

CAMPAIGN OF VENGEANCE

During the Horus Heresy, the war engines of the Titan Legions found themselves pitted against each other in campaigns of annihilation and retribution. Here we present two new narrative missions and provide a few ideas for creating scenarios of your own.



The Horus Heresy was a dark time for the god-machines of the Collegia Titanica, for it pitted these rare and invaluable war engines against each other in some of the most destructive battles that Mankind has ever seen. Colossi of war marched against their former allies, bringing weapons to bear that could flatten entire city blocks or bring a world to compliance with a single salvo. Titans that had walked the stars for millennia were torn asunder, while others were corrupted beyond recognition, a parody of the noble machines they once were. Battles raged across cities, countries, continents, planets and eventually entire systems. Campaigns of annihilation, vengeance and hatred lasted years, if not decades. The names of treacherous Legios were struck from official records and declared Hereticus, while those who remained loyal would be remembered in Imperial history for all time.

ADEPTUS TITANICUS

If you're new to Adeptus Titanicus, make sure you pick up a copy of the main rules, available from the Games Workshop website in English, German and Japanese. If you're into your narrative gaming, check out the campaign books *Titandearth* and *Doom of Molech*, both of which feature new rules and background and providing great inspiration for your games of Adeptus Titanicus.

TITANIC BATTLES

This article includes two examples of famous battles from the time of the Horus Heresy – The Invasion of Paramar V: Plain of Fire, and Scouring of the Ollanz Cluster: Breakthrough. As you'll notice, the first mission is quite evenly balanced, but features some pretty hazardous conditions in the form of cloying smoke and radioactive ground. The second mission features rivers of lava and is a little more one-sided, representing a desperate gamble by one Legio to try and destroy their foes while their forces are split.

Either of these missions is great fun to play on its own, but you could always try writing the next scenario in the story yourself. If the Warp Runners win the first mission on Borman IV, perhaps their controlling player gets to write the next scenario. You never know, it could lead to a lengthy campaign of vengeance and retribution.

NARRATIVE MISSIONS

Designing your own Adeptus Titanicus missions is an incredibly fun and rewarding experience that can forge some truly memorable games. More often than not, such missions revolve around a battle from the rich background and lore of the Horus Heresy, which, in Adeptus Titanicus, is known as Narrative Play. There are various ways to write your own missions, and we're going to discuss how you might go about it, as well as provide some examples of brand-new narrative scenarios for you to play.

The Horus Heresy was a galaxy-spanning conflict that saw untold numbers consumed by the fires of war. On both sides, hundreds upon hundreds of Titan Legions and Knight Households fought to the last in service to the Emperor or the Warmaster, both seeking complete dominion over Mankind. Many battles are doomed to be forever forgotten, nothing more than a footnote to grander actions. Some, however, were destined to shape the coming war, as both sides fought over strategic locations and vital star systems.

For players wishing to relive their favourite moments of Titan warfare during the Horus Heresy, the narrative missions presented in the Adeptus Titanicus rulebook and the various supplements offer a perfect medium to do so. Of course, not every battle depicted in the game background or in Black Library novels currently has a mission, and if you're wishing to create your own, there are a few things to consider before you do so.

The first thing to decide before you put pen to paper is what battle(s) you want to re-enact. There is a wealth of literature to draw inspiration from, including Black Library novels, the Horus Heresy black books and various snippets of background scattered across publications such as army books. Once you've found something that inspires you, make some notes as to the major events of the battle, including the various forces on either sides. If these match up with the Titan Legion your models represent, all the better!

The background you're drawing from will go a long way in determining the kind of scenario you'll be playing; the fate of the Nine Paragons at the Battle for Ithraa would work perfectly for a grand last stand, while many battles fought in the Beta-Garmon cluster were drawn-out, brutal conflicts where total destruction was the only goal.

The size of the forces used during the mission will be somewhat dictated by the narrative, but don't be put off if you feel your collection is too small to represent the full scale of the forces described. A mission can be a snapshot of a particular battle rather than a complete rendition of your favourite Black Library novel. The simplest solution is to assign a Battle Rating to both sides, which can be different for each player to reflect an uneven balance of power, and allow players to construct their own list. If players agree, they can decide on a set list for either side that mirrors the forces that fought that battle.

Another important aspect of narrative missions is special rules. These are additional rules exclusive to each mission that define the unique factors of that conflict. When designing special rules for a mission, you can either pick and choose battlefield rules (which can be found in Adeptus Titanicus supplements) and special rules from other narrative missions to create your vision of the narrative you're aiming to create, or you can design your own rules from scratch. The second option is more difficult but creates a more tailored experience.

When deciding on the special rules you'll be using, it's best to stick to four or fewer unique rules, to avoid the game having too many spinning plates. Each one should influence the battle in a unique way, whether that be by allowing reinforcements to arrive during the course of the battle or allowing Titans to do feats that are impossible during a normal game. Rules can either affect the whole battlefield or only some of the players depending on what they're trying to represent, and both players should be aware of their effects before finalising them.

Designing a scenario is as much an art as it is a science, so the best thing to do is just give it a go. Over the next few pages, we've created two brand-new narrative missions for you to play through. Hopefully they will inspire you to create your own.

