to the head, taking a pair of Devastating Hits which cause it to lose a total of 4 Structure points. This moves its Status marker to the end of its track, meaning that any further damage to that location will be critical…

GETTING STARTED

Dice

Adeptus Titanicus uses six types of dice, including three types of bespoke dice: Reactor dice, Location dice and Order dice – which are specifically designed for this game.

D6. Regular six-sided dice are used for most rolls in the game. To differentiate them from other dice, they are referred to throughout the rules as D6. It may be necessary to roll several dice and add the results together – this is represented by a number before the D6, so rolling 2D6 involves rolling two D6 and adding the results together. If it were necessary to roll two D6 and count the results separately, this would be denoted as 'two D6'.

Sometimes, the rules might call for a D3 – this is shorthand for rolling a D6, halving the result and rounding the result up. So, a 1 or 2 counts as 1, a 3 or 4 counts as 2 and a 5 or 6 counts as 3.

Note that the dice included with Adeptus Titanicus have the Opus Titanica printed in place of the 6. This is purely decorative and is treated as a 6 for all purposes.

D10. Ten-sided dice are used for certain rolls in the game, such as Command checks and Catastrophic Damage rolls. Sometimes, the rules might call for a D100. This roll is made by rolling two D10 one after the other, counting the first as tens and the second as units, to get a result between 1 and 100. For example, a roll of 5 then 6 would be a result of 56. If the first roll is a 10, count it as 0 (so a roll of 10 then 7 would be a result of 07), but if both dice roll a 10, the result is 100.

Scatter Dice. These are marked with arrows and are used to determine random directions, most commonly when a Blast weapon is off-target (see page 38). Two of the faces show 'Hit' symbols, each of which features a small arrow. Use the arrow to determine the direction unless the rules state that a Hit result does something special.

Rolling for Scatter: The standard rule for scattering an object is as follows. Roll the Scatter Dice and a D10. If a Hit symbol is rolled, the object does not move. Otherwise, it moves in the direction shown on the Scatter dice, a number of inches equal to the result of the D10.

Reactor Dice. These are six-sided dice marked with special symbols which are used in the Advanced Rules when Titans push their plasma reactors beyond normal limits.

Location Dice. Location dice are also six-sided, with each face showing one of the possible target locations on a Titan. One face is marked 'Special' – some Titans will use this to represent a unique location, but unless otherwise stated, this defaults to the Titan's body.

Order Dice. Order dice are six-sided and have a unique symbol on each face, but are rarely rolled. Instead, they are placed on a Titan's datacard to show that it has been issued orders.

Location Dice   Order Dice   Reactor Dice

D6   Scatter Dice   D10

Modifying Dice Rolls

Sometimes it will be necessary to add to or subtract from a D6 or D10 roll – for example, a rule might say to roll D6+1. In this case, a D6 would be rolled, and 1 would be added to the result.

Similarly, a rule might instruct a player to multiply or divide a roll. To roll D6x2, roll a D6 and multiply the result by 2. If a divided roll results in a fraction, always round up unless otherwise instructed.

If multiple modifiers apply at the same time, resolve any multiplication and division first, then do any addition or subtraction. For example, if one rule says to double the result of a D6 roll, and another rule (which also applies) says to add 1 to the result, the D6 would be rolled, the result would be doubled and 1 would be added to the total.

If a rule ever changes a result to a certain number, this overrides any modifiers unless otherwise stated. For example, if one rule said that the dice result counts as a 6, and then another (also applicable) rule said to halve the result of the roll, the result would be 6 and not 3.

Re-rolls

Some rules allow a player to re-roll a dice. To do this, simply pick up the dice and then roll it again – the second result stands even if the first one is more preferable, and a given result can never be re-rolled more than once.

When re-rolling a roll that contained multiple dice (for example, a 3D6 roll), the player must re-roll all of the dice unless it is specifically mentioned that only some of the dice can be re-rolled.

Rolling Off

The rules might require the players to roll off – this happens most regularly in the Strategy phase when rolling to determine the First Player for the round. To roll off, each player rolls a D10, and the highest result wins. In the result of a tie, both players roll again unless otherwise instructed.

BATTLEGROUPS, UNITS & MODELS

During a game of Adeptus Titanicus, each player will control a number of models. All of the models under a player's control are collectively referred to as their 'battlegroup'.

Although the Basic Rules of Adeptus Titanicus only cover Titans, the Advanced Rules also detail Knights (much smaller war engines) which fight in groups called 'Banners'. Later supplements might also introduce other types of combatants. As such, the term 'unit' is used to refer to a single element of a force, regardless of how many models that is – a single Titan, a Banner of Knights, and so on.

If the rules ever use the term 'model', this always means a single miniature, even if this is a lone Knight.

Bases

Each model in Adeptus Titanicus is mounted on a round or an oval base, which serves a number of purposes within the rules. The size and shape of a model's base is taken into account in its rules, so if a player mounts their model on a base other than the one it was supplied with (to make an impressive scenic base, for instance), it still counts as being on its standard-sized base. Players who do this should keep a standard base ready for use during gameplay as a point of reference.

Measuring Distances

In Adeptus Titanicus, distances are measured in inches (") with a tape measure or the provided range ruler. When measuring a distance to or from a unit, use the closest edge of its base unless otherwise instructed. When measuring from an objective, terrain feature or anything else that doesn't have a base, measure from the closest point.

Measuring distances is restricted in Adeptus Titanicus, and players are not allowed to measure any distance except when instructed to do so by the rules. This is to represent the fact that, even with the highly advanced instruments aboard a Titan, the din of battle makes it nigh impossible to discern exact information about a target, and waiting for such information to become available is potentially fatal! Successful Princeps learn to trust their instincts over their instruments, and players should attempt to do the same.

'The Orders of the Titanicus are the iron fist of the Emperor's rule. A velvet glove would serve no purpose.'

Grand Master Augrim, Divisio Militaris Order of Imperial Eagles

DESIGNER'S NOTE
Marking Bases

During playtesting, some players marked the edges of their Titans' bases in 45° increments, to assist with determining arcs and making turns (as described later). It's up to you whether you do this; it will make your model look a little less realistic and more obviously like a gaming piece, but it will definitely speed things up!

ARCS

Even the smallest Titans are massive and ponderous – their greatest weakness being their low manoeuvrability. Each Titan has four 90° arcs, converging on the centre of its base: Front, Left Side, Right Side and Rear. Arcs are generally used in the Combat phase; a Titan's armour is strongest to the Front and as such, attacks that come from within its Side or Rear arcs are more likely to damage it. Also, each of a Titan's weapons can only target enemies that fall within a certain arc, most often the Front. Arcs also come into play in the Movement phase as Titans can generally move more swiftly within their Front arc.

In addition to the four arcs already mentioned, some weapons (for example, those mounted on the carapace of a Warlord Titan) have a 'Corridor' firing arc. This arc extends straight forward in a corridor that is as wide as the Titan's base.

Arc Templates

To make it easier to determine a Titan's arcs, you can use an Arc template. Adeptus Titanicus – The Horus Heresy contains three templates, one for each of the different base sizes that are currently used for a Titan. Regardless of the size, the Arc templates all work the same – just align the template with the front of the Titan's base, and the central triangular segment will show the Front arc. Alternatively, align it to the back of the Titan's base to see the Rear arc. Each template is also the same width as the base it is designed to be used with, so it can also be used to determine Corridor firing arcs.

COMMAND TERMINALS

Each unit that is used in a battle needs a Command Terminal. This shows the unit's weapons, armour and capabilities, and is also used to record its status during the battle.

Anatomy of a Titan Datacard

ORDER SPACE AND DESIGNATION. Each Princeps is a masterful strategist and an experienced warrior, having spent several years climbing the ranks to their current position. However, they will dutifully defer to orders given by the Princeps Seniores in command of their maniple.

In the Advanced Rules, Titans can be issued orders, allowing them to act out of sequence, increase their firepower, enact emergency repairs and so on. When a Titan is acting under orders, an Order dice is placed in this space on the Titan's Command Terminal as a reminder that the order is in effect.

Next to the Order space is a space for a round Designation marker. These can be found on the plastic sprue, and are numbered 1 to 10. If a player's battlegroup contains more than one of the same Class of Titan (for example, two Warlords), Designation markers can be used to show which Command Terminal applies to which.

CLASS, SCALE AND POINTS VALUE. Titans are built in strict adherence to the specifications laid down by a Standard Template Construct (STC). This means that although no two Titans are wholly identical, they can be easily identified as belonging to one of a number of Classes. The three most common Titan Classes are the mighty Warlord Battle Titan, the mainstay Reaver Battle Titan and the agile Warhound Scout Titan, each of which can be modified or upgraded to a number of different patterns, but which all share certain characteristics.

Each Command Terminal shows the Titan's Class, as well as its Scale. Scale is used throughout Adeptus Titanicus as an easy way of determining the relative size of units. For example, a Questoris Knight has a Scale of 3, while a Warlord Titan has a Scale of 10. The terminal also shows the Titan's points value, which can be used to determine its Power level relative to other units.

TITAN CHARACTERISTICS. Each Titan has six characteristics: Command, Speed, Manoeuvre, Ballistic Skill, Weapon Skill and Servitor Clades.

Command represents a number of factors: the Princeps' experience, their resolve, how strongly they are attuned to their Titan's machine spirit and so forth. In the Advanced Rules, when a Titan is issued an order or its machine spirit is awakened, the controlling player makes a Command check by rolling a D10. The check passes if the result is the Titan's Command value or higher – orders are detailed on page 41, and Awakened Machine Spirit can be found on page 44.

Speed and Manoeuvre determine how a Titan moves. The Speed characteristic shows how many inches the Titan can move in a turn, while the Manoeuvre characteristic shows how many times it can make a 45° turn when it moves. Each one has two values; the first is the default value, while the second is the boosted value, which can be used by drawing power from the Titan's reactors. Movement is described on page 30.

Ballistic Skill and Weapon Skill show how likely a Titan's attacks are to strike their target, at range and at close quarters respectively. They are detailed in the Combat phase rules, which begin on page 33.

Servitor Clades is an abstract representation of how well-equipped the Titan is with servitors, showing the maximum number of potential Repair Actions it can make in a turn. Repair Actions let a Titan cool its plasma reactor, raise its shields or repair lasting damage, as described on page 32.

PLASMA REACTOR STATUS TRACK. A Titan's plasma reactor is its beating heart, feeding its systems and granting it life. Merely keeping the god-engine functional is demanding enough, but in the heat of battle, the crew may ask even more of the reactor, pushing it to burn ever hotter despite the risk of a catastrophic containment failure.

At the start of the battle, place a Status marker on the first (leftmost) hole of the Plasma Reactor Status track. During the battle, the marker will move along the track whenever the controlling player pushes the reactor. This effectively tracks the reactor's internal temperature and pressure, and if the marker is in a hole with an orange or red indicator, the Titan will be at risk of suffering an overload. Pushing the reactor is covered on page 30, and reactor overloads can be found on page 32.

VOID SHIELDS STATUS TRACK. Each Titan is outfitted with a bank of void shields. These nigh-impenetrable energy domes use ill-understood warp technology to dissipate the energy of incoming attacks. However, a sustained attack can cause a Titan's void shield generators to overload and fail, one at a time, weakening the shield until it collapses entirely. Although fallen generators can be coaxed back to life, even a temporary loss of void shields is sure to draw an enemy's weapons fire.

At the start of the battle, place a Status marker in the first (leftmost) hole of the Void Shields Status track. During the battle, the marker will move along the track as the Titan's shields fail. Beneath each hole on the track is a number – the number that is beneath the Status marker is the Titan's current Void Shield level, i.e., the number that must be rolled on a D6 to deflect an incoming attack. Void shields are covered in detail on page 34.

HIT LOCATIONS. Due to the sheer size of a Titan, it is incredibly rare for even a monstrously powerful weapon to achieve a single kill shot against one. Instead, it is more likely that a god-engine will suffer a number of system failures as it receives increasingly severe damage, lessening its effectiveness but not taking it out of the fight. This is represented on the Command Terminal by a Titan's Hit locations, each of which suffers damage (and has lasting damage effects) individually.

Most Titans have four Hit locations, which correspond to the faces of the Location dice: Head, Body, Legs and Weapons. Each Hit location features a Status track, a Damage table and an annotated Critical Damage track.

At the start of the battle, place a Status marker in the first (leftmost) hole of each of the Hit Location Status tracks. During the battle, each marker will move along its track as the location suffers damage (calculated using the Damage table below the track). If the marker reaches the end of the track, the Titan becomes Structurally Compromised and further hits to that location are likely to cause Critical Damage. This is covered in detail on page 35.

In addition to its Status track, each location also has a triangular Critical Damage track. Critical Damage has lasting effects, reducing the Titan's effectiveness in battle. The first time a location suffers Critical Damage, place a Status marker in the first (yellow) hole of the Critical Damage track. A second Critical Damage result moves the marker to the middle (orange) hole, and a third one moves it to the last (red) hole. After this, further Critical Damage will cause the Titan to be destroyed! Critical Damage is explained on page 35.

In addition to the information shown at each of the other locations, a Titan's weapon locations also show the weapons' characteristics – these are explained in detail on page 38. Unlike the crew, the Command Terminal does not show a default loadout; each weapon will need to be chosen and placed on the Command Terminal when preparing for battle.

WEAPON CARD SLOTS. A Titan's weapons are chosen by the controlling player at the start of each battle, by choosing the relevant Weapon cards and placing one on each of the Weapon card slots. Weapon cards are marked with a Class of Titan and a Weapon location, and they must be chosen accordingly – for example, a 'Warlord Arm' weapon can be used on the arm mounting of a Warlord Titan.

BASIC RULES

Basic Rules, Advanced Rules & Optional Rules

The rules for Adeptus Titanicus are divided three ways. The Basic Rules make up the bulk of this section and cover everything that players need to engage in their first few battles – they explain how Titans move, fight and repair, but avoid too much complexity. The Advanced Rules (which start on page 41) complete the game experience as it is intended to be played, introducing additional rules for orders, battlefield terrain and so forth. Finally, the Optional Rules (see page 52 onwards) should only be used if both players agree, and are not considered a necessary part of the ruleset. Generally, they add more thematic scope to a battle and make for a more cinematic experience, but can slow things down, especially in larger games.

The Basic Rules are divided by phase. Where an Advanced Rule would apply, a side note will give the Advanced Rule's location in the book for easy reference.

We recommend that players use the Basic Rules only for their first few games, then introduce the Advanced Rules once they feel comfortable with how things work.

ROUNDS & PHASES

A game of Adeptus Titanicus is divided into rounds, usually between four and six (although some scenarios might be shorter or longer). Each round consists of five phases, each of which lets players do something different with their units. These phases always occur in the same order:

1. Strategy phase
2. Movement phase
3. Damage Control phase
4. Combat phase
5. End phase

In each phase, apart from the End phase, players alternate activating one of their units and taking an Action with it (the Action depends on the current phase). Each unit can only be activated once per phase. Once a player has run out of units to activate, or does not wish to activate any more units this phase, the other player has the opportunity to activate each of their remaining units in turn.

Timing

Some effects take place at the start of a round or phase. These effects are resolved before anything else happens in that round or phase. Similarly, effects that take place at the end of a round or phase are resolved after everything else has happened in that round or phase. If there is more than one of these effects taking place at the same time, the First Player chooses the order in which they take place.

THE STRATEGY PHASE

+++Vox log from the fallen Titan Perdition Eternal, Legio Magna +++

"This is Princeps Seniores Kibwe. The enemy have the numbers, but their clumsy strategy poses no threat. Acherus and Chorus Inferna will advance at full stride, using the refinery as cover. Perdition Eternal, I want first fire on their Warlord. Strip their voids if possible, but your purpose is to draw their attention, so prepare for retaliation. Flagellus, stand ready to punish their Warhounds as they emerge. I will take Rex Damnatus forward and engage at close range. Is this understood?"

In the Basic Rules, the Strategy phase has only one step, during which the players roll to see who will be the First Player for this round. In the Advanced Rules, players can also enact Stratagems and issue orders to the units under their command.

1. Determine the First Player

The players roll off (see page 24). The winner decides whether they will be the First Player this round, or whether they will let their opponent be First Player. The Opus Titanica emblem, found on the plastic sprue, is used to show who is the current First Player.

DESIGNER'S NOTE
Patience is its Own Reward

It might seem strange to give your opponent the chance to be First Player – after all, why wouldn't you take the opportunity to attack first? However, as you play more games, you will realise that there are times when you will want to wait in order to see what your opponent does before reacting accordingly.

Making a Command Check

There are several situations in which a unit might need to make a Command check – most commonly, this is used in the Advanced Rules to issue orders to units in the Strategy phase. To make a Command check, the controlling player rolls a D10 and compares the result to the unit's Command value, as shown on the Princeps section of its Command Terminal. If the result is the same as or higher than the Command value, the check is passed. If it is lower, the check is failed. Regardless of any modifiers, a result of 10 always passes and a result of 1 always fails.

ADVANCED RULES
Enact Stratagems – see page 41
Issue Orders – see page 41

The Movement Phase

In the Movement phase, players have a chance to move their units around the battlefield. Careful movement is the key to victory, and there are usually ways for even a heavily outnumbered force to win through canny manoeuvring.

During the phase, the players take turns activating a unit and moving it, starting with the First Player. When one player runs out of units to activate, or does not wish to activate any more units, the other player activates each of their remaining units in turn. Note that a unit that has been activated does not need to move or turn – it can be activated and still remain stationary.

Pushing the Reactors

Titans are powered by massive, unstable plasma reactors. Mechanicum law dictates that a Titan's reactors should never be pushed beyond its safe operating limits, but in the heat of battle, crews are often willing to transgress this.

If the rules instruct a player to push a Titan's reactor, its Reactor Status marker is advanced by one hole. If the Status marker is in a hole with an orange or red indicator during the Damage Control phase, there is a chance it will cause an overload (see page 43). If a Titan's Reactor Status marker is already in the last hole on the track, it cannot be voluntarily pushed. If a game effect causes the Reactor level to advance while it is in the last hole, the Titan suffers a Strength 9 hit to its Body, bypassing void shields.

The reactor can be pushed multiple times in the same turn, either for the same bonus effect or for different ones.

Advanced Rules
Reactor Dice – see page 43
Wartorn Landscapes – see page 43

Moving

When a model is activated in the Movement phase, it can move in a straight line a number of inches up to its default Speed characteristic (the first value shown under Speed on its Command Terminal). The model must move within its Front arc, but its facing does not change even if it moves at a diagonal.

Models are able to change direction partway through a move – for instance, you could move a model straight forward for half its Speed, then move diagonally for the remainder.

SIDESTEPPING AND BACKING UP. Models are also able to move outside their Front arc (again, their facing does not change) but if they do so, every inch they move takes up 2" of their Speed. For example, a Reaver Titan (Speed 6) could sidestep to the right up to 3". Again, forward and sideways movement can be mixed – the Reaver could sidestep 2" to clear a building, then move its remaining 2" within its Front arc.

POWER TO LOCOMOTORS! When a Titan is activated in the Movement phase (or in the Combat phase if the model is acting under Full Stride orders), the controlling player can push its reactor (see earlier on this page) to declare Power to Locomotors! If they do this, the Titan uses its boosted Speed (the second value shown under Speed on its Command Terminal) instead of its default Speed for the duration of its activation.

Turning

In the Movement phase, a model can make a number of turns equal to its default Manoeuvre characteristic (the first value shown under Manoeuvre on its Command Terminal). A turning model pivots around the centre of its base, and can turn up to 45°. It can make these turns before, after or during its move, and can use multiple turns at the same time to turn more than 45°.

Collisions

Models cannot voluntarily move through other models, or through Blocking terrain (see page 43). If a model is forced to do so, it will stop in base-to-base contact with the model or terrain piece, then it will suffer a collision.

If a model collides with another model, each one inflicts D6 hits on the other, at a Strength equal to its Scale. For example, if a Warhound Titan (Scale 6) collides with a Warlord Titan (Scale 10), the Warhound would suffer D6 Strength 10 hits and the Warlord would suffer D6 Strength 6 hits.

If a model collides with Blocking terrain, it suffers D6 hits. Instead of rolling a D6 and adding Strength, roll 2D6 for each hit and apply the result to the location's Damage table.

POWER TO STABILISERS! Immediately after making a turn with an active model, the controlling player can push its reactor (see page 30) to declare Power to Stabilisers! If they do so then the model uses its boosted Manoeuvre characteristic (the second value which is shown under Manoeuvre on its Command Terminal) instead of its default Manoeuvre characteristic for the rest of its activation.

THE DAMAGE CONTROL PHASE

> +++ Diagnostic retrieval: Servitor log [Clade G229/Rex Damnatus]
>
> > ongoing task in progress: inspect plasma coolant levels.
>
> < report: coolant levels within tolerance…
>
> >> inload priority task: voidbank p-delta failing // force restart
>
> < acknowledged // redirecting
>
> >>> PRIORITY INTERRUPT [Kibwe332] // plasma conduit pf7 overloaded // purge and replace
>
> < acknowledged // redirecting
>
> < attempting purge… purge failed… attemp???????? ///
> …ex-load lost

In the Damage Control phase, players roll to see if their Titan's reactors overload, and make Repair rolls for their Titans.

During the phase, the players take turns activating a unit and checking for reactor overloads, then making a Repair roll for it, starting with the First Player. When one player runs out of units to activate, the other player activates each of their remaining units in turn. Each unit must be activated in this phase, even if they have no repairs to make.

Check for Reactor Overloads

If a Titan's Reactor Status marker is in a hole with an orange or red indicator when it is activated in this phase, it is at risk of a reactor overload. In the Basic Rules, the Titan will suffer a Strength 7 hit to the Body location if the marker is in an orange hole, or a Strength 10 hit to the Body location if the marker is in a red hole. These hits bypass void shields.

If the Advanced Rules are being used, the Titan does not suffer the hit. Instead, roll on the Reactor Overload table as described on page 43.

Make Repair Rolls

After resolving any overloads for the activated Titan, the controlling player makes a Repair roll for it by rolling a number of D6 equal to its Servitor Clades characteristic. Once the dice have been rolled, they can spend them to carry out the Repair Actions that follow, in any combination they wish:

REPAIR ACTIONS. Each Repair Action is followed by a score in brackets. To perform that Action, the player must spend a dice that shows that score or greater. For example, to make a Vent Plasma (4+) Action, they would need to spend a dice showing a score of 4, 5 or 6.

Repair Disabled Weapon (X): Return a flipped Weapon card to being face-up. The score required to do this is shown on the Weapon card's disabled side.

Vent Plasma (4+): Decrease the Titan's Reactor level by 1.

Raise Void Shields (5+)/(6): Restore the Titan's Void Shield level by 1. If the void shields have collapsed, a Repair dice showing a score of 6 is required to reignite the generators and restore the Void Shield level. A second dice, showing a score of 5+, could then be used to restore the shield level further.

Repair Critical Damage (5+): Pick one of the Titan's locations that has a Status marker on its Critical Damage track. If the marker is in the first (yellow) hole, remove it. Otherwise, move it back to the previous hole (red to orange, or orange to yellow).

'Used correctly, terrain is a second weapon in your arsenal, equal to your Titan itself. Make the battlefield work for you, or you will find it working for your opponent.'

Grand Master Ferromort, Ordo Sinister

THE COMBAT PHASE

In the Combat phase, players have a chance to attack with each of their units. Players take turns activating a unit and attacking with it, starting with the First Player. When one player runs out of units to activate, or does not wish to activate any more units, the other player activates each of their remaining units in turn.

COMBAT SEQUENCE
Summary
1. Select target
2. Declare attacking weapon
3. Check firing solution
4. Make the Hit roll
5. Resolve hits:
   A. Opponent makes Shield saves, or
   B. Make the Armour roll
6. Repeat steps 2-5 for each remaining weapon.

The Combat Sequence

A Princeps must maintain a cool head in the midst of battle. There may be a dozen contacts closing in or there may be severe damage to the Titan's systems, but the training of a Princeps urges them to close out everything and follow a simple mantra: select target, range, execute, repeat.

When a unit is activated, it attacks with all of its weapons, following these steps:

1. **SELECT TARGET.** Declare a target for the unit's attacks. Note that measuring the range to the target or checking which arc it is within is not allowed at this step.

2. **DECLARE ATTACKING WEAPON.** Declare which of the unit's weapons will attack. A weapon that has been disabled cannot make attacks.

3. **CHECK FIRING SOLUTION.** Once the target has been declared, measure the distance between it and the attacking unit. If this is greater than the weapon's Long Range characteristic, the attack is wasted and it has no effect. Otherwise, determine whether it is within the weapon's Long Range or Short Range, as this may have an effect.

Then, determine whether the target is within the attacking weapon's firing arc (see page 26). If it is not immediately clear which arc the target is in, use the centre of its base as a point of reference. If the centre of its base is exactly on the line between two arcs, it counts as being in both. If the target is not within the weapon's firing arc, the attack is wasted.

Then, check whether the weapon has a clear line of sight to the target. In some cases this might be obvious, but it is usually helpful to stoop down and get a look at the target from the weapon's point of view. If there is nothing in the way, the line of sight is clear. However, if at least a quarter of the model is obscured (by terrain or other models), the attack will incur a penalty on the roll To Hit as follows. If the weapon has no line of sight to the target at all, the attack is wasted.

4. **MAKE THE HIT ROLL.** The controlling player makes the Hit roll to see whether the attack is on target. Roll a number of D6 equal to the attacking weapon's Dice characteristic and compare the result on each to the firing unit's Ballistic Skill. If any of the following factors apply, they will modify the result of each dice in the Hit roll:

- Each weapon has an Accuracy value for Short range or Long range. If this value shows a positive or negative modifier, this is applied to the Hit roll when attacking at that range.

- If the weapon's line of sight to the target is at least 25% obscured, apply a -1 modifier to the Hit roll. If it is at least 50% obscured, apply a -2 modifier instead.

After applying any modifiers, compare the dice to the firing unit's Ballistic Skill. Each one that scores less than the Ballistic Skill is a miss and is discarded. Any remaining dice score hits and are gathered together to form the Hit pool. Regardless of modifiers, a roll of 1 always misses and a roll of 6 always hits.

If there is at least one hit, it is now resolved against the target.

> **Close Quarters.** Titans usually engage their targets at long range, but some are equipped with weaponry that makes them utterly deadly at close quarters, where quick-thinking and nimbleness are more important than accurate firing solutions. Attacks made against targets within 2" of the attacking unit use the attacking unit's Weapon Skill rather than its Ballistic Skill. In addition, when making such an attack, a Targeted Attack (see page 35) suffers a -1 To Hit modifier rather than a -2.

5. RESOLVE HITS. If any hits are caused and the target has active void shields, the target's controlling player makes Void Shield saves. If the target does not have active void shields, or the void shields are ignored or bypassed, the attacking player makes an Armour roll.

5A. OPPONENT MAKES SHIELD SAVES. Titans walk to battle protected by massive void shields, crackling domes of energy which harness the power of the Warp to absorb and dissipate the energy of incoming attacks. These shields are nigh impenetrable, but the generators that project them can be overloaded by sufficiently powerful attacks. For this reason most Titans are fitted with multiple void shield generators, putting a barrier several layers thick between them and harm.

If the target has active shields, its controlling player makes a Save roll by rolling a D6 for each dice in the Hit pool, and comparing them to the target's current Void Shield level (shown beneath its Void Shield Status marker). Each dice that scores the same as or higher than the Void Shield level removes one hit from the Hit pool. Each dice that scores lower than the Void Shield level causes the Void Shield level to be reduced by 1. Note that this reduced Void Shield level is not taken into account until the next time a save is made for the unit. Regardless of modifiers, any dice that roll a 1 always cause the Void Shield level to be reduced, and any dice that roll a 6 always remove one hit from the Hit pool.

Then, any dice in the Hit pool are discarded, even if the void shields have now collapsed. Any remaining hits are assumed to be lost; the death of a Titan's void shields is a pyrotechnic event in itself, an over pressurised blow-out generating a concussive wave and unleashing a thunderous cacophony, and until the atmosphere clears, there is no chance of any hits making it through to the target.

> **Voids to Full!** Immediately before making Void Shield saves for a unit, the controlling player can push the reactors (see page 30) to declare Voids to Full! If they do so then they can re-roll any dice with a score of 1 during that Save roll. If they wish to gain this bonus on later attacks then they will need to push the reactors again.

> **Ignoring Void Shields.** The nature of void shields, and the fact that they manifest as a massive dome around the bearer, makes them useless against attacks that come from very close range. If an attack targets a unit that is within 2", Void Shield saves cannot be made for that unit.
>
> In addition, some attacks bypass void shields. Void Shield saves cannot be made against these attacks.

> **Impregnable Barrier.** Void shields are utterly impenetrable to weapons that are not powerful enough to overload them. Against attacks with a Strength of 3 or less, Void Shield saves are automatically passed.

5B. MAKE THE ARMOUR ROLL. If the target does not have active shields, or if the attack has a special rule which states that it bypasses shields, no Save roll is made. Instead, roll a Location dice to see where the hits land – it is assumed that the hits are grouped well enough to all strike the same location. If the location is not visible from the point of view of the attacking weapon, re-roll the Location dice (keep doing this until a visible location is hit). If a 'Special' result is rolled on the Location dice, the target's Body is hit unless otherwise stated on its Command Terminal.

Once the Hit location has been determined (see page 28), roll all of the dice in the Hit pool. For each dice rolled, add the attacking weapon's Strength to the result, then consult the target location's Damage table as described on page 28. To determine the effects of the hit, refer to the Damage Effects section on page 35. Resolve each dice one at a time, starting with the lowest and working up to the highest.

Some circumstances can cause the Armour roll to be modified:

- If the attack comes from within the target's Side arc*, add 1 to the result.
- If the attack comes from within the target's Rear arc*, add 2 to the result.
- Some of the holes on each target location's Structure Points track have a modifier shown beneath as +X. If the Structure Points marker for the target location is in a hole with a modifier when the Armour roll is made, apply the modifier to the result. Note that if the marker moves into a hole with a different modifier as the result of the attack, the new modifier is not used until the next attack is resolved.

If it is not obvious which arc the attack is coming from, draw a line from the attacking weapon to the centre of the target's base and see which of the target's arcs the line passes through.

Regardless of the weapon's Strength and any modifiers, a dice that rolls a 1 automatically causes a Superficial Hit.

Damage Effects

If the damage result is not high enough to cause a Direct Hit, it causes a Superficial Hit with no effect.

Head, Body, Legs, Special Locations

Direct Hit. When a location suffers a Direct Hit, it loses a Structure point. If it has none left to lose, it suffers Critical Damage instead.

Devastating Hit. When a location suffers a Devastating Hit, it loses two Structure points. If the location does not have two Structure points remaining, it loses any Structure points it has left and then suffers Critical Damage.

Critical Hit. When a location suffers a Critical Hit, it suffers Critical Damage then loses two Structure points. If the location does not have two Structure points remaining, it loses any Structure points it has left and then suffers Critical Damage again.

Weapon Locations

Weapon Disabled. The Weapon card is flipped face-down. It can't be used until its card is flipped back with a Repair Action.

Detonation (X). The Titan immediately suffers a hit to its body using the Strength shown in brackets, bypassing void shields.

Targeted Attacks. Before making the Hit roll against a unit without active void shields, the controlling player can declare that the attacking unit will make a Targeted Attack. This lets them aim for weaker armour or attempt to cripple a certain location. When making a Targeted Attack, apply a -2 modifier to the Hit roll, but instead of rolling the Location dice (as previously described), the attacking player can choose a target location, including which of the target's weapons is hit if the Weapon location is targeted.

A Targeted Attack cannot be made if it would mean that a score of 7 or higher would be needed to score a hit after taking any other modifiers into account, regardless of the fact that a 6 always scores a hit.

Targeted Attacks cannot be made for attacks that can potentially hit more than one model, for example, those that use a Blast marker, Flame template, or hit all models within a certain range.

Critical Damage

Each of a Titan's locations has a Critical Damage track made up of three numbered holes, arranged in a triangle. The first time a Titan suffers Critical Damage, place a Status marker in the first (yellow) hole. If it suffers Critical Damage again, move the marker to the middle (orange) hole. If it suffers Critical Damage a third time, move the marker to the last (red) hole. If a location suffers Critical Damage while a Status marker is in the red Critical Damage hole, the Titan suffers Catastrophic Damage instead (see page 36).

Each hole on the Critical Damage track has one or more damage effects, which are detailed as follows. While a hole has a Status marker within it, all of its damage effects apply.

Damage Effects

MIU Feedback. The mind impulse unit has been hit, disrupting the crew's link to the manifold. Any Command checks made for the Titan have a -2 modifier.

Moderati Wounded. The moderati overseeing the gunnery crews has been hit. Any Hit rolls made for the Titan's attacks have a -1 modifier.

Princeps Wounded. The attack has grievously wounded the Princeps, who is at risk of passing out. At the start of each Strategy phase, roll a D6. On a result of 1, the Titan takes Shutdown orders. In addition, the Titan automatically fails any Command checks it makes.

Reactor Leak (X). The Titan's reactor containment fields are failing. In each End phase, advance the Titan's Reactor Status marker a number of times as shown in the brackets.

VSG Burnout. The Titan's void shield generators have burned out – its void shields collapse immediately. The Titan cannot use 'Raise Shields' Repair Actions until this damage has been repaired.

Stabilisers Damaged. The Titan staggers as its stabilisers struggle to keep it upright. In each End phase, roll a D6 for the Titan. On a 1-3, it turns 45° to the left. On a 4-6, it turns 45° to the right.

Locomotors Seized. Massive gears within the Titan's legs grind as it tries to move. The Titan's Speed and Manoeuvre characteristics (both the normal and boosted values) are halved, rounding down. If this reduces a normal value to 0, the Titan must push the reactor to use the boosted value if it wishes to move/turn.

Immobilised. The Titan's legs and torso are frozen in place. It cannot move or make any turns.

Structurally Compromised Titans. Some mission objectives and Stratagems refer to Structurally Compromised Titans. A Titan is Structurally Compromised when it has no Structure points remaining on a location, or has a Status marker in the red Critical Damage hole on any of its locations.

Weapon Locations: Almost all Titans carry more than one weapon, each of which counts as a separate Hit location. When a Titan's weapons are hit by an attack, randomly determine which of them is hit. If the Titan has a carapace weapon, roll a D6. On a 1-2, the left arm weapon is hit, on a 3-4, the carapace weapon is hit, and on a 5-6, the right arm weapon is hit. If it does not have a carapace weapon, roll a D6. On a 1-3, the left arm weapon is hit, and on a 4-6, the right arm weapon is hit. Weapons that are disabled can still be hit.

If the attacking weapon has no line of sight to the chosen weapon, roll again to see which weapon is hit. If a Targeted Attack is made, the attacking player does not need to pick a weapon at random – instead, they can pick which weapon is hit.

Catastrophic Damage

Though many refuse to believe it, even a god-engine is not invincible. When a Titan receives enough Critical Damage, it will suffer Catastrophic Damage – roll a D10 on the table below. If the Titan's Reactor Status marker is in a hole with an orange indicator, add 1 to the result. If it is in a hole with a red indicator, add 3 to the result.

CATASTROPHIC DAMAGE TABLE

D10	Result
1	**Silenced:** *The Titan grinds to a halt, its weapons hanging slack and the great thrum of its plasma reactor silenced.* The Titan counts as having been destroyed and will play no further part in the battle, but is left in place. It can still be targeted and collided with by other units; if it suffers any damage, it falls, as described to the right.
2-4	**Laid Low:** *The Titan stumbles like a drunkard before its stabilisers give out and it topples to the ground, crushing anything beneath it.* The Titan moves D6" in a random direction (determined by a Scatter dice) then falls as described to the right. This may cause it to collide with other units, as described on page 31.
5-7	**Wild Fire:** *The Titan crashes to the ground, its weapons firing indiscriminately as it does so.* The Titan turns to face a random direction (determined by a Scatter dice), then shoots with each of its weapons that is not disabled, one after the other. Each one must target the nearest unit, friend or foe, that is within arc, range and line of sight. Count the Titan's Ballistic Skill as 5+ while resolving these shots. Then the Titan falls, as described to the right.
8-9	**Magazine Detonation:** *The Titan is torn apart as its munitions detonate in a roiling cascade.* The Titan is destroyed. Roll a D3 and add the Titan's Scale. Each model within that many inches of the Titan before it is removed suffers D3 hits using the highest Strength from among the Titan's weapons, regardless of whether they have been disabled – Melee weapons are not counted.
10+	**Catastrophic Meltdown:** *The Titan's reactor is breached. The crew have mere moments to realise their fate before the containment fields collapse and a miniature supernova bursts into existence, slaying them instantly.* The Titan is destroyed. Roll a D3 and add the number of holes on the Titan's Plasma Reactor Status track – each model within that many inches of the Titan before it is removed is hit by the blast. Each unit that is hit suffers D6 hits, bypassing void shields, with a Strength equal to the Titan's Scale+1.

> 'The loss of a skilled Moderati is more saddening than the loss of a blood relative.'
>
> Princeps Akar Strang

FALLING TITANS. The death of a Titan is not something which can be easily ignored; wherever their colossal mass falls, utter devastation is sure to follow.

When a Titan falls, roll a Scatter dice and draw a straight line in that direction from the edge of the Titan's base a number of inches equal to its Scale. Any unit that the line touches, or which is within 2" of the line, is hit by the falling Titan. If a Hit is rolled, the Titan falls where it stands and any unit within 2" of its base is hit instead. In either case, the Titan is destroyed.

A unit that is hit suffers D6 hits with a Strength equal to the falling Titan's Scale.

Destroyed Titans

When a Titan is destroyed, remove it from play. If a crater or pile of wreckage approximately the same size as the Titan's base is available, put it in the destroyed Titan's place. This counts as Difficult terrain and Dangerous terrain (if the Advanced Terrain rules on page 43 are being used).

Smash Attacks

Most Titans are not designed for close quarters combat, but when there is no other option, they can use their bulk to attack the enemy. A Titan can make a Smash Attack in the Combat phase in addition to any other attacks it makes. A Smash Attack has the following profile and uses the Titan's Front arc:

Weapon	Range		Accuracy		Dice	Strength	Traits
	S	L	S	L			
Smash Attack	1"	-	-	-	D3	Scale+1	Melee

THE END PHASE

The End phase is usually over very quickly, and is mainly a chance
for players to prepare for the next round.

Resolve End Phase Effects

Some game effects take place during the End phase. For example,
if a Warlord Titan has a Reactor Leak (a form of Critical Damage),
it states that the Reactor Status marker is advanced a number of
times in each End phase.

If a player has multiple effects that must be resolved in the End
phase, they can choose the order in which to resolve them. If
both players have effects that are resolved in the End phase,
the First Player resolves all of theirs first then the other player
resolves theirs.

DESIGNER'S NOTE
Don't Forget the End Phase!
Although it might not look like the End phase does much,
be careful not to forget it! A lot of rules are triggered in
this phase, especially once you start using the Advanced
Rules. For example, any Order dice that are on Command
Terminals are removed in the End phase.

+++ Munitions overview: Gloria Interitus, Legio Gryphonicus +++
++ Compiled by Princeps Orun Faruq ++

+ Carapace Armament – Paired Mars pattern Apocalypse missile launchers. Autoloaders hold 144 rounds for each launcher, allowing for three minutes' sustained barrage +

+ Right Limb Armament – Sunfury pattern plasma annihilator. Draws directly from the main reactor; can theoretically maintain a ceaseless volley for several hours +

+ Left Limb Armament – Mars pattern Belicosa volcano cannon. Ammunition is converted from plasma energy, but at some cost – use should be restricted to potential kill shots +

WEAPON CHARACTERISTICS

A unit's Command Terminal has a number of spaces for Weapon cards, which must be selected before the start of the battle. Each Weapon card shows which Class of Titan it can be chosen for, and which slot(s) on the Command Terminal it can occupy.

Each Weapon card shows the following characteristics:

Firing Arc

A weapon's firing arc (explained on page 26) is represented by a graphic. The graphic assumes that the Titan is facing towards the top of the Command Terminal – most weapons (particularly arm-mounted ones) generally have the Titan's Front arc as their firing arc.

Range and Accuracy (ACC)

This shows the weapon's range in inches. Weapons have two ranges: Short and Long. These are primarily used to determine the Accuracy modifier (which affects any Hit rolls made for the weapon), but might also be referenced by other in-game effects.

Dice

A weapon's Dice value shows how many dice are rolled when attacking with it. In essence, it is a representation of how rapidly the weapon can fire – a gun with Dice 6 fires a lot more shots in one go than one with Dice 1.

Strength (STR)

A weapon's Strength is a measure of its ability to punch through a target's armour. The higher a weapon's Strength, the more likely its attack will inflict damage on a successful hit.

'We are all but a weapon in the right hand of the Emperor.'

Exhortationes Principis Titanorum

Traits

Most weapons have one or more traits. These are special additional rules which either give the weapon bonuses or penalties in certain situations, or mean that it attacks in a unique or unusual fashion. The most common traits are listed below – others might appear on the Weapon cards themselves.

BARRAGE. Barrage weapons can fire indirectly at a target to which they do not have line of sight, as long as the target is still within range and arc. Firing indirectly confers a -2 modifier on the Hit roll.

BLAST (3"/5"). Before rolling To Hit with a Blast weapon, place the 3" Blast marker or 5" Blast marker (determined by the number in brackets) so that its central hole is completely over the target model's base and within line of sight of the attacking weapon, and no part of the marker is touching any friendly models. Then, check to see whether the central hole is within range and arc. If it is not within arc, the shot is wasted and has no effect. If it is not within range, do not roll To Hit – each shot will scatter as follows:

Once the marker has been placed, roll To Hit as normal. If the roll is successful, the marker is not moved; otherwise, roll the Scatter dice and move the Blast marker D10" in the direction that is shown – if a Hit is rolled, use the small arrow to determine the direction of scatter. Note that the Blast marker can scatter out of the Titan's line of sight, or out of the weapon's range or arc – this represents the shot ricocheting or blasting clear through intervening terrain. The centre of the firing Titan's base should still be used as a reference point to determine which of the target's arcs is hit.

Whether or not the marker moves, each model that is touched by the marker is hit once. If the central hole of the Blast marker is fully over a model's base, that model is hit twice.

If a Blast weapon has a Dice value of 2 or more, make each Hit roll separately (scattering any missed shots individually). If more than one model is hit, the attacking player chooses the order in which to resolve them. Blast weapons cannot make Targeted Attacks.

CARAPACE. Some Titans carry weapons high up on their carapace – usually long range support weapons with the firepower to level a hab-block in moments. Carapace weapons cannot target units that are within a number of inches equal to the firing unit's Scale, unless the target is at least the same Scale as the attacker. For example, a Reaver (Scale 8) cannot attack units within 8" with its carapace weapon, unless the target unit is of at least Scale 8.

CONCUSSIVE. Some munitions produce a concussive blast that can cause even the largest Titan to stagger. If an attack from a Concussive weapon scores any hits on a Titan that are not deflected by its shields, roll a D6. On a 1-2, the target pivots 45° to the left; on a 3-4, it moves D3" directly away from the attacking unit without changing its facing; on a 5-6, it pivots 45° to the right. If the Titan suffers Catastrophic Damage as a result of the hit, roll to see if the Titan is turned or moved before rolling on the Catastrophic Damage table. In the Advanced Rules, a Knight Banner that suffers any Direct or Critical Hits from a Concussive weapon is automatically Shaken instead (see page 47).

DRAINING. Draining weapons put a great strain on the plasma reactor of the Titan that fires them. Before attacking with a Draining weapon, the Titan's reactor must be pushed. A unit that does not have a plasma reactor cannot use a Draining weapon. Some weapons have (Draining) after another trait – this means that they do not have the trait by default, but if they push the plasma reactor before attacking with the weapon, it gains that trait for the duration of the attack.

FIRESTORM. Firestorm weapons unleash gouts of blazing promethium or some other volatile fuel. Instead of rolling To Hit with a Firestorm weapon, place the Flame template so that the narrowest part is touching the end of the firing weapon and the centre of the wide end is within the weapon's firing arc. It cannot be placed so that it is touching any friendly units. The closest model to the firing unit that is touched by the template suffers a number of hits equal to the weapon's Dice value; each other model that is touched by the template (except the firing model!) suffers one hit. Note that it is not necessary to make the Hit rolls – these hits are automatic. Firestorm weapons cannot make Targeted Attacks.

FUSION. Fusion weapons generate beams of incredible heat which cause even the thickest armour to run like wax at close quarters. If the target of a Fusion weapon is within Short range, roll a D10 rather than a D6 for the Armour roll.

LIMITED (X). Some weapons are so enormous or power-hungry that a Titan can only carry enough ammunition for a few shots. A Limited weapon can only be used a number of times equal to the number in brackets – after this it is expended and cannot be used to make any more attacks for the rest of the battle.

MAXIMAL FIRE. Some weapons, especially those such as plasma weaponry, can draw additional power from the Titan's reactor to increase their destructive potential. Before making a Hit roll with a weapon with this trait, the controlling player can declare that it will fire on Maximal Fire mode. If they do so, the weapon's Strength is increased by 2. However, for each Hit roll of a 1 (before any modifiers or re-rolls), increase the Titan's Reactor level by 1.

MELEE. Titans are sometimes fitted with massive claws, fists or chainblades, allowing the Princeps to take matters into their own hands at close quarters. When attacking with a Melee weapon, the controlling player can always choose the target location (as though they were making a Targeted Attack, but without the To Hit modifier).

ORDNANCE. Ordnance weapons fire high calibre explosive shells which can cause significant damage to an unshielded target. When attacking with an Ordnance weapon, Armour rolls of 1 can be re-rolled.

PAIRED. Sometimes, a Titan will carry a pair of weapons, slaved to fire together at the same target. Check the line of sight from each of the weapons separately; if only one has line of sight, the weapon's Dice value is halved. If the target is obscured from the point of view of only one weapon (see page 33), half of the dice rolled suffer the To Hit modifier for an obscured target.

QUAKE. Quake weapons strike their target with such force that the very ground ruptures and shakes. If a unit is hit by a Quake cannon and the hit is not deflected by its shields, it is caught in the seismic blastwave. Until the end of the following Movement phase, the target's default and boosted Speed values are halved (rounding down).

RAPID. Rapid weapons spit an overpowering stream of shots, saturating the target with weapons fire. For each Hit roll of 6 when attacking with a Rapid weapon, it causes 2 hits rather than 1. If a roll of 6 To Hit was required, this rule has no effect.

RENDING. Rending weapons have the potential to cause horrific damage if they strike true. If the Armour roll for a Rending weapon is 6, roll a D3 and add it to the result.

SHIELDBANE. These weapons are capable of tearing clean through even the largest void shields. Any Shield saves made against Shieldbane weapons have a -1 modifier.

VOIDBREAKER (X). Although Voidbreaker weapons are unlikely to cause any physical damage to a target, this does not matter – their purpose is the disruption of void shields, pure and simple. If a Voidbreaker weapon hits a target with active void shields, the target's controlling player must make a number of additional saves as shown by the number in brackets after the trait.

VORTEX. Vortex weapons make use of bewildering technology to open an unstable warp rift at the target point. They follow use all of the rules for Blast weapons, but use the 3" Vortex template instead. Each model that is touched by the template suffers D6 Strength 10 hits, bypassing void shields.

After resolving the attack, leave the Vortex template where it is. In the End phase of each turn, the marker moves D6" in a random direction, hitting anything it touches as it moves. If a Hit is rolled, the template is removed instead.

WARP. Warp weapons, most famously warp missiles, are fired in realspace but translate to the Warp for the majority of their flight, only returning to reality as they reach their target. If an attack made by a Warp weapon hits its target, make a Location roll (or choose a location if making a Targeted Attack). Then, regardless of whether the target is shielded, roll a D6. On a result of 1, the target location loses 1 Structure point. On a result of 2-3, the target location loses D3 Structure points. On a result of 4-6, the target location suffers Critical Damage.

Stop!
This is the end of the Basic Rules for Adeptus Titanicus. If you have read this far, you now know enough to fight your first few battles. We recommend trying out the Titanic Clash mission on page 40 before reading any further.

After the mission, you will find a whole section devoted to the Advanced Rules. These rules add more detail to the game, but also introduce additional complexity – as such, we recommend you have played at least one game using the Basic Rules before you start using the advanced ones.

TITANIC CLASH

Later in this book (page 52 onwards), there is a section of detailed rules for playing games of Adeptus Titanicus. That section presents multiple ways to play, as well as guidelines for assembling a force of Titans. However, it is recommended that new players use this mission for their first few battles, as it lets them fight a battle using their collections without having to learn any of the Advanced Rules.

Preparing for Battle
FORCES. Each player chooses up to three Titans. They can all be of the same Class or they can be different Classes – this is up to each player. Each Titan requires a Command Terminal. Each player sets up their Command Terminals on the table in front of them and puts a Status marker in the first hole of each Status track as described on page 27.

Each player then totals up the Scale of the Titans in their force. For example, if they had a Warlord (Scale 10) and two Warhounds (Scale 6), their total would be 22.

THE BATTLEFIELD. This mission is best suited to a battlefield between 3'x3' and 4'x4' in size – any flat surface will do. Some terrain features can be set up to break up lines of sight and make the battlefield more interesting – the players should agree on a terrain set-up with which they are both happy. Full rules for battlefield terrain can be found on page 63, but as a simple rule for this mission, a Titan can move across any terrain which is no more than half its height – anything taller blocks its movement.

Once the battlefield has been set up, the players roll off. The winner chooses whether they will take the Opus Titanica or give it to their opponent. The player with the Opus Titanica then divides the battlefield into two equal halves.

DEPLOYING FORCES. The player with the Opus Titanica picks one of the halves of the battlefield to be their territory – the other is their opponent's territory. Then, starting with the same player, the players take turns setting up one of their Titans anywhere within their territory, at least 12" from their opponent's territory. Once one player has finished setting up their Titans, the other player sets up any Titans they have left.

Fighting the Battle
BATTLE BEGINS. The first round of the battle begins and plays through as described in the rules with one exception – the First Player is the player holding the Opus Titanica (there is no need to roll).

BATTLE LENGTH. The battle lasts for four rounds. At the end of the fourth round, check the Total Annihilation objective that follows to see who is victorious.

OBJECTIVE: TOTAL ANNIHILATION. The object of this battle is to eradicate the opposing force. For each enemy Titan that has been destroyed at the end of the battle, score Victory points equal to twice its Scale. For each enemy Titan that has not been destroyed, but which has been Structurally Compromised (see page 35), score Victory points equal to its Scale. The player with the lowest total Scale, as determined at the start of the battle, scores a number of bonus Victory points equal to the difference in total Scales.

ADVANCED RULES

STRATAGEMS AND ORDERS

Strategy Phase Sequence

In the Advanced Rules, the Strategy phase has three steps, which must be carried out in order:

1. Determine First Player (as described on page 22)
2. Enact Stratagems
3. Issue Orders

2. Enact Stratagems

If either player has any Stratagems (as described by the mission that is being played), many of them can be played at this step of the Strategy phase. Starting with the First Player, the players take turns enacting a single Stratagem. If one player has finished enacting Stratagems but their opponent still has some remaining, their opponent can enact all of them in an order of their choice.

3. Issue Orders

In the Advanced Rules, the bulk of the Strategy phase is taken up by issuing orders. Orders give units a bonus in certain phases, but also impose a penalty. Players do not need to issue any orders to their units – those that are not issued orders will act on their initiative, moving, repairing and attacking as they do in the Basic Rules.

In this step, the players take turns activating a unit and issuing an order to it, starting with the First Player. When one player runs out of units to activate or does not wish to activate any more units, the other player activates each of their remaining units in turn.

When a unit is activated in this step, the controlling player chooses an order from the table on page 42, then makes a Command check. If the check is successful, an Order dice is placed on the 'Order' space on the Titan's Command Terminal, with the chosen order showing. If the check is failed, the order is not received; the chosen unit does not receive an order, and the controlling player cannot issue any more orders this phase.

In the End phase, all orders (except Shutdown orders) come to an end and their dice are removed from any Command Terminals.

Shutdown Orders

Shutdown orders are not automatically removed in the End phase. Instead, when a Titan with Shutdown orders is activated in the Strategy phase, the controlling player can attempt to restart its plasma reactor, as long as its Plasma Reactor Status marker is not in a hole with an orange or red indicator. Roll a D6, adding 2 to the result if the Titan's Reactor Status marker is on the first space of the track. On a result of 5 or more, the Shutdown orders are removed. Otherwise, they remain in place. In either case, a Titan that starts the Strategy phase with Shutdown orders cannot be issued any other orders that phase.

AVAILABLE ORDERS

Emergency Repairs: *The Princeps grants the Titan's servitor clades priority access to weapons and motive systems, allowing them to redouble their efforts.*

As soon as an Emergency Repairs order is issued, make a Repair roll for the unit (see page 32), adding 1 to the result of each dice. If a unit with Emergency Repairs orders is activated in the Movement phase, it cannot be activated in the subsequent Combat phase.

First Fire: *Locking its stabilisers and disengaging motive power, the Titan brings one of its mighty weapons to bear.*

When a unit acting under First Fire orders is activated in the Movement phase, it cannot move or make turns. Instead, pick one of its weapons to attack with, following the full Combat Sequence on page 33. Note that the attacking weapon must be declared before selecting a target. This does not prevent the unit from using that weapon again in the Combat phase.

Charge: *The crew brace themselves for impact as the Titan lunges forward, seeking to engage the foe at close quarters.*

In the Movement phase, a unit acting under Charge orders can only move within its Front arc, and once it starts moving, it cannot make any turns. However, once it has finished moving, it can immediately make either a Smash Attack (see page 36) or an attack with a weapon that has the Melee trait. Add 1 to the attack's Dice value for each full 3" that the model moved before attacking. Note that this does not stop the unit making a Smash Attack in the Combat phase.

Split Fire: *Sighting multiple threats within range, the Princeps takes direct command of the weapon systems and designates separate targets for each.*

A unit acting under Split Fire orders cannot make any turns in the Movement phase. However, in the Select Target step of the Combat phase (see page 33), a different target can be declared for each of the unit's weapons.

Full Stride: *The Princeps locks down armaments and calls for striding speed, intending to cover more ground or outmanoeuvre the enemy.*

A unit acting under Full Stride orders cannot attack in the Combat phase. Instead, when it is activated, it can move a number of inches up to its Speed. This move must be made within the unit's Front arc. It cannot make any turns before, during or after this move, and the move must be made in a single straight line.

Shutdown: *Knowing full well that it will leave them open to attack, the Princeps gives the order to shut down the plasma reactor in a last ditch attempt to prevent a critical overheat.*

If a unit with void shields is issued Shutdown orders, its void shields collapse immediately. A unit with Shutdown orders cannot be activated in the Movement phase or Combat phase. Reactor rolls cannot be made for a unit with Shutdown orders (even if instructed to do so). Shutdown orders are not automatically removed in the End phase (see page 41). A unit that has Shutdown orders at the end of the battle counts as destroyed.

When activating a Titan acting under Shutdown orders in the Damage Control phase, reduce its Reactor level by 2 before making its Repair roll.

WARTORN LANDSCAPES

There are several types of terrain in Adeptus Titanicus – each of which has an effect on gameplay. When setting up the battlefield, the players should agree what each piece of terrain counts as, defining its boundaries and any additional special rules that will be applied to it.

Terrain Types

The Titan Legions have strode to war on every type of terrain, from frozen tundra to sweltering rainforests. No two battlefields are alike, and a canny Princeps will use the lay of the land to their advantage.

BLOCKING TERRAIN. Blocking terrain includes intact buildings, monuments, gigantic alien trees or anything else that is solid enough to impede a Titan's progress. Units cannot voluntarily move through Blocking terrain. If a unit is forced to move through Blocking terrain, it stops in base contact with it and suffers a collision as described on page 31. A Titan can move across Blocking terrain if its height in inches is less than half its Scale, and its width (measured at the point it is moving across) is no wider than the Titan's base – however, it can never end its move standing on top of Blocking terrain.

DIFFICULT TERRAIN. This includes large areas of rubble or debris, ruined buildings, areas of forest and anything else which Titans can move through or across, but which will slow their progress. Difficult terrain should have a clear boundary – for example, for a ruined building, the walls should provide a clear indication of where the Difficult terrain starts and ends. For each 1" that a unit moves through Difficult terrain, it counts as having moved 2".

DANGEROUS TERRAIN. This includes anything that could potentially harm a unit that attempts to cross it. Roaring rivers, pools of magma or fields of thermal mines are all examples of Dangerous terrain – in most cases, Dangerous terrain will also be considered to be Difficult terrain too. After a unit moves through Dangerous terrain, it suffers a hit to its legs at Strength 3 plus 1 for each full 1" of Dangerous terrain it moved through. These hits bypass void shields and ion shields.

DEADLY TERRAIN. Deadly terrain includes ravines, sheer drops, roiling warp vortexes and anything else that would destroy anything foolish enough to wander into it. If a unit moves into Deadly terrain, it is destroyed (if it is a Titan, roll on the Catastrophic Damage table).

DESIGNER'S NOTE
Wobbly Model Syndrome

As detailed as Adeptus Titanicus models may be, they have their limitations. If you find a situation where a model cannot be placed in the exact spot that you would like it to be, and which it would be able to reasonably stand in if it were poseable and did not have a base, place it as close as possible and agree with your opponent where it is actually standing. Move it and hold it in place as necessary to resolve lines of sight, fire arcs and so on, returning it to its temporary position whenever it is not necessary to know its actual location.

THE PLASMA REACTOR
Reactor Dice

In the Basic Rules, when a Titan's reactor is pushed (usually to get an in-game bonus), its Plasma Reactor Status marker is advanced. When playing with the Advanced Rules, the Reactor dice is used instead, offering a greater risk, but a potentially greater reward.

Three sides of the Reactor dice are marked with a single Reactor symbol. One side has two Reactor symbols, and one side is blank. The final side has a Reactor symbol surrounded by a cog – this is the Machine Spirit symbol. To push the reactor, instead of automatically advancing the Status marker, roll a Reactor dice. If a single Reactor symbol (or the Machine Spirit symbol) is rolled, advance the marker. If two Reactor symbols are rolled, advance the marker twice. If a blank is rolled, the marker is not advanced at all.

Some rules (such as a Reactor Leak, listed under Critical Damage on page 35) state that a Titan's Reactor Status marker is advanced. This is not the same as pushing the reactor, so the Status marker is simply advanced.

Note that if the Reactor Status marker is in a hole with a red indicator when it should be advanced, the Titan still suffers a Strength 9 hit to the Body (bypassing void shields) as per the rules on page 34.

Reactor Overload

When a Titan is activated in the Damage Control phase of each turn, and its Reactor Status marker is in a hole with an orange or red indicator, its reactor might overload. In the Basic Rules, the Titan would suffer a number of hits – in the Advanced Rules, the controlling player must instead roll on the Reactor Overload table below. If the marker is in an orange hole, roll a D6. If it is in a red hole, roll a D10.

Reactor Overload Table

ROLL	RESULT
1-2	**Reactor Housing Damaged:** *The Enginseer looks on with alarm as huge rivets are blown clear of the reactor housing, eviscerating servitors and damaging adjacent systems.* The Titan suffers a Strength 9 hit to its Body, bypassing void shields.
3-5	**Power Failure:** *The Princeps slumps in their command throne, blacking out for a moment as the plasma reactor stalls.* The Titan's void shields collapse immediately. If the void shields have already collapsed, treat this as a roll of 6-8 instead.
6-8	**Plasma Leak:** *With a scream of superheated air, a gout of plasma escapes the reactor containment field, wreaking havoc before it can be vented.* The Titan suffers D3 Strength 9 hits to its Body, bypassing void shields.
9-10	**Reactor Meltdown:** *The reactor vessel gives out, sending a cascade of pressurised plasma in all directions. The results are no less than spectacular!* The Titan is destroyed. Roll a D3 and add the number of holes on the Titan's Plasma Reactor Status track – each model within that many inches of the Titan before it is removed is hit by the blast. Each unit that is hit suffers D6 hits, bypassing void shields, with a Strength equal to the Titan's Scale+1.

Awakening the Machine Spirit

Although the Princeps has de facto command of their Titan, the connection between the two is a lot more complex than that between machine and operator. Interfacing through a Mind Impulse Unit, the Princeps effectively becomes the Titan, controlling it as though it were their own body. However, the connection works both ways and the Princeps feels the tug of the Titan's machine spirit, the vital force at the heart of the god-machine. In times of great duress, it is not unknown for the machine spirit to rise to the surface and take control for a moment before the Princeps' will is reasserted.

If a Reactor roll shows the Machine Spirit symbol, the Titan's anima is roused by the crew's attempts to push its reactor beyond its limits. After advancing the Reactor Status marker, make an immediate Command check for the Titan, interrupting the current Action. If the test is passed, there is no effect and the Titan can continue with its Action (with the benefit for having pushed the reactor). If the Command check is failed, the machine spirit awakens.

If the Titan is currently performing an Action, its Action ends immediately. For example, if the Titan is currently moving and has pushed its reactor to power its locomotors or stabilisers, it cannot move or turn any more this phase. Similarly, if it is making an attack and has pushed its reactor to power one of its weapons, the attack ends immediately (it could continue attacking with any remaining weapons once the result from the table has been resolved). If the Titan is not currently performing an Action – for example, if the reactor is being pushed to power the Titan's void shields during an attack by another Titan – there is no effect and it still makes its Shield saves (with the benefit of having pushed the reactor).

Then, roll a D6 and look up the result on the Awakened Machine Spirit table that follows.

Awakened Machine Spirit Table

D6	Result
1	**Haughty:** *The Titan's machine spirit is old and proud, and will not be rushed.* Other than ending the current Action, there is no effect.
2	**Stalwart:** *The Titan has a warrior spirit and refuses to die quietly.* Make a Repair roll for the Titan. Its effects are applied immediately – if the controlling player is about to make a Shield save and they make a Raise Shields Repair Action, they use the new Shield level for the Save roll.
3	**Impetuous:** *The Princeps fights to restrain the Titan, which wishes only to advance.* The Titan moves D6" straight forwards, stopping before it collides with anything. At the end of the move, it turns up to 45° towards the nearest enemy unit, stopping if the enemy is directly ahead of it.
4	**Belligerent:** *The Titan's machine spirit wishes to taste the enemy's defeat first-hand.* The Titan moves D6" towards the nearest enemy unit within its Front arc, stopping if it moves within 1" of another unit. If there are no enemy units within its Front arc, it turns 45° towards the nearest enemy unit instead of moving, stopping if the enemy enters its Front arc. Then, if there is an enemy unit within 1" and within its Front arc, it makes a Smash Attack against that unit.
5	**Predatory:** *The Titan wishes to hunt, and it will not be denied.* Choose one of the Titan's weapons at random, using the table on its Weapon Hit location. If that weapon has been disabled, or if there are no enemy units within its firing arc, treat this as a result of Belligerent instead. Otherwise, the Titan attacks with the chosen weapon, targeting the nearest enemy unit within its arc, and using a Ballistic Skill of 4+.
6	**Wrathful:** *The machine spirit powers its weapons, ready to inflict devastation upon the enemy.* The controlling player chooses one of the Titan's weapons that has not been disabled and attacks with it, using a Ballistic Skill and Weapon Skill of 4+, following the standard Combat Sequence (see page 33).

Unusual Situations

Moving during the Enemy's Activation. If the machine spirit is awakened during an enemy Titan's activation – usually when pushing the reactor to declare Voids to Full! – there are several odd situations that can arise if an Impetuous or Belligerent result causes the target Titan to move.

If the Titan moves out of the attacking weapon's range, arc or line of sight, the attack is still resolved – after all, the Hit roll has already been made, so shots have already hit the target. Similarly, if the Titan moves so that the attacker is now in another of its arcs (it was in the Front, for example, but after the Titan moves the attacker is in its Side where its armour is weaker), this is not taken into account for the current attack. Any subsequent attacks, by the same unit or a different unit, use the Titan's new position – check the range, line of sight and arc again.

Interrupting its own Attacks. If the machine spirit is awakened during its own attack, and a Predatory or Wrathful result causes it to attack with one of its weapons, it does not need to fire at the same target it was already targeting. Similarly, any subsequent attacks it makes do not have to target the unit that was targeted by the machine spirit's attack (indeed, they must target the Titan's original target, unless it has Split Fire orders).

Measuring Ranges out of Sequence. If an Impetuous, Belligerent or Predatory result requires the player to determine the nearest enemy unit and there is more than one unit which looks as though it might be the nearest, they are allowed to measure the distance to each of them to determine which of them is the actual nearest unit.

Automatic Weapons Fire. When a Predatory or Wrathful result leads to an attack being made, the weapon is used in its default state – it cannot take advantage of an optional fire mode such as Shieldbane (Draining) or Maximal Fire.

SQUADRONS

Some Titans (generally the smaller ones such as Warhound Scout Titans) have the option to fight in 'Squadrons', as shown on their Command Terminal. This lets them coordinate their attacks and even combine their void shields, acting as more than the sum of their parts on the battlefield.

Designating Squadrons

Before deploying their force at the start of a battle, a player can arrange any of their eligible Titans into Squadrons. They count as a single unit for purposes of deployment (in other words, if the players take turns deploying a unit, all of the Titans in a Squadron would be deployed at the same time), but are counted as separate units once the battle begins.

Activating Squadrons

Titans in a Squadron are activated as a group, i.e., at the same time. In other words, when it is a player's turn to activate a unit, they can activate a Squadron. Titans that are part of a Squadron cannot be activated individually.

When a Squadron is activated, each Titan in the Squadron is activated in turn, in an order chosen by the controlling player. The first must complete its activation before the second is activated, and so on. The controlling player can change the order in which units in a Squadron are activated each time they activate the Squadron. If a Titan in the Squadron cannot be activated, due to damage or an order, this does not prevent the rest of the Squadron from being activated.

DESIGNER'S NOTE
Wide Ranging Squadron
If you have used vehicle squadrons in some of our other games, it might seem at first as though we've missed something – there's nothing about Titans in a Squadron having to stay within a certain distance of each other. This is fully intentional – Titans which are within a Squadron are still fully autonomous (they are, after all, Titans!), but still work to support each other.

Squadron Orders

In the Strategy phase, multiple Titans in a Squadron can be issued the same order at the same time – this is referred to as a Squadron order. Note that not all of the Titans in the Squadron need to be issued the Squadron order. For example, a player with a Squadron of three Warhounds could issue Full Stride as a Squadron order to two of the Titans, but leave the other to act on initiative or issue a different order.

When issuing Squadron orders, use the highest Command value of the Titans that are being issued the order. Add 1 to the result of the Command roll for each additional Titan after the first that is being issued the Squadron order. If the order is successfully given, put an appropriate Order dice on the Command Terminal of each Titan that was issued the order.

Coordinated Strikes

Squadrons are at their most effective when attacking the same target. Warhounds in particular have become infamous for their hunting packs, used to great effect in bringing down larger enemy Titans.

When a Squadron is activated in the Combat phase (but not in the Movement phase, even if its Titans are on First Fire orders), the controlling player can elect to make a Coordinated Strike. When they do so, pick a target for the attack, then nominate two or more Titans in the Squadron to contribute to the attack.

Each contributing Titan must target the chosen unit (with at least one of its weapons if the Titan has Split Fire orders). Any Armour rolls for attacks made as part of a Coordinated Strike have a +1 modifier.

Merging Void Shields

One tactic often used by Titan squadrons, especially when facing larger Titans, is to align their void shields, merging them to improve their durability and protection. This can mean the difference between survival and annihilation, but can risk collapsing both Titans' shields.

If a Titan's base is touching the base of another Titan in the same Squadron, they can merge their void shields. If either of the Titans is attacked, the controlling player can use the Void Shield level of either Titan. If any saves are failed, they can pick which of the Titans' Void Shield levels is reduced, and can even split it between them.

HOUSEHOLD SUPPORT

When a maniple goes to war, it is often supported by Banners of Knights, compact war engines piloted by nobles of the Knightly Households. When engaging enemy Titans they act with a single purpose, fighting in packs to harry their great foes like primitive hunters tackling a mighty beast. Although a Banner is rarely able to bring down a Titan by itself, a cunning general will use them to provide harassing fire and add mobility to their force.

Banner Command Terminals

Each Banner has a Command Terminal in the same way as a Titan. Most of the information on the Command Terminal will be familiar (Class, Scale, Order space, Characteristics and so on) but as Knights are much smaller than Titans, they do not have multiple Hit locations. Instead, they have a single Damage table and Structure Points Status track. As such, it is never necessary to roll the Location dice when attacking a Banner.

Instead of void shields, Knights have ion shields, which are described on page 47 and summarised on their Command Terminal. Note that Knights do not have plasma reactors, so can never make Reactor rolls.

Composition of a Banner

A Banner is made up of a number of Knights acting as a single unit. The reverse of a Banner's Command Terminal describes its exact composition, along with any options. When a Banner is activated, all of the Knights within it act; individual Knights cannot be activated.

Banners in the Strategy Phase

A Banner can be issued orders in the same way as a Titan. It cannot be issued Damage Control or Shutdown orders.

Banners in the Movement Phase

When a Banner is activated in the Movement phase, each Knight can move up to the Banner's Speed characteristic in inches. Knights are considered to have a 360° Front arc, and can make as many turns as they wish as they move. When the Banner has finished moving, each must be within 3" of another Knight in the Banner – Knight Banners operate in much closer proximity than Titan Squadrons, especially when facing larger war engines. If any of the Knights are outside of this range, the Banner is Shaken – see page 47.

Banners in the Damage Control Phase

Banners cannot be activated in the Damage Control phase.

Banners in the Combat Phase

When a Banner is activated in the Combat phase, it follows the Combat Sequence as if it were a Titan. Instead of attacking with each Knight individually, make an attack with each different weapon in turn. For each weapon, multiply the Dice characteristic by the number of Knights in the Banner that are equipped with that weapon, and which are within range and line of sight of the target. For example, if a Banner has two Knights armed with rapid fire battle cannon (Dice 2) and one Knight armed with a thermal cannon (Dice 1), it would roll four dice when attacking with the battle cannon and one dice when attacking with the thermal cannon. If some Knights are within 2" of the target and others are further away, roll using Ballistic Skill for those that are further, and Weapon Skill for those that are within 2".

When determining line of sight for a Banner, Knights within the Banner do not block the view of others. Also, remember that Knights have a 360° Front arc, so their weapons can fire in any direction. All of the weapons in a Banner must be fired at the same target, unless the Banner has Split Fire orders, at which point each weapon can be directed at a different target.

Banners cannot make Smash Attacks.

ATTACKING BANNERS. When attacking a Banner, pick a single Knight in the Banner to be the target of the attack. This model is used for purposes of range, line of sight and so on. However, any damage that is caused is applied to the Banner as a whole. As Banners do not have Side or Rear arcs, these do not cause modifiers to the Damage roll.

ION SHIELDS. When fighting in a Banner, Knights align their ion shields, granting them greater protection as a group than individually. Ion shields are different to void shields; if a rule refers specifically to void shields, it does not affect ion shields, but if it refers to Shield saves, it will affect both. Note that, unlike void shields, ion shields can be used against attacks that originate from within 2".

If a Banner is hit by a shooting attack, hits are resolved (at Step 5 of the Combat Sequence) as follows:

- Target's controlling player makes Ion Shield saves.
- The attacking player makes Armour rolls for any remaining hits.

To make an Ion Shield save, look up the Ion Shield level on the Banner's Command Terminal, which varies depending on the number of Knights currently in the Banner and the Strength of the attack. Then roll a D6 for each hit that was scored. For each dice that equals or beats the Ion Shield level, the hit is discarded. Then for each remaining hit, the attacking player makes an Armour roll as described on page 34.

DAMAGING BANNERS. Direct Hits, Devastating Hits and Critical Hits affect Banners differently to Titans, as follows:

Direct Hit: When a Banner suffers a Direct Hit, it loses a Structure point. If it has no Structure points left to lose, one Knight in the Banner is destroyed instead.

Devastating Hit: When a Banner suffers a Devastating Hit, it loses two Structure points. If the Banner has one Structure point or no Structure points left when it suffers a Devastating Hit, one Knight in the Banner is destroyed instead.

Critical Hit: When a Banner suffers a Critical Hit, it loses two Structure points, then one Knight in the Banner is destroyed. If the Banner has one Structure point or no Structure points left when it suffers a Critical Hit, two Knights in the Banner are destroyed instead.

When a Knight is destroyed, the controlling player chooses one model to remove. The Banner's Structure Points marker is then immediately reset to the first hole of the track. If a Targeted Attack destroys a Knight, the attacking player can choose which model to remove instead of the controlling player.

BLAST MARKERS, FLAME TEMPLATES AND AREA EFFECTS. When a Banner is hit by a Blast marker or Flame template, total the number of hits scored on the models in the Banner, then apply that many hits to the Banner as a whole. This also applies to attacks with an area effect – catastrophic reactor overloads, environmental effects and so on.

Shaken Banners

Each time a Knight is removed from a Banner, the Banner must make a Command check. If it is failed, the Banner is Shaken. It immediately loses any orders and an Order dice showing the Shutdown symbol is placed on its Command Terminal to show that it is Shaken. Shaken Banners subtract 3" from their Speed and will suffer a -1 modifier to all Hit rolls.

When the Banner is activated in the Issue Orders step of the next Strategy phase, make a Command roll for the Shaken Banner. If it is passed, remove the dice. Otherwise, it stays where it is. In either case, the Banner cannot be issued orders.

QUESTORIS KNIGHT ERRANT 'THONAL':

The personal Knight armour of the darkly renowned Scion Zholon-Kuthos, the Knight Errant *Thonal* is named for a figure of the Underworld drawn from the deathly mythologies of the bloodlines of Makabius. As Banner-marshal of his force, Zholon-Kuthos commanded numerous actions in the furtherance of the Warmaster's cause, even though the Forge World to which Makabius was bonded – Xana – was wont to chart an autonomous course dedicated to its own interests. It was while supporting the Traitor Legio Ulicon during the Scouring of Arten's World that the scions of Knight Banner Zholon-Kuthos won its darkest honour, slaying three times their own number of Knights of House Vornherr.

KNIGHT BANNER 'ZHOLON-KUTHOS'
LEGIO ULICON SUPPORT ELEMENT
HOUSE MALINAX
SCOURING OF ARTEN'S WORLD

Lokazluk

Zhul

Kzilus

Xhokis

QUESTORIS KNIGHT CRUSADER 'PARISINA':

The armour of renowned House Vyronii Scion Ullus Varrim-Skor, *Parisina* participated in at least three major campaigns of the early to mid Horus Heresy before being deployed to lead the House Vyronii support element at the Second Battle of Paramar. *Parisina* was heavily damaged during the initial planetstrike operation, but Varrim-Skor is known to have survived, his broken form being recovered from his armour's burning wreckage during the general retreat.

KNIGHT BANNER 'PARISINA'
LEGIO DEFENSOR SUPPORT ELEMENT
HOUSE VYRONII
SECOND BATTLE OF PARAMAR

Caerus

Horkos

Nepheli

Delas

OPTIONAL RULES

This section contains extra rules which add more complexity to Adeptus Titanicus. Unlike the Advanced Rules, they are not considered a core part of the game; instead they are included for those who don't mind adding some complexity in exchange for a richer experience. In order for some or all of these rules to be used, both players must agree to them first.

OVERLOADING VOID SHIELDS

In extreme circumstances, a Princeps might give the command to overload their Titan's void shield generators, bypassing the failsafe cut-outs to avoid a hit which might otherwise cripple the Titan. Of course, toying with warp technology is never wise. If the Omnissiah wills it, the generators will hold despite the extra strain, but in most cases they will be reduced to little more than a heap of molten slag, rendering the Titan defenceless for the rest of the battle.

Before making a Save roll for a Titan, a player can declare that they will overload its shields. For the duration of that attack, the Titan's Void Shield level is 2+. This is affected by modifiers as normal, but they cannot declare Voids to Full! Note that void shields can only be overloaded if the shields have not already collapsed.

If any saves are failed, the void shield generators are destroyed. Remove the Status marker from the Void Shield track – the shields are treated as collapsed for the rest of the battle, and cannot be reignited.

DESTROYING TERRAIN

The arrival of a lone Titan on the battlefield is often enough to condemn the area to ruin, but a battle between multiple Titans is something else entirely. As soon as battle is joined, the surrounding landscape is fated to become a wasteland of scorched earth, toppled ruins and little else.

If this rule is in effect, Blocking terrain can be targeted in the same manner as an enemy unit. At the start of the battle, both players should agree on the Armour value of each piece of Blocking terrain. A reinforced industrial complex might have an Armour value of 13, while a dense forest might have an Armour value of 9, for example.

Each time a piece of Blocking terrain suffers a hit, make an Armour roll. If the result equals or exceeds the Armour value, roll a D6, or a D10 if the Armour roll exceeds the Armour value by 5 or more. On a result of 5 or more, the terrain is removed and replaced with an area of Difficult terrain of the same approximate size.

STRAY SHOTS

The weapons used by Titans are of such a colossal scale that no round goes unnoticed, even if it misses its target. Friendly fire is a constant risk, especially if Titans decide to engage the foe at close range, and a wise Princeps will plan their shots accordingly.

When making a Hit roll, any rolls of 1 (before applying any modifiers) are at risk of becoming stray shots. Trace a straight line between the firing weapon and the centre of the target's base, extending as far as the weapon's maximum range. Each unit, other than the attacker and target, that is within 1" of this line – friend or foe, whether behind or in front of the target – is a potential target of the stray shot. Starting with the unit that is closest to the attacker, roll a D6 for each unit, one at a time. On a result of 5 or 6, it is hit by the attack – do not roll for the rest of the units once the stray shot has hit something.

Resolve any potential stray shots one at a time, then resolve any hits against the original target.

Blast and Template weapons
Weapons that use a Blast marker or Flame template are unaffected by the Stray Shots rule, as their rules already cover such situations.

POWER TRANSFER

The power consumption of a Titan is a masterwork of balance, each system drawing only as much power from the plasma core as is necessary. However, in times of dire need a cunning Princeps will divert power from one area to another, gaining an edge but paying a cost elsewhere. One of the most dangerous methods is to transfer energy from the monumentally power-hungry void shields, reducing the Titan's defences to fuel its attacks.

Before pushing a Titan's reactor, a player can declare that they will transfer power from the void shields. This is only possible if the Titan's void shields have not collapsed. If they declare that they are doing this, decrease the Titan's Shield level by 1 for each Reactor symbol rolled instead of increasing the Reactor level. If two Reactor symbols are rolled and the first collapses the Titan's shields, the second symbol causes the Reactor level to increase as per normal.

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 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.

Assembling a Battlegroup

In Open Play (see page 66), 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 (see page 84) and Narrative Play (see page 67), the rules for assembling a battlegroup are a little more restricted. In either of these play modes, a battlegroup must consist of at least one maniple, made up of 3-5 Titans as follows, plus any number of reinforcement units. Each unit (whether it is part of a maniple or chosen as reinforcements) 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'.

BATTLEGROUP ROSTER. Players should record the details of their battlegroup on a Battlegroup roster, which could be a piece of paper, an online document or anything similar. This should include which maniple they are using, which Titans are in the maniple, any reinforcement units, and the weapon loadout of each unit in the battlegroup. It should also include the battlegroup's Battle Rating, as described above.

WEAPON CARDS. Each of a Titan's weapons is represented by a double-sided Weapon card, which shows all of its rules and tracks whether it is active or disabled. The Titan's Command Terminal has a Weapon card slot for each of its weapons, each of which must be filled when assembling a battlegroup as described on page 53. The Adeptus Titanicus boxed game contains a number of Weapon cards, and others will be made available separately.

MANIPLES

According to tradition, a maniple is made up of five Titans, although they may be divided (or, indeed, reinforced) into sub-maniples for the duration of a mission. There are countless configurations of maniples, as set out in the *Libraxus Titanica*, each being recorded in exacting detail along with countless footnotes detailing deployments, successes and failures.

The most commonly used maniple is the Axiom. A Warlord Battle Titan leads the maniple, supported by a pair of Reaver Battle Titans, while a pack of two Warhound Scout Titans ranges ahead to survey the battlefield. The Axiom maniple is widely regarded as the epitome of balance and tactical opportunity, but it is only one among many maniples, each with its own strength's and tactical doctrines.

Command of a maniple is generally granted to the most experienced Princeps, although there have been notable exceptions. In any case, the elevated officer is granted the rank of Princeps Seniores, and is charged with dictating the maniple's strategic and tactical approaches. Their personality will shape the way the maniple hunts and fights, and as such the rank is highly sought after by ambitious Princeps who wish to prove their worth.

Assembling a Maniple

The first step in assembling a maniple is to choose from one of the maniple configurations that follow (additional configurations will be released later, expanding the options available to players). Each configuration has a Maniple trait, which gives it a special rule or in-game bonus based on the character of the maniple in question.

Each of the configurations shows five Titans, three of which are listed as mandatory while two are optional. At full strength, the maniple consists of all five Titans, but it can be fielded as a demi-maniple by omitting either or both of the optional Titans.

Reinforcing a Maniple

As well as the maniple, a battlegroup can include additional reinforcements. The most common reinforcement options are additional Titans and Household Support.

> 'The arming of Titans must, of necessity, always be a compromise. To gain heavy armament you must sacrifice speed and manoeuvrability, and vice versa. You must approach this decision at two levels.
>
> Firstly, the level of the individual Titan. Consider carefully what it must achieve, and how its armament will affect its ability to fulfil its objective.
>
> Secondly, the level of the force itself: this may be the Order as a whole, or the force dispatched for a particular mission. Never forget that a Titan force is a single body and may have specialised members constituted for specific functions.
>
> Meditate on the subject if you feel the need. The decision is of utmost importance and must not be taken lightly.'
>
> De Bellis Titanicus, attributed to Haran Jaxx

ADDITIONAL TITANS. In times of need, a maniple can be reinforced by additional Titans, which may be seconded from another maniple or from the wider Legio. These Titans offer their support, and defer to the Princeps Seniores, usually for the duration of a single mission.

A battlegroup can contain any number of additional Titans, other than those in the maniple. These Titans add to the battlegroup's Battle Rating as normal, but do not count as part of the maniple for the purposes of any Maniple traits. Players should ensure that it is made clear to their opponent at the start of the battle which of their Titans are part of their maniple, and which are reinforcements.

Note that Titans that are reinforcements cannot be part of a Squadron with Titans that are part of a maniple, and vice versa.

HOUSEHOLD SUPPORT. Maniples are often accompanied to war by Banners of Knights, which use their speed and agility to scout ahead or secure battlefield objectives, broadening the strategic options available to the Princeps Seniores.

A battlegroup can contain any number of Household Support elements, such as the Questoris Support Banner. Their points values are added to the battlegroup's Battle Rating as normal.

The Princeps Seniores

On the field of battle, each maniple is commanded by a Princeps Seniores – a Princeps who has proven themselves beyond reproach, and worthy of such a vaunted position.

After assembling their battlegroup, the player should pick one Titan in their maniple to be commanded by their Princeps Seniores – note this on the roster. This grants two bonuses:

ORDERS. Add 2 to the result of any Command checks made when issuing an order to the Princeps Seniores' Titan.

PERSONAL TRAITS. Each Princeps Seniores has a Personal trait, which is in effect for as long as they are on the battlefield. Immediately before deploying their force, each player should roll a D6 on the table to the right to see what their trait is. If both players agree then they can each pick a Personal Trait instead of rolling a D6.

D6	PERSONAL TRAIT
1	**Dominant Strategist:** *I turned away from the auspex to behold my Princeps. She was watching with a predatory grin, her knuckles white as she gripped the arms of her command throne. The fools were playing right into her hands.* Once during the battle, at the start of any phase, the controlling player can use this trait to take the Opus Titanica, becoming the First Player. If they do this at the start of the Strategy phase, do not roll off to see who takes the marker.
2	**Iron-clad Tyrant:** *I served under Princeps Seniores Kibwe for three decades, and only on one occasion did I dare to speak out of turn. I did so to save our god-engine, but I was flogged at mission's end all the same.* Once per turn, when issuing orders to a Titan in the Princeps Seniores' maniple, the Command check can be re-rolled.
3	**Swift Killer:** *Princeps Faruq had grown up in the slums of Bronta-Median, an anomaly among the higher-borns he came to serve with. His upbringing gifted him with a colourful vocabulary, and the reflexes of a life-long gunfighter.* Once per round, before the Princeps Seniores' Titan makes an attack, it can turn up to 45°. Subtract 1 from the result of any Hit rolls it makes for the rest of the phase.
4	**Devoted Servant of the Machine:** *From the moment she first connected to the manifold, Princeps Meira could not bear to be away from her god-engine. She knew every inch of that machine, and could sense the slightest fault before even the Engineers could scry it.* When making a Repair roll for the Princeps Seniores' Titan, the controlling player can add 1 to the result of a single D6.
5	**Favoured by Fortune:** *They had the drop on us, and a clean fix. I thought it was the end, then Princeps Imrich seized direct command of the turbos and squeezed off a rapid volley. No firing solution, nothing. Somehow, the lucky bastard hit their reactor dead-on!* Once per round, the controlling player can re-roll a single D6 from a Hit roll or Save roll for the Princeps Seniores' Titan.
6	**Will of Iron:** *The menials talk about Nazarian like she's blessed by the Omnissiah. But then you look at some of the dire situations she's walked back from, and you start to see why…* The first time a Catastrophic Damage roll is made for the Princeps Seniores' Titan, roll a D10. If the score equals or beats the result of the Catastrophic Damage roll, it is ignored and has no effect.

MARS PATTERN WARLORD CLASS BATTLE TITAN 'ARGENT MONARCH'

LEGIO GRYPHONICUS

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.

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.

Aeterno Rex

Argent Monarch

Fidelis Natus

Venator Lux

Nobilis

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

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

MARS PATTERN WARLORD CLASS BATTLE TITAN 'TELLUM IRE'
LEGIO MORTIS

The name of the Legio Mortis was feared and distrusted by many within the Imperium long before the betrayal and horror of the Horus Heresy was to unfold. Grim, dour and secretive, and bound by rite and tradition to the office of the Fabricator-General, history garnered them few friends or allies, and their long standing contempt for the 'upstart' Titan Legions of other Forge Worlds than Mars was well known. Their reputation was that of an infamously fractious and insular force whose allegiance to the Fabricator-General brought them ultimately to the service of Warmaster Horus, on whose orders they would bestride almost every major battlefield of the Age of Darkness.

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.

Ire Incarnatus

Tellum Ire

Molossus

Black Consul

Iron Baron

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

Optional Components
• One Warlord Battle Titan
• One Reaver Battle 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.

MARS PATTERN REAVER BATTLE TITAN 'BLACK ARROW'

LEGIO KRYTOS

The Legio Krytos or, to use the common name, the God Breakers are an Order of brutal and taciturn killers. Throughout the later Great Crusade, the Legio distinguished itself in a hundred and more campaigns of total destruction, their dictum being that when assaulting the works of the enemy, no stone should be left standing upon another. The God Breakers specialise in heavy assault missions, utilising a mixture of devastating ranged weaponry which they use to shatter enemy defences, and melee weapons which they use to crush what little remains in brutal close-in combat.

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.

Apostate of Days

Black Arrow

Havoc

Manus Infernum

Oedium Aeternium

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

Optional Components
- Two Warhound Scout Titans

Maniple Trait
Opportunistic Strike: If an enemy unit's 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 on page 33. 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 Striding Speed or Shutdown orders, for example – it cannot make these bonus attacks.

FIGHTING A BATTLE

This section of the book presents the three ways of playing Adeptus Titanicus: Open Play, Narrative Play and Matched Play. In addition it includes Stratagems, which allow for a wide range of tactics to be incorporated into games, as well as special rules for individual Legios of the Adeptus Titanicus.

Adeptus Titanicus is far more than a game — it is a setting, an evolving story, a range of highly detailed miniatures (the painting of which is a hobby in itself) and an engaging tactical challenge. Different people derive their enjoyment from different aspects — some throwing themselves into the painting side of things, others focusing almost exclusively on gaming. There is no 'correct' way of enjoying Adeptus Titanicus and many people enjoy all aspects equally, or else focus on one element for a while before shifting their attention elsewhere — and that's just fine!

In order to accommodate the many and varied ways of enjoying Adeptus Titanicus, this section of the book looks at three different ways of playing, each focused on one of the main aspects of this all-encompassing hobby. The first is called 'Open Play' and concentrates on the models themselves. The second is called 'Narrative Play' and is all about the story. The third is called 'Matched Play' — a style focusing on the challenge of gameplay itself.

Most people will actually enjoy all three ways of playing to varying degrees, but it is only human to have a favourite. Often, a gaming group will have an approach that suits its members best, but sometimes people appreciate a change in order to keep things fresh. A group that enjoys head-to-head competitive games might want to play a story-driven campaign for a while, for example, or perhaps decide to pool the collections of multiple players in order to recreate an iconic scene from their favourite Horus Heresy novel.

The Mission
Whenever two players get together for a game of Adeptus Titanicus, they are agreeing to play a 'mission'. A mission is a set of instructions that describe how and where on the table both players will set up their miniatures, how many turns the game will be played over and, perhaps most importantly, how one side's victory over the other will be determined.

Selecting a mission is a simple matter — the most important question that two players planning a game need to agree on is which of the three ways of playing they wish to use. Having determined which suits them best, they can then either agree on a suitable mission to play or roll a dice to select one of the missions randomly. If playing as part of an ongoing campaign, the mission may even be pre-determined, and this is explored in more detail later on in this section.

DESIGNER'S NOTE
Designing your own Missions
The following pages feature several missions, but you shouldn't feel restricted to what is currently in print. Coming up with your own missions is a highly rewarding experience, and could be as simple as combining different elements of existing missions, or as complex as you like. If you'd like to get some inspiration for your own missions, there is a variety of sources — you could look at Black Library novels, Horus Heresy campaign books, other games (such as the original Adeptus Titanicus) and even military history books. The sky is the limit!

The Battlefield
The Horus Heresy was a galaxy-spanning civil war fought across worlds the length and breadth of the Imperium. While much of the conflict focused on planets heavily settled by Mankind during the Great Crusade, it spilled across numerous secondary war zones. Many battlefields were apocalyptic visions of destruction, once-mighty cities having been cast down to shattered ruins. Others were open wastes where a strategically vital, resource-heavy location had been fought over repeatedly. The worlds of the galaxy are staggeringly diverse however, and so the god-engines of both sides of the civil war fought each other across a range of environments. On the world of Threnos, the Titans of Legio Atarus crushed the verdant forests to kindling and left behind them a world of grey ash and black cloud. At Valos, the oceans were boiled away by atomic bombardment, the Titans of Legios Fureans and Astorum engaging one another across barren wastes that had once been benighted ocean floor. At Dantium, the once awe-inspiring crystal forests were reduced to glittering powder beneath the feet of Legio Mortis.

The surface on which a game of Adeptus Titanicus takes place is referred to as the 'battlefield'. This can be any flat surface which is of at least 3' square, but we recommend a battlefield that is 4' x 4'. All of the missions in Adeptus Titanicus are written with the assumption that the battle will be taking place over a battlefield of this size. So if players wish to play on a smaller (or indeed, larger) battlefield, they will need to adjust any measurements accordingly.

DESIGNER'S NOTE
Ample Space
Most of the games produced by Games Workshop are targeted at a 6'x4' battlefield, so why is Adeptus Titanicus written for something smaller? Easy answer — we wanted to make sure that players had somewhere to lay out their Command Terminals without having to squeeze them into their deployment zone, or add a second table. We made an educated guess that most existing players will have access to a 6'x4' gaming table, or something like it, which means they can lay out a full-size Adeptus Titanicus battle and still have room for all the necessary Command Terminals. Of course, if you've got enough space, you should feel free to expand the size of your battlefield accordingly!

BATTLEFIELD TERRAIN. There are very few battles that take place over a wide, open plain, devoid of features. Although Adeptus Titanicus can be played without any battlefield terrain, the addition of even a few pieces makes for a much more interesting game. As part of the preparation for a battle, players will need to set up their battlefield terrain. This can be done in a number of ways:

- The players can collaborate on creating an interesting battlefield using whichever terrain is available to them.
- One player can set up the battlefield in a manner of their choosing. Then, when it comes to deciding who chooses an area of the battlefield to deploy in, their opponent automatically gets to choose.
- Divide the battlefield into quarters, then pick a quarter. Set up D3+1 pieces of terrain in that quarter, each player taking turns to set up one piece of terrain (roll off to see who goes first). Repeat this for the other three quarters.

STRATAGEMS

It takes more than weapons to win a battle. Stratagems represent the other elements that a Princeps Seniores may bring to bear when waging war, such as support from ground units, emplaced weapons, artillery strikes and unusual strategies.

There are several categories of Stratagems. Each individual Stratagem costs a number of Stratagem points, as shown in brackets before its name. In Matched Play and Narrative Play, the mission that has been chosen will give each player a number of Stratagem points to spend. In Open Play, players should decide before the battle starts whether they will have access to Stratagem points, and if so, how many. Stratagems are a good way to assist an outmatched force – in Matched Play, it is generally the case that the player with the lowest Battle Rating gains a bonus Stratagem point for every 200 points of difference in ratings, so a similar system could be used in Open Play.

Choosing Stratagems
Immediately before forces are deployed, each player chooses their Stratagems. They spend their Stratagem points secretly, either taking cards from the Stratagem deck with the relevant total, or choosing them from the lists of Stratagems that follow and writing them down. Unless otherwise stated, each Stratagem can only be taken once.

Stratagems are kept secret from the other player until they are used, at which point they are revealed.

Tricks and Tactics
(1) Noble Sacrifice. 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 on page 36). At the end of the battle, the player loses a number of Victory points equal to the Titan's Scale.

(X) Outflank. 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 (see page 45), they can choose this Stratagem more than once, as long as each outflanking unit is part of the same Squadron.

(2) Sabotage. 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, re-roll the dice.

(2) Thermal Mines. Play this Stratagem immediately after an enemy unit finishes moving or making a turn. That unit suffers D3 Strength 10 hits to its legs. Shield saves cannot be made against the hits.

(2) Voidbreaker Field. 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, the Stratagem can be used a second time, in a subsequent turn.

Ranged Support
(2) Artillery Bombardment. 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.

(2) Orbital Lance Strike. 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.

(1) Blind Barrage. 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.

Tertiary Objectives
These Stratagems can only be selected during Matched Play.

(2) Cripple the Foe. Play this at the end of the battle. Score 2 Victory points for each enemy Titan that has not been destroyed, but which is Structurally Compromised. In addition, score 2 Victory points for each enemy Battlefield Asset (see page 65) that has been destroyed.

(2) Decapitating Strike. Play this at the end of the battle. If the opposing player's Princeps Seniores' Titan has been destroyed, score Victory points equal to half its Scale (rounding down).

(1) Break Through. The player can enact this at the end of the battle to score 1 Victory point for each of their units with a Scale of 5 or more that is within 9" of their opponent's edge of the battlefield.

(1) A Score to Settle. Play this at the end of the battle. Score 1 additional Victory point for each enemy unit that has been destroyed.

BATTLEFIELD ASSETS

These Stratagems are represented on the battlefield by miniatures (as shown below) and give ongoing benefits to its owning player. A Battlefield Asset Stratagem can only be chosen by a player who has an appropriate model to represent it. A player with one or more Battlefield Assets sets them all up immediately before deploying their first unit at the start of the battle. Each one must be set up so that it is fully within the controlling player's deployment zone.

Battlefield Assets can be targeted by attacks, and are hit by Blast markers, Flame templates and area effects (such as exploding reactors) in the same way as a unit. Hit rolls against Battlefield Assets have a -1 penalty at Short range and a -2 penalty at Long range. Attacks against Battlefield Assets use the following Damage table:

- **12-15: Glancing Hit.** Roll a D6. On a 5 or 6, the Battlefield Asset is destroyed.
- **16+: Critical Hit.** Roll a D6. On a 3 or more, the Battlefield Asset is destroyed.

Units can move across Battlefield Assets without penalty. If a Titan's base crosses a Battlefield Asset as it moves, there is a chance it will crush it underfoot. If it does so, roll a D10, or a D6 if the Titan's move ends with its base over the Battlefield Asset. If the result is lower than the Titan's Scale, the Battlefield Asset is destroyed.

(1) Command Bastion. A command bastion allows the owning player to issue one more order after they fail a Command check when issuing orders in the Strategy phase. The order must be issued to a unit within 18" of the command bastion. Note that this does not allow more than one order to be issued to a unit.

(2) Apocalypse Missile Strongpoint. In the 'Enact Stratagems' step of the Strategy phase, the owning player can make an attack with the strongpoint's apocalypse missile launcher, using the profile which follows. The strongpoint has a Ballistic Skill/Weapon Skill of 4+ and a 360° firing arc.

RANGE		ACCURACY		DICE	STRENGTH	TRAITS
S	L	S	L			
30"	120"	–	+1	5	4	Barrage

(1) Plasma Generator. When the owning player activates a unit within 1" of the plasma generator in the Movement phase, they can declare that it will draw power instead of moving or making turns (or attacking, if it has First Fire orders). The unit does nothing when it is activated, but its Reactor level is reduced by D3.

(2) Communications Relay. Subtract 1 from the result of any Command checks for units that are within 18" of a communications relay that is owned by the enemy.

(2) Macro Cannon Battery. In the 'Enact Stratagems' step of the Strategy phase, the owning player can make an attack with the battery's macro cannon, using the profile that follows. The battery has a Ballistic Skill/Weapon Skill of 4+ and a 360° firing arc.

RANGE		ACCURACY		DICE	STRENGTH	TRAITS
S	L	S	L			
12"	24"	–	-1	2	10	Ordnance

(2) Void Shield Relay. Failed Void Shield saves can be re-rolled for units that are within 2" of a friendly void shield relay, and which have not moved (voluntarily or involuntarily) this round.

BATTLEFIELD ASSETS

Each Battlefield Asset is represented by a plastic miniature; all six can be found on the Adeptus Titanicus game accessory sprue.

Macro Cannon Battery

Apocalypse Missile Strongpoint

Command Bastion

Plasma Generator

Communications Relay

Void Shield Relay

OPEN PLAY

Open Play is a format of gaming that places the emphasis on the models in your collection. While other formats place restrictions on which units to include in your battlegroup, either defined by a specific story or by the need to play a precisely balanced or competitive game, Open Play allows you to field any models you wish. All you need to do is set up a battlefield, decide on a mission (which could be as simple as 'Set up within 12" of your board edge, and wipe out the opposing battlegroup') and start the first round! Of course, there's nothing stopping you from adding some additional complexity – bringing in Stratagems from Matched Play, for example, or adding special rules based around your collections. With Open Play, the only restriction is your own imagination.

There are two types of players this approach might appeal to. Firstly, if you're just starting out and only have a handful of models, Open Play is a great way to start playing straight away. It allows you to experiment with tactics and combinations, and get a taste for what models you might add to your collection next. Open Play can also be useful for when an experienced player is considering a new force and wants to get a taste for how it works, and so Open Play should not be regarded as a simplified, beginner-only option.

Many veteran wargamers prefer to use their own imagination and judgement when putting a force together, perhaps discussing with their opponent what they both want from a game and how best to achieve it. Such players regard points values and army restrictions as counter-productive and the beauty of Open Play is that it provides a common foundation for exploring this format and can even be used in pick-up games with new opponents.

With no formal restrictions on force composition in Open Play, it is recommended that players take the time to agree what they both want from an upcoming game. If one player is trying out a small force of recently-painted Knights for example, and the other wants to field every Warlord Titan in their collection, the game will likely be unsatisfactory for both parties. Therefore, a brief chat beforehand will not only save disappointment, but can lead to a very memorable experience indeed. That said, the aforementioned match-up could work very well with some thought put into the mission's victory conditions – perhaps the Knights are fighting a rearguard action or scouting contested territory and they win not by inflicting losses on the foe, but by surviving for a certain number of rounds or escaping from a particular table edge.

Team Play

Open Play is particularly well-suited to large team battles. Later supplements will go into Team Play in more detail, but a simple way of playing would be to fight a battle where each player commands a number of Titans and/or Household Support units. Each player's force has its own Princeps Seniores and, in addition, one player on each team should be designated the Princeps Tesarius, taking overall command of their combined forces.

Play proceeds as normal, with each team acting as a single player – for example, in the Movement phase, the teams alternate activating a unit and moving with it. The players on each team should decide the order in which they activate their units, but the Princeps Tesarius has the final say if a decision cannot be reached.

One consequence of Team Play is that players can take more time deciding what to do than actually playing. As such, a stopwatch or timer can optionally be used to keep things moving. When it is a team's turn to activate a unit, they have 15 seconds to decide which unit will be activated – if they do not decide by then, the opposing team's Princeps Tesarius chooses which of the team's units is activated.

NARRATIVE PLAY

Where Matched Play is ideal for games between players who want a fair fight and Open Play is aimed at those who want complete freedom to play how they wish, Narrative Play uses the game as the vehicle for a compelling story. Narrative battles are more structured than those found in Open Play, but they stand out from Matched Play battles by focussing more on making for an interesting battle than trying to determine which player is the more accomplished Princeps. That is not to say that solid generalship is unnecessary in Narrative Play; indeed, in some missions, it will take a very good grasp of battlefield strategy to stand a chance of victory.

Narrative Play makes use of mission scenarios in the same way as Matched Play. However, each one is based around a key battle from the background of Adeptus Titanicus, and has at its heart an interesting twist on the core mechanics of the game. It might tell the story of a desperate redoubt, for example, in which one side faces utterly overwhelming odds but must try to hold out for a time. Or maybe it will describe an ambush or a thrilling game of cat and mouse between two forces.

The missions included in this section are only a small sample of what Narrative Play can achieve. Further inspiration for designing original Narrative Play scenarios can be found in Black Library novels and other Games Workshop publications, including the background section of this book.

THE MARTIAN SCHISM: LAST STAND AT THE MAGMA CITY

> 'The credo of Tempestus is that the manner of our deaths is at least as important as the manner of our lives. Today we will show these Mortis dogs what it means to feel the wrath of our Legio. It has been an honour to fight alongside you all over the years, and it is a privilege to lead you in this last march. May the light of the Omnissiah guide you.'
>
> Last combat log of Princeps Seniores Cavalerio, Legio Tempestus

This mission represents the last battle of Legio Tempestus on Mars, in which its noble Titans faced a vastly superior besieging force from Legio Mortis. This action saw the end of the Loyalist Tempestus forces, but they fought to the last, and the Mortis force was almost wiped out in return.

The battle takes place following the Death of Innocence, in which Fabricator-General Kelbor Hal made clear his allegiance to Warmaster Horus in a preliminary attack on several fronts which caused untold destruction across the surface of Mars. With the Loyalist Tech-Priests of the Mechanicum still coming to terms with this dire revelation, the Fabricator-General set in motion plans to destabilise and discredit them, eventually provoking all-out civil war.

At the time of this battle, the forces of the Dark Mechanicum – including a sizeable contingent of Legio Mortis Titans led by the savage Princeps Camulos – have for some time been assaulting the walls of the Magma City, one of the few remaining Loyalist forges. A battlegroup from the Legio Tempestus, led by Princeps Seniores Indias Cavalerio, has answered the summons of the forge-city's High Adept and now stands ready to defend against a significantly larger force. Their fate is all but sealed, but they go willingly, knowing that they have a chance to cripple Camulos' forces. If they can deal Legio Mortis a serious blow before they are overwhelmed, the war may yet be won even if the battle is forfeit.

Battlegroups
One player controls the forces of Legio Mortis, while their opponent controls those of Legio Tempestus. Each player selects a battlegroup as described on page 53. The Legio Mortis player's force should have a Battle Rating of 3,000-3,500 points, while the Legio Tempestus player's Battle Rating should be 2,000-2,500 points. Each force must consist of at least one maniple, plus any reinforcements.

The Battlefield
This battle is played on a 6'x4' board. The battlefield is broadly divided into two halves: the Legio Tempestus' half represents the outskirts of the Magma City, and as such should be made up of a fairly dense arrangement of intact buildings and ruins. Conversely, the Legio Mortis' half marks the start of the ash wastes surrounding the city, so should be mostly free of terrain, aside from the occasional rock formation, tangled wreckage or minor outpost.

Stratagems
The Legio Mortis player does not have access to any Stratagems in this battle; their conflict against the Tempestus defenders is expected to be swift and decisive, and as such they have not been allocated any support. The Tempestus player has the Noble Sacrifice Stratagem, plus 3 Stratagem points to spend on other Stratagems. They also have 1 bonus point to spend for every 200 points by which their Battle Rating is lower than their opponent's, disregarding the first 1,000 points. For example, if the Legio Mortis player's Battle Rating is 3,480 points and the Legio Tempestus player's Battle Rating is 2,100 points, the Legio Tempestus player would gain one bonus Stratagem point.

Mission Special Rules
THE STORMLORD AND THE SAVAGE. Each player's Princeps Seniores has a unique personal trait, so there is no need to roll to determine one randomly.

Legio Tempestus: Indias Cavalerio – The Stormlord. *Having narrowly survived death at the hands of Legio Mortis, Titan Legion Master Indias Cavalerio now leads the defence of the Magma City. A matchless veteran filled with the desire for revenge, his experience may be the one thing standing in his Titan Legion's favour.*

The Legio Tempestus player can re-roll any failed Command checks made when attempting to issue orders. In addition, they can re-roll the Location dice when making attacks with Cavalerio's Titan.

Legio Mortis: Camulos – The Savage. *A giant of a man whose manner and bearing seem more appropriate for a tribal chieftain than a Titan Legion Princeps, Camulos commands his Titan through force of character, cowing it into submission and bending its machine spirit to his will.*

The Legio Mortis player can always choose to pass or fail the Command check to see if the machine spirit of Camulos' Titan is awakened. If they choose to fail the check, they can pick a result from the Awakened Machine Spirit table rather than rolling (see page 44).

STRIKE FROM CONCEALMENT. At the start of the battle, Legio Tempestus forces are dug in around the outskirts of the Magma City, most of their number hidden from view.

In the first battle round, the Legio Mortis player suffers an increased penalty to Hit rolls when targeting an obscured Legio Tempestus unit. This is a -2 modifier for attacking a target that is at least 25% obscured and a -3 modifier for attacking a target that is at least 50% obscured.

Deployment
The Legio Mortis player's deployment zone extends 12" on from their edge of the battlefield, while the Legio Tempestus player's deployment zone extends 18" on from theirs. The Legio Mortis player deploys their force first, setting up each unit so that it is fully within their deployment zone. The Legio Tempestus player then does the same.

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

Battle Length

The battle lasts for five rounds, after which the ground begins to shake violently as the Magma City enters its death throes. If all of the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, the Legio Tempestus player scores Victory points equal to the Scale of each Legio Mortis unit that has been destroyed and each Legio Tempestus unit that is still on the battlefield.

The Legio Mortis player scores Victory points equal to the Scale of each Legio Tempestus unit that has been destroyed, or which has not been destroyed but which is Structurally Compromised, or which, in the case of Household Support units, has lost at least half its models.

The player who scores the most Victory points claims victory.

Unstable Geology

This is an optional rule which can be used to represent floes of magma breaking the surface in the first stages of the death of the Magma City. It could also be used in other missions if both players agree to do so.

Before deployment, the players set up six markers, numbered from 1 to 6, on the battlefield to represent a faultline. The Legio Tempestus player sets up the first marker, then the players alternate doing so until they have all been set up. No marker can be set up within 6" of the edge of the battlefield or within 12" of another marker.

In the End phase of the first round, roll a D6. The marker that has the matching number is the site of an eruption. Each model within D10" of the marker suffers D6 Strength 8 hits to its legs, ignoring Shield saves. For the duration of the following round, everything within 6" of the marker counts as Difficult terrain and Dangerous terrain.

Repeat this in subsequent rounds, but roll a number of D6 equal to the round number to see which faultlines erupt. For example, in round three, roll 3D6. If a faultline erupts more than once in a round, models caught in the magma flow suffer an additional D6 Strength 8 hits for each additional eruption.

Legio Tempestus Deployment Zone   18"

48"

Legio Mortis Deployment Zone   12"

72"

THE BETRAYAL AT CALTH: THE WRECK OF THE ARUTAN

> *"Princeps, Consecratus Inferno just raised shields. And... wait, it's not just Inferno. All of the Fire Masters are igniting voids."*
> *"What's their game? Consecratus Inferno, this is Trieste of Auric Pegasus. Salavac, come in?"*
> *"Princeps, their weapons just went live. Should I raise shields?"*
> *"Raise to half capacity, but be ready to—"*
> *"They're opening fire! Throne of Terra, Splendour of Palaris is gone. Princeps?"*
> *"Voids to full. Charge all weapons! We shall ask questions later."*
>
> Bridge audio transcript, Auric Pegasus, Legio Praesagius

Although the Betrayal at Calth is primarily remembered as a battle fought between the warriors of the Legiones Astartes, in truth there were few elements of Mankind's martial strength that were not represented in some way. From the lowliest army recruits to the proudest battleships, brother fought brother on every scale.

Two Titan Legions were gathered in full strength on Calth's surface at the moment of betrayal: Legio Praesagius and Legio Suturvora. A demi-Legio force from Legio Oberon was also waiting in orbit, but joined the battle late and at low strength. When the XVIIth Legion's treachery was revealed, Suturvora's mustered Titans made clear their allegiance by opening fire on the unprepared Praesagius force.

The first stages of what followed can barely be called a battle; it was a slaughter, a cull. However, it was not the decisive strike for which the Word Bearers had hoped. Thanks to the ingenuity, courage and tenacity of the Loyalist forces, they were able to rally and launch a number of counter-attacks against the massive invading force. One such ploy centred around the city of Ithraca, where the Praesagius orbital transport *Arutan* had crashed in the first minutes of the betrayal. A significant number of the Legio's Battle Titans were trapped onboard, fully active but locked behind the bay's buckled doors. The Titans of Legio Suturvora were well aware of this, and diverted all nearby engines to the crashed craft in the hope of destroying it before they could be freed.

This mission lets players re-enact the climactic battle that ensued. One player will command a near-endless force of Legio Suturvora Titans, pushing forward in the hope of finishing the job and detonating the fallen *Arutan*'s reactors. The other player will command the outnumbered forces of the Legio Praesagius, forming a cordon before the crashed transport in an attempt to buy their trapped brethren enough time to escape and turn the tide upon their foe.

Battlegroups

One player controls the forces of the Legio Praesagius, while their opponent controls those of Legio Suturvora. Each player selects a battlegroup (see page 53). The Legio Suturvora battlegroup should have a Battle Rating of 2,000-2,500 points. The Legio Praesagius battlegroup is divided into two parts: the cordon force, which should have a Battle Rating of 1,000-1,500 points, and the relief force, which should have a Battle Rating of 2,000-2,500 points.

The Battlefield

This battle is played on a 6'x4' board. The battlefield represents a large area of parkland at the centre of Ithraca and should be laid out as such – suitable terrain would be ornamental lakes and streams, copses of trees, and only the occasional structure. One narrow edge of the battlefield is dominated by the wrecked hold of the *Arutan*, which should be around 24" wide. If there is no suitable terrain piece to represent the ship, it can be assumed that it is set just out of sight – place two markers on the battlefield edge to represent its corners.

Stratagems

The Legio Suturvora player has two Orbital Lance Strike Stratagems (even though this can normally only be taken once), representing the Traitor fleet's dominance of orbital space at this stage of the battle. Each player then has 3 Stratagem points to spend as they wish. If the Suturvora force's Battle Rating is at least 1,250 points more than the cordon force's Battle Rating, the Praesagius player gets 2 bonus Stratagem points.

Mission Special Rules

THE END DRAWS NEAR. Legio Suturvora has marked the fallen *Arutan* as its primary target in Ithraca, and its Titans are approaching from all across the city. Each time a Legio Suturvora unit is completely destroyed, set it to one side. In the Enact Stratagems step of the Strategy phase, the Suturvora player can choose to roll a D10+2 for any of its destroyed units. If the result is equal to or higher than the unit's Scale, it returns to play – the controlling player can set it up within the Legio Suturvora deployment zone, touching one of the battlefield edges. Make a note that the unit has arrived as reinforcements; the more reinforcements received, the harder it will be for Legio Suturvora to score a convincing victory.

If the *Arutan*'s doors are opened as follows, Legio Suturvora can no longer receive reinforcements in this way as their Titans have begun a tactical withdrawal from the suddenly superior force.

DESTROY THE ARUTAN. The Traitor force is attempting to detonate the *Arutan*'s reactor, wiping out the trapped battlegroup before it has a chance to emerge. Units in the Legio Suturvora force can target the *Arutan*'s reactor with their attacks. It is assumed to be 20" beyond the centre of the same battlefield edge as the wreck, and is assumed to be a 6" cube for purposes of line of sight. Players could set up a suitable terrain piece off of the battlefield to represent the reactor, or mark where it is supposed to be, or just measure to an imaginary point using the measurements shown on the map to the right.

If the reactor is hit, use the Damage table that follows, keeping track of the number of Structure points it has lost on a piece of paper, or by using a D10.

12-15: Direct Hit. The reactor loses a Structure point. If it has already lost 10 Structure points, it suffers Critical Damage instead.

16+: Critical Hit. The reactor loses a Structure point and suffers Critical Damage. If it has already lost 10 Structure points, it suffers Critical Damage twice.

The first time that the reactor suffers Critical Damage, roll a D6, adding 1 for each time it has already suffered Critical Damage during the battle. On a result of 8 or more, the *Arutan* is destroyed,

along with any Titans that are still aboard. Each unit within 2D10" of the western edge of the battlefield is caught in the blast, as though they were within range of a Titan which has suffered a reactor meltdown (see page 43).

THE DOORS MUST FALL. As the Titans of Legio Suturvora approach, a crowd of tech-adepts and servitors work at the buckled doors of the Arutan's hold, attempting to get them free. In each End phase, the Legio Praesagius player rolls 2D6. Keep a running total, turn by turn. If the total exceeds 25, the doors have been breached!

In the Enact Stratagems step of the next Strategy phase, the Legio Praesagius player can set up all of the units in their relief force so that each one is fully within 6" of the wreck of the Arutan. These units can be activated as normal from this round onwards.

If the Arutan is destroyed before the doors are opened then there is no need to maintain the total – the units in the relief force have been destroyed.

Deployment

Legio Suturvora's deployment zone extends 12" on from one of the short battlefield edges. Legio Praesagius' deployment zone is a 12" wide corridor across the width of the board, starting 24" from their opponent's deployment zone.

The Legio Praesagius player deploys their cordon force within their deployment zone – their relief force is not deployed. Then the Legio Suturvora player deploys their entire battlegroup within their deployment zone.

The First Round

In the first round, the Legio Praesagius player chooses who will take the Opus Titanica and be the First Player.

Battle Length

At the end of the fifth round, roll a D10. On a roll of 4 or less, the battle ends. Otherwise, the battle continues for one more round.

Victory

At the end of the battle, each player scores Victory points equal to the Scale of each unit from the other side that has been completely destroyed. If the Arutan was destroyed, the Legio Suturvora player scores Victory points equal to the total Scale of all of the units in the relief force.

The player who scores the most Victory points claims victory.

THE BATTLE OF MOLECH: TREACHERY AND DECEIT

<What happened?>
"They hit us. The bastards hit us hard."
<How? We still have voids in place.>
"It came from inside the voids. It's House Devine!"
<House Devine? Clarify.>
"The bastards have betrayed us!"

Vox log, Paragon of Terra, Legio Crucius

This battle represents the turning point in the Battle of Molech. It is a betrayal within a betrayal; a large Loyalist host has gathered to blunt the advance of the Warmaster's renegades, but they do not suspect that a portion of their number are also Traitors, lying in wait for the moment to strike.

Molech is a Knight World, ruled over by House Devine ever since the Emperor Himself led an expedition to bring it into the fledgling Imperium and left a significant garrison there. The planet thrived under the rule of Devine, the populace of its capital Lupercalia never knowing the true reason why the Emperor had taken it upon Himself to lead the force that claimed it. Unfortunately for the citizens of Molech, the traitor Horus knew exactly what lay beneath the city that had been named in his honour – a warp gate which, it was said, had allowed the Emperor to convene with the Ruinous Powers themselves.

When Loyalist forces became aware of the Traitor fleet's approach, they mustered at Molech. As well as a trio of Titan Legions – Gryphonicus, Crucius and Fortidus – there were elements of each of the Imperium's fighting forces, including nearly a dozen Knightly Houses which owed fealty to Devine. The Traitor force was equally impressive, featuring no fewer than four Titan Legions: Interfector, Vulpa, Vulcanum and the infamous Mortis.

This mission describes the main action which took place towards the climax of the battle, in the streets of Lupercalia itself. As the two battlegroups face off, the Loyalist force is unaware of the turncoats in their midst and the future of humanity itself hangs in the balance.

Battlegroups

One player controls the Loyalist Titan forces, while their opponent controls the Traitor force. Each player selects a battlegroup as described on page 53, each with a Battle Rating of 2,000-2,500 points. Ideally, the Loyalist player's force should contain at least one Banner of Knights, to represent the muster of House Devine.

Designer's Note

Other People's Models

Due to the nature of this mission, the Traitor player will take command of a portion of the Loyalist player's army partway through the battle. It's worth discussing how this will be handled before you decide to play this mission – some players are understandably cagey about other people handling their valuable, carefully painted miniatures. If the Loyalist player is one of them, you could get around this by having them move their Traitor forces (following the Traitor player's instruction, of course) or, if a large enough collection is available, allowing the Traitor player to substitute their own models when they turn Traitor. In either case, having a discussion about it before the game begins will make sure everyone's comfortable with what's going on.

The Battlefield

This battle is played on a 6'x4' board. The battlefield is set in the centre of the city of Lupercalia, and as such should be densely packed with buildings and ruins. Taking the time to create an appropriate city feel, with a mixture of wide avenues and tighter backstreets, will make for a particularly interesting battle.

Stratagems

Each player has 3 Stratagem points to spend. Tertiary objective Stratagems cannot be chosen by either player.

Mission Special Rules

FOUL TREACHERY. After both sides have deployed, write down each of the Loyalist units that are on the battlefield on a separate slip of paper, except the Princeps Seniores' Titan. Count the slips then fold them up so that the units are not discernible and put them into a bowl. The Traitor player draws out one third of the slips of paper, rounding down (or half the slips of paper if the Loyalist player's Battle Rating is at least 300 points more than the Traitor player's), and secretly looks at them. These are the traitors within the Loyalists' ranks, although this will not be revealed until later in the battle. Set the bowl to one side until the battle is over – neither player can look at the remaining slips!

At the start of the third round, the Traitor units are revealed. They immediately become part of the Traitor player's battlegroup. If only some units in a maniple turn traitor, they no longer count as part of the maniple and cannot use any maniple abilities. Similarly, if only some units in a Squadron turn traitor, they no longer count as part of the Squadron.

Designer's Note

Alternative Histories

Historically, it was the scions of House Devine who were subverted by the lure of Chaos and turned against the Loyalist forces. However, to keep this mission interesting, it could be any of the Loyalist player's units that turn traitor. This changes the story slightly, but it sidesteps the issue of the player who is about to be ambushed knowing which of their own units are untrustworthy.

Deployment

Each player's deployment zone extends 24" onto one of the short edges of the battlefield. Starting with the Traitor player, the players take turns setting up one of their units so that it is entirely within their deployment zone. Once a player has finished setting up their last unit, the other player sets up all of their remaining units at once.

The First Round

In the first round, the Traitor player chooses who will take the Opus Titanica and be the First Player.

Battle Length

The battle lasts for six rounds or until one player has no units left on the battlefield.

Victory

If, by the end of the battle, all of the Loyalist units (not counting any Traitors) have been destroyed, the Traitor player wins. If the Loyalist player only has units remaining which are Structurally Compromised, or (in the case of Knight Banners) have fewer than half their starting models, the battle is a draw. Otherwise, the Loyalist player wins.

Loyalist Force Deployment Zone — Traitor Force Deployment Zone. 24" / 24" / 48" / 72"

THE SCOURING OF TRALSAK: STALKED BY SHADOWS

> 'DEATH STALKS THE COWARDS!
> THE HERETICS WILL BE CLEANSED!
> NO ESCAPE! NO MERCY!'
>
> *Looping wide-band vox broadcast transmitted
> from Abominatus, Legio Magna*

This battle replays one of the most terrifying engagements that took place on the ice world of Tralsak in the years following the Warmaster's treachery. Legio Atarus had been using Tralsak as a staging area, mustering there with a full Household of Knights from House Col'Khak and elements of the Iron Hands, Raven Guard and Salamanders Legions to await further orders. Little did they know that they were being hunted by a Traitor fleet, made up primarily of Titans from the zealous Legio Magna and several companies of the World Eaters. The moment the hunters were in orbit, they commenced planetfall and orbital bombardment, boiling away the planet's shallow seas within hours and casting great clouds of vapour into the air.

What followed was the beginning of a protracted campaign of terror. Even before turning against the Emperor, the Flaming Skulls had held the Firebrands in contempt; they were staunch followers of the Mechanicum, and they saw the younger Legio – which had initially sought autonomy from Mars – as pathetic wretches, unworthy of the Red Planet's support. Now, they relished the chance to stalk their former allies amid the dense mists which now covered the surface of the planet.

Although detailed reports of the pivotal god-engine battle exist, it is impossible to say where it took place, for the Atarus crews became unable to discern any geo-positional data. The Traitors were jamming every frequency with screamed threats and howls of rage so their prey could not coordinate. The scouring of the seas had obliterated coastlines and revealed new, uncharted topography. Those areas that had once been dry land had been hammered flat by bombardments and engine war. Furthermore, the pervasive mist reduced visibility to less than half a kilometre and blotted out the skies entirely. Battlegroup Korazar made an effort to link up with the rest of their Titan Legion, spreading out to cover as much ground as possible but maintaining visual contact and communicating with signal lanterns. It was while they were advancing in such a manner that they were discovered by a seeker maniple of the Flaming Skulls.

Battle was joined, but it was far from what the Atarus crews expected. Enemy Titans appeared from the mist, opened fire and disappeared again before they could be targeted. Auspex returns flickered and ghosted, little more than a snowstorm of half-resolved contacts. All the while, the vox-net was filled with the howling, mocking voices of Legio Magna's clearly insane crews.

Aboard the *Ire of Telemachus*, Princeps Seniores Morchal steeled his resolve and took control of the situation, signalling his fellow Princeps to pull together in close formation. The day could yet be won, but it would be no easy task.

Battlegroups

One player controls the forces of Legio Atarus, and their opponent controls the forces of Legio Magna. Each player picks a battleforce with a Battle Rating between 1,000-1,500 points.

The Battlefield

This battle is played on a 4'x4' board. The terrain should be sparse, representing a world that has been flattened by orbital bombardment and constant engine-war – as such, there should be very few intact structures, most of the battlefield either being open ground or sprawls of rubble and wreckage.

Stratagems

The player with the lower Battle Rating has 1 Stratagem point to spend for every 200 points by which the other player's Battle Rating exceeds theirs. The other player has no Stratagem points. Battlefield Asset Stratagems cannot be chosen in this mission – the battle takes place far away from anything that either side could claim as their territory.

Mission Special Rules

AUSPEX GHOSTS. Both forces are effectively blinded by the pervasive mist, and the endless bombardment and the electromagnetic interference of a protracted battle has rendered sensorium data almost useless. Both sides find themselves jumping at shadows and firing at false auspex returns.

For each of the models in their battlegroup, each player will need to have three Auspex Ghost markers, each of which is the same size and shape as the model's base – spare bases are ideal for this representing this. Each Auspex Ghost marker should be marked on its underside with its corresponding model's name – then two should be marked with an X (representing a false return) and one with an O (representing the model itself). Their tops should remain unmarked.

Whenever a unit is not within visual range of the enemy, as follows, it is represented by between 1-3 Auspex Ghost markers. As soon as an enemy moves within visual range of an Auspex Ghost marker, it is revealed. If it is marked with an O, it is replaced with the corresponding Titan. If it is an X, it is removed.

Also, when a unit makes an attack it is revealed, replacing its Auspex Ghost marker that is marked with an O. The other two Auspex Ghost markers for that Titan are removed.

Auspex Ghost markers are moved in exactly the same way as their corresponding models, regardless of whether they are false returns or the Titans themselves. However, those which are marked with an O cannot declare Power to Locomotors! or Power to Stabilisers! Auspex Ghost markers can move through the other markers for the same Titan, but will obey all the other rules for units moving.

In the End phase, each unit which is not in visual range of the enemy is replaced with all three of its Auspex Ghost markers, in a stack (in any order). They can then move off in different directions in the following round.

	LEGIO ATARUS	LEGIO MAGNA
Knight Banners	9"	6"
Scout Titans (Warhounds)	15"	12"
Battle Titans (Reavers, Warlords)	12"	9"

Designer's Note

Looking for Clues

If you push a Titan's reactor to give it a boost in the Movement phase while it's represented by an Auspex Ghost marker, you're letting your opponent know exactly where it is. Also, as you'll likely need to advance its Plasma Reactor Status level, you're also telling them exactly which Titan they're looking at. Slow and steady may very well be the way to proceed!

Visual Range

Each unit has its own visual range, as shown on the table that follows. The forces of Legio Atarus, having planned for this attack and not suffering the same vox interference as their prey, have a slight advantage in this regard.

Visual range extends in a 360° arc around the unit and applies whether the unit is represented on the battlefield by either a miniature or an Auspex Ghost marker. However, note that False Return markers do not have a visual range – as such, when an Auspex Ghost marker moves within visual range of an enemy Auspex Ghost marker representing a false return, the player controlling the False Return marker should state that their opponent's unit is not seen, and it does not need to be revealed.

Deployment

The Legio Magna player's deployment zone is a 24" wide band across the centre of the battlefield, as shown on the deployment map below. They deploy their entire battleforce first so that it is entirely within the deployment zone. For each of their units, they do not set up a model but a stack of three Auspex Ghost markers – these are detailed previously.

Once the Legio Magna player has finished deploying, the Legio Atarus player deploys their force in the same way, using Auspex Ghost markers in place of miniatures. Their units can be deployed anywhere on the battlefield that is not in visual range of any Legio Magna units.

The First Round

In the first round, the Legio Atarus player chooses who will take the Opus Titanica and be the First Player.

Battle Length

The battle lasts for six rounds.

Victory

At the end of the battle, each player scores Victory points equal to the Scale of each enemy unit that has been destroyed.

The player who scores the most Victory points claims victory.

Legio Magna Deployment Zone

12"

48"

24"

12"

48"

THE TARREN SUPPRESSION: THE LIBERATION OF BRANDSTAT

'Salvation has come! The Warmaster has heard our cries, and has sent a legion of his mightiest Titans to drive the merciless Imperials from our cities. Too long have we cowered under their rule, afraid to show anything but total obedience. Too many times have we buried the innocent and mourned the death of those who deserved so much more. Too long have we feared the Emperor and his barbarous warriors. Today we stand, and we fight. Let the Legio Mortis pave the way, and let us follow gladly! Drive the Imperial fiends from our city!'

Civilian vox transmission, Source Unknown

In the galaxy-wide theatre of war that is the Age of Darkness, there are very few absolute truths. The line between good and evil is often blurred by circumstance, and the civilians of the fledgling Imperium are all too often sacrificed on the altar of battle by warriors and generals from both sides. Tarren IV is just one example.

At the outset of the Horus Heresy, the world had not long been incorporated into the Imperium of Mankind. It had been discovered during the Great Crusade by the 63rd Expeditionary Fleet, which at that time had been under the command of Horus Lupercal himself, and the Warmaster had made a substantial impact on its people. When his rebellion became known, it was hardly surprising that Tarren IV rose up against its Imperial garrison and declared itself for Horus. Retribution, when it came, was swift and uncompromising.

It did not take long for the garrison to be reinforced. A contingent from Legio Defensor was diverted to the planet, and they quickly put down any signs of revolution. Entire cities were razed in an attempt to bring about order, and Titans were stationed around the world to maintain control. The populace yielded, understanding that they had no choice but to hold fast to the word of the Emperor, but there were many among their number who did not give up hope. Eventually, the rebellion answered their prayers.

Several years after the occupation of Tarren IV, the Emperor's Children returned to the world at the head of a great army, which included elements of Legio Mortis. The battle not just for control of the planet, but for its very soul, began in earnest.

This mission takes place in the capital city of Brandstat, held by Legio Defensor, where a Legio Mortis battlegroup hopes to spark an uprising.

Battlegroups

One player controls the forces of Legio Defensor, while their opponent controls the Legio Mortis force.

Each player selects a battlegroup as described on page 53. Each player's force should have a Battle Rating of 2,000-2,500 points, and must consist of at least one maniple, plus any reinforcements.

The Battlefield

This battle is played on a 6'x4' board, representing the capital city of Brandstat. The battle requires six landmark buildings – these should be suitably large and impressive, but should be no larger than 6" square or 7" square. Before any other terrain is set up, the players take turns setting up one of these buildings – roll off to see who sets up the first one. The buildings cannot be set up in either player's deployment zone or within 12" of another landmark building. Once they have been set up, the rest of the battlefield should be set up appropriately for a capital city – dense buildings, wide thoroughfares and areas of parkland or open plazas, etc.

Stratagems

Each player has 3 Stratagem points. In addition, the player who has the lower Battle Rating has 1 Stratagem point to spend for every 200 points by which the other player's Battle Rating exceeds theirs. Tertiary Objective Stratagems cannot be chosen by either player.

Mission Special Rules

BEAR WITNESS! The Princeps of Legio Mortis know that it is not enough to simply defeat their foe; they must be seen to have taken control of the city itself so that the people of Tarren IV understand where their loyalties must lie.

After both battlegroups are deployed, determine the level of Influence that the Loyalist forces have over the occupants of each capital building. Roll a D3 and add 5 to the result to determine each building's Influence, and note this down on paper or mark the building with a spare D10 or pair of D6.

In each End phase, the Loyalists' Influence will be eroded by the presence of Legio Mortis god-engines. For each building that has at least one Legio Mortis Titan within 6", and no Legio Defensor Titans within 6", the Legio Mortis player rolls a D10. The building's Influence is reduced by 1 for each point by which the result is lower than the Scale of the largest Legio Mortis Titan that is within 6". If a building's Influence drops to 0, it is dominated.

INSURGENT UPRISING. As the Traitor forces regain control of the city, its citizens are motivated to seek revenge on the Loyalist invaders, making use of gunnery emplacements and seized army materiel. Once a building has been dominated, the Legio Mortis player can attack with it in the Enact Stratagems step of the Strategy phase, using the profile that follows:

BALLISTIC SKILL/ WEAPON SKILL	FIRING ARC	RANGE		ACCURACY		DICE	STRENGTH	TRAITS
		S	L	S	L			
5+	360°	6"	12"	+1	–	5	4	–

Deployment

The Legio Defensor player's deployment zone occupies the centre of the battlefield, 18" from each edge of the battlefield. The Legio Mortis player's deployment zone is a 6" border around each edge of the battlefield. The Legio Defensor player deploys their force first, setting up each unit so that it is fully within their deployment zone. The Legio Mortis player then does the same.

The First Round

In the first round, the Legio Defensor player chooses who will take the Opus Titanica and be the First Player.

Battle Length

The battle lasts for six rounds. If all of the units controlled by one player are destroyed, the battle ends immediately and their opponent is victorious.

Victory

At the end of the battle, the Legio Mortis player is victorious if all of the buildings have been dominated. Otherwise, roll a D6 at the end of the battle. If the result is equal to or lower than the number of buildings that have been dominated, the battle results in a draw; if it is higher, the Legio Defensor player is victorious.

Legio Mortis   6"   Deployment Zone

12"

48"

12"   Legio Defensor
Deployment Zone

12"   6"

36"

72"

THE BATTLE OF NYRCON: THE LONG RETREAT

> 'We are Legio Mortis. Legio Mortis does not flee. This is not flight. This is a fighting withdrawal, ordered only as a last resort. Regardless, the Astorum swines who hound us will pay dearly for every kilometre we lose. We will make them pay, even if – in doing so – we endanger our own chances of escape. This withdrawal is a reprieve, nothing more; we will regroup, and we will gather our forces, and we will return in numbers they cannot imagine.'
>
> Vox log, Princeps Seniores Omron, aboard the Warlord Titan Lord of Ruin

This battle takes place on Beta-Garmon III, between Legio Mortis and Legio Astorum. It follows the events that led to the Loyalist occupation of the Beta-Garmon system, after Rogal Dorn ordered it shaken free of the Traitors' hold. What followed was a series of increasingly devastating counter-attacks from the Warmaster's forces, but the victory still counted for a great deal.

At the time of this battle, the Beta-Garmon system has been held by Horus' forces for some time – primarily a significant garrison of Emperor's Children stationed on Beta-Garmon II – but now a Loyalist force directed by Rogal Dorn has come to prise the system from the Warmaster's grip. While a combined force of Legiones Astartes and Solar Auxilia take the battle to the Emperor's Children, the Titans of Legio Astorum descend upon Beta-Garmon III, where Legio Mortis holds dominion.

Although Legio Mortis strikes some decisive blows during the initial battles, it becomes clear that they are increasingly fighting on the back foot, and when the order to fall back comes from Beta-Garmon II, they reluctantly acquiesce. There then follows a number of running battles as the Titans of the Death's Heads fall back to their dropships, harried all the way by the Warp Runners.

This battle follows the climactic clash between a Legio Mortis battlegroup which has nearly reached safe ground, and the Legio Astorum battlegroup which intends to stop them dead in their tracks. Each Legio Mortis Titan that dies on Beta-Garmon III is one which cannot wage war against the Imperium in the years of the Horus Heresy to come.

Battlegroups

One player controls the forces of Legio Astorum, while their opponent controls those of Legio Mortis. Each player selects a battlegroup as described on page 53. Each player's force should have a Battle Rating of 1,500-2,000 points. Each force must consist of at least one maniple, plus any reinforcements.

The Battlefield

This battle is played on a board made up of a 4'x4' main section and a narrow 2'x4' section, representing a jutting spar of rock, as shown on the map that follows. The main section of the battlefield represents a desolate wasteland, so terrain should be sparse and limited to ruined outposts, wrecked Titans and little else. The narrow section should contain not much more than the occasional rock formation.

Stratagems

Each player has 3 Stratagem points to spend. In addition, the player with the lower Battle Rating has 1 Stratagem point to spend for every 200 points by which the other player's Battle Rating exceeds theirs. The Legio Mortis player cannot take any Stratagems which affect the way they deploy (such as Outflank) and the Legio Astorum player cannot take any Battlefield Asset Stratagems as they are deep within enemy territory.

Mission Special Rules

FULL TRAVERSE. The Legio Mortis force is in full retreat and as a result, several of its Princeps have engaged the rather unusual tactic of traversing their Titans' upper bodies a full 180°. This allows them to disengage at full speed while still laying down weapons fire against their pursuers.

Any Legio Mortis Titan can be issued Full Traverse orders in the same way as any other orders. Use a spare D6 or a similar marker in place of the Order dice to denote that a Titan has Full Traverse orders.

A Titan with Full Traverse orders reverses the fire arcs of its weapons; if the weapon has a Front arc, it is treated as having a Rear arc, and if a weapon has a Left arc, it is treated as having a Right arc. In addition, attacks that hit the Titan's Head, Body or Weapons in the Front arc count as hitting it in the Rear, and vice versa.

SHEER DROP. The narrow section of the battlefield represents a rocky plateau jutting out over a deep valley. If a unit ends a move (voluntary or involuntary) within 3" of one of the long edges of the narrow section of the battlefield, roll a D6 and add its Scale. If the result is 10 or more, the rock gives way under its heavy tread and it tumbles to its doom! The unit is destroyed and removed from the battlefield, but no Catastrophic Damage roll is made.

Deployment

The Legio Astorum player deploys their force first, anywhere within 18" of the western edge of the battlefield as shown on the map. The Legio Mortis player then deploys their force at least 6" from both the eastern edge of the main section of the battlefield and the Legio Astorum deployment zone.

The First Round

In the first round, the Legio Mortis player takes the Opus Titanica and is the First Player.

Battle Length

At the end of the sixth battle round, the Legio Mortis player rolls a D10. On a 5 or lower, the battle ends. On a 6 or higher, it lasts for one more round.

Victory

At the end of the battle, the Legio Mortis player scores Victory points equal to the Scale of each Legio Mortis unit that is within 24" of the eastern edge of the plateau. If a unit is within 12" of the eastern edge, its Scale is counted as double.

The Legio Astorum player scores Victory points equal to the Scale of each destroyed Legio Mortis unit. They also score Victory points equal to half the Scale (rounding down) of each Legio Mortis unit which has not been destroyed but which is Structurally Compromised, or which, in the case of Household Support units, has lost at least half of its models.

The player who scores the most Victory points claims victory.

LEGIO MORTIS WARLORD BATTLE TITAN

IRE INCARNATUS

Ire Incarnatus is a truly ancient engine which has served the Fabricator-General of Mars for many long centuries. The machine's war banner records numerous glories, the most recent of which is the Tarren Suppression, where several maniples of the Legio fought alongside ground forces of the Emperor's Children Legion at the Relief of Brandstat. It was during that confrontation that the *Ire Incarnatus* suffered a near-fatal reactor compromise, the damage calling for heavy repairs, including the replacement of the original head unit with the Lucius-Alpha pattern head depicted here.

LEGIO MORTIS HERALDRY

The Great Seal of Legio Mortis, as rendered upon their war banners, records in iconographic form the twofold purpose of their creation. Firstly, the Legio was created to stand sentinel at the gates of the Fabricator-General's domain as tireless guardians. Secondly, they were to vouchsafe the annihilation of all life that would threaten the Machine Cult, and as such, they were both sentry and exterminator. It is lost now in time whether they gained their common name 'Death's Heads' from their morbid iconography, the ritual onyx skull masks and sable robes worn by their Princeps, or the practice of arraying the skeletal remains of slain foes across the armoured pediments of their war machines as trophies.

LEGIO MORTIS REAVER BATTLE TITAN
IRON BARON

The Reaver class Battle Titan *Iron Baron* is depicted here at the time of the First Battle of Rhetori III, a bitter confrontation which raged across the blighted wastes of that world in the period immediately after the Battle of Calth. *Iron Baron* was tasked with scouring the wastes of Loyalist Titan forces allied to the Ultramarines Legion, and claimed two lesser and one greater engine kill during that three-month campaign.

Legio Mortis Warhound Scout Titan

Tenebris Fedelis

The Warhound class Scout Titan *Tenebris Fedelis* was commissioned into the ranks of Legio Mortis scant weeks before the outbreak of the Horus Heresy, and the Isstvan V Dropsite Massacre was to occasion its first blooding. Thus, the only combat the god-engine and its crew has known is against Loyalists, and as a consequence its war banner is already replete with records of its traitorous deeds.

MATCHED PLAY

Matched Play is a little different from Open Play and Narrative Play, focusing more on introducing balance to battles. It is ideal for those who wish to play in a competitive spirit, and is also more useful for those who wish to play against opponents they do not regularly play, ensuring a more-or-less fair fight. This makes it ideal for leagues and tournaments, but also for battles fought at gaming clubs and pick-up games in local gaming stores.

A battle fought using the Matched Play rules pits two players against each other, each taking command of a battlegroup that is selected so that its Battle Rating falls within a certain range. Although one player might still have a higher Battle Rating than the other, the mission (and Stratagems available, as described later) should ensure a fair fight.

Styles of Matched Play
There are several ways to enjoy Matched Play. One-off battles are probably the most common form of Matched Play, where two players (who may or may not be regular opponents) come together to pitch their battlegroups against one another. Alternatively, a gaming group might organise a ladder campaign or long-form league, effectively recording the results of a number of one-off battles between a set number of players in order to determine an eventual winner. Gaming tournaments, in which players gather in one place to play a number of games in a single day or weekend, for example, are also ideally served by the Matched Play rules.

Battle Level	Battle Rating	Stratagem Points	Approximate Length	Underdog Margin
Skirmish	700-1,250	2	Under two hours	150
Confrontation	1,250-1,750	3	Around two hours	200
Epic Clash	1,750-2,500	4	Two to three hours	350

In this book, we will primarily cover one-off battles, but the Meeting Engagement rules found on the following pages could easily be used for any form of Matched Play. Later supplements will go into more detail on other ways to engage in Matched Play.

MEETING ENGAGEMENT
Meeting Engagement is the standard Matched Play mission for Adeptus Titanicus. The players will decide a Battle level and plan their battlegroups accordingly (or, alternatively, they could decide a Battle level based around the size of the battlegroups they have brought). The deployment method and objectives will vary each time the mission is played, and players can use a number of Stratagems to gain an edge over their opponent.

The first step in fighting a Meeting Engagement is deciding the Battle level, which will determine the size of the battle, the number of Stratagem points available to each player and how long the battle will last (roughly), providing that it is between two players who have a good knowledge of the rules.

Once the players have agreed on a Battle level, they will each need to assemble a battlegroup as described on page 53, making sure to complete a Battlegroup roster. Each battlegroup's Battle Rating must fall within the range shown for the Battle level. For example, for a Skirmish, each battlegroup's Battle Rating would need to be between 700-1,250 points. Note that the two players can have rather different Battle Ratings – this is fine as any imbalance will be taken care of through the use of Stratagems as detailed later.

Selecting Mission Objectives
Once each player has assembled their battlegroup, they will then each need to select a mission objective. In a Meeting Engagement, each battlegroup has its own objective, and players must aim to achieve their objective while stopping their opponent from doing the same.

Each player rolls two D6 and looks their result up on the table below to see which objectives are available – for example, if a player rolled a 3 and a 6 then Retrieval and Vital Cargo would be available to them. Re-roll any duplicates until each player has two different objectives available. Each player then secretly writes down which of their two available objectives they will be attempting – the other is discarded, presumably to be handled by a different battlegroup. The objectives are detailed on page 85 – players should read through each of their options before deciding which they will attempt. The players then reveal their chosen objectives simultaneously.

D6	Mission Objective
1-2	Engage and Destroy
3	Retrieval
4	Glory and Honour
5	Hold the Line
6	Vital Cargo

SPEED OVER STRENGTH. Smaller maniples, either numerically or in Scale, often have the advantage of speed over their more ponderous counterparts. They are able to react to an enemy's moves a lot more effectively and are generally granted a greater level of autonomy as a result, allowing them to choose their missions more freely.

Each Battle level has an Underdog Margin. If one player's Battle Rating is higher than the other's by at least the Underdog Margin for their Battle level, the player with the higher rating does not write down their chosen mission objective in secret – instead, they declare it aloud. The other player then decides upon which of their two mission objectives to choose.

Meeting Engagement Objectives

Engage and Destroy

OVERVIEW. *An enemy battlegroup has been sighted on long range auspex. Your task is simple – seek them out and eradicate them, while suffering minimal losses to your own battlegroup.*

SCORING VICTORY POINTS. At the end of the battle, score Victory points for each enemy unit that is Structurally Compromised or completely destroyed. Structurally Compromised units grant a number of Victory points equal to their Scale. Destroyed units grant a number of Victory points as follows:

SCALE	VICTORY POINTS
1-3	4
4-6	6
7-9	10
9+	15

SECONDARY OBJECTIVE: MINIMISE LOSSES

At the start of the battle, each player calculates the total Scale of their units. If they still have at least half their starting total at the end of the battle, they score 5 Victory points.

Retrieval

OVERVIEW. *A famed Warlord Titan of your Titan Legion has been laid low in enemy territory, but its crew has survived. Their centuries of combined experience cannot be lost – retrieve them, no matter what!*

SPECIAL RULE: THE LOST CREW. Immediately after determining the deployment method, the opposing player places the objective marker (from the plastic sprue) within 6" of the centre of the battlefield to represent the fallen Titan's crew. If a Titan belonging to the player with this objective is within 1" of the marker at the end of the Movement phase, the crew climb aboard. Move the marker onto the Titan's base and move it with the Titan from now on. If the Titan is destroyed, place the marker at the centre of its base then scatter it D10", stopping if it moves off the board or into Blocking terrain or Impassable terrain.

In any End phase, the player with this objective can remove the Titan carrying the objective marker if it is within 1" of their battlefield edge. The Titan does not count as destroyed, but plays no further part in the battle.

SCORING VICTORY POINTS. At the end of the battle, the player with this objective scores 20 Victory points if the crew has been recovered, or 10 Victory points if it has not been recovered but is within 12" of their battlefield edge.

SECONDARY OBJECTIVE: WREAK VENGEANCE. At the end of the battle, score 2 Victory points for each destroyed enemy unit with a Scale of 5 or less, and 4 Victory points for each destroyed enemy unit with a Scale of 6 or more.

Glory and Honour

OVERVIEW. *Morale is as vital to the war effort as military might – arguably, even more so. Your battlegroup has been tasked with striking a blow to enemy morale by laying low one of their mightiest god-engines.*

SCORING VICTORY POINTS. At the start of the battle, determine which enemy unit has the highest points cost. If two or more units are tied for the highest points cost, the opposing player must choose one of them when this objective is revealed. Score 20 Victory points if that unit is destroyed in the first round, 15 if it is destroyed in the second and 10 if it is destroyed in the third round or later.

SECONDARY OBJECTIVE: DOMINATE. At the end of the battle, divide the battlefield into four 2'x2' quarters. The player with this objective scores 3 Victory points for each quarter which contains at least one of their units and no enemy units.

Hold The Line

OVERVIEW. *The enemy has advanced into territory which they cannot be allowed to control. Your battlegroup will move out and either destroy the opposition's engines or force them back.*

SCORING VICTORY POINTS. At the end of the battle, score 5 Victory points if there are no enemy units within 12" of the scoring player's battlefield edge. Score another 5 Victory points if there are none within 18" of that battlefield edge, another 5 Victory points if there are none within 24" and another 5 Victory points if there are none within 30".

SECONDARY OBJECTIVE: RETRIBUTION. At the end of the battle, score Victory points equal to half the Scale of each destroyed enemy Titan (rounding down).

Vital Cargo

OVERVIEW. *It is imperative that a certain cargo makes it through enemy territory intact. The risk of sending a hauler or convoy is too great; however, the enemy is unlikely to expect it to be carried by a Titan.*

SPECIAL RULE: THE CARGO. After the player with this objective has finished deploying, they must secretly write down one of their Titans that is on the battlefield – this is the Titan that is carrying the cargo. If that Titan is within 1" of the enemy's battlefield edge at the end of any round, they can remove it from play to secure the cargo. The Titan does not count as destroyed, but plays no further part in the battle. If the Titan carrying the cargo is destroyed, place a marker where the centre of its base was to show the location of the fallen cargo.

SCORING VICTORY POINTS. If the cargo is secured, score 15 Victory points. If the cargo is not secured, but there are no enemy units within 12" of the Titan carrying it (or the marker representing the fallen cargo) at the end of the battle, score 5 Victory points.

SECONDARY OBJECTIVE: FEINT. At the end of the battle, the player with this objective scores Victory points equal to the Scale of each of their Titans that are in the enemy's deployment zone.

Choosing Stratagems

Once each player has chosen their objective, the players spend their Stratagem points to purchase additional support, as described on page 64. The Battle level determines the number of Stratagem points that each player has to spend, as shown on the table on page 84. The player with the lower Battle Rating can also gain additional Stratagem points, based on the chosen Battle level's Underdog Margin (see page 84). For each full increment of the Underdog Margin that the other player's rating is higher than, the player gets 2 bonus Stratagem points. For example, at Confrontation level (with an Underdog margin of 200 points), if one player had a Battle Rating of 1,300 points and the other had a Battle Rating of 1,700 points, the first player would get 4 bonus Stratagem points.

Deployment

With Stratagems chosen, the battlegroups will now be deployed. The player with the lowest Battle Rating rolls a D6 and consults the table below to see which deployment method will be used.

D6	RESULT
1	Lines of Battle (see page 86)
2	Chance Engagement (see page 87)
3	Stand-off (see page 87)
4	Close Quarters (see page 88)
5-6	The player with the lowest Battle Rating chooses one of the deployment methods listed above.

Following the rules described for the chosen deployment method, both battlegroups are now deployed. Once a player has finished deploying their last unit, they immediately deploy any Battlefield Asset Stratagems they have selected with their Stratagem points, as described on page 64.

LINES OF BATTLE

'We saw their maniple as we rounded the tangled wreckage of the outhive. They were waiting for us, line abreast, as though this were nothing more than an honour duel.'

Princeps Ghonan Krel, Splendor Ignis, Legio Fureans

The players roll off, with the winner deciding if they will seize command of the battlefield or grant it to their opponent.

The player with command of the battlefield then chooses one of the two shaded areas shown on the map to be their deployment zone. The other area is their opponent's deployment zone.

Then, starting with the player who has command of the battlefield, the players alternate setting up one of their units so that it is entirely within their deployment zone. When one player has finished setting up their units, the other player sets up all of their remaining units.

In the Strategy phase of the first round, the player who was last to finish setting up their units rolls a D6 rather than a D10 when rolling off to see who is First Player.

STAND-OFF

The players roll off, with the winner deciding if they will seize command of the battlefield or grant it to their opponent.

The player with command of the battlefield then chooses one of the two shaded areas shown on the map to be their deployment zone. The other area is their opponent's deployment zone.

Then, the player with command of the battlefield sets up half of their units (rounding up) so they are entirely within their deployment zone. The other player then does the same. The player with command of the battlefield then deploys the rest of their army in the same way, followed by the other player.

CHANCE ENGAGEMENT

The players roll off, and the winner chooses to either seize command of the battlefield or grant it to their opponent. The battlefield contains two 6" deep areas, each of which is divided into four sectors, as shown on the map. The player with command of the battlefield takes one area as their deployment zone, and their opponent takes the other.

The players secretly write down which sector each of their units is deployed in. When both players have done this, the location of all the units is revealed. Starting with the player who has command of the battlefield, the players take turns picking one of their units and setting it up so that it is entirely within their designated sector. When one player has finished setting up their units, the other player sets up all of their remaining units.

In the Strategy phase of the first battle round, the player who was last to finish setting up their units rolls a D6 rather than a D10 when rolling off to see who is First Player.

CLOSE QUARTERS

'We loped towards the objective at full stride, but an enemy Warhound was already there. It hesitated, waiting to see whether we were alone before opening fire. Suffice to say, we made it pay dearly for its caution.'

Princeps Konor Tarrell, Canis Plurius, Legio Astorum

The players roll off, with the winner deciding if they will seize command of the battlefield or grant it to their opponent.

The battlefield contains two shaded areas, each of which is divided into three 6" wide sectors: A, B and C, as shown on the map. The player with command of the battlefield chooses one of the two areas to be their deployment zone. The other area is their opponent's deployment zone.

The player with command of the battlefield takes their unit with the lowest Scale (if more than one of their units shares the lowest Scale, they can choose which) and sets it up so that it is entirely within Sector A of their deployment zone. The other player then does the same, setting up their lowest Scaled unit in Sector A of their deployment zone.

This is repeated with Sector B, each player deploying one of their remaining units – this must be the unit that has the lowest Scale. Then, starting with the player who has command of the battlefield, the players alternate setting up units in Sector C. When one player has finished setting up their units, the other player sets up all of their remaining units.

Compare the Scales of the two units in the sectors labelled A. If one player's unit has a higher Scale, they roll a D6 rather than a D10 when rolling off to see who is First Player in the first round.

Battle begins

Once the sides have deployed, any rules or effects which happen 'at the start of the battle' then take place. If a player has more than one effect which takes place at this time, they can choose the order in which they happen. If both players have Start of Battle effects, they should roll off, with the winner resolving all of their effects first.

Then, the first round begins.

Game Length

A Meeting Engagement lasts for between 4 and 6 rounds. At the end of the fourth round, roll a D10. On a roll of 9 or 10, the battle ends. Otherwise, roll again at the end of the fifth round – this time, the battle ends on a roll of 5 or more. The battle automatically ends at the end of the sixth round, if it has not already done so.

Victory

Each player's mission objectives give them ways of scoring Victory points. Once the battle is over, total up the points scored by each player. The player who has scored the most is victorious.

Annihilation. If either of the players has no models on the battlefield at the end of any round, the battle ends and their opponent is declared the victor.

LEGIONS OF THE ADEPTUS TITANICUS

Each of the Titan Legions of the Adeptus Titanicus has its own unique history, replete with proud traditions and tales of glory on battlefields across the galaxy. From the ancient Legio Mortis, which long served as the personal guard of the Fabricator-General of Mars, to the Legio Nivalis, whose Titans specialise in battles across frozen plains – each has its own way of waging war.

When assembling a battlegroup, a player can declare that any of the Titans in their force are part of a particular Titan Legion. Maniples must all be made up of members of the same Titan Legion, but they can be reinforced by members of another – for example, a force could consist of a Legio Gryphonicus maniple, reinforced by a Legio Atarus Warlord and a pair of Legio Defensor Warhounds. The rules for two Titan Legions are provided on the following pages – these are the Legio Gryphonicus and Legio Tempestus, and more will be provided in ongoing supplements. 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.

Knight units cannot belong to a Titan Legion. Instead, they belong to their own Houses, which will be covered in a later supplement.

LEGIO GRYPHONICUS

The Princeps of the Legio Gryphonicus are seen by many as pompous glory-hounds, forever on the hunt for prestige. However, this is an oversimplification. In truth, Gryphonicus has a long and proud warrior tradition, with complex codes of honour which demand that a Princeps take to the battlefield with one aim – to prove their worth by felling enemy war machines in single combat wherever possible.

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. Away from the battlefield they engage in honour duels, each feeling the need to constantly prove that their edge has not dulled. When they go to war, it is not uncommon for the Princeps of the Titan Legion to claim targets on the battlefield, staking their reputation on their intent to slay a particular foe.

After both sides have deployed, a player commanding a Legio Gryphonicus battlegroup can declare that any of their Titans will claim an enemy Titan as a target. Declare out loud which Titan is making the claim and their intended target, and write both down.

If a Titan attacks its intended target, the controlling player can re-roll Hit rolls of 1, and add 1 to the result of any Armour rolls. However, if another Titan attacks the intended target then the claim is forfeit and this rule no longer applies.

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.

When assembling a Legio Gryphonicus maniple, players can select up to one Reaver Titan in place of a Warlord Titan or Warhound Titan.

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.

A Legio Gryphonicus Reaver that is chosen as part of a maniple in place of a Warlord Titan (as per the Mainstay of the Titan Legion rule above) can be fitted with gravatus plating at a cost of +20 points. This increases the Armour value of the Reaver's body and legs by 1 point each, but subtracts 1 from its default and boosted Speed characteristics.

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 locomotive capacity without drawing on the main reactor.

A Legio Gryphonicus Reaver which is chosen as part of a maniple in place of a Warhound Titan (as per the Mainstay of the Titan Legion found on page 89) can be fitted with motive sub-reactors at a cost of +25 points. This allows the Reaver to use its boosted Speed and Manoeuvre characteristics 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.

Legion Specific Personal Traits

A Legio Gryphonicus Princeps Seniores' Personal Trait can either be generated from the table on page 55, or by rolling a D3 on the table that follows:

D3	PERSONAL TRAIT
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.* 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 rule on page 89).

LEGIO TEMPESTUS

One third of the original Triad Ferrum Morgulus, the Legio Tempestus are among the oldest of the Titan Legions, and certainly among the most well known. During the Great Crusade they were split in two, a portion garrisoning Mars while the larger part served in the Expeditionary fleets under Horus (and eventually joined his rebellion). Despite this schism, the two mismatched halves still fought in a similar manner, favouring rapid deployments from orbital dropships and attacking with the fury of the storm.

Legion Trait: Glory in Death

It is the creed of the Legio Tempestus that the manner of their death is as important as anything they do in life. Crews will fight on to the bitter end, obtaining firing solutions and stoking the reactor even as their Titan comes apart around them.

Before making a Catastrophic Damage roll for a Legio Tempestus Titan, make a Command check for it. If the test is passed, the Titan can immediately attack with one of its weapons (following the Combat Sequence) or with all of its weapons if the test is passed by 3 or more.

Legion Trait: Fury of the Machine

Princeps of the Legio Tempestus have ever been known for their wrath and zeal both on the field of battle and away from it, and this trait has been passed on to their god-engines' machine spirits through the technological sorcery of the manifold.

When making an Awakened Machine Spirit roll for a Legio Tempestus Titan, re-roll any results of 1, 2 or 3. If the re-roll is a 1, 2 or 3, the result stands.

Legion Specific Stratagem: Combat Drop (3)

This Stratagem can be purchased using Stratagem points by any Legio Tempestus player.

When a player chooses this Stratagem, they must secretly write down the name of one of their Titans which has a Scale of 6 or lower. Play this Stratagem at the start of deployment to set that unit to one side and state that it is being held in orbit (it is not deployed with the rest of the battlegroup). Declare (and write down) a round between rounds 2-4 – this is the round in which its dropship is aiming to deploy the Titan to the battlefield.

At the beginning of the Movement phase of the chosen round, roll a D10. If the result is lower than the Titan's Scale, it arrives. Otherwise the Titan is delayed and will arrive at the start of the following Movement phase instead.

When the Titan arrives, place it anywhere on the battlefield that is not within 1" of another model or terrain feature, then scatter it D6". Once it has been scattered, roll a D3. On a 1-2, it makes a 45° turn to the left. On a 3-4, it stays where it is, and on a 5-6, it makes a 45° turn to the right. If the Titan scatters or turns into any terrain, it stops before moving into it and then suffers D6 Strength 9 hits.

A Titan that arrives from orbit cannot be activated in any of the phases of the current round, as it is deploying from its dropship. It can, however, be targeted by attacks as normal.

Legion Specific Wargear: Chasmata Pattern Laser Destructors

All of the turbo-laser destructors and laser blasters that are carried by a Legio Tempestus Titan can be upgraded with Chasmata pattern focussing technology at a cost of +5 points multiplied by each weapon's Dice value. For example, a Reaver laser blaster would have a cost of +15 points.

This enhanced technology, based on archaeotech found near the Titan Legion's fortress on Mars, adds 3" to the weapon's Short range and 6" to its Long range.

Legion Specific Personal Traits

A Legio Tempestus Princeps Seniores' Personal Trait can either be generated from the table on page 55, or by rolling a D3 on the table that follows:

D3	PERSONAL TRAIT
1	**Adamantium Resolve:** *I've served under four Princeps, and Sulerian was the toughest, no question. She could keep a Titan moving through force of will alone, even when its reactor was screaming hot, and she barely broke a sweat doing it.* Once per battle, at any point, the controlling player can remove Shutdown orders from the Princeps Seniores' Titan, even as the Shutdown order is issued, effectively cancelling it.
2	**Storm-born:** *Urathi was born during a rad storm, they say. Strong-willed and stubborn, and always eager for a fight, he drilled his subordinates to always strike first, and never let an engagement happen on the enemy's terms.* When a Titan in the Princeps Seniores' maniple that has Charge orders moves in the Movement phase, it uses its boosted Speed value without having to push its reactor.
3	**Defiant Warrior:** *It may sound strange, but I never saw Amato happier than when the enemy thought they had us beaten. He revelled in the feint, drawing them in before delivering a killing blow.* If the Princeps Seniores' Titan's void shields have collapsed, Hit rolls of 1 for its attacks can be re-rolled.

LEGIO GRYPHONICUS REAVER BATTLE TITAN
AETERNO REX

The Reaver class Battle Titan *Aeterno Rex* was the god-engine of Princeps Usselus Kine, one of the most celebrated swordsmen of the War Griffons Order, who had fought over a hundred honour duels to first blood without suffering so much as a scratch in return. Princeps Kine was to meet his end at the Ruin of Maerdan however, where the crippled *Aeterno Rex* was brought down by a savage and costly charge by over two dozen Cerastus Knight Lancers of the Traitor House Perdaxia.

Legio Gryphonicus Warlord Battle Titan
Iron Regent

The Warlord class Battle Titan *Iron Regent* bears numerous honours earned in its dedicated and worthy service to the Imperium during the later days of the Great Crusade, including battles fought against xenos titan analogues of horrific nature and power. Each of these honours pales in comparison to the deeds *Iron Regent* would perform during the wars of the Horus Heresy, however. *Iron Regent* was deployed to the Battle of Tallarn, where it bestrode the blasted surface of a world turned from verdant paradise to corpse-strewn hell by the Iron Warriors Legion's use of a world-killer life-eater viral bombardment, slaying three enemy Reavers and a single Warlord of the hated God Breakers.

LEGIO GRYPHONICUS HERALDRY

Each Titan of the Legio Gryphonicus is a visual testament to the god-engine's own history of war, as well as the distinctions and battle honours earned by its crew. When the War Griffons stride to war, thunderous sirens howling and bedecked in heraldic banners proclaiming their might, it is taken as a sign to rejoice by allied forces, who hold the Legio's arrival as an avatar of victory or salvation in the midst of battle.

Like most of the Titan Legions, the War Griffons maintain two distinct styles of war banner. The first is borne into the scorching fires of combat and commonly carries a simplified rendering of the Order's sigil. The second, as shown here, bears the accounting of the full honours of the Titan and its crew, and to the practised eye speaks volumes of the god-engine's deeds and its place within the overall structure of the Order.

The honour banners of the War Griffons are widely acknowledged as examples of the very height of the heraldic arts, each one bearing full witness to the principles of duty and honour to which the Titan Legion is so utterly dedicated.

Iron Regent

LEGIO GRYPHONICUS WARHOUND SCOUT TITAN
VENATOR LUX

The Warhound Titan *Venator Lux* was deployed alongside the *Aeterno Rex* to the verdant plains of Maerdan and would have shared the fate of its fellow god-engine were it not for the vicissitudes of war scattering the overstretched force across the flaming ruins of Maerdan's capital city. The Princeps of the *Venator Lux* swore a binding oath that day to avenge the memory of his brothers-in-arms, an oath he would discharge a hundred times over throughout the battles of the Age of Darkness.

Legio Gryphonicus Warhound Scout Titan
Nobilis

The War Griffons contain many god engines with long and illustrious histories, like the Warhound Scout Titan *Nobilis* that can trace its martial history back to the Ullanor Campaign. Such was the intense crucible of battle surrounding that phase of the Great Crusade, and such was the fury of the Ork war machines hurled against the War Griffons, that the machine spirit of *Nobilis* still seethes with an almost bestial hatred of the alien.