

CRUSADE TITAN LEGIONS

Ignatum, Invictus, Mortis, and Gryphonicus - just some of the more famous Titan Legions to take up arms during the Great Crusade and the Horus Heresy. But what of the countless other Legios that fought during these great conflicts? Owen Barnes tells all.



OWEN BARNES

Owen Barnes is one of the games developers in the Specialist Games studio, which means he gets to spend all day playing games. Well, that's the dream - in reality he's chained to a desk where a hungry Sumpkroc keeps a close eye on him.

During the Horus Heresy, numerous Titan Legions fought on both sides of the conflict, many with their own distinctive combat doctrines and fighting styles. For years, these Legios fought at the leading edge of the Great Crusade, casting down alien empires and recalcitrant human worlds that refused to bend the knee to the Imperium. It was only with the onset of the Horus Heresy that they would be truly tested, tragically, by entering battle against their own kind.

To date, the *Adeptus Titanicus Rulebook* and the *Titandeth* and *Doom of Molech* supplements have presented rules for the most well known 'canonical' Legios. Of course, there are scores of named Titan Legions in the lore of Adeptus Titanicus, plus the potential to add or invent many more given the sweeping scale of the Horus Heresy. While the rulebook grants players

a bonus in the form of extra Stratagem points when facing an opponent using Legio rules while not using any themselves, players may want to represent a Titan Legion not yet covered in the official rules, or even one of their own invention. To help players do so, we present rules for creating Crusade Titan Legions.

The following rules allow players to pick and choose from a collection of Legio Traits, Legio Specific Stratagems, and Legio Specific Wargear that best represents the Titan Legion they wish to field. Once these choices have been made, for all intents and purposes a Crusade Titan Legion counts as a specific Legio. This means a battlegroup could contain maniples and Titans from different Crusade Titan Legions with each different Crusade Titan Legion included granting your opponent additional Stratagem points (see page 89 of the *Adeptus Titanicus Rulebook*).

CREATING A CRUSADE TITAN LEGION

To create your own Crusade Titan Legion, choose four special rules from those presented below. These are divided into Legio Traits, Legio Specific Stratagems, and Legio Specific Wargear. Any combination of Traits, Stratagems, and Wargear may be chosen. However, players may make no more than two selections from each category (i.e. no more than two Traits, two Stratagems, or two Wargear may be chosen).

Crusade Titan Legions generate their Princes Seniores' personal trait from the table on page 55 of the *Adeptus Titanicus Rulebook*.

LEGIO TRAITS

Traits represent overall doctrines and tactics of the Titan Legion but may also represent things such as the unique effects of their home world or history.

Legio Trait: Dark Reputation

The Titan Legion has a reputation for relentless savagery and is widely feared by its enemies. Enemy Princes are steered against such tales by the strength of their god engines, though Knight Banners are not so fortunate.

At the end of the Movement phase, any enemy Knight Banners within 3" of one of the Legio's Titans immediately become Shaken (see page 47 of the *Adeptus Titanicus Rulebook*).

Legio Trait: Deep War Vaults

For centuries the Titan Legion's Forge World has been amassing war materiel. Losses in battle are swiftly replaced and the Legio's Princes mourn the loss of their Titans only for as long as it takes their Forge World to furnish them with a replacement.

If one of the Titan Legion's Titans is destroyed without having scored any hits on an enemy unit, it is worth no Victory Points to your opponent.

Legio Trait: Elite Magos

The Titan Legion is well known for the skill of its Tech-Priests and Magi. Even in the heat of battle these individuals can call upon the favour of the Omnissiah to keep a Titan in the fight, though its machine spirit might be ready to rebel.

The Legio's Titans can roll an extra repair dice during the Damage Control phase in addition to those indicated by their servitor clades. In addition, Titans fielded as part of this Legio may add 2 to their command checks when attempting to go onto Emergency Repairs orders.

Legio Trait: Engines of War

The Legio's Forge World is known for its manufacture of a particular Titan class. An abundance of components and Princes skilled in the use of these Titans means they have a greater representation within the Titan Legion.

Choose a class of Titan (e.g. Warlord, Reaver). The Titan Legion may always substitute one of the mandatory Titans in a maniple with a Titan of this type.

Note that the substitute Titan only benefits from maniple rules that reference Titans, and not those that reference a specific class of Titan.

For example if the Reaver from a Venator Light Maniple was replaced with a Warlord Titan, the Warlord would not benefit from the Opportunistic Strike rule – this specifically references a Reaver Titan. However, if a Reaver from an Axiom Battleline Maniple was replaced by a Warlord, the Warlord would benefit from the Might of the Omnissiah rule since that refers to Titans in the maniple.

Legio Trait: Fury of the Fallen

The thirst for revenge runs deep within the Legio, and its Princes will gladly give up their lives and even their Titans if it means causing harm to the enemy. This is especially true when the Prince is facing their death.

When one of the Legio's Titans is activated in the Combat phase, it can fire each of its active weapons twice. After the Titan has completed its shooting, immediately roll on the Catastrophic Damage table and apply the results to the Titan.

Legio Trait: Gunnery Command

Battlefield experience and countless hours of practice on ordinatus ranges have given the Princes and Moderati of the Titan Legion a keen sense of the capabilities of their Titans' weapons.

Titans fielded as part of this Legio add 2 to the result of any Command checks made when issuing a First Fire or Split Fire order.

Legio Trait: Loci of the Cause

Whether it is as heroes of the Imperium or favoured soldiers in the Warmaster's armies, the Titan Legion has become an icon for their master's cause and an inspiration to all who fight in their name.

During the Strategy phase, allied Knight Banners add 2 to the result of any Command check when issuing an order that has already been successfully issued to one or more of the Legio's Titans.

Legio Trait: Motive Mastery

The Princes of the Legio have learnt to wear their Titans like a second skin and can coax bursts of speed and devastating charges out of their god engines via the constant connection of their MIU.

Titans fielded as part of this Legio add 2 to the result of any Command checks when issuing a Charge or Full Stride order.

Legio Trait: Splinter Legio

As sides were drawn between Loyalists and Traitors, the Horus Heresy divided countless Titan Legions. Some Traitor Legions included loyalist elements, while some Loyalist Titan Legions had Princes who turned traitor. These Titans and their crews formed splinter legions, never fully trusted by their allies but consumed by hatred for the betrayal of their former brothers.

Choose a Legio Trait from any Titan Legion. If the Trait was chosen from a Traitor Titan Legion, then the Crusade Titan Legion must be Loyalist. If the Trait was chosen from a Loyalist Titan Legion, then the Crusade Titan Legion must be Traitor.

Legio Trait: Survivors

By betrayal or misfortune, the Titan Legion has been broken by its enemies. Those few Princes who remain must cling to the traditions of their forebears and attempt to fight on as best they can before they are permanently committed to the annals of history.

From the start of the fourth game round, the Titan Legion may choose to end the game earlier than normal in the Strategy phase. Before any Stratagems are played, the Legio player declares that this will be the final round of the game. If they do, the game will conclude at the end of the current round without any additional rounds being played.

LEGIO SPECIFIC STRATAGEMS

Stratagems represent the Legio's specific battlefield resources and rules of engagement, ranging from massed artillery support to the use of skilled saboteurs.

Legio Specific Stratagem: War Doctrine (Varies)

War Doctrine represents a favoured Stratagem of the Titan Legion. To determine the effects of the Legio's War Doctrine, choose any Stratagem, including Stratagems normally limited to other Titan Legions. If the Stratagem can be used by any Legio, then the Crusade Titan Legion can purchase it for 1 Stratagem point less than normal to a minimum of 1 point. If the Stratagem is specific to another Titan Legion, then it can be purchased at the cost listed in its entry.

Note that War Doctrine may be chosen more than once, provided each instance of this rule applies to a different Stratagem.

LEGIO SPECIFIC WARGEAR

Wargear represents those weapons and ordnance favoured by the Titan Legion or perhaps produced in substantial numbers by their Forge World.

Legio Specific Wargear: Ablative Ceramite Plating

Advanced layered armour has been added to one of the Titan's critical locations. These plates are usually only good for a single battle, but this is often enough to protect the Titan from destruction or critical damage.

Any of the Legio's Titans can be upgraded to have Ablative Ceramite Plating for 30 points. At the start of the battle, a Titan equipped with Ablative Ceramite Plating can choose either its Body, Legs, or Head. The Titan ignores the bonus to the attacker's armour roll as a result of damage already inflicted on the chosen location, as indicated by the Command Terminal (see page 34 of the *Adeptus Titanicus Rulebook*).

Additionally, if the Head is chosen, in a Campaign the Titan's crew will always survive the destruction of their Titan on a 2+ (see page 87 of *Titandearth*).

Legio Specific Wargear: Armour Spikes

Some Forge Worlds fashion baroque blades and spikes of prodigious size to the armour of their Titans. These massive spear and sword tips are more than ornamentation and can be used by aggressive Princes to gut enemy war engines.

Any of the Legio's Titans can be upgraded to have Armour Spikes for 20 points. A Titan with Armour Spikes increases the number of Dice it generates when making a Smash attack from D3 to D6 (see page 36 of the *Adeptus Titanicus Rulebook*).

Legio Specific Wargear: Auxiliary Shield Capacitors

Redundant energy coils are built into the Titan's void shield array, allowing it to reroute power from the reactor to the shields with maximum efficiency. The fragility of these coils limits their use, however, and once used they cannot be replaced until after the battle.

Any of the Legio's Titans can be upgraded to have Auxiliary Shield Capacitors for 30 points. The Titan can declare Voids to Full! (see page 34 of the *Adeptus Titanicus Rulebook*) without having to push the reactor. As soon as the Titan's shields collapse, the benefits from this piece of Wargear are lost for the remainder of the battle, even if the Titan's shields are later reignited.

Legio Specific Wargear: Blind Missiles

Blind missiles explode over the battlefield to create a curtain of electromagnetically laced fog, foiling both advanced sensors and the naked eye. The only drawback of these barrages is their effects are notoriously short lived.

Any of the Legio's Titans armed with either Apocalypse Missile Launchers or an Apocalypse Missile Launcher can be upgraded to have Blind Missiles for 20 points. Once per game, a Titan armed with Blind Missiles may fire a blind salvo with its Apocalypse Missile Launcher or Apocalypse Missile Launchers rather than firing them normally. Place the 5" Blast marker anywhere within range and firing arc of the missile launchers. This marker remains in place until the end of the round and counts as line of sight blocking terrain.



Legio Specific Wargear: Crusade Banners

The Legio's Titans bear banners of their deeds and the glorious triumphs of the Great Crusade. Supporting troops draw great inspiration from these reminders of victory and the knowledge that their titanic allies have never been defeated.

Any of the Legio's Titans can be upgraded to have Crusade Banners for 15 points. Friendly Knight Banners within 12" of a Titan with Crusade Banners ignore the effects of being Shaken.

Legio Specific Wargear: Macro Magazines

Additional ammo hoppers have been built into the Titan, allowing for longer bursts of sustained fire. Though well shielded against attack, this extra ordnance can prove catastrophic should the Titan meet with a destructive end.

Any of the Legio's Titans can be upgraded to have Macro Magazines for 30 points. Increase the dice value of any Rapid weapon the Titan is armed with by 2. Add 2 to the result when rolling on the Catastrophic Damage table for a Titan with Macro Magazines.

Legio Specific Wargear: Multiple Warhead Launchers

Some Titan Legions employed multiple warheads on their missiles, the ordnance fragmenting in flight to saturate the target in hundreds of explosive rounds. Such missiles are practically useless against Titans but can be effective at clearing areas of supporting units.

Any of the Legio's Titans armed with Apocalypse Missile Launchers or an Apocalypse Missile Launcher can be upgraded to have Multiple Warhead Launchers for 20 points. Instead of using the normal profile of its missile launchers, the Titan can fire multiple warheads. Use the range, firing arc, and to hit modifiers of the missile launchers, but reduce the STR to 3 and triple the Dice.

Legio Specific Wargear: Plasma Rifling

Gas channels allow for excess plasma from the Titan's reactor to be funnelled into the firing chambers of its energy weapons, extending their range and increasing their lethality. These mechanisms are not without their dangers, however, and can put extra strain on the Titan's reactor.

Any of the Legio's Titans can be upgraded to have Plasma Rifling for 20 points per Titan. When firing a weapon with the word Plasma or Laser in its name (e.g. Plasma Blastgun, Paired Laser Blasters) the Titan can push its reactor to increase both the short and long range of the weapon by 6".

Legio Specific Wargear: Ranging Auspexes

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

Any of the Legio's Titans can be upgraded to have Ranging Auspexes for 10 points per Titan. In the Combat phase, a Titan equipped with Ranging Auspexes can measure the range between itself and potential targets before firing its weapons.

Legio Specific Wargear: Reactor Fetters

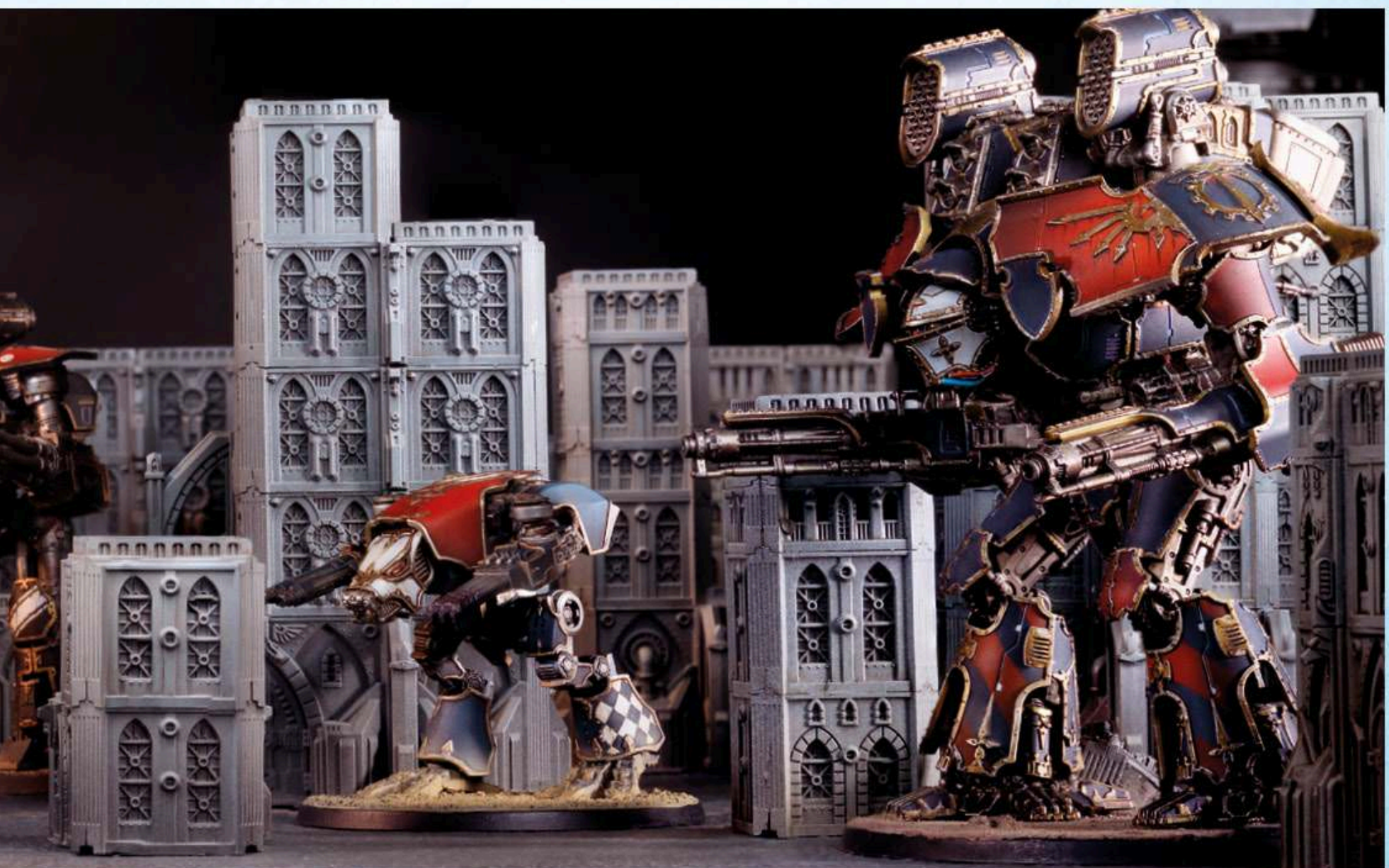
Additional vents and heat sinks are built into the Titan's reactor, protecting it from overloads or excessive plasma build up. While this makes the Titan safer to command, it also limits the output of the reactor should the Princes need to call upon it in a hurry.

Any of the Legio's Titans can be upgraded to have Reactor Fetters for 25 points. A Titan with Reactor Fetters may vent plasma in the Damage Control phase on a repair dice roll of 3+ rather than 4+. However, it may not voluntarily push its reactor more than once in each phase.

Legio Specific Wargear: Warchest

The Titan Legion has amassed vast stockpiles of munitions during the Great Crusade. In these deep vaults are weapons, battle systems, and special ammunitions from other Titan Legions either gifted to them through alliance or confiscated during the first betrayals.

The Titan Legion can choose a single piece of Legio Specific Wargear belonging to another Legio. This wargear can now be purchased for the Titan Legion's Titans, though it must still adhere to all of the rules presented in the wargear's description (i.e. an upgrade only usable by Warlord Titans can only be bought for the Legio's Warlord Titans).



CREATING LEGIO NAESSIAS: AN EXAMPLE CRUSADE TITAN LEGION

Anuj Malhotra: My name is Anuj Malhotra, one of the Horus Heresy: Age of Darkness game designers here at Games Workshop and an enthusiastic collector of Adeptus Titanicus. Having painted a couple of Titans, I was inspired to create my own Titan Legion, and with the new Legio customisation rules, I felt it was the perfect opportunity to develop my Legio for the tabletop.

The Legio Naessias (also known as the Deep Dwellers) hail from the oceanic Forge World of Daxxos, where they defend their stackforges from deep-sea megafauna such as vast predatory whales and fanged megadectapods. Indeed it is from one of these beasts, the dread Krakynekin, that the Titan Legion derives its heraldic icon, the hooked tentacle of Daxxos. Though relatively small, the Deep Dwellers are a proud Legio, equally capable of waging war in the briny depths of their home world as on the battle-ravaged city streets of a hundred worlds. During the years of the Horus Heresy they remained fiercely loyal to Terra, taking part in the battles of Drussen, Tallarn, and the Solar War, though it would cost the Legio dearly.

Pragmatic and relentless hunters of the deep-ocean floor, the Legio Naessias has adapted to war under circumstances alien to many other Titan Legions. Training and operating under almost perpetual Zone Abyssia conditions, the Deep Dwellers earned their cognomen in a lightless world defined by its crushing pressure and unseen, constant threat. To survive in such an environment requires a specific regimen of training, strategy, wargear, and culture amongst the scions of the Legio.

Taking into account the background I've developed for my Legio, I was excited to see the new 'build your own Legio' sandbox-style rules and apply them to how I think my Titans could be represented in game. The **Elite Magos** Legio Trait, for example, would serve the Deep Dwellers well, as each engine is all but isolated in the darkness from its brethren. A damaged Titan has little hope of survival if ranging far along the seafloor, for even a small hull breach can result in a torturous, drowning death. In aid of these ranging missions, the Legio Naessias also pays great heed to the risk of creating firing solutions against friendly engines when they are occluded behind swirling eddies of silt. To ensure this does not happen, each engine is coated in a unique pattern of bioluminescent paint and equipped with the **Ranging Auspexes** Wargear upgrade.

Reputed to strike with the remorselessness of the sea in storm, the Legio Naessias favours the use of energy weaponry, particularly lasers, as the short, sharp release of power boils the ocean with each strike and is not diminished by pressure and water resistance in the same manner as more conventional projectile-based weaponry. For this reason, the Legio ensures that each of its Titans is equipped with the **Plasma Rifling** Wargear upgrade. Advancing relentlessly whilst unleashing eye-searing bursts of energy, the Deep Dwellers are also notorious for abandoning ranks when the enemy closes to instead stride into the jaws of death with their magna-harpoons raised. They score their kills in the fashion of their home world, spearing enemies in place while pumping fire into them to ensure they cannot break free to scatter and harm the stackforges. To make this sudden rush forwards, the engines of the Legio Naessias make use of Legio Trait: **Motive Mastery**, using it in hope of winning renown, honour, and additional kill-strikes.



