



ADEPTUS
TITANICUS™

THE HORUS HERESY®

SHADOW AND IRON





UNDER THE TREAD OF GOD-ENGINES,
ALL THINGS ARE EQUAL IN THEIR INSIGNIFICANCE,
AND THE GREATEST REALM OF MANKIND,
IS BUT A PATH PAVED WITH BROKEN WORLDS



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

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THE IRON CRUSADE

'There can be no greater hatred than the one reserved for traitors to your own kind. They are just like us, except in every way that matters.'

-Principes Ultima Dae Vergos, Legio Praesagius

The Crusade of Iron is the story of revenge writ large across the Five Hundred Worlds of Ultramar. Amidst the brutality and horror of the Shadow Crusade, whereupon the World Eaters and Word Bearers Space Marine Legions sought to bring about a dark awakening within the Warp, Traitor and Loyalist Legions did battle. These engine wars had their origin in the betrayal at Calth and the horrors of Ithracca. When the Warp opened and consumed those Loyalist Titans set to defend Calth, it revealed the true extent of the Warmaster's heresy. In the span of a single day, the greater sum of Legio Praesagius was destroyed, along with millions of the Imperium's soldiers, and thousands of loyal Space Marines. Such was the scale of the betrayal that it echoed across the segmentum, a booming war cry that demanded a response.

In the wake of this atrocity, the surviving Principes of Legio Praesagius gathered their allies and launched an engine war across the Five Hundred Worlds to bring their betrayers to account. Meanwhile the butchers of Ithracca, the Legio Suturvora, followed the Word Bearers and World Eaters across Ultramar on a trail of blood and flame. Giving themselves wholly to the Warmaster's cause, these Traitor Principes exercised their violence upon planets sworn to the Emperor. Thus was the Shadow Crusade made manifest, its pain and suffering bringing about turmoil in the Warp. This is the tale of Shadow and Iron, of the Traitors' reckless hatred loosed upon the Five Hundred Worlds, and the Loyalists' righteous vengeance sent to meet them. It is the war within a war between the Titan Legions, when gods of steel and plasma walked the Realm of Ultramar, and the doom of worlds walked with them.

BETRAYAL AT ITHRACA

Of the countless treacheries wrought by the Warmaster's forces in those opening years of the Horus Heresy, few are as infamous as the betrayal at Calth. Upon the orders of their Primarch, the Word Bearers laid a devastating ambush for the Ultramarines, seeking to cripple their strength, just as the Warmaster sought to extinguish those Space Marine Legions still loyal to the Emperor in the Istvan system. Ignorant of the Traitors in their midst, the Loyalists had mustered a vast number of troops at Calth. Marshalling yards echoed to the sounds of Imperial Army regiments gathering for war, while the void above the key Ultramar world was filled with warships and transport vessels. Thousands of Ultramarines stood ready, as did their supposed allies, the Word Bearers. The god-engines of the Titan Legions were also arriving: Titans from Legio Praesagius (True Messengers) and Legio Sutturvora (Fire Masters) in the process of boarding their massive surface to orbit transports on the outskirts of the port city of Ithra. The Loyalists believed their muster was but the start of a new chapter in the Great Crusade, its warriors and war machines to be part of the Veridian Undertaking, a crusade to destroy the Ork threat at Ghaslakh.

At a prearranged signal the Traitors struck. Across Calth, on its sister worlds and moons, and in the void throughout the system, the Word Bearers and their allies unleashed a devastating surprise assault. At Ithra, Legio Sutturvora had waited until the bulk of the Legio Praesagius Titans were aboard the *Arutan*, a heavy-transport vessel bound for orbit, the Loyalists' war engines secured with hydraulic harnesses and gravitic shackles. As the *Arutan* hauled itself into the sky, bolts of killing energy lanced down from the Traitor warships high above. These savage beams of fire tore at the *Arutan's* hull, but it was not until one sheared away one of the craft's great plasma rockets, that it began to fall back toward Ithra below, until it crashed into the city's central parklands amid great plumes of flame and smoke. In those first moments of confusion, dozens of Loyalist Titans perished on the ground. With their shields lowered and their reactors operating at minimal output, they were easy prey for the Traitors. Torrents of macro weapons fire smashed into the waiting maniples of the Legio Praesagius, and many Princes died before they even knew battle had been joined. In short order, the Legio Sutturvora had cleared the landing zones around their Titans, their Princeps Maximus Horgoth Nyr commanding his Titans with savage efficiency against the unprepared enemy. However, the majority of the True Messengers not on the *Arutan* were on the far side of the landing area. Nyr paid little mind to the Imperial Army infantry and armour even now massing to defend themselves, his Titans crushing all underfoot as they made for the surviving Loyalist Titans, a killing rage building within the minds of Nyr and his Princeps.

Despite this growing fury, the Legio Sutturvora were not to have an easy victory, for they had underestimated the determination of Legio Praesagius. Even as battle was joined between infantry and armour throughout Ithra, the Loyalist Titans gathered their strength, the dark fire of their void shields igniting the air around them. Knights of House Orhlacc, having won free of a battle against the Traitors in their own ranks, joined the True Messengers, war between the two forces only averted by an exchange of ancient Collegia battle cant. Outrage and confusion at the betrayal of their brothers was quickly replaced with grim determination, and training took over for the Princeps and Scions. Questions as to why the Fire Masters had turned upon them could wait – right now all that mattered was survival, as Legio Sutturvora bore down upon the Loyalists.

With their Princeps Maximus Arutis missing, perhaps perished within the wreck of the *Arutan*, it fell to Master-Princeps Rhiko Trieste to lead the Legio Praesagius Titans left in Ithra. A shrewd commander, Trieste knew that once the Fire Masters' line reached her battlegroup, it would be enveloped and destroyed. Only the close confines of the city offered the True Messengers any hope to hold out – but they would need time to make their retreat. Gathering the Loyalist Warlord Titans to her, Trieste's own Warlord the *Auric Pegasus*, and eight others charged the Traitor Titans, a handful against over a hundred enemy war engines. This bold action forced the Fire Masters to contend with Trieste and stay their own advance, and though all nine Warlords fell, they bought the remainder of their Legio and their Knight allies the time they needed to reach the streets of Ithra.

Elsewhere in the war-torn city battlegroup Argentus, a surviving maniple of True Messengers who had been cut off at the start of the battle, sought out the wreck of the *Arutan*. There, in the shadow of the great lander, the Titans of Argentus sacrificed themselves to free their brothers and sisters held within its hull. Drawn by the conflict, the survivors of Legio Praesagius congregated around the crash site and as they mustered, the great craft's doors were finally prised open. With their brothers freed, the war between god-engines turned. Emerging from the crashed lander, Princeps Maximus Arutis and his Warmonger Titan, the *Immortalis Domitor*, pushed back the Traitors. Soon his massive Titan was joined by a dozen Warlords and scores of smaller Titans, their Princeps ready for war. Ithra burning all around them, the survivors of Legio Praesagius spread out into the city to exact their revenge. Though many of the True Messenger Titans had been battered from hours of brutal exchanges with the Fire Masters, the tide of battle was slowly turning in their favour thanks to the fresh reserves from the *Arutan*. At the head of the vengeful True Messengers was Princeps Maximus Arutis, his Titan's guns cutting down any lesser Titan it faced. Enraged, Arutis sought out Princeps Maximus Horgoth Nyr, taunting the enemy commander across the vox and daring him to reveal himself.

Yet the Traitor Titans were already in retreat. Not the aimless flight of a full rout, but almost as if they were following a carefully laid out plan. The rage the Fire Masters had displayed seemed to have evaporated, the True Messenger Princeps convincing themselves they had beaten it out of their rivals. For a brief, hopeful moment Arutis believed the battle was won. Then the skies overhead began to darken, the vox was consumed by screams, and all hell broke loose.

A COUNCIL OF PRINCEPS

Light years away on the Forge World of Gantz, home to the Legio Praesagius, astropathic wails from Calth reached its inhabitants. Fragmented by the roiling warp storms sparked by the Word Bearers' dark deeds, it took weeks for the astropaths of Gantz to sift through the missives from Calth, and weeks more for the world's Magos to divine their meaning. All this time the remaining Princes of the Legio awaited word of their brothers and sisters, of the dozens of god-engines sent to the muster, and ultimately the fate of Princeps Maximus Arutis. With fewer than a dozen Titans still in fighting order, the surviving Princes debated their course of action. It seemed clear that some Space Marine Legions and Titan Legions had turned against the Emperor, but as to their motives or ultimate goals, the information remained scarce. Those who argued for the Titan Legion to march on Calth were shouted down by their peers, who feared if Calth could fall then perhaps Gantz might be next.

It was only when a lone Mechanicum scout cruiser translated in-system that the Princes learned of the true fate of those lost on Calth and of the dark actions wrought by the Legio Infernus, a moniker the Fire Masters had readily adopted in the waning years of the Great Crusade. Aboard the scout vessel were representatives from the Forge World of Anvari, among them Tetas Kast, Master-Princeps of Battlegroup Avalon of Legio Oberon, and one of the few Princes to fight on Calth and return alive. Even though the Praesagius Princes were hungry for knowledge of Arutis and his command, honour demanded their guests be received with the proper rites and rituals of the Mechanicum. Hours more dragged by, until at last a haggard group of adepts ushered Tetas Kast into the Collegia Halls of the True Messengers, and the war-weary Princes at last told his dark tale to the waiting lords of Praesagius. The news of the betrayal at Ithra could barely be countenanced by the Princes, and many became angry with Kast, accusing him of spreading lies. Only when Princeps Dae Vergos, Master-Princeps of the Warlord Titan *Pride of Konor*, stepped forward did the Princes quiet. Vergos was the most senior among her peers, and saw the danger where others chose to hide their gaze – the Warmaster had turned upon the Emperor, Traitor Legions were at large among the Five Hundred Worlds, and their very survival was at stake.

In that moment of horrible realisation the Legio Praesagius might have turned its attention inward, using its scant resources to defend Gantz and letting the fate of the rest of Ultramar unfold as it may. Certainly, this was the desire of the Forge World's Magos, as well as many of the surviving Princes. Vergos was not content to sit and wait for the enemy to find her. Donning the mantle of the Princeps Ultima, Vergos swore vengeance upon Legio Infernus, and vowed to purge the Five Hundred Worlds of their god-engines.

Already astropathic cries for aid were reaching Gantz, as the Word Bearers and World Eaters Space Marine Legions, along with Legio Infernus, Legio Audax and Legio Mordaxis, spread out from Calth, bringing ruin and despair to the Five Hundred Worlds. Loyalist forces fought back fiercely, but were often outnumbered or outgunned, and often taken by surprise by those they once counted as allies. Alone, Vergos, and the Legio Praesagius, with their dozen battle-ready Titans could do little to counter the Traitors' wanton butchery. However, Ultramar is a vast realm, and if the Traitor Legio could be isolated and ambushed, perhaps they could be destroyed. Vergos sent emissaries to gather Legio Oberon, and summon Legio Lysanda back from the Eastern Fringe, while missives were sent to dozens of Knight Households throughout the Five Hundred Worlds, calling in debts of honour. On Gantz the great god-engine forges blazed night and day to ready the True Messenger Titans for war. Great war machines that had languished for years in states of disrepair were awakened. Though its strength was to be but a shadow of the grand muster on Calth, Princeps Ultima Vergos gathered her command; soon Legio Praesagius would walk.

Heeding the call of Gantz, Mechanicum fleets gathered, Battle Titans waiting in their holds, their machine spirits stirring restlessly to the drumbeat of war. Many Knight Households too heeded the summons from Gantz, House Orhlacc, House Vornherr and House Vyronii among those to offer their support to the True Messengers and the defence of Ultramar. Others though were not so welcoming of the Legion's call to arms. Those delegations sent to the worlds of Helstrum, Daikun IV and Last Hope seeking aid from the minor Knight Households of the Eastern Marches were turned away by lords who pledged their strength to neither Emperor nor Warmaster, instead joining the alliance of Blackshield Knight Households known as the Sons of Konor. Some did not even give reasons for their disobedience, or observe even the smallest measure of respect for the Forge World of Gantz. Those emissaries to reach out to House Ærtheagn, and call upon their oaths, failed to return. It was only months later their heads were delivered back to the True Messengers, marked with the profane icons of the Ærtheagn's new masters.

In spite of the chaos betrayal had brought to the Five Hundred Worlds, Legio Praesagius gathered its allies and convened its councils of war; the horrors of Ithra could not go unanswered. Princeps Ultima Vergos promised her allies and her fellow Princes that the Fire Masters would face the fury of those still loyal to the Imperium, and wherever the Traitor Titans set foot upon a world, they would find only death. So began the Crusade of Iron.



THE SHADOW CRUSADE

Even as the Loyalist Titan Legions were gathering their strength, the Traitors were waging a war of slaughter across the Five Hundred Worlds. Like blood spilling from a mortal wound, the forces of the Warmaster spread out across Ultramar, soaking worlds in crimson. In what would be later known as the Shadow Crusade, Angron and Lorgar led their treacherous Space Marine Legions to one world after another. At their call, former Imperial Army hosts joined in the carnage, casting off any pretence of loyalty to the Emperor to serve Horus and his bid for galactic domination. Against these rampaging forces the Ultramarines and their auxiliary forces mustered, still reeling from the blow struck at Calth, but determined to save as many planets from the betrayers as possible and to exact revenge for the staggering loss of life during those opening battles.

With the Heresy still young, Roboute Guilliman and his peers could only guess at the true motives of the Traitors, Horus' own agenda still a mystery to his foes, and news from the greater Imperium was uncertain at best. What was beyond doubt, however, was the Five Hundred Worlds were under attack and it fell to those still loyal to the Emperor to preserve them. So it was that the Loyalists turned their attention to securing key worlds across Ultramar, racing to meet the Traitors wherever they could.

For their part, the Word Bearers and World Eaters seemed content only in chaos, inflicting as much death and destruction as possible upon the planets they attacked. Often they would bypass strategically important worlds to strike at soft targets or those with teeming populations. By targeting these morally significant locations, and committing countless atrocities in the Warmaster's name, the Traitor Legions drew both the Loyalists' attention and their ire, keeping Guilliman's gaze averted from what was unfolding on the far side of the galaxy.

With so much blood spilled, the Warp roiled around these places, and as the Shadow Crusade continued, great storms took root within the Immaterium. These restricted travel between stars and foiled communication with Terra, further adding to the confusion among the Loyalists, their leaders unsure how the rest of the Emperor's realm fared amid the Warmaster's uprising. The Ultramarines and their allies concentrated their efforts on those worlds hit by the Traitor Space Marine Legions, Guilliman hoping to bring his Traitor brothers to account, while also saving innocents from their murderous crusade. With the Space Marine Legions so engaged, it often fell to the Imperial Army and the Titan Legions to defend or take strategic worlds.

While Angron and Lorgar had been pursuing their own dark desires, Princeps Maximus Horgoth Nyr and Legio Infernus sought out military targets and worlds vital to the Ultramarines' ability to wage war. Like the Word Bearers and World Eaters, Nyr had been charged by the Warmaster to keep the Ultramarines and the eastern Titan Legions pinned down defending their empire, though unlike his allies, he was not consumed by the pursuit of personal glory nor did he seek the favour of foul patrons. Nyr took great pleasure in the execution of his oaths to Horus, pleased at last to have any pretence of restraint lifted from his Titans. In its endeavours, Legio Infernus was supported by its two principal allies – Legio Mordaxis (Deathdealers) and Legio Audax (Ember Wolves) – the two Traitor Titan Legions having found common cause with the Warmaster. Audax had long been ostracised by the older Legios for their savagery and unconventional ways of waging war, and so were easily convinced of Horus' righteousness. By contrast, Mordaxis had been pure and loyal soldiers in the Emperor's armies during the Great Crusade. On the eve of the Heresy, they had been brought low by a malevolent machine plague devised by the Dark Mechanicum. This techno-virus infected the Legion's Princeps, stripping them of their will and individuality until they remained as little more than puppets slaved to the will of their Titans' corrupted machine spirits. Nyr callously exploited the weaknesses of his allies, manipulating them into sending a measure of their Legios to aid the Traitor Primarchs, so that he might engage in the true business of bringing the Five Hundred Worlds to their knees.

While Nyr and his Titans rampaged from one world to the next, Princeps Ultima Vergos set about a plan to defend Guilliman's realm, even as the Primarch himself struggled to hold its rulers and worlds together, and stymie the worst excesses of the Traitor Titan Legions. Calling upon Legio Lysanda and Legio Oberon, mixed battlegroups were sent out aboard Mechanicum fleets. Vergos herself sought out Nyr, hoping to bring the Traitor Princeps Maximus to battle, though the scale of the war and the confusion created by the gathering Ruinstorm, as the massive warp storms were becoming known, confounded her efforts. This was complicated by wars being fought by Knight Households, some previously sworn to Ultramar, others drawn into the conflict by proximity. House Mordred, House Malinax and House Ærtheagn had all declared for the Warmaster, and where the Traitor Titan Legions walked, they were not far behind. Then there were Blackshield Knights such as the Sons of Konor, who fought for the so-called Crownless King, and sought independence from both the Warmaster and the Imperium.

During the defence of The Three Planets, in the far eastern sectors of Ultramar, House Vornherr and House Vyronii fought a campaign to rid the canal basins of Martrek V of Traitor forces. When the Traitors threatened to drive the Loyalist Knights back to their landing zones, they received aid from Knight Banners with blacked-out heraldry, the newcomers driving deep into the formations of the enemy. Then, once Martrek was pacified, the Blackshields turned on Vornherr and Vyronii, declaring The Three Planets for the Sons of Konor and the Crownless King, drawing the Loyalists into a long and bitter war between Households.

Meanwhile the Doom at Bormina was unfolding in the southern regions of the Five Hundred Worlds, Legio Praesagius was having its first taste of battle since Ithraça. In the rain-drenched warrens of the macro-jungles, the Loyalists faced Legio Audax wolf packs, the close tangle of the world favouring the smaller Titans. Here House Orhlacc shone, its Scions bringing the battle to Audax in the green hell of Bormina, their Knights able to dart among the roots of the great jungle trees and go places even the savage Audax Warhounds could not follow.

During the defence of Tyros, a new and terrible ally of Praesagius entered the fray. Unheralded, black armoured Psi-Titans of the Ordo Sinister appeared on the battlefield. Like a giant apparition of death, the Warlord Titan *Occidentalis-Eurytus* spread dismay and ruin among the Titans of Legio Mordaxis and the Knights of House Ærthegn. Supported by only a handful of Loyalist Knights and Titans, the Psi-Warlord infected Knight Scions and Titan Princes with visions of despair and defeat. Their vox-net crippled, and their commanders imprisoned by their own doubts, the Traitor forces became easy prey for the Loyalists, who drove them from the cities of Tyros and hunted them across the world's vast Alkaline Badlands.

Elsewhere, elements from the Legio Infernus had a hand in the destruction of Konor's Lament, Gornavis, and Last Harbour; each time Vergos and her battlegroups reached a warzone they discovered the bulk of the Traitor forces gone, Nyr having gambled against causing enough destruction to draw in the Loyalist forces, but not so much that he would be brought to battle before he was ready. In these instances, Loyalist Titans engaged their understrength counterparts or shattered Traitor forces, newly sworn to the Warmaster, before leaving burning worlds in their wake.

The Sons of Konor would return during the purging of Haverlund. After the planet's fall into rebellion, the Crownless King and his Households began a long campaign to free it from its traitorous masters. This culminated in the Battle for Victory Plaza, which saw scores of Knights fight to bring down the Legio Mordaxis Warlord *Noctis Sanguinia* and its Axiom maniple.

The Shadow Crusade saw Titans fighting alongside Space Marine Legions from both sides. During the battle for Armatura, Audax Warhound Titans stalked Legio Lysanda at the behest of the World Eaters, while the Perception Campaign witnessed Titans of Legio Mordaxis fighting alongside the Word Bearers, and at Astagar the Ultramarines destroyed the Legio Infernus Warlord Titan *Fellghast*. For the most part, however, the Titan Legions fought their own war over and above the forces beneath their feet, meeting in massive battles to decide the fate of worlds. Among these Titanic battles a few would stand out, and, centuries after the Horus Heresy's end, be seen for what they were – turning points in the Crusade of Iron.

THE MIDNIGHT REALM

En route from Last Harbour, a combined fleet of Legio Lysanda and Legio Oberon vessels intercepted an astropathic cry for help from Ulixis. The Princeps Senoris of the Loyalist Legios gathered to decide if they should divert their ships to aid the defenders, ultimately swayed by the importance of Ulixis to the munitions production of Ultramar, and the chance to trap the Legio Infernus on the ground by blockading their fleet. Some of the Princeps of Legio Oberon had their misgivings, especially Princeps Senoris Tetaros Kast, who had seen first-hand the ruthless cunning of their enemies. Such was the nature of the Titan Legion, Kast argued, that it was a mighty hammer able to deal an earth-shattering blow to a single location. But without a wise hand to guide the hammer it was a wasted weapon, or worse, a prize for the enemy to destroy. Given the difficulty Vergos had in cornering Nyr's forces, Kast believed Ulixis was too good to be true, and if it was approached it should be done with the utmost caution, lest the Loyalists find themselves drawn into a trap. The voices arguing for haste however won out, and the Mechanicum made for Ulixis as fast as it could. Unfortunately for the gathered Princeps, Kast's fears were to be well-founded.

With thunderous force Legio Lysanda and Legio Oberon made planetfall on Ulixis, having driven off the few Traitor vessels lurking in orbit, their own escorts hounding the Traitors' transport vessels toward the outer reaches of the system. A half dozen maniples and supporting Knight Banners were then sent down to the surface, concentrating on Ulixis' great urban sprawls where fighting was raging. Almost immediately, the Titans began to turn the tide of war, and the Traitor forces fled before these newly arrived gods of destruction. Armoured formations and infantry battalions who had been besieging the cities were scattered and broken, the Loyalist Titans barely breaking their stride as they closed in on their true foe, the Titans of Legio Infernus. Orbital auspex sweeps had identified enemy Titan forces advancing on the city of Ulantia-Primus on Ulixis' great southern continent, and it was here among the city's winding avenues and artificial plasteel canyons that battle was to be joined. At the fore of the Loyalist forces was Raynal Hess in his Warlord Titan *Astra Obsurus* leading a Lysanda Myrmidon maniple. Hess was a veteran of the Eastern Fringe and the wars against the xenos, and he hungered for the glory of making the first engine-kill on Ulixis.

After wading through burning city streets annihilating Traitor armoured divisions and shattering enemy strongpoints, Hess' Titans crashed out into the farmlands surrounding Ulantia-Primus, expecting to find Traitor Titans awaiting them but, instead, encountering only blasted landscapes and burning tanks. Elsewhere, other maniples were reporting the same thing – the Traitor forces had been broken across the continent by the Titan advance, but nothing larger than super-heavy tanks had been encountered.

High above the planetary warzones, Horgoth Nyr and the Legio Infernus closed the trap. Having drawn away the Mechanicum escorts, the remaining Infernus fleet moved out of hiding. Sensor shadows emerged from the far side of Ulixis, resolving themselves suddenly into Traitor warships. Unprepared and without support, the Loyalist fleet captains broke from high orbit, making out into the void to rendezvous with the rest of their ships. Though the Magos protested in binary screams at being forced to leave their god-engines cut off on the world below, to stand and fight was too risky – the fleet master promised to return, but for now, the Titan Legion was on its own.

The first the Loyalist Legions knew of the trap was when Dark Mechanicum static emitters across Ulixis cut across the vox, isolating them from their fleet. The same dark technology that had fooled the Loyalists into making a landing now filled their battle-net with incessant howls. The Princes were still attempting to make contact with their commanders when the first orbital barrage began to fall.

Though the holds of Nyr's fleet held the greater measure of Legio Infernus – it amused the Princes Maximus to obliterate the mighty Titans of the Imperium from orbit, like a god stamping on ants. Beneath this rain of fire void shields buckled and armour plates were shattered, and several Titans fell. However, the void ship gunnery crews still struggled to hit something even the size of a Battle Titan, and they were forced to saturate vast areas of Ulixis with weapons fire. On the ground, Kast and Hess were able to move their forces into the huge caverns beneath Ulantia-Primus largely intact, hoping to shelter until their fleet returned.

In orbit, Nyr learnt of his enemy's escape into Ulixis' subterranean caverns and, despite the warnings of the fleet captains and dark Magos, he ordered a full scale landing. The Legio Infernus came crashing down upon a world still aflame with war. The arrival of the Traitor Titans spurred the Traitor armies to reclaim the ground they had lost, and, bolstered by Dark Mechanicum battle clades, the planetary war moved into a new destructive phase. Meanwhile, Legio Infernus marched into the sub-realm of Ulixis, a vast underground network formed by magma-worms millennia ago and populated still by coiling silicoid beasts and mining outposts.

For days the two Titan forces fought in the dark, their massive weaponry tearing apart the guts of Ulixis. Nyr personally led hunts to root out the Loyalists; while outnumbered, Kast and Hess led their maniples using hit and run tactics. The largest engagement of this subterranean war was to take place in the vast underground vault known as the Wyrms' Lair, an ancient nest of long dead magma-worms, their radioactive scales still scattered across the midnight realm. In pitch darkness, broken only by the flare of volcano cannon or the glow of plasma reactors, the two sides met. Taking advantage of the hatred his enemies had for Legio Infernus, Nyr moved his Warlord Titan *Mons Ingnum* to the fore, taunting the Loyalists across the vox with dark details from the fall of Ithraça. Hess charged out to meet Nyr, his maniple struggling to keep up with the *Astra Obscurus* as it pushed its reactor for extra speed. Just before Hess was in effective weapon range he saw the glow of reactors on his flanks, Nyr's support Titans only now revealing themselves. Kast pressed forward to aid the Legio Lysanda Princes, but it was too late.

Weapons fire overloaded Hess' void shields and in a single combined volley his Titan's legs were crippled, the *Astra Obscurus* collapsing to its knees, held up only by one of its cannon. The Traitors moved in for the kill, the Loyalist survivors' desperately fighting attacks from all quarters. Then, Hess overloaded his Titan's reactor, and the pitch darkness of the Wyrms' Lair turned to blazing day. When the explosion finally receded, those Princes still in functioning war engines were surprised to see the light remained, a massive hole had been blown in the cavern ceiling, and a stairway of rubble and broken Titans led up to it. More surprising still was the vox message that came streaming down across all bands – the Loyalist fleet had returned with reinforcements, and the Traitors were in full retreat. Kast rallied Legio Oberon and the survivors of Lysanda, and pushed the Traitors back. Though Nyr and many of his Titans managed to escape, their hold on Ulixis was broken, and perhaps most crucially of all, the Loyalists had driven the Fire Masters back, disproving the invincibility of their enemies.

AMBUSH ON ESPANDOR

Bolstered by the victory on Ulixis, Princeps Ultima Dae Vergos and her allies sought to divide and destroy the Traitor forces wherever they could. Having learnt from Space Marine Legion scouting forces of Traitors gathering for an assault on the forest world of Espandor, the Legio Praesagius Princeps deployed her Titans to lay an ambush for them. A major food production world of the Five Hundred Worlds, Espandor made for a tempting prize for the Traitors. While its population was small, so not worth the dark intentions of the Word Bearers, the Warmaster's forces were well aware that the destruction of Espandor would be a significant blow to the Imperial Army and its ability to wage war. Vapour farms and agri-sprawls dominated the world, their weather kept temperate and calm through storm-coils that directed the winds and clouds of Espandor. This meant that beyond the calm zones, the planet's weather was a nightmare, its skies roiling with massive electrical storms, its forests constantly lashed by wind and rain. It was here, in the storm-zones that Vergos hid her forces, the unpredictable atmosphere concealing them from orbit. Alongside a handful of Legio Praesagius Titans and maniples of Legio Oberon, stood the Psi-Titan *Occidentalis-Damysus*. As the Chamber *Occidentalis* had done on Tyros, the Loyalists hoped to spread disorder and confusion among the invaders. Vergos' plan was to lure the Traitors into the Boreaus Agri-sprawl, where the enemy's numbers would count for little in the close confines of the feed-towers and macro-granaries. To this end, the Loyalist ground defences, infantry and armoured forces were concentrated in the sprawl, the fleet above drawn away, and the ground around the sprawl left clear to make the city a tempting target.

When the Dark Mechanicum fleets carrying Legio Infernus and Legio Audax arrived, their ships eclipsed the stars above Boreaus, the size and scale of the invasion force making the Loyalist Princeps wonder if the element of surprise would be enough to turn the battle in their favour. Much to Vergos' frustration, she also learnt that Horgoth Nyr did not command the enemy Titans. Princeps Tesarius Orcan Rex, as pitiless a leader as Nyr, led the Fire Masters and, supremely confident of his gathered force, he strode into Vergos' trap without a second thought. The outer reaches of the agri-sprawl were turned to ash as the Traitor Legio and Dark Mechanicum made their landing, only token orbital defences barring their way. Orcan's Warbringer Titan *God Hammer* led the Fire Masters into Boreaus, scattering the Espandor Home Divisions before them. Titan hunter infantry and super-heavy tanks stalked the sprawl hoping to slow the Titan advance, but against a seasoned foe like Orcan they were obliterated one by one.

The Fire Masters' own supporting *Secutarii* and Dark Mechanicum war machines moved out into the ruins left by the Titans, their job to root out any stragglers or survivors. Beyond the edge of the storm, in the hinterlands surrounding Boreaus, Dae Vergos and the Loyalists waited. Only the Psi-Titan *Occidentalis-Damysus* advanced upon the city, cloaked in a shroud of psychic energy. Confident in the might of the Psi-Titan, Vergos braced herself for the waves of terror it was about to direct upon the enemy – for even kilometres away the psychic backwash would be felt. It was at this moment Vergos realised that she had underestimated their enemies. The Psi-Titan's psychic assault was met with an equally powerful psychic shield, the Fire Masters supported by cadres of rogue psykers. Worse, the attack had alerted the Traitors to Vergos' force. Even at the extreme range between the forces, Warlord and Warbringer Titans began trading fire, volcano blasts and missile barrages tearing apart

the intervening city and setting the surrounding woods alight. Isolated and alone, *Occidentalis-Damysus* strode forward to bring its devastating weapons to bear, only to walk into a Legio Audax ambush. The dark Titan's psi-cannon carved a stygian wound across the Audax ranks, gutting two Warhounds with its hateful touch – but it was too late. Ursus claws shot out to entangle the *Occidentalis-Damysus*, dragging it to the ground, like a bear brought down by hungry wolves.

Meanwhile, the remaining Loyalist Titans advanced from the woods, their weapons pummelling the invaders. Vergos raced to move her Titans into the city where they could take cover from the enemy's superior numbers. Amid the devastating crossfire, the storm-coils surrounding Boreaus were hit repeatedly, dozens toppling in flames. Without the coils to hold it back, the storm raced in to cover the city. In the gloom, rain and flashing lightning, the two sides met with a mighty crash, like gods of old fighting over the fate of Mankind.

The two Traitor Legions moved out to envelope Vergos' battlegroup, Orcan's hunger for glory driving him to make a swift engine-kill. By contrast Vergos was more cautious, and even though her trap had failed, her resolve endured. She had also prepared her battleground well. The Warhounds of the Legio Audax were the first to fall foul of this planning – an enemy Lupercal maniple charging straight into a thermal minefield. Half of its Titans suddenly fell, the remaining ones retreating as they came under sustained artillery fire from Espandor Home Division Medusas hidden within the city's outskirts. Throughout the ruins of Boreaus, weapon platforms and Titan hunter tanks were revealed. Though these units posed only limited threat to the Traitors, they gave Vergos her chance to strike. The Princeps Ultima's own Warlord Titan, the *Pride of Konor*, thundered into the Traitor ranks, its power claw ripping the head from a Traitor Reaver, even as its Sunfury plasma cannon turned a Banner of Traitor Questoris Knights to molten slag. Filled with battle rage, Vergos bulled her way toward Orcan's Warbringer, leaving savaged enemies in her wake. Far too late Orcan saw his doom bearing down upon him, turning his Titan's carapace cannon on the *Pride of Konor* only to discover Vergos was too close to him to effectively use it. With a terrible finality, the *Pride of Konor* wrapped its power claw around the head of the *God Hammer*... and squeezed. Orcan's screams cut off abruptly as the Warbringer's head exploded in a shower of scrap, the Titan collapsing to the ground like a fallen god.

Her rage receding, Vergos realised that, despite the death of Orcan, her force was still badly outmatched. Vox messengers were coming in from orbit, the Loyalist fleet was heavily engaged and calling for retreat, and reluctantly Vergos had to comply. Though someone would have to stay and cover the withdrawal – and for this task Legio Oberon stepped up. Its Titans accepted their fate willingly to save Dae Vergos and the remaining True Messengers. For their Princeps it was a chance to repay a debt owed since Ithraça, where they could not save their allies from the Traitors' surprise assault on the void-port. As the Legio Praesagius drop-craft made for orbit and their waiting fleet – the last communication from the surface was from the Legio Oberon maniples striding into the teeth of the enemy's guns, their vox blaring with a single repeated phrase: '*For Ithraça!*'

DARK WATERS

Despite their defeat on Espandor, the Loyalist Titan Legions were eroding the strength of their enemies across the Five Hundred Worlds. With fewer Titans to field, they had consistently dealt more damage than they had taken, although the Fire Masters were much reduced since the Battle of Ithraca. Frustrated by his failure to destroy the Loyalist Legions, Horgoth Nyr turned to his allies to increase their efforts, especially the corrupted lords of Legio Mordaxis, who he charged with hunting down and destroying Mechanicum forces across the western regions of the Five Hundred Worlds.

Here, their spies came to the fore and, following reports from Traitors among the Loyalist ranks, the Legio Mordaxis fleet sailed for Zarathusa Secundus.

Inhabitants of a remote water world, the people of Zarathusa existed on floating cities, whose ancient technologies farmed the planet's geothermal wealth. The Loyalists had recently pacified an uprising sparked by Dark Mechanicum cells on the planet, and the aftermath of that war was still evident throughout its shallow seas. The mechanical sea beasts of Zarathusa lay rusting on its sea floor, and the principal equatorial landmass, nicknamed by the Loyalists as Aquila Atoll, had been reduced to ruins. Under Zarathusa's pale-green skies, the Legio Lysanda, Knights of House Vornherr and Imperial Army divisions mustered to await extraction. For the commander of the Legio, Princeps Tesarius Solomere Krane, the campaign had been an easy one, and his Reaver Battle Titan, *Purantum Bellos*, had barely seen battle. Waiting on the white beaches of the atoll, the Loyalists watched as the first great transports began to descend from orbit on trails of fire. Only when these huge landers were a few kilometres away did Krane and his fellow Princeps realise something was wrong. Somehow their vox-net had been infiltrated, treacherous whispers assuring their comms officers all was well, even as the Traitors closed the noose around their neck. The transports were so close now the defenders could see the dark, coiling sigils of Legio Mordaxis upon their hulls. As the first lander crashed into the sea mere kilometres away, Legio Lysanda crews raced to awaken their Titans. Vornherr Knights strode across the sand and into the crashing surf to form a line against the attack, as Imperial Army regiments dug in as best they could.

At their deepest, the seas of Zarathusa were only a hundred metres from seafloor to surface, and in most regions, like the waters around the atoll, they barely reached 10 metres. As the Traitor Titans emerged from their landing craft they did so waist deep in water, waves crashing across their armoured chests. At once, the air was torn asunder by weapons fire, the beach hammered by ordnance, even as the sea erupted in plumes of white water all around the invaders. More alarming to the Loyalists than the enemy fire was the oily fluid leaking from the Legio Mordaxis Titans into the sea, its dark stain spreading out around them

like blood soaking into a battlefield. Leading Legio Mordaxis, Princeps Senoris Hakoth Rul hung in the command throne of his Warlord Titan *Mark of Ruin*, the machine disease that infected him pumping through his MIU into the god-engine. There was little left of the man Rul had once been, the black blood of his cursed Titan having turned him into an extension of its dark machine spirit. Rul only desired the destruction of his enemies and to spread the machine curse carried by his Legion. This was why his Titans pushed their reactors even as they were descending on Zarathusa, and vented their corrupted plasma into its seas, the black liquid infecting everything it came into contact with.

On the beach, Krane fought to hold the landing zone as his Moderati tried to cut through the signals jamming the vox and contact their fleet. If they were forced to, the Loyalist Titans and Knights could retreat into the sea, but the infantry and their tanks had nowhere to run to. Aquila Atoll would have to be held for as long as possible – the first Deathdealers Titans already wading out of the surf and onto the beach, though these were met with savage resistance. A Legio Mordaxis Rapier Scout Titan tried to smash a path through the Vornherr Knights but was chased down by a Banner of Cerastus, their shock lances tearing the Titan's legs to scrap and skewering it even as it fell. What scant foliage the atoll had was ablaze, while whole sections of the beach had been melted to glass under the apocalyptic weapons of the Deathdealers. The *Purantum Bellos* and the rest of its maniple moved to intercept the first enemy Battle Titans coming out of the sea, Krane's volcano cannon burning white hot as it fired again and again. Then the first Loyalist Titan fell. Overwhelmed by enemy fire, the *Iron Prince* fell to one knee, the Reaver Titan's melta cannon a smoking ruin, its laser blaster still spitting death, until its reactor exploded in a super-heated mushroom cloud. Traitor and Loyalist alike were showered with the remains of the Titan, those Knight Armours too close to escape the blast reduced to slag. No sooner had the *Iron Prince* fallen than a Loyalist Warhound was silenced, followed swiftly by another. With overwhelming force, Legio Mordaxis strode out of the sea crushing all before them.

Krane and his Legio might have held their ground, even though their vox messages had yet to get any response from their fleet, if not for the sight of Vornherr Knights caught in the corrupting tide brought by the Traitors. Knight armours writhed like dying insects as the machine curse seeped into their suits, Scions driven mad by the excruciating pain coursing through their command thrones. Without any kind of formal command, the Loyalist forces began to retreat. With their speed and size, the Titans entered the ocean on the far side of the atoll, wading away from the advancing enemy their guns still blazing. Some Imperial Army regiments made it to their waterborne transport craft but these slow lightly-armoured vessels were easy prey for the enemy Titans. True to their vows, the Scions of House Vornherr stood their ground – and were destroyed to a Knight to buy time for the retreating Loyalist forces. As if they knew there was nowhere for the Loyalists to go, Legio Mordaxis did not pursue the retreating Titans of Legio Lysanda, instead obliterating Aquila Atoll and turning its landing zones to shimmering plains of glass.

Over the following weeks, the Titans and other surviving Loyalist forces were hounded across the shallow seas of Zarathusa. Legio Lysanda and its allies fought numerous battles around the reef forts, ocean deeps and floating cities of the world, each time making a fresh retreat in the face of Legio Mordaxis massed maniples. During this time, the Traitors also spread the poison of their machine curse, its black plasma becoming huge oil slicks that dominated thousands of square kilometres of ocean. The war's end would come in the ruins of the Deepfleet drilling station, Princes Tesarius Krane having at last made contact with the Loyalist fleet and striving to save as many of his Titans as he could before Zarathusa was completely consumed by the Traitor forces. Beneath the broken gantry ships and mining pylons, Krane waited for his transports to descend, his Titans forming a defensive ring around the makeshift landing zone. Unbeknownst to Krane, the Magos on the other end of the vox were loyal only to the Warmaster, and what remained of the Legio Lysanda ships were little more than debris drifting in high orbit. Tiring of the chase, the Dark Mechanicum had laid a trap for the surviving Loyalists, and now its jaws began to close.

Much later, the Loyalists would learn of the fate of Zarathusa Secundus and its defenders, though not before the corrupted remains of the *Purantum Bellos* was encountered on Drooth II, along with the blackened Knight Armours of dozens of House Vornherr Scions, now enslaved to the Legio Mordaxis machine curse.

BURNING SANDS, COLD VENGEANCE

For almost two standard Terran years, the Crusade of Iron sought to avenge the slaughter at Ithraca and defend the Five Hundred Worlds from those sworn to the Warmaster. Both Loyalist and Traitor Titan Legions brought worlds to their knees, subjugating them in the name of the Warmaster or liberating them from his rule for the Emperor. Many worlds simply burned. It was often the will of the Word Bearers and World Eaters Space Marine Legions not to conquer or occupy, but to spread slaughter. And alongside these armies of Horus marched the Traitor Titans, and under their horrific firepower cities and populations were turned to ash. Such was the devastation they wrought that by the time the Shadow Crusade was nearing its end, over a hundred planets within the realm of Ultramar were ablaze, and the Warp around them roiled at the extinction of billions of Imperial citizens and soldiers. During this time, scores of Titans had also met their end, and Legio Infernus had felt the wrath of its enemies for the betrayal at Calth. A formal conclusion to the war between the god-engines came not fighting alongside the Space Marine Legions or on the front lines of the Warmaster's advance on Terra, but on the fringe world of Drooth II, out on the eastern edge of the Five Hundred Worlds.

Horgoth Nyr had seen his Legio and its allies bloodied by Dae Vergos and her Crusade of Iron on dozens of worlds. Though the Traitor victories had been numerous, the Princes Ultima of the Legio Praesagius remained a reminder that the True Messengers still posed a threat to his unfolding legacy. Tiring of trying to bring the Loyalist Mechanicum fleet to battle and corner Vergos, Nyr sought to draw his rival out. A dozen worlds on the eastern edge of Ultramar felt the wrath of Legio Infernus, its allied Legions and their Mechanicum armies. Each planet set aflame and each population slaughtered was a breadcrumb laid by Nyr; a bloody path leading to the arid world of Drooth II. On Iygorn X, Traitor Titans cracked the sea domes of Pesidia and let their people drown, in the Cassium Belt a Mechanicum fleet aided by Titans reduced the mining outposts of Signus Twelve to so much space dust, while at the Dusk Gates a titanic spearhead led by the Warhounds of Audax gutted the Night Hives of Styryus.

Princes Dae Vergos followed in the wake of this slaughter, well aware that Nyr was baiting her but willing to risk everything for a chance to destroy the Traitor Princes. So it was that the Loyalist fleet arrived in the Drooth system. Only Drooth II showed any signs of habitation, the rest of the system a graveyard long ago reduced to ruin in some forgotten xenos war or celestial disaster. Through a sea of shattered starships and orbital stations, the Mechanicum fleet sailed. It pressed on past planets once home to thriving civilisations, now little more than cold, dead ruins. As the fleet approached the mercurial planet of Drooth II, augur sweeps revealed an extensive enemy outpost on the surface, and ship refuelling platforms in orbit. Drooth II's unique mineral make-up and its radiation-soaked atmosphere prevented deeper scans or an effective engagement from orbit, just as Vergos knew it would. This was a battle that would be decided by the Titan Legions, and the Princes Ultima had little doubt what waited for her down on the surface.

The Drooth outpost of Helgarn's Furnace, connected to a massive geo-orbital station by the slender needle of a gravity elevator, sprawled across hundreds of kilometres of metallic desert wastes. Macro cannon and lance batteries defended all approaches from orbit, and made landing within the bounds of the outpost suicidal. Vergos chose her landing zones accordingly, and Legio Praesagius set down in the desert 600 kilometres from the Traitor defences, their landing shielded by the curvature of the planet. Similar landings took place all around the outpost, Legio Lysanda and Legio Oberon taking up position along with several Psi-Titans of the Chamber Occidentalis – the Loyalist forces keeping their distance from the dark god-engines. Upon a signal from Vergos, the Titans walked, the shimmering desert dunes shuddering to their every step.

As the Loyalist Legions crested the horizon, still almost 20 kilometres from the outpost's outermost defences, the air exploded with weapons fire. The engagement also heralded the rising of the Drooth star, its rays igniting huge sections of metallic desert around the outpost. Through sheets of flame the Titans advanced, taking constant fire from the Traitor defences. Behind the trenches and bunkers of the outpost, the true obstacle to Vergos' victory stood – Titans of Legios Infernus, Audax and Mordaxis, who even now added their ordnance to the bombardment assailing the attackers. Beneath the massive tread of the advancing Titans, the Traitor's defences ceased to exist, either blasted to ruin or crushed under hundreds of tonnes of god-engine. From her command throne, Princeps Ultima Dae Vergos saw the Helgarn forge-fane at the base of the space elevator rise into view. This cluster of Dark Mechanicum factorums and reactors was the heart she sought to crush, and she knew it was here she would find her nemesis.

On all sides of the outpost, dozens of Titans were fully engaged in brutal exchanges of fire. Fast-moving Warhounds raced forward from the shadow of lumbering Warlords, while Warbringers laid down artillery barrages and Reavers sought openings in the fray. Knight armours moved like heavily-armoured infantry around the feet of the god-engines, fighting their own war for control of the burning trench lines and broken bunkers. Step by step, the Traitors were being driven back before the Loyalist assault. The Audax Warhound *Blood Wolf* charged into the embrace of a Legio Lysanda Reaver before its reactor exploded, sending both Titans crashing to the ground. Nearby, a Legio Infernus Warlord, its arms little more than blasted stumps, its armour running like wax down its endoskeleton, went up in a plume of radioactive fire as three House Vornherr Cerastus Knights drove their lances into its heart.

Then a blood-chilling howl cut across the vox, followed by a wave of static that clawed at the minds of Princeps and Moderati alike. Reality seemed to buckle all across the outpost, the air becoming a shivering curtain of red, black and purple, filled with burning eyes and hungry mouths. Spontaneously, half a dozen Traitor Titans shuddered as their machine spirits revolted. Their crews pumped their hatred and madness into their god-engines and screams of terror turned swiftly into maniacal laughter. With unnatural speed and strength, the Traitor Titans fell upon the Loyalists, ripping and tearing at them like savage beasts. But, unlike on Calth, the Loyalists were prepared.

From amongst the ranks of the Loyalist Titan Legions the Psi-Titans let their might be felt. The darkly majestic Warlords of the Ordo Sinister unleashed torrents of psychic energy into the Traitor forces rising against them, invisible beams and blades of power carving through plasteel and ceramite plating as if they weren't there. For a moment the warp rift seemed to calm, and the Traitor Titans became engines of plasteel and plasma once more, and even the burning deserts cooled. Then, with a catastrophic explosion, the *Occidentalis-Chirion* erupted in a shock wave of psychic energy as two Traitor Titans ripped its reactor open. Like cannibal savages, the Traitor Titans massed around the Psi-Titans,

pulling them down into the growing tangle of fallen war engines and burning buildings. As the Psi-Titans began to crash down, the rift between realspace and the Immaterium tore wide once more, and hell came with it.

Through the carnage and burning Titans, Vergos' Warlord, the *Pride of Konor*, bulled its way into the heart of the outpost, her guns tearing apart the structure and any who barred her path. Then she saw it, the *Mons Ingnum*, witchfire playing across its hull. Cutting across the vox came Princeps Maximus Horgoth Nyr's voice, hysterical as the Warp boiled around him. Not waiting or wishing to trade words with her enemy, Vergos loosed one punishing salvo after another into the *Mons Ingnum* even as the Traitor god-engine responded in kind. Under her assault, the Traitor Titan's shields overloaded and fell, its armour was torn away in ragged chunks, and its limbs became engulfed in flame. Nyr was laughing madly now, his Titan somehow still functioning as it advanced on the *Pride of Konor*. Overcharging her reactor, Vergos fired her volcano cannon directly into the *Mons Ingnum's* faceplate, the power of the blast tearing away the Titan's eyes and armour, and sending it crashing down onto its back. For a moment Vergos savoured her victory. Then, its armour shimmering in the fires of the forge-fane, the *Mons Ingnum* rose from where it had fallen, like a revenant arisen from the dead.

What remained of Horgoth Nyr writhed like a worm within his command throne, the Princeps' broken body now little more than another fragment of his Titan's tormented machine spirit. Vergos, her own Titan staggering under the weight of the damage it had sustained, looked into the eyes of the *Mons Ingnum* and knew in her victory she had lost. Raising her remaining volcano cannon, Vergos turned it not on the Traitor Titan now slowly advancing toward her, but instead the forge-fane and the magnetic locks holding the gravity elevator in place. With a thunderous retort, the cannon fire obliterated the base of the kilometres-long structure and set off secondary explosions across the outpost.

From orbit, the Loyalist fleet witnessed the destruction of Drooth II, the space elevator collapsing in on itself like a headless serpent, its coils crashing down to envelop huge swathes of the planet below – and the Titans still fighting there. Though there would be survivors from the carnage, Nyr and Vergos were not among them.

Though the Horus Heresy would drag on for years yet to come, the Crusade of Iron ended that day on Drooth II. Whatever rage had driven Princeps Dae Vergos and her followers to hunt down Horgoth Nyr died with her, and Legio Praesagius returned to Gantz to count its losses and rebuild its strength. By contrast, the death of Nyr tore what little unity of purpose remained among the Fire Masters, and its Princeps fell even deeper into the thrall of the Warmaster. Not until the dark days of Beta-Garmon, the Titandead, and the invasion of the Sol realm, was the Traitor Legion to gather again in significant numbers, guided by the hand of a single Grand Master. By then, of course, Legio Praesagius had rebuilt its numbers, and hastened to join the fight against their old foes, both Titan Legions playing their part in the final battles for the future of the Imperium.

The Thirteen
Realms

+Ustramar Regnum+

+ The Domain Of Ustramar,
The Five Hundred Worlds And
Bordering Realms +
+Circa 679007.2031+

 Accatran

 A35

 Bathor

 D43

 Zaratha Secundus

 Orizus

 Magniat

 Anuari

 Armatura

 Ulixis

 B72

 Gantz

 E21

 Tarentus

Domain of

 Calth

 Masali

 Quintarn

 Latona

 B48

Ustramar

 Occluda

 Talassar

 Saramanth

 C18

 Macragge

 Bormina

 Talasa Prime

 Parmenio

 Tuonelia

 C43

 F63



Laernan

 Tigrus

 L19

Orpheus Prime

Kersinia Wastes
Prohibited Zone
Plague Cordon Enforced

++Carta Segmenta++

++4330-97x72++

++Optio Limites++

++Viewing++

+Classification Promethean+

Display:

 Primary Mechanicum Domains


 Primary Legiones Astartes Strongholds

 Domain/Regional Capital Worlds

 Secondary Imperial Clusters

 Xenos Infestation// Classification: Khrave

 Xenos Infestation// Classification: ~~inconcessus~~

 Xenos Infestation// Classification: Ork

Not Displayed:

36,000 Spheres Imperial Secundus [approx]

2,500 Spheres Perdita/inconcessus [approx]

5,000 Spheres Xenos Nocens [approx]

[see addendum additional categories 3430/9923]

+stand by+

Neraka

Ghaslakh

Moloch

Sotha

Golsoria

Zur Mortalis

Cancrī

Espandor

Salem

The Eastern fringe

Iax

106

Nuceria

Drooth II

Prandium

124

N72

Nortae Prime

Mhyrhalia

Saran Luxor

J92



FIVE HUNDRED WORLDS OF ULTRAMAR

'What is the point of crushing something that is ugly and base; far better to crush the greatest cities, smash the finest art and tear down the most glorious empires ever wrought by the hand of Mankind.'

Principes Maximus Horgoth Nyr, Legio Infernus

A stellar realm in the heart of the Ultima Segmentum, the Five Hundred Worlds of Ultramar was the dream of Roboute Guilliman given shape. At the dawn of the Horus Heresy it was a shining example of the Imperium's dominance over the galaxy and the hope shared by Mankind that the Emperor had led them to the cusp of a new golden age. Among the scores of systems to claim membership to the Five Hundred Worlds were such jewels as Macragge, Calth, Armatura and Espandor. Forge Worlds like Gantz and its parent world of Konor, Anuari and the nearby Mechanicum nexus world of Accatran all fell within or next to its borders. Then there were the hundreds of smaller systems and planets that owed their salvation and continued existence to Guilliman and the empire he had built.

Though Ultramar would survive the madness of the Warmaster's betrayal, it did not do so intact. The attack on Calth and the following Shadow Crusade launched by the Traitors would scour many worlds of life. Many more would be tainted by the touch of the Ruinous Powers, becoming dark places that would never see human habitation again. In time many names became synonymous with the Shadow Crusade and the defence of the Five Hundred Worlds, such as the defence of The Three Planets, the Death of *Fellghast* at Astagar, the battles for Armatura and Zepath, the Doom at Bormina, the Defence of Tyros, the destruction of Konor's Lament, Gornavis, and Last Harbour, and the fires of Haverlund. Among these however, a few battlegrounds stood out, because of the fell deeds of those who fought upon them.

ITHRACA CITY (CALTH)

Ithracia City was one of the principal void-docks of Calth. A sprawling industrial metropolis of landing zones, railheads and storage areas, it was a spaceport of staggering size and scale. To service the constant output of Calth's factories and supply the armies of Ultramar, Ithracia was populated by millions of workers and citizens, their hab blocks and living quarters built into the workings of the city. This vast port city had been a staging area for Ultramar's armies for centuries, the armies of the Five Hundred Worlds borne aloft into orbit before setting out across the stars to defend their borders or expand their celestial realm. This was its purpose again on the eve of the battle for Calth, its marshalling yards filled with Imperium soldiers, rows of fighting vehicles and ranks of massive Battle Titans. To protect these forces as they gathered, Ithracia City was also home to a sophisticated defence network. Orbital lasers, missile silos and augur towers watched the skies, while district fortresses loomed over street corners and cargo yards. It was believed that the city was unassailable from above or below – the treachery of the Warmaster would sadly prove the defenders how wrong they were.

WYRMS' LAIR (ULIXIS)

Ulixis was a verdant world of high mountain ranges and pristine waterways. Millions of square kilometres of dense forest surrounded ancient cities, built to incorporate the planet's wilderness into their wide avenues and towering structures. Truly, for the first elements of the Great Crusade to reach Ulixis, it was a paradise of unequalled beauty. Of course, even before war scarred the face of Ulixis with fire and blood, it hid a second, secret, world beneath its surface. The planet's mantle was honeycombed with hundreds of thousands of kilometres of vast tunnels and caverns, carved out of the living rock by Ulixis' massive glass magma-worms. Barely intelligent creatures of molten minerals, the worms both fed upon, and excreted, the rich phosphates and nitrates that gave the world life, while at the same time drawing toxins away from the surface and into their subterranean lairs.

The largest of these subterranean realms was known to the inhabitants of Ulixis as the Wyrms' Lair, a nest of dozens of magma-worms. During the Crusade of Iron and the fighting on Ulixis, this massive cavern would become the focal point for a battle between rival Titan Legions.

BOREAU'S AGRI-SPRAWL (ESPANDOR)

The agri-world of Espandor had for countless generations been the breadbasket of the Eastern Marches. Its atmosphere was governed by ancient Dark Age technologies, its climates and weather patterns placed under the control of its people. This exacting manipulation of Espandor's biosphere had over time given rise to unique strains of animal and plant life, their development shepherded by Mechanicum Genetors either for study or military application. In the midst of its vast farms and forests the cities of Espandor spilled out across entire regions, their districts given over to the processing of the foodstuffs brought in from the rest of the planet. Greatest of these was the Boreaus Agri-sprawl, a city-sized factorum that dominated one of Espandor's southern continents. By the standards of the Imperium, the Agri-sprawl was sparsely populated, much of its space given over to storage while its factories enjoyed extensive automation. When war came to the

Agri-sprawl, its citizens were ill-prepared to face the true horror of Titan conflict as well as being largely ignorant of why the wrath of the Warmaster should have fallen upon their remote planet. Unfortunately for the Boreausians, the Shadow Crusade was not about strategic objectives alone, and though starving the people of the Eastern Marches was without a doubt a goal, the invasion had more to do with spreading misery and murder.

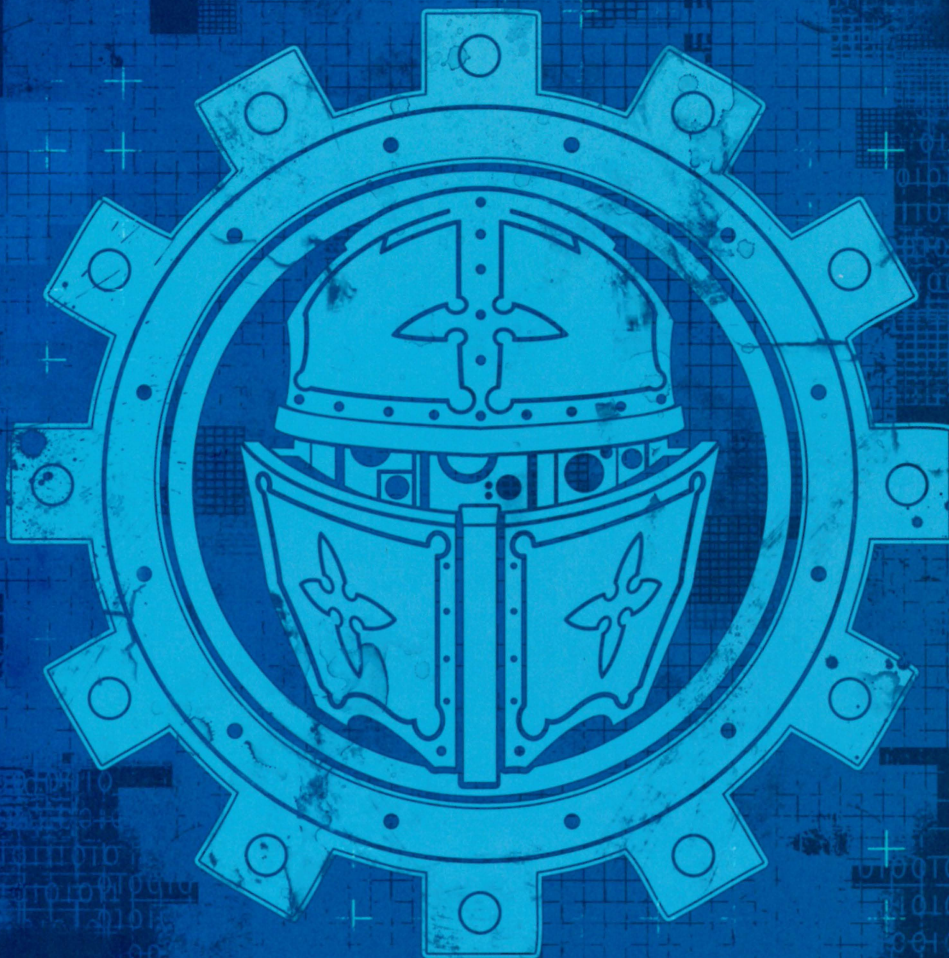
AQUILA ATOLL (ZARATHUSA SECUNDUS)

Zarathusa Secundus was a blue jewel within the Zagor System, its oceans teeming with life, its deepwater trenches rich in fluidic mineral deposits. When the Great Crusade brought it into the embrace of the Imperium it was populated by sophisticated human empires, each one operating from vast floating cities. The diversity of life within the planet's shallow seas drew the attention of Mars, and by the beginning of the Horus Heresy there were numerous Mechanicum enclaves dotted across its surface. It was these enclaves that would later rebel against the Emperor, and force a response from the armies of Ultramar to pacify the world once more.

Aquila Atoll was the informal name given to an island in the planet's southern seas. One of the few pieces of land for hundreds of kilometres in all directions, and large by the standards of the islands and archipelagos of Zarathusa, it became a forward base for the Loyalist invasion forces. Its once pristine beaches and swaying trees were replaced with bunkers, trenchworks and storage sheds. The centre of the atoll was drained, and a huge landing platform constructed. This massive edifice was large enough to land Titan transport craft and became a brutal reminder of the might of the Imperium.

HELGARN'S FURNACE (DROOTH II)

Drooth II is an unusual part of the Five Hundred Worlds in that it has little in the way of strategic value or natural resources. The Drooth system was once home to an advanced human civilisation that fell during the Age of Strife, and was forgotten by the rest of humanity. Most of its planets are graveyards, populated only by the dead, and made toxic by radiological and biological weaponry. When the armies of Ultramar added Drooth to the Five Hundred Worlds, they left behind only a research and listening outpost on the only world still habitable – Drooth II. Even then, Drooth II was a hostile place, its sand-like mineral deserts releasing burning gases during its day cycle, and its air unbreathable for unprotected humans. The outpost, which became known as Helgarn's Furnace after the fiery plain upon which it stood, was built around the remains of an ancient space elevator, another relic of the people who once inhabited Drooth. This lone settlement and the Mechanicum forces who maintained it would later become a focal point for battle between the Traitors and Loyalists, the former choosing it as a place to muster their forces away from the watchful eyes of the Ultramar scout fleets.



TITAN LEGIONS OF THE CRUSADE OF IRON

"Come brothers and sisters. Let us burn these worlds."

Princeps Nexorit, Legio Infernus

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

Several Titan Legion were part of the fighting during the Crusade of Iron. Presented here are rules for six Titan Legions for

players to choose from, representing some of the Legios present. When assembling a battlegroup, a player can declare that any of the Titans in their force are part of a particular Titan Legion. Maniples must all be made up of members of the same Titan Legion, but they can be reinforced by members of another. For each set of Titan Legion rules that are part of a battlegroup, the opposing player gains 2 bonus Stratagem points. For example, if a battlegroup is made up of a Legio Praesagius maniple with two Legio Oberon Warhounds as reinforcements, the opposing player would gain 4 bonus Stratagem points. If a Legio Lysanda maniple was added to the above battlegroup, the opposing player would gain 6 bonus Stratagem points instead.

LEGIO PRAESAGIUS (TRUE MESSENGERS)

Known for its venerable status, Legio Praesagius stands as one of the most ancient Titan Legions, its length of service second only to the Triad Ferrum. Originally founded on Mars, the Legio has since taken residence upon the Forge World of Gantz, acting as its wardens. During the Great Crusade, the True Messengers strode at its forefront, a living embodiment of the crusading spirit.

Legio Trait: Pinpoint Accuracy

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

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

Legio Trait: Fluid Command Structure

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

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

Legio Trait: Against the Impossible

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

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

Legio Specific Stratagem: Precision Volley (2)

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

Legio Specific Personal Traits

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

D3 PERSONAL TRAITS

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



LEGIO PRAESAGIUS WARLORD BATTLE TITAN AURIC PEGASUS

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



LEGIO PRAESAGIUS REAVER BATTLE TITAN INVIGATOR

Upon Calth, *Invigator* was to lead Battlegroup Argentus, finding their talents tested against their own kind rather than the foul xenos they had expected to encounter. Of Argentus, all but *Invigator* were to fall whilst valiantly buying time for those True Messengers god-engines trapped within the wreckage of the *Arutan* to emerge and join battle. The wreckage of *Invigator* would later be retrieved and remade, going on to participate in the Crusade of Iron, the names of those of Battlegroup Argentus never to rise again engraved upon *Invigator's* weapons.



LEGIO PRAESAGIUS WARBRINGER-NEMESIS TITAN SONITUS IUSTITIAE

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

LEGIO OBERON (DEATH BOLTS II)

Wardens of the newly founded Forge World of Anvari, Legio Oberon were famed for wisdom beyond their years. Despite joining the Great Crusade in its latter period, they soon amassed a string of victories alongside the XIIIth Legion, utilising the superior tactical knowledge of their Princes to unleash bold assaults intended to dismantle their opponents' tactics.

Efficient Planners

Years spent fighting alongside the Ultramarines have seen the Death Bolts II Princes learn much from the thorough tactics of the XIIIth Legion.

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

Armoured Phalanx

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

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

Legio Specific Stratagem: Decisive Action (2)

In war the Death Bolts II acted boldly, but only after careful planning, assessing the strength of their foe before destroying them with overwhelming force.

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

Legio Specific Stratagem: Strategiser (3)

Legio Oberon often employed trained Strategisers whose sole duty was to watch the unfolding battle and devise counters to enemy strategies.

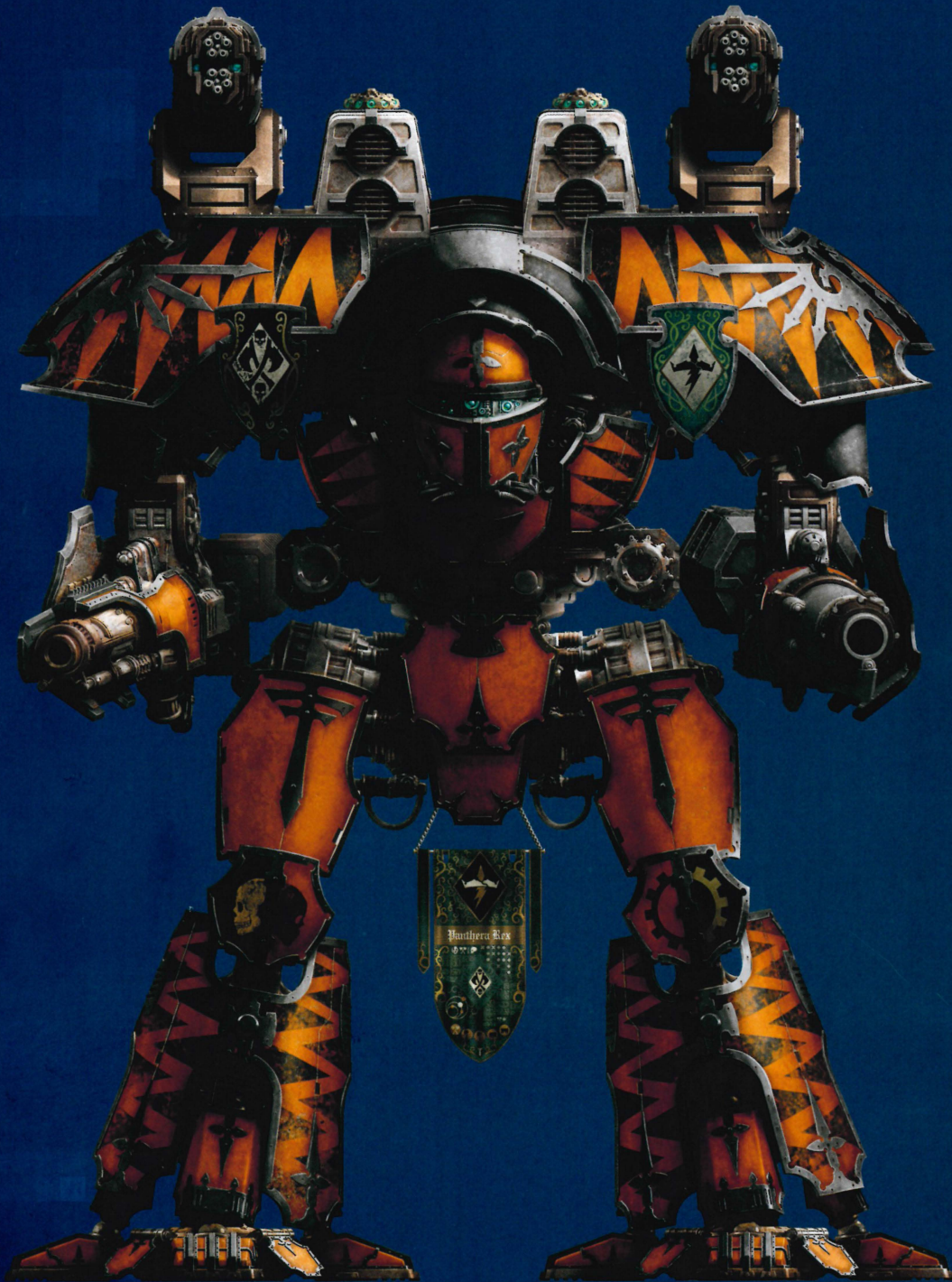
This Stratagem can be purchased by any Legio Oberon player. Play this Stratagem when an opponent plays a Stratagem that costs 2 or fewer Stratagem points, before resolving its effects. The Stratagem is discarded and its effects ignored.

Legio Specific Personal Traits

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

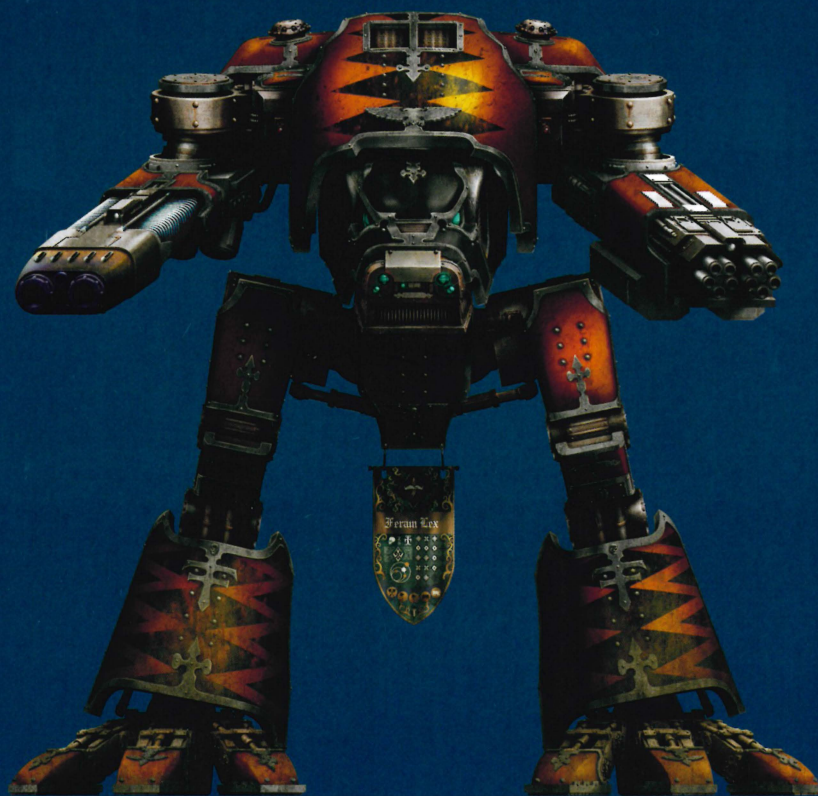
D3 PERSONAL TRAITS

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



LEGIO OBERON WARLORD BATTLE TITAN PANTHERA REX

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



LEGIO OBERON WARHOUND SCOUT TITAN FERAM LEX

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

LEGIO LYSANDA (SENTINELS OF THE EDGE)

Commonly known as the Sentinels of the Edge, Legio Lysanda were often tasked with guarding the dangerous frontiers of the Imperium, watching over newly Compliant worlds until Expeditionary fleets pushed the empire's boundaries further outwards. In this they excelled, for their patience was legendary and their Princes were often devoid of the thirst for glory shown by more aggressive Titan Legions.

Legio Trait: Patience Beyond Measure

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

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

Legio Trait: Stillness of Mind

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

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

Legio Specific Stratagem: Frontier Guard (2)

Legio Lysanda were often tasked with guarding important worlds, towering guardians willing to sacrifice all in pursuit of duty.

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

Legio Specific Wargear: Mantle of Responsibility

Legio Lysanda perceive trophies of war gifted to them as the highest honour and display them proudly upon their Titans to show dedication to the Imperium.

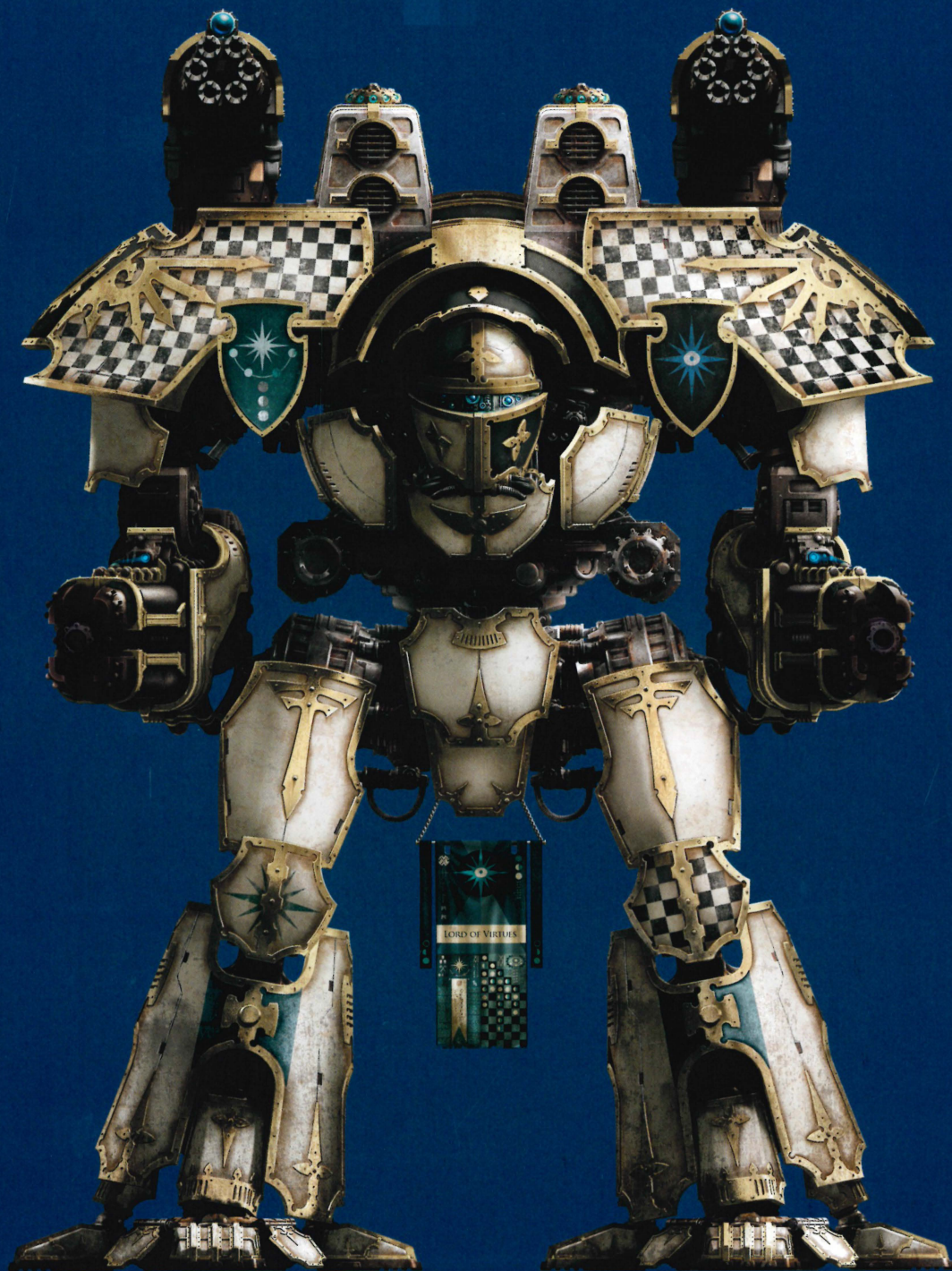
Any Legio Lysanda Titan can be upgraded to have a Mantle of Responsibility for +15 points. A Titan with this upgrade may re-roll results of a 1 or 2 when making a Command check.

Legio Specific Personal Traits

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

D3 PERSONAL TRAITS

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



LEGIO LYSANDA WARLORD BATTLE TITAN

LORD OF VIRTUES

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



LEGIO LYSANDA REAVER BATTLE TITAN

UNFOLDING WRATH

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

LEGIO INFERNUS (FIRE MASTERS)

Originally known as Legio Suturvora, their preference for flame weaponry soon led to many calling them 'Infernus' or 'Fire Masters', a moniker that the Legio readily accepted as its Princes burned entire worlds to ash – first for the Imperium and then for the Warmaster.

Legio Trait: Masters of Flame

As befitting their name, the Fire Masters were well practiced with flame weapons, perfecting their use into a savage art.

When making an attack with a Firestorm weapon, a Legio Infernus Titan may place the narrowest end of the Flame template within 2" of the firing weapon instead of just touching it. Both the narrowest end and the centre of the wide end must be within the weapon's firing arc.

Legio Specific Stratagem: Burned Ones (1)

For Legio Infernus, nothing was more glorious than striding over the scorched domain of their enemies. To this end, allied infantry support forces ranged far ahead of the Legio, deploying incendiary charges to create a path of ash for their masters to march upon.

This Stratagem can be purchased by any Legio Infernus player. Reveal this Stratagem in any Combat phase. Choose any piece of Blocking terrain within 12" of a friendly Legio Infernus Titan and remove it, replacing it with an area of Difficult terrain of the same approximate size. This Stratagem can be purchased multiple times.

Legio Specific Wargear: Clinging Phosphex

Legio Infernus employed a special mix of phosphex that clung to everything it struck, burning through armour and flesh with equal ease.

Any Legio Infernus Titan that is equipped with an Inferno Gun can take Clinging Phosphex for +20 points. When firing the Titan's Inferno Gun, targets other than the one closest to the firing unit take two hits instead of one.

Legio Specific Wargear: Dark Blessing

Having abandoned their once-masters, Legio Infernus rapidly accepted the Dark Mechanicum as their new liege, becoming perfect test subjects for all manner of experiments.

Any Legio Infernus Titan can take Dark Blessing for +5 points. Once per round, a Titan with this upgrade can re-roll a single dice. However, a Titan with this upgrade suffers a -1 modifier to any Command check made when issuing Orders.

Legio Specific Personal Traits

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

D3 PERSONAL TRAITS

- 1 Butcher:** The Princes has an unquenchable thirst for battle and yearns for nothing more than challenging any foe who dares take to the battlefield against them.
When the Princes' Titan is activated during the Strategy phase, they can work themselves into a frenzy – this counts as their activation for that phase. If they do so, they can re-roll all Hit rolls of a 1 until the end of the round.
- 2 World Burner:** The Princes always had a sinister affinity for fire even before they took command of a Titan, and now uses every opportunity to indulge in their basest urges.
Once per round, during the Combat phase, the Princes' Titan may fire one of their Inferno Guns or Melta Cannon twice during its activation. If they do so, the weapon gains the Draining trait for the second attack.
- 3 Methodical:** The Princes is a stoic individual that gains no thrill from the chaos of battle, bringing death to their foes with a detached mien that leaves little room for error.
Once per game, during the Strategy phase, when the Princes' Titan is successfully issued a First Fire order, any other Titan in the maniple can be issued the same order without the need for a Command check.



LEGIO INFERNUS WARLORD BATTLE TITAN BELIALL RESURGENTIS

Depicted here as the Fire Masters mustered upon Calth, *Beliall Resurgentis* was long held in ill-repute for actions committed during the Compliance of Nuvoro Prime. Acting upon information of a vast promethium reserve beneath the principal city of the world, *Beliall Resurgentis'* Princes directed his subordinates to ignite the deposit, in direct violation of tactical assessment given to them by elements of the XVIIIth Legion led Captain Vel'Matr. The resulting inferno shattered the morale of the world and brought the war to a close, at the cost of every life within the city. Vel'Matr issued multiple communiqués to the Grand Master of Legio Infernus, demanding the punishment of the crew of *Beliall Resurgentis*, though silence was the only response.



LEGIO INFERNUS REAVER BATTLE TITAN

CALVARA

Calvara served within the War Maniple Mazzakim, one of many pursuit maniples within the Legio Sutturvora, employed to chase down fleeing enemies as the mighty Warlord Titans of the Legio advanced across the field of battle. For the Fire Masters, a Princeps' skill was measured primarily in successful battlefield kills and the commanders of the lighter classes of Titans such as *Calvara* were ever keen to engage the enemy. On the battlefields of Calth, this hunger for battle was to see War Maniple Mazzakim at the head of Legio Sutturvora's charge against the Nine Paragons of Ithraca. It is a testament to the skill of the Titans' Princeps that War Maniple Mazzakim lost only one of their number during the charge.

LEGIO MORDAXIS (DEATHDEALERS)

Hailing from a world cloaked in a toxic atmosphere, the Deathdealers weathered the Age of Strife within environmentally sealed manufactoria, emerging to eradicate all who trespassed upon their world. Throughout the Great Crusade the Deathdealers were closely associated with the Word Bearers, a partnership that ultimately led to their corruption. Infected with a techno-toxin, the god-engines of Legio Mordaxis housed deadly poisons, their very presence decaying all those around them.

Legio Trait: Techno-toxin

In the year preceding the Horus Heresy, the Dark Apostles of the Legiones Astartes Word Bearers infested the Deathdealers with a deadly techno-toxin that corrupted everything it touched.

During the End phase, any unit (friend or foe) within 2" of a Legio Mordaxis Titan suffers D3 S4 hits. A unit can only be affected by this rule once per round. Legio Mordaxis Titans are not affected by this rule.

Legio Trait: Inured to Pain

The Princes of Legio Mordaxis exist in a world of constant torment, linked as they are to a god-engine ravaged by disease, forging them into lumbering behemoths nigh-immune to pain.

Legio Mordaxis Titans do not halve their Speed when they suffer a hit from a Quake weapon that is not deflected by their shields, nor do they pivot (i.e., on a roll of a 1-2 or a 5-6) when they suffer a Hit from a Concussive weapon that is not deflected by their shields. However, a Legio Mordaxis Titan cannot declare Power to Locomotors or Power to Stabilisers.

Legio Specific Wargear: Toxin Nodes

The Dark Mechanicum engineered methods for exploiting the internal corruption of the Deathdealers' Titans into their weapons, enabling them to spit forth disease.

Any Legio Mordaxis Titan armed with a Blast (3") weapon may take Toxin Nodes for +20 points. Decrease the Strength value of the weapon by 1 (to a minimum of 4) and replace the Blast (3") trait with the Blast (5") trait.

Legio Specific Stratagem: Unstoppable (3)

This Stratagem can be purchased by any Legio Mordaxis player. Play this Stratagem at the start of the Damage Control phase, before any Repair rolls are made. Until the end of the phase, add 2 to the Servitor Clades of every Legio Mordaxis Titan.

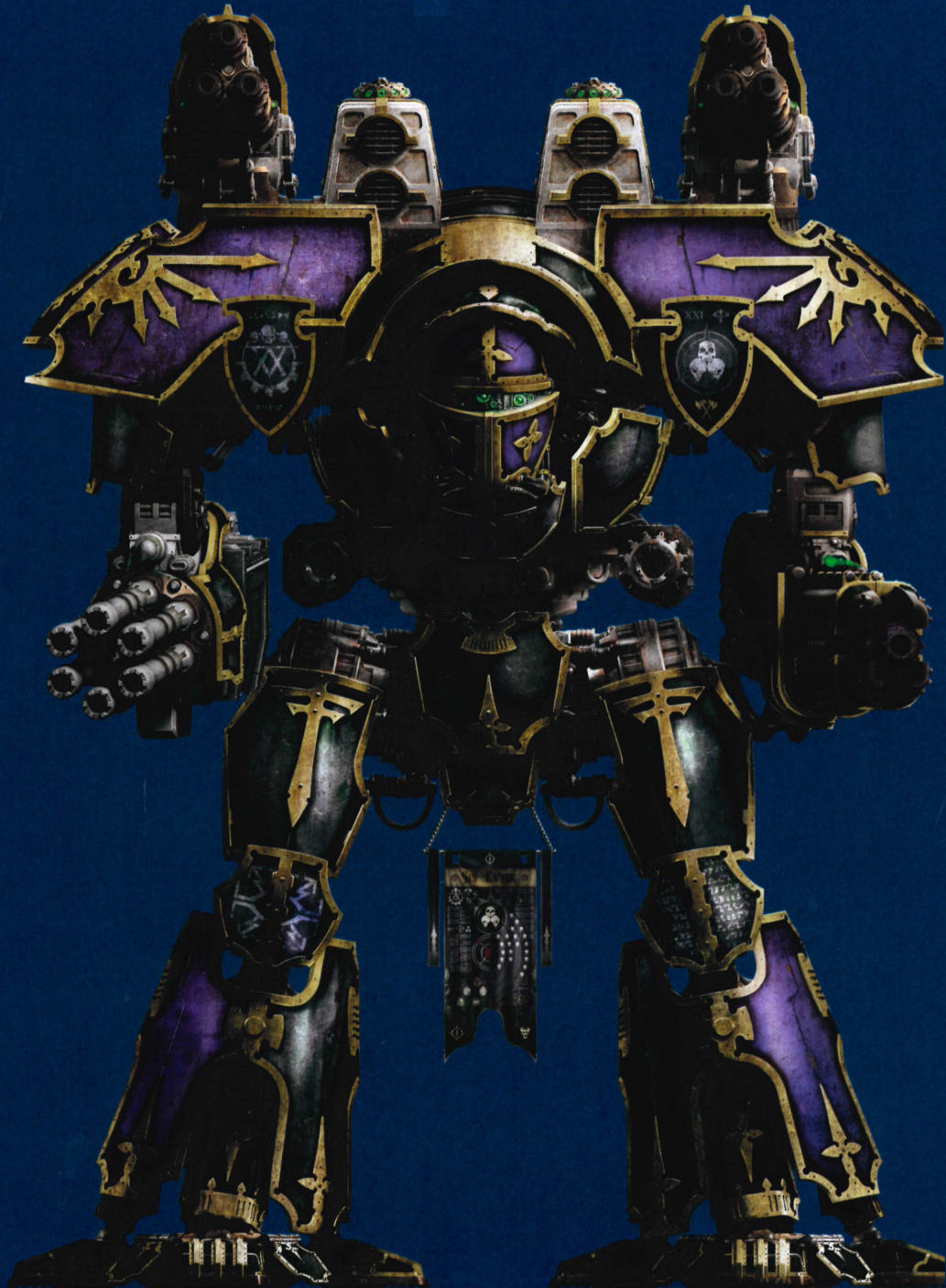
Legio Specific Personal Traits

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

D3 PERSONAL TRAITS

- 1 Dulled Mind:** *The Princes has become a conduit of toxins and knows no discomfort or pain.*
The Princes Titan ignores the MIU Feedback and Princes Wounded Damage effects.
- 2 Harbinger of Decay:** *The Princes has welcomed the changes wrought upon them, accepting every 'blessing' offered.*
Units within 2" of the Princes' Titan suffer D3+1 S5 hits from the Techno-toxin trait instead of D3 S4 hits.
- 3 Proud Protector:** *Though they have broken many oaths, the Princes still believes in the strength of brotherhood.*
Once per round, when a friendly Legio Mordaxis Titan within 3" of the Princes suffers a Direct, Devastating, or Critical Hit, the Princes may immediately push their reactor to make an attack with one of their weapons.





LEGIO MORDAXIS WARLORD BATTLE TITAN

SIN-EATER

Pictured here before the conquest of Hnudiax in the year 999.M30, *Sin-eater* was not seen again until the invasion of Zarathusa Secundus. The changes wrought upon Legio Mordaxis were plain to see upon its form, oily fluid seeping from its joints with every step. As *Sin-eater* strode towards the Aquila Atoll, the water around it blackened, the taint harboured within the Titan corrupting all around it. More troubling still were the sorrowful cries that echoed from the Titan when attempts were made to hail it, the Princes of *Sin-eater* consumed by eternal agony, now enslaved by the machine curse unleashed upon the Titan Legion.



LEGIO MORDAXIS REAVER BATTLE TITAN

IRKALLA

Accurate records of Legio Mordaxis Titans following their declaration for the Warmaster remain elusive, for their very presence corrupted any machines they came into contact with. Testimonies extracted from Solar Auxilia detachments after the Siege of Castra Tanagra speak of a Titan bearing the weathered colours of Legio Mordaxis, one of which matches the description of *Irkalla*. The Reaver Titan was once honoured for its assault upon the fortress of the Illucidian Barons, breaking their back with precise, lightning fast charges. The god-engine that walked upon Talassar was profoundly different, each step ponderous and heavy, as if weighed down by the corruption that had taken root within it.

LEGIO AUDAX (EMBER WOLVES)

Legio Audax was a rare example of a Titan Legion employing solely Scout-class Titans within its hosts, a deviation attributed to the corruption of many of the Legio's STC patterns during conflict with the xenos empire of Zlasalr. Though the Ember Wolves lack the reserves of firepower commonly available to other, more conventional, Legio, they overcome such challenges through the deployment of hunting packs that lurk out of sight until the most opportune moment to strike.

Legio Trait: Wolves Among Prey

Unlike nearly all other Titan Legions, Legio Audax relied solely on Scout Titans in warfare, preferring to encircle their prey and slowly tear them apart.

A Legio Audax maniple can consist only of Titans of Scale 6 or lower; any maniple which has Mandatory or Optional components containing Titans of Scale 7 or higher cannot contain Legio Audax Titans. Any reinforcement Titans declared as Legio Audax must be of Scale 6 or lower. Legio Audax Titans can always form Squadrons with other Legio Audax Titans, even Titans that belong to another Legio Audax Maniple or Legio Audax reinforcement Titans. Legio Audax Squadrons can contain up to five Titans, unless they can normally contain more.

Legio Trait: Stalk Unseen

The Titans of Legio Audax are adept at stalking their prey, utilising the lay of the land to launch murderous ambushes.

For the duration of the first round, attacks made against Legio Audax Titans of Scale 6 or lower suffer a -2 modifier to the Hit roll if the Titan is at least 25% obscured, rather than the usual -1.

Legio Specific Wargear: Reinforced Plating

The Titans of Legio Audax are equipped with additional armour plates to somewhat offset the relative lack of armour most Scout Titans possess.

A Legio Audax Titan of Scale 6 or lower can be fitted with Reinforced Plating for +15 points. Subtract 1 from the result of Armour rolls made against a Titan with Reinforced Plating.

Legio Specific Wargear: Ursus Claws

Legio Audax fought many battles alongside the World Eaters Legion and adopted the use of Ursus Claws, oversized harpoons capable of toppling larger Titans and rendering them helpless.

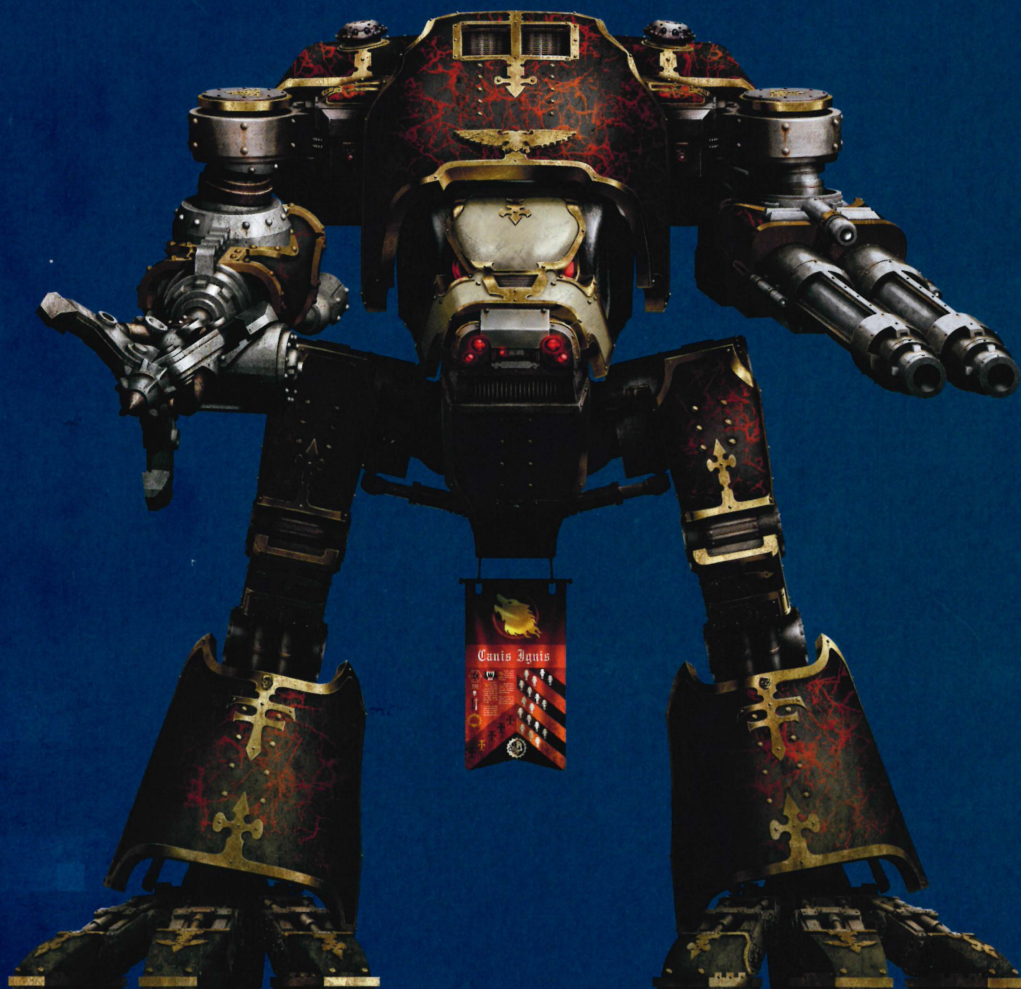
An Ursus Claw fitted to a Legio Audax Titan has a Strength value of 4 instead of 3. Rules for Ursus Claws can be found on page 93.

Legio Specific Personal Traits

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

D3 PERSONAL TRAITS

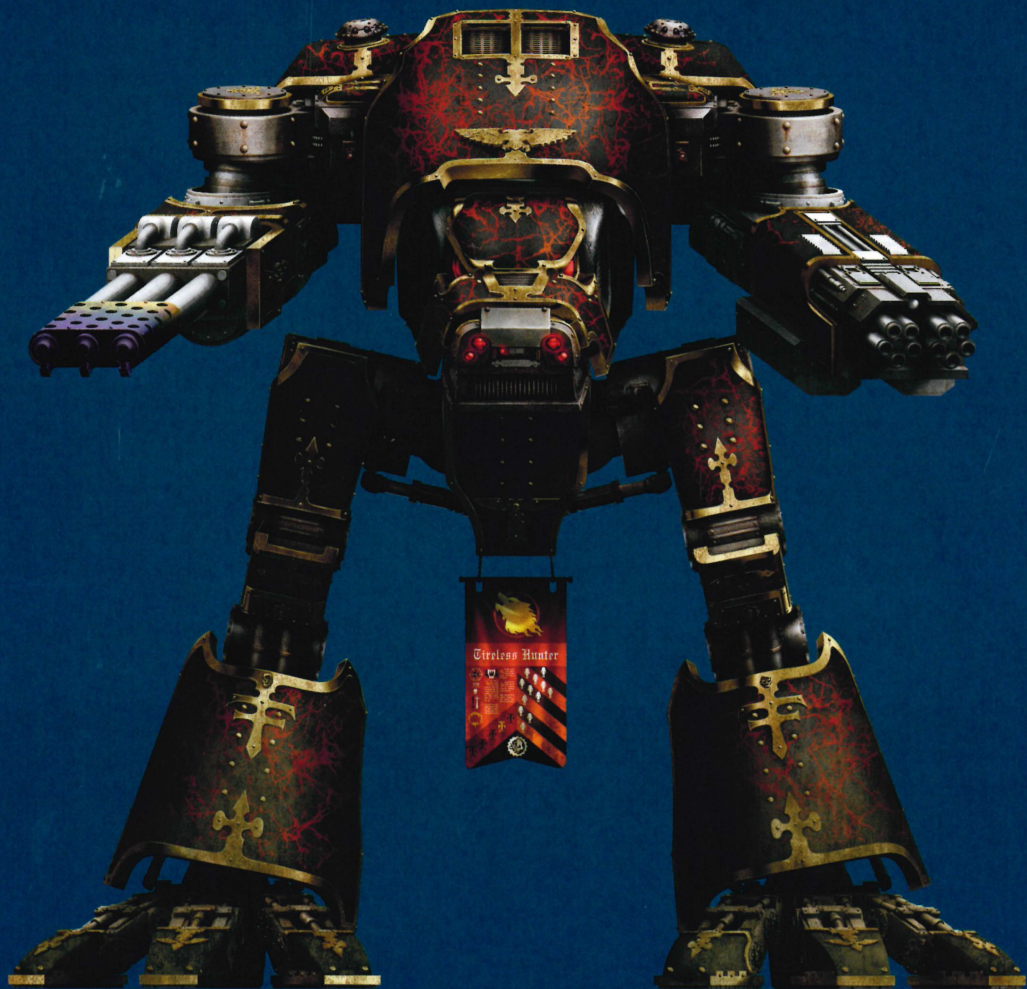
- 1 Master of Ambush:** The Princeps is adept at stalking their prey, utilising a battlefield's terrain to strike at their foes and avoid retaliation.
The Stalk Unseen Legio Trait applies to the Princeps' Titan for both the first and second round, instead of just the first.
- 2 Cull the Weak:** Aware that a wounded foe is still a dangerous one, the Princeps seeks out Titans that are wounded to put them down before they pose a threat.
The Princeps' Titan can re-roll failed Armour rolls against a location that has suffered Critical Damage.
- 3 Pack Alpha:** The Princeps has ascended to their position by force of arms and will allow no other to challenge their authority. Friendly Legio Audax Titans within 3" of the Princeps' Titan may re-roll rolls of 1 when making Command checks.



LEGIO AUDAX WARHOUND SCOUT TITAN

CANIS IGNIS

The Ursus Claw, wielded here by *Canis Ignis*, was a weapon originally designed for use upon the ships of the Legiones Astartes World Eaters. Owing to their close association with the XIIth Legion, the Ember Wolves soon adopted a modified version of the weapon for use on their god-engines, which proved effective in hunting xenos beasts during the Great Crusade. When Legio Audax turned against the Imperium, it turned these tactics upon Loyalist Titans, with packs of Warhounds tearing down larger Titans with deadly efficiency. Legio Audax became infamous for its prolific use of ambushes utilising Ursus Claws, striding into battle bedecked with trophies taken from Titans they had felled.



LEGIO AUDAX WARHOUND SCOUT TITAN VENATOR INDEFESSUS

Unusually amongst the Titan Legions, Legio Audax relied solely upon various classes of Scout Titan in the prosecution of war, a practice that saw the Titan Legion develop a reputation as peerless hunters. Armaments such as those wielded here by *Venator Indefessus* were common amongst the battle-packs of Legio Audax, suiting the close-ranged warfare the Ember Wolves were famed for. In concert with close assault elements of the Legio Astartes World Eaters, maniples of Legio Audax Titans would stalk the streets of enemy cities, the greater speed and manoeuvrability offered by their Warhound Titans allowing them to flank enemy contingents and purge them with ruthless efficiency.

CANIS LIGHT MANIPLE

Better known as a Battle-pack, Canis Light Maniples were perfected by Legio Audax, utilising a Warhound's speed to launch brutal ambushes as they fall upon their prey with unbridled ferocity.



Viatrinx



Ignis Tabellariu



Venenum Morsus



Canis Ignis



Venator Indefessus

Mandatory Components

- Three Warhound Titans

Optional Components

- Two Warhound Titans

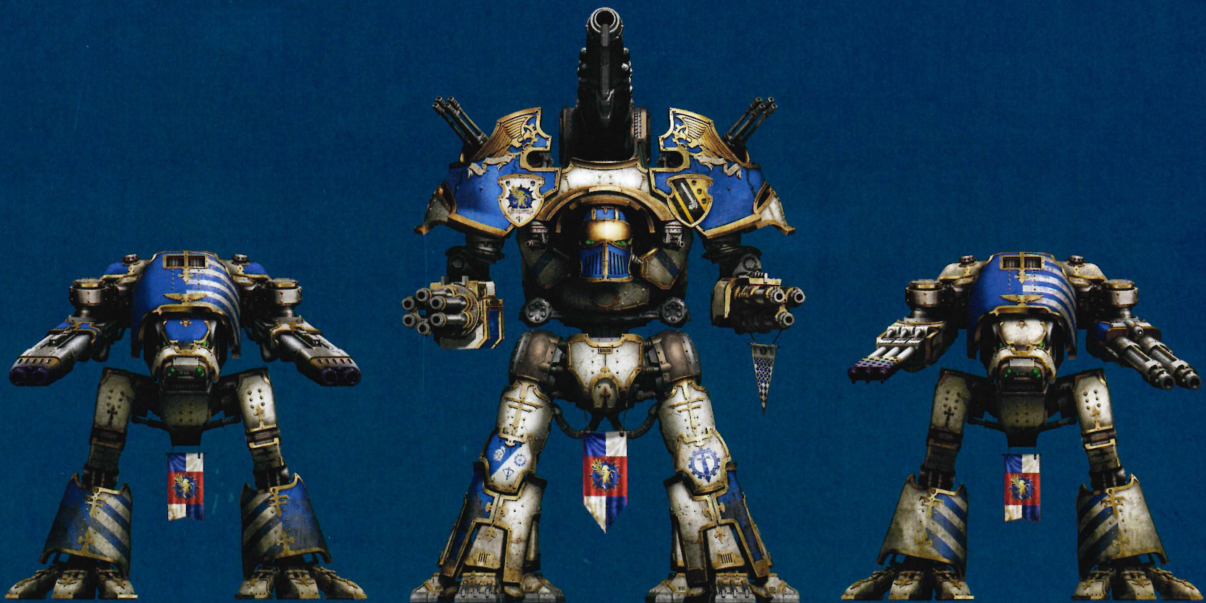
Maniple Trait

Pack Ambush: Canis Light Maniples can only include Legio Audax Titans. Warhound Titans within this maniple do not deploy as normal. Instead, at the start of the deployment phase, after arranging Titans into squadrons, the controlling player places a number of markers equal to the number of Warhounds in this maniple. These markers can be placed anywhere on the battlefield more than 6" from the enemy deployment zone. Titans from this maniple count as deployed for the purposes of determining which player finished deploying first. When both players have finished deploying as normal, Warhounds from this maniple can be deployed anywhere within 3" of a Pack Ambush marker. Any Warhound deployed in this manner outside of the controlling player's deployment zone must be at least 50% obscured from any enemy unit within line of sight of that Warhound. If a Warhound cannot be placed within 3" of a Pack Ambush marker in this way, they must be deployed in the controlling player's deployment zone, following all of the normal rules.

If a player has more than one Canis Light Maniple, each maniple beyond the first gives only one extra Pack Ambush marker. Pack Ambush markers are shared between maniples.

ARCUS BATTLELINE MANIPLE

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



Peerless Shadow

Sonitus Iustitiae

Pride of Victory



Gloria Praeclarus

Dirae

Mandatory Components

- One Warbringer-Nemesis Titan
- Two Warhound Titans

Optional Components

- Two Warhound Titans

Maniple Trait

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

RUPTURA BATTLELINE MANIPLE

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



Wrath of Gantz



His Might Resplendant



Sonitus Iustitiae



Will of Gantz



Fire and Fury

Mandatory Components

- Two Warbringer Nemesis-Titans
- One Reaver Titan

Optional Components

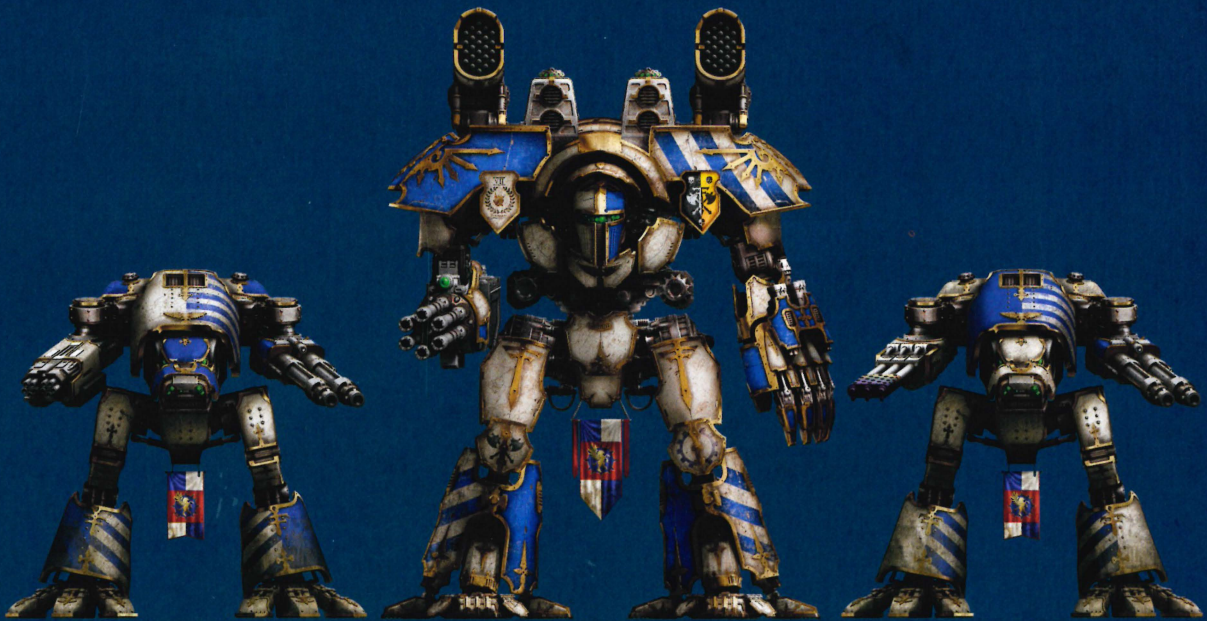
- Two Reaver Titans

Maniple Trait

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

MANDATUM BATTLELINE MANIPLE

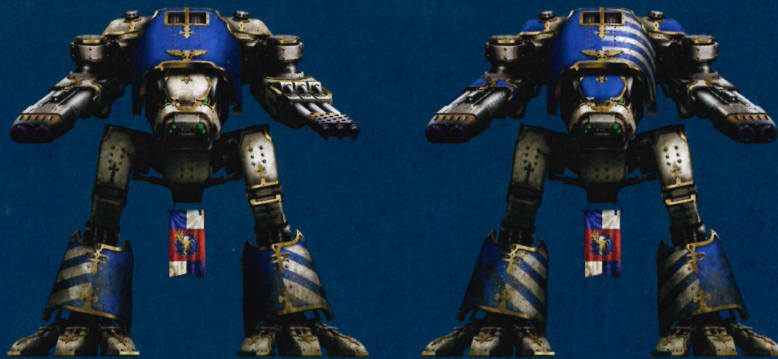
Mandatum Battleline maniples rely on intricate battleplans directed by the Warlord's Princes overseeing its subordinate Warhounds into the perfect position.



Gloria Praeclarus

Auric Pegasus

Pride of Victory



Dirac

Peerless Shadow

Mandatory Components

- One Warlord Titan
- Two Warhound Titans

Optional Components

- Two Warhound Titans

Maniple Trait

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



THE ORDO SINISTER

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

— The Emperor, at the Massacre of Angorite, late Unification-era

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

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

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



```

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

USING PSI-TITANS

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

Players can include one or more Psi-Titans in their battlegroup. In Open Play (see page 66 of the *Adeptus Titanicus* rulebook) using Psi-Titans is as simple as deciding which models from your collection you wish to include, taking a Command Terminal for each one and getting the battle started. In Matched Play (see page 84 of the *Adeptus Titanicus* rulebook) and Narrative Play (see page 67 of the *Adeptus Titanicus* rulebook), the rules for using Psi-Titans in a battlegroup are a little more structured. A player can include one or more Psi-Titans with the following restrictions:

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

Psi-Titans on the Battlefield

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

- A Psi-Titan does not follow the Issue Orders step as described on page 42 of the *Adeptus Titanicus* rulebook, and cannot be given Orders by any means unless stated otherwise.
- Psi-Titans have access to a number of psychic powers which are determined by the Psi-Titan's class. Psychic powers follow the rules presented below.
- A Psi-Titan can only ever use their own Command Value, regardless of any special rules.
- All units, friend or foe, within 10" subtract 1 from the result of any Command check. Any Corrupted Titan within 10" subtracts 2 from the result of any Command check instead. Psi-Titans are not affected by this rule.

Psychic Powers

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

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

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

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



Order Dice and Psychic Powers

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

PSYCHIC MALFUNCTION

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

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

Psi-Titan Psychic Manifestation Table

D10 RESULT

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

WARLORD-SINISTER

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

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

WARLORD-SINISTER TITANS

Any Warlord Titan can be designated as a Warlord-Sinister at a cost of +300 points. All Warlord-Sinister Titans are Psi-Titans and as such follow all rules that apply to Psi-Titans (see page 45).

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

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



WARLORD-SINISTER PSYCHIC POWERS



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

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



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

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

DICE	STRENGTH	TRAITS
1	X	Warp

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



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

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

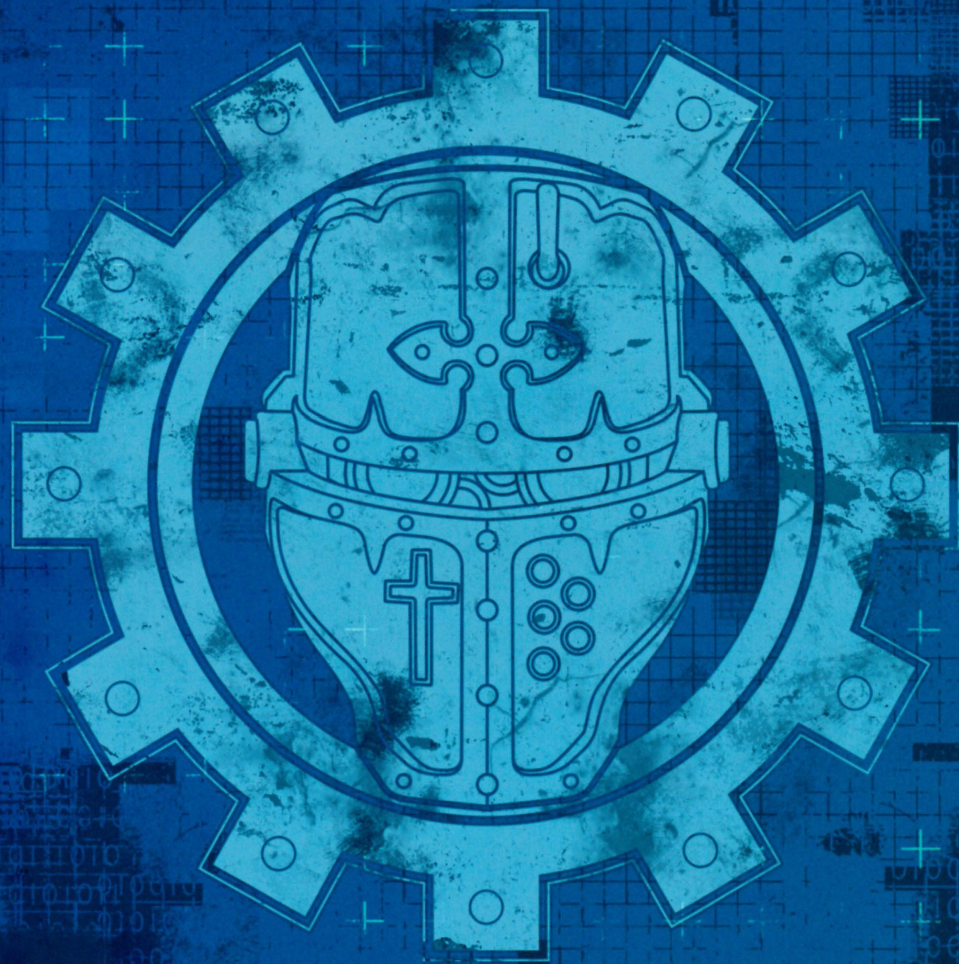


Antipathic Tempest: The Titan's head is crowned with a halo of unhallowed lightning and hurricane-force winds that, when unleashed, scatter man and machine alike with ease.

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

DICE	STRENGTH	TRAITS
1	8	Concussive, Psi, Quake

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



KNIGHT HOUSES

"Fear not the guns of their Titans nor the death they promise. We are the Scions of Luhnborg and though we may fall today, they will forever be stained by treachery and doomed to be forgotten, while our courage and honour will see our names echo for millennia!"

Heredia Vornherr, Seneschal of House Vornherr

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

The worlds these Knight Households hailed from differed vastly in aspect and temperament, moulding the Household upon them into a new image. Where some retained their noble traditions others fell from honour, sacrificing it as payment for continued survival. When the Warmaster turned to betrayal, many Knight Households followed in his wake, both sides calling upon their Knightly allies to achieve victory. Though the Crusade of Iron was one began by the Titan Legions, the Households were not absent, marching both in support of the Legios and alone en masse to strike down those who opposed them. Presented here are rules to represent the Knight Households that took part in the Crusade of Iron, allowing players to represent them upon the battlefield.

DESIGNER'S NOTES

Knights in the Horus Heresy

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

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

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

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

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

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

HOUSE ORHLACC

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

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

When the Warmaster moved against the Imperium, the relative independence House Orhlacc had cultivated proved beneficial in remaining free of the conflicts that tore across the galaxy. Because of this, they were prepared for the arrival of the Warmaster's emissaries who had travelled to Dark Haven seeking their allegiance, eradicating the visiting delegation and seizing the fleet. Their new spoils were utilised in the evacuation of Dark Haven, all but a concealed garrison fighting the remainder of the Horus Heresy as a nomadic Knight House, loyal to the Imperium and allies to many of its servants.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

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



HOUSE ORHLACC CERASTUS KNIGHT-LANCER

PILGRIM OF DREAD

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

HOUSE VORNHERR

House Vornherr are held as a pristine example of an honourable company of warriors, spoken of with reverence earned by a record of distinction within the Great Crusade. Wardens of the Luhnberg system, their House emerged as victors in a millennia-long conflict against rival Knight Houses whose history was eradicated in the wake of Vornherr's ascension. Chronicles penned by the hands of Vornherr claim such actions were necessary in the face of a terrible emerging evil, though the truth of such a claim is impossible to verify. The erasure of their foes from all records is perhaps the only black mark upon the reputation of House Vornherr.

Upon aligning itself to the Great Crusade, House Vornherr took its place amongst the Great Crusade host of the 12th Expeditionary Fleet and were central to many of its greatest victories. Their most fateful action came upon Jardingris, for it was there they first fought alongside the Primarch Roboute Guilliman. After the conclusion of that bitter war, the Duke of House Vornherr bent the knee to the Primarch, swearing to fight alongside the hosts of the Five Hundred Worlds unto death. Although oaths still bound them to the Imperium and such duty often pulled detachments away to other frontiers, House Vornherr held the Lord of Ultramar in highest regards.

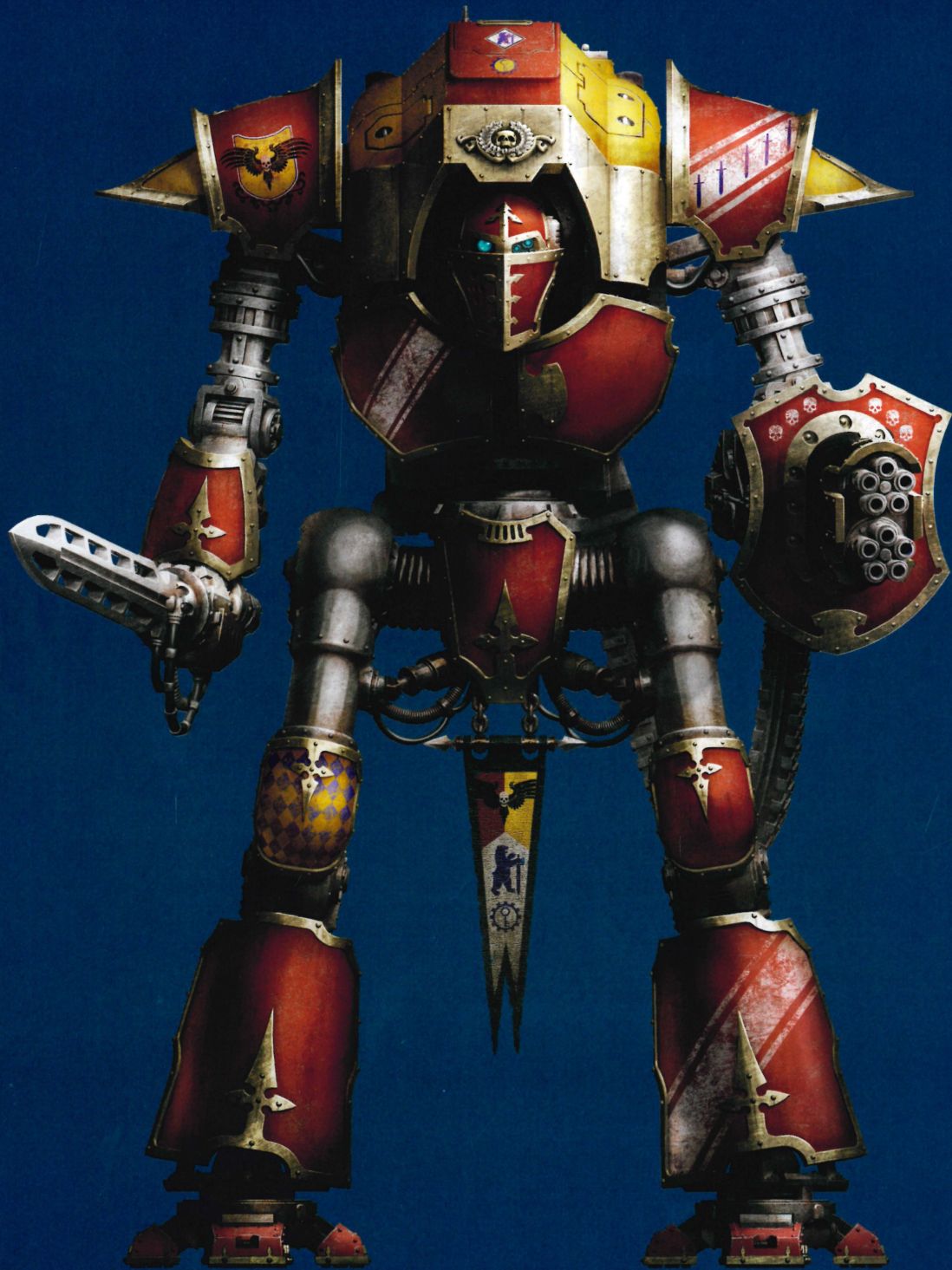
When the Warmaster ordered the Calth Conjunctions in preparation of the war against the Orks of Ghaslakh xenos-hold, the Knights of House Vornherr did not hesitate to answer. Though a small contingent remained to secure their holdings within Luhnberg, the majority mustered at Calth, several hundred Knight armours marching in answer to the Primarch's call. Such loyalty was to be unjustly rewarded, for the betrayal enacted upon Calth dealt a severe blow to House Vornherr, reducing their numbers to fewer than half a centuria of Scions. With their numbers scattered across the galaxy on secondments to other warfronts, the Household issued a call for withdrawal stating their oaths to fight until death fulfilled. Those that remained obscured their bold colours with black and set themselves upon a path of vengeance and eventual destruction. Only a few aging barons remained upon their home world, setting aside choleric humours for pragmatism to ensure their legacy was rebuilt once more.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

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



HOUSE VORNHERR CERASTUS KNIGHT-CASTIGATOR

NEPENTHES

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

HOUSE VYRONII

For thousands of years the nobles of House Vyronii sacrificed their lives in the defence of Damaetus III/II, standing against innumerable xenos assaults during the Age of Strife. When the Great Crusade reached them and eradicated the xenos from the surrounding systems, House Vyronii pledged allegiance to the Imperium in honour of their aid. The Scions of the House fought bravely throughout the Great Crusade, serving with a variety of Legions across five different Expeditionary fleets but the pressures of war took its toll on the already decrepit armouries of the House. Fiercely independent thanks to their legacy of standing alone against threats, House Vyronii were reluctant to pledge themselves to the service of any one Forge World. Yet constant repairs and the need for new Knight armours forced their hand and House Vyronii chose to swear allegiance to the Forge World Cyclothrathe in return for the supplies and equipment they desperately need.

This allegiance nearly proved deadly for House Vyronii for, unbeknownst to them, Horus had turned against the Imperium and Cyclothrathe had sided with the Warmaster. Under the pretence of a bonding ceremony between House Vyronii and the Forge World, the Traitors launched a surprise assault on Damaetus III/II, attempting to eradicate House Vyronii in a single battle with a force consisting of Mechanicum Taghmata forces and House Ærthehn Knights. It was only thanks to forewarning by the Grand Master's son, Gios, that House Vyronii was not eliminated, able to muster a defence and throw back their foes, though not without great losses – including the death of their Grand Master.

In the face of this betrayal their strength was even more depleted, forcing them to find a new patron if they hoped to strike back against the Traitors. Still cautious about the loss of independence they aligned themselves with the Forge World Mezoa, refusing to fully submit to their authority but accepting their gifts of new suits and technology. Armed with regular shipments of new Knight armours, House Vyronii have taken to battlefields across the Imperium, contingents of Knights joining the desperate struggles that engulfed the galaxy. In many ways every fight is personal, for they see the Traitors' betrayal as a threat to the thousands of years of sacrifices their ancestors have given to survival.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

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



HOUSE VYRONII QUESTORIS KNIGHT-PALADIN

ARTEMISIA

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

HOUSE MORDRED

Drawn from the same world as Legio Fureans, House Mordred was founded during the Age of Strife. Loyal to the Forge World's rulers, the House found itself embroiled in the near-constant cycle of battle that wracked Incaladion until it was liberated by the Great Crusade. This millennia of warfare saw the two entities forge an eternal bond of brotherhood that called both into service at the forefront of the Great Crusade. This brotherhood was reaffirmed each time House Mordred and the Tiger Eyes shared the field of battle through ceremonies often deemed crude and primitive to outside observers. In exceptional cases a Princeps would accept a Banner as sworn vassals, the Knights swearing oaths in ritualistic trials of blood that superseded any oath they had previously spoken. This seemingly unshakable bond ensured that when the Tiger Eyes declared for the Warmaster, House Mordred followed in their wake.

The warfare practiced by House Mordred was methodical and brutal, for they marched in the shadow of Titans to eradicate anything that dared survive the power of the god-engines. For House Mordred, mercy was an unfathomable concept and none was offered to those within conquered cities, for they cared little for the distinction between the innocent and the guilty. When the House was engaged in theatres of war separate from Legio Fureans, such behaviour often placed them at odds with commanders more appreciative towards the value of life and many were the requests that House Mordred's savage excesses be reined in.

The uncompromising reputation House Mordred held proved indispensable in the opening years of the Horus Heresy, for their Scions showed no hesitation in turning upon those they once fought alongside. Much of House Mordred's strength remained at the side of Legio Fureans, their numbers making notable contributions to both the invasion of Paramar V and the subsequent conflict in the Beta-Garmon Cluster. The remaining strength was pledged to the Warmaster as tribute, serving under his will above all others and bringing wanton slaughter to dozens of worlds in his name.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

- 1 Ancestral Pride:** *The Seneschal holds unshakeable faith in the rites and rituals performed by their ancestors, believing they are the key to victory against all odds.*
In the first round of the game, the Seneschal's Lance may choose to forgo their activation in the Combat phase – in essence doing nothing for that phase but counting as one of the House Mordred player's activations. If they do so, Banners in the Seneschal's Lance can be issued orders during the second round of the game without the need to make a Command check.
- 2 Tapestry of Deeds:** *Each victory the Seneschal achieves is immortalised upon their standard to inspire all who look upon it.*
If the Seneschal's Banner contains a Battle Standard, and the Knight carrying the Battle Standard is part of the Banner, friendly Banners within 12" of the Seneschal's Banner cannot be Shaken.
- 3 Aggression Unbound:** *The field of battle is the Seneschal's true home and the only place they feel alive.*
When acting under Charge orders during the Movement phase, one Knight per Banner within the Seneschal's Lance may add D3 to the Dice value of a single weapon.



HOUSE MORDRED QUESTORIS KNIGHT-WARDEN *GLATISANT*

Piloted by Scion Agvain, a seasoned veteran of three decades of war, *Glatisant* participated in numerous battles across Ultramar. An ardent believer in the rituals of his home world, Agvain refused to send his Banner into battle without observing the lengthy rites of devotion to House Mordred's feral representation of the Ommissiah. These beliefs could not be called into question and none, friend or foe, were spared Agvain's wrath should they show disrespect to the practices of the Household. Such devotion saw Agvain rise quickly within the ranks and he was granted the rank of Seneschal when House Mordred descended upon Espandor.

HOUSE MALINAX

House Malinax was founded shortly after the incorporation of the Forge World Xana II into the Imperium, the regressed Malin-Qartlu Scion bloodline reforged and rehomed upon the world. Provided as they were with both fresh machines and Scions, the newly-patented House Malinax would acquit themselves with much honour during the waning years of the Great Crusade, endearing themselves greatly to the allies they served alongside. Despite such a record, the isolation of its home world and the uneasy alliance through which the Forge World of Xana was incorporated into the Imperium ensured that House Malinax gained a sinister reputation. Often its Scions were deployed alongside the Titans of Legio Vulturum, a Titan Legion sworn to the service of Xana II, only further increasing the whispers of questionable allegiances owing to the lack of trust in its master's true loyalty.

Ultimately the doubts surrounding the loyalties of Xana II and, by association, House Malinax, proved well-founded when the Warmaster turned the Forge World to his cause. During the initial years of the Horus Heresy, the Lords of Xana used their isolated nature to play both sides, aiding the Warmaster's forces while negotiating deals with the Imperium in secret. In time, these double dealings were revealed and House Malinax was declared Traitor alongside its masters. Though a swift attack by the Imperium caused a delay to the Forge World's efforts to supply the Warmaster's forces, House Malinax was largely unaffected and elements of its forces aided the Warmaster and his allies in a number of key battles across the galaxy.

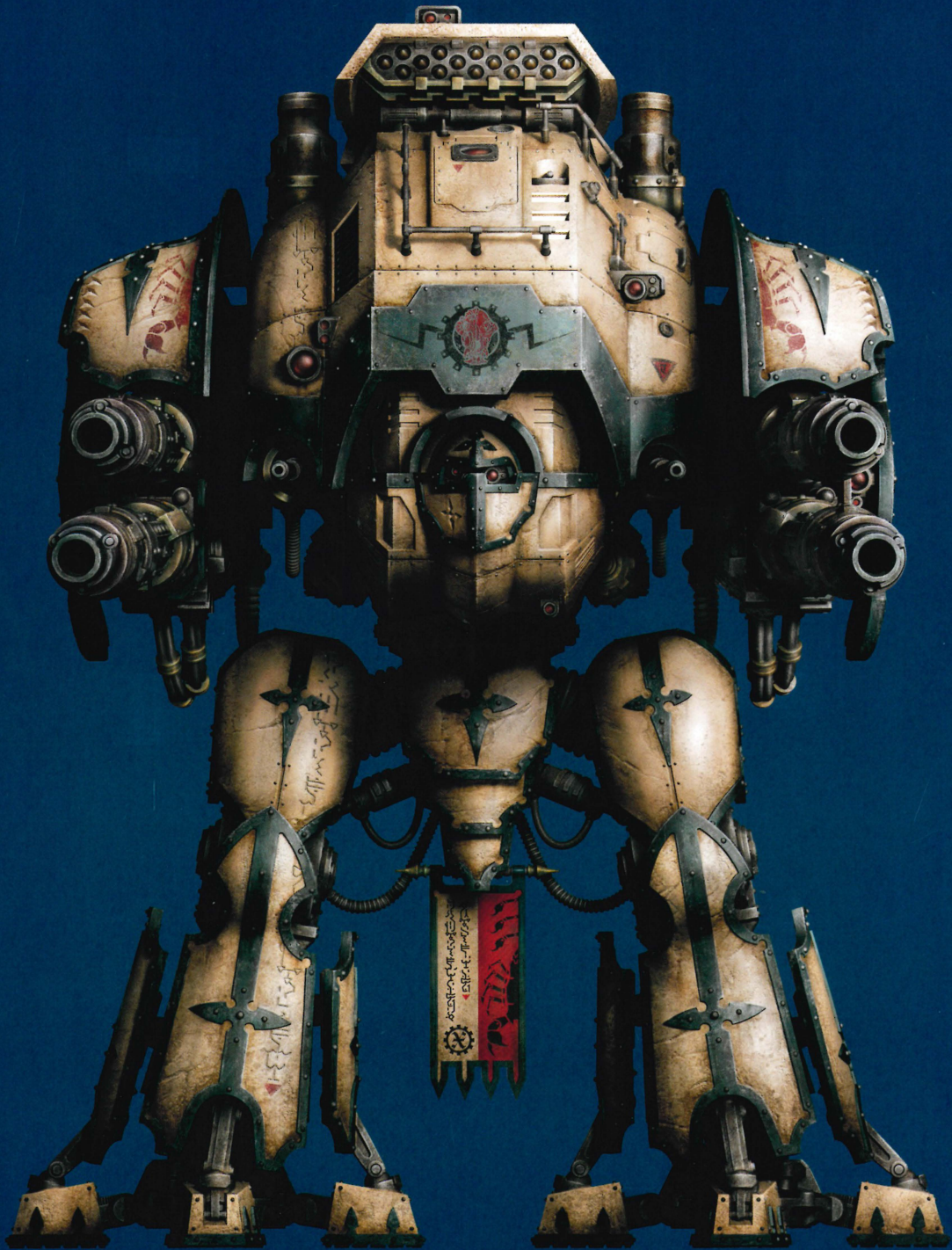
As befitting a Knight Household founded upon a powerful Forge World such as Xana II, House Malinax was well-supplied, its contingents often having access to a variety of different Knight armours including several rarer classes, such as the Knight Porphyron and Knight Magaera, being far more prevalent within House Malinax compared to other Knight Houses. This ability to draw upon such technologies ensured House Malinax played a key role against Loyalist forces, capable of bringing superior firepower against opposing Knight Houses while remaining a credible threat to isolated groups of Titans.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

- 1 Elusive:** *The Seneschal is secretive and reserved by nature, surrounded by a web of lies that conceals their true identity. If the Seneschal is destroyed, the player may choose a friendly Banner of the same type as the Seneschal's Banner to designate as the new Seneschal's Banner. One model of your choice within that Banner is designated as the Seneschal, replacing the Lord Scion or High Scion if one is present. The Banner follows all rules for containing a Seneschal's Banner but has no Knightly Quality. Only the Lance designated as the Seneschal's Lance during battlegroup selection counts for the purpose of determining Victory points and other scenario effects, however the new Banner counts as the Seneschal's Banner for the same purpose. When choosing Stratagems, the presence of the Seneschal does not add additional Stratagem points.*
- 2 Trusted Bearer:** *The Seneschal is trusted with ancient technology designed to enhance the weaponry of its bearer and must be preserved no matter the cost. Knights within the Seneschal's Banner may re-roll any Armour rolls of a 1 for any attacks they make with a weapon without the Melee trait. However, the Seneschal's Banner cannot be issued Charge orders.*
- 3 Favoured Scion:** *The Seneschal is a favoured child of Xana II and has access to advanced modifications for their suits, a display of favouritism that displeases other Scions. When the Seneschal's Banner suffers a Direct Hit, roll a D6. On the roll of a 5 or 6, the hit is ignored. However, the Seneschal's Banner does not add 3 to the result of any of its Command checks, as described on page 38 of *Adeptus Titanicus: Doom of Molech*.*



HOUSE MALINAX ACASTUS KNIGHT PORPHYRION XOTLATLICI

An example of one of the rarer patterns of Knight armours to be fielded by House Malinax, *Xotlatlici* is noted as being under the control of the Scion Machtectlan across numerous fields of battle, including several that took place during the Crusade of Iron. Of particular note was the apparent skill Machtectlan held in combating enemy Titans, utilising the heavy firepower *Xotlatlici* offered in close support of hunting packs of Legio Audax Scout Titans to topple the mightiest of foes. This partnership between Legio and Household was to end in betrayal, with target logs extracted from the broken form of *Xotlatlici* registering Legio Audax Titans as foes in its final moments, an act of betrayal spurred on by an apparent dispute over who claimed the final kill of a Legio Lysanda Warlord.

HOUSE ÆRTHEGN

House Ærthehn, a Knight House that once went by the name Wræken Dreor, began as raiders who showed none of the virtues normally held by most Imperial Knight Houses. This demeanour was driven by the necessities of Old Night and it was not until Horus was declared Warmaster that the raiders were brought into the Imperium's fold. This task was undertaken by the Sons of Horus, the Warmaster winning House Ærthehn's loyalty through a brutal display of physical might. Recognising him as a superior lord, the Wræken Dreor pledged their loyalty to the Warmaster and, in turn, were granted the status of an Imperial Knight House, much to the disdain of other Knight Houses who viewed them more akin to savages and barbarians than worthy inheritors of such a heritage.

In the short period they fought in the Great Crusade, the Scions of House Ærthehn quickly gained a reputation for brutality and bloodshed, their behaviour changed little from their days as raiders despite supposed attempts by the Warmaster to civilise them with delegations of Davinite priests intended to better integrate them into the Imperium. In many ways, their unsavoury actions only intensified, for the Scions of House Ærthehn took pride in engineering conflicts with other Imperial Knight Houses and Freeblades or fighting between themselves in order to prove their worth. In hindsight the escalation of their aggression can be attributed to the delegations of so-called 'Crow Priests' who sought only to strengthen the ties House Ærthehn held with the Warmaster and, framed with these motivations, it holds little surprise that House Ærthehn sided with the Warmaster at the outbreak of the Horus Heresy.

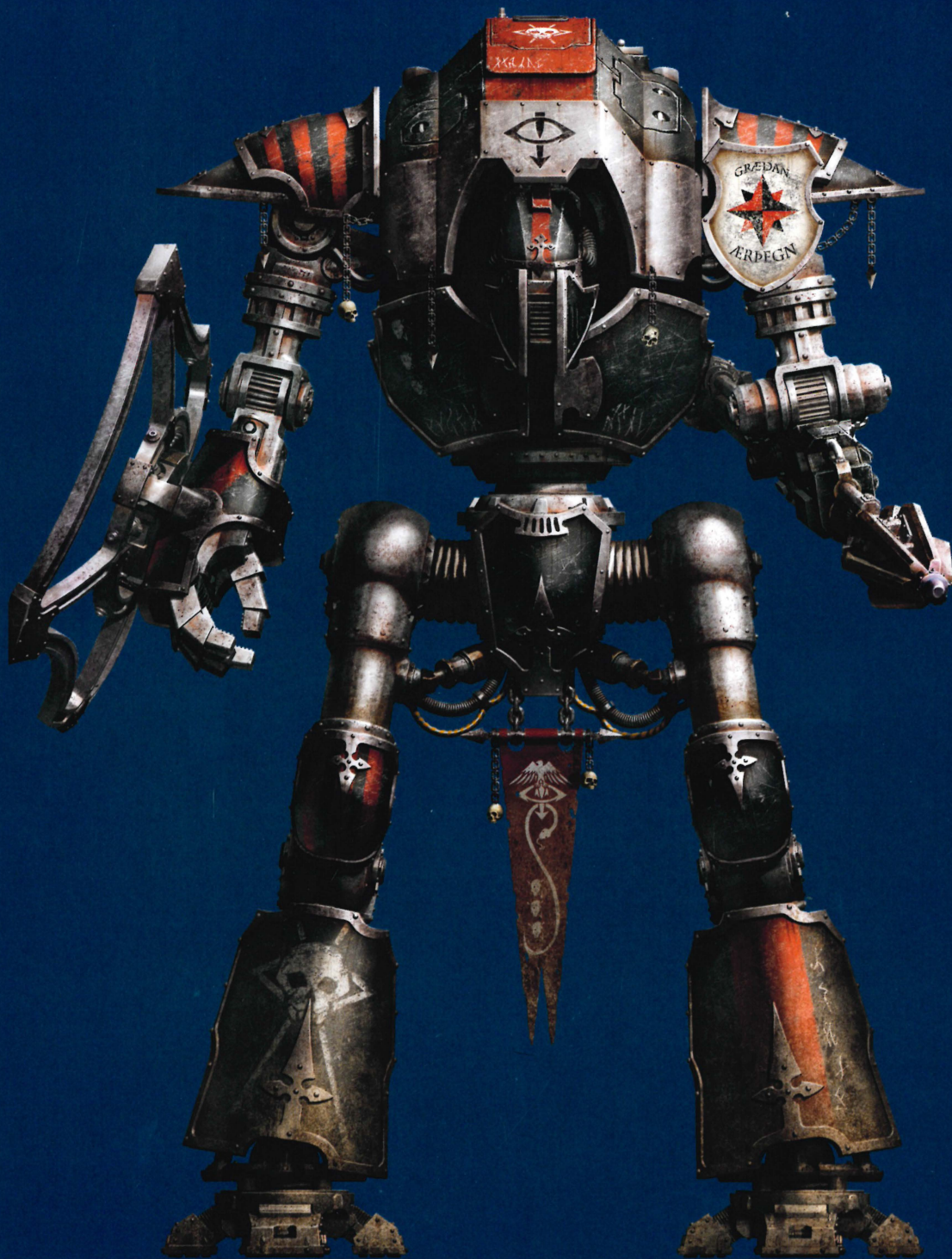
Upon their founding, House Ærthehn was reported as possessing a strength of around 100 Knight armours, a number that placed them amongst the least numerous of Knight Houses to be incorporated into the Imperium. After their true allegiances were declared, it became evident that these reports were most likely fabrications aimed at concealing the true numbers of House Ærthehn, with estimates based upon reports from conflicts between Loyalist and Traitor forces placing their numbers at 300 or more, a quantity rivalling some of the greatest and oldest Knight Houses. Combined with access to a large number of newly forged Knight armours, most likely supplied by the Warmaster in secret, these reinforced numbers speak volumes as to the web of deception the Warmaster had weaved in the years preceding the beginning of the Heresy.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

- 1 Methodical Butcher:** *The Seneschal is infamous for the brutal efficiency with which they destroy their foes.*
Knights in the Seneschal's Banner may re-roll Armour rolls of a 1 for attacks made with a Melee weapon if they are issued a Charge order. However, the Seneschal's Banner cannot be issued Coordinated Strike orders.
- 2 Bloodlust:** *The Seneschal becomes little more than a frothing madman during battle, throwing aside rational behaviour in search of a kill.*
The Seneschal may issue Charge orders to Banners within their Lance without the need to make a Command check. However, if a Banner within the Seneschal's Lance fails a Command test when being issued with any other order, it does not act on its own initiative; instead it must act under Charge orders.
- 3 Furious Assault:** *The Seneschal revels in fighting up close and rains blow after blow upon their opponents with no thought to their own safety.*
For each Hit roll of 6 made by the Seneschal's banner when attacking with a Melee weapon, it causes 2 hits rather than 1. However, add 1 to the Armour roll for attacks made with a Melee weapon against the Seneschal's banner.



HOUSE ÆRÞEÐN CERASTUS KNIGHT-LANCER GREAT THUNOZ

Despite official records downplaying the size of House Ærþeðn, they proved capable of fielding dozens of rare Knight patterns, like the Cerastus Knight-Lancer *Great Thunoz* depicted here, during the Horus Heresy. Bearing the insignia of the Ærþeðn warrior Grædan, *Great Thunoz* was to participate in multiple raids upon macro cargo haulers across Ultramar to both cut Loyalist supply lines and secure materiel for the Crusade of Iron. The most audacious of these raids remains that of an assault upon a Legio Lysanda 'coffin ship', overcoming the Scions of House Orhlacc tasked with defending the ship and capturing those Titans that remained in their cradles.



NARRATIVE MISSIONS: THE CRUSADE OF IRON

"Darkness fills the air! Emperor be damned it was all a lie. The Truth is lies!"

Vox fragment transcribed during the Battle of Ithrace, since suppressed by order of the Regent of Terra.

Though few openly admitted it, many amongst the Mechanicum, and indeed the wider Imperium, feared a day where civil war would erupt, for malcontent was inevitable between disparate groups united by a common goal yet separated by varying disposition. Of those who campaigned for preparation in the face of potential chaos, none dared speak of their predictions when the Horus Heresy erupted across the galaxy, for its scale was far beyond that which even they had foreseen. Instead of solitary rogue elements, the Imperium was riven across all fronts as brother turned upon brother in savage conflict. Notable amongst

countless tales of betrayal and heroism is the wholesale slaughter perpetrated upon the Five Hundred Worlds. These once proud worlds became the theatre for many notable conflicts of the early years of the Heresy, the most destructive of which was to be named as the Crusade of Iron. Parallel to the war between brother Primarchs, the Crusade of Iron saw worlds burnt to ash by the might of the Collegia Titanica, each side seeking to address perceived wrongs. The end result was bittersweet, for both sides suffered devastating casualties that did little but amplify their thirst for vengeance.

The Shadow and Iron setting offers players a range of battlefields, missions and stories to bring to life in their games of Adeptus Titanicus. Each of the Adeptus Titanicus styles of play can be adapted to the setting using the missions presented on the following pages, the Battlefields of the Crusade of Iron appendix at the end of this book, or drawing from the events of the Shadow and Iron background. For Open Play, the different Legio, mission and battlefield rules can all be applied as desired, the players adding some or all of these aspects of the setting to their games. For Matched Play, the Legio rules are balanced against each other so that they can be used in more competitive games, while the Battlefields of the Crusade of Iron rules equally affect both players. Finally, Narrative Play brings some of the iconic moments of the Shadow and Iron campaign to life and can be used as either standalone games or linked together using the Adeptus Titanicus campaign system presented in *Adeptus Titanicus: Titandearth*. In this section is a collection of missions designed to be used with Narrative Play (see page 67 of the *Adeptus Titanicus* rulebook). Each mission recreates a specific action or moment from the Crusade of Iron campaign, allowing players to refight a pivotal battle between the defenders of the Five Hundred Worlds and the Warmaster's forces.

BATTLERGROUP POINTS

Many of the Narrative missions in the Crusade of Iron have been designed where one side or the other has the upper hand, and in some the best either the Traitors or Loyalists can hope for is to make their enemies pay in blood before they are forced to retreat, with the victory conditions reflecting the differing goals of either side. The points level for battlegroups has been left as a guideline, allowing players to play with the models they have in their collections. When altering the points level, players should retain the points ratio between Loyalists and Traitors to keep the intended balance of the mission. For example, if the Traitor force was 3,000 points and the Loyalist force was 2,000 points, then whatever the new points total was, the Traitor force would have 50% more points than the Loyalists.

DESIGNER'S NOTE:

Loyalists and Traitors

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

BETRAYAL AT ITHRACA: HOLDING THE LINE

This mission represents the valiant defence offered by the 'Nine Paragons of Ithraca', where nine Legio Praesagius Warlords sacrificed themselves to delay the advance of Legio Sutturvora. Chosen as the mustering point for the principal strength of both Legio Praesagius and Legio Sutturvora, the barren lands surrounding Ithraca City played host to over 200 god-engines drawn from both Legios. Mustered in preparation for an assault upon the Ork-infested Ghaslakh xenos hold, the two forces were, to all appearances, allies in both purpose and belief. This was to be proven false as the *Arutan*, a colossal orbital lifter bearing much of Legio Praesagius' strength, took to the air and the flow of information from Calth's planetary data manifold fell silent, cutting off communication across the planet. As many force commanders sought to re-establish contact with the network, Legio Sutturvora awoke, reactors flaring into life even as fire rained from the sky.

The opening salvo of orbital fire was both precise and deadly, laying waste to key infrastructure across the city of Ithraca and felling the *Arutan*, the vessel ploughing into the ground and carving a destructive furrow in the city below. As confusion reigned amongst the Loyalists, the Fire Masters bellowed their triumph, marching upon those True Messengers still present upon the muster fields. Unaware of the danger about to befall them, a score of Titans fell to the weapons fire of their once-allies before a response could be mounted. Were it a less disciplined Legio, it is likely that the True Messengers would have fallen that day. Instead, those of Legio Praesagius that still stood formed into a defensive position, the larger Warlords locking shields to protect those weakened by the onslaught unleashed by the advancing Fire Masters. Together, these Warlords marched to meet the assault of their new foes, offering their lives to cover the retreat of their Legio.

Battlegroups

One player controls the Legio Praesagius forces, while their opponent controls those of Legio Sutturvora. Each player selects a battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. The Legio Praesagius player's force should have a Battle Rating of up to 2,500 points and can only include Warlord Titans, while the Legio Sutturvora player's Battle Rating should be up to 3,000 points. Each force must consist of at least one maniple, plus any reinforcements. Neither side can include Knight Banners.

DESIGNER'S NOTE:

The Nine Paragons of Ithraca

Historically it was the Nine Warlords of Legio Praesagius that marched against the Fire Masters in order to buy time for the rest of their Legio to retreat into the streets of Ithraca. If the players wish, the Legio Praesagius player can build a Battlegroup of nine Warlord Titans armed as they see fit. The Legio Sutturvora player should then have a Battle Rating equal to 500 points more than the Legio Praesagius player. It should be noted that such a battle would be a large one and ideal for several players, or a gaming club, wishing for a grand affair

Battlefield

The battle is played on a 6'x4' board. The battlefield represents the barren plains surrounding Ithraca and should be set up with rocky outcrops, cracked ground and piles of rubble representing those Titans already destroyed.

Stratagems

The Legio Praesagius player has no Stratagems for this battle. The Legio Sutturvora player has 2 points to spend on Stratagems (see page 64 of the *Adeptus Titanicus* rulebook). They may not choose any Ground Assets or Tertiary Objectives Stratagems.

MISSION SPECIAL RULES

Paragon's Bastion: Those Warlord Titans of Legio Praesagius that survived the Fire Master's first onslaught shielded the retreat of the rest of their Legion. For the duration of the battle, Legio Praesagius Titans may share void shields as if they were part of the same squadron.

Traitorous Ambush: Unprepared for the betrayal perpetrated by their supposed allies, the god-engines of Legio Praesagius suffered significant damage before they could answer in kind. After deployment, but before the game has started, roll a D6 for each of the Legio Praesagius player's Titans. On a 1-3, the Titan lowers its Void Shield level by D6. On a 4-6, a random location loses D3+1 points of Structure or, if it is a weapon, it is disabled. This damage can cause Critical Damage if there are no Structure points left at the location indicated but cannot result in Catastrophic Damage. If a roll would cause Catastrophic Damage, any excess damage is ignored.

Till Duty's End: The Warlords of Legio Praesagius know they cannot survive and must fight until the bitter end to ensure they do not die in vain. For the duration of the battle, Legio Praesagius Titans ignore the effects of Critical Damage to their Head and Legs.

Tide of Traitors: The majority of the Fire Masters advance upon their once-allies with numbers far greater than their foes. In the End phase of each round, the Traitor player chooses up to 600 points of their force that has been destroyed and places it back on the battlefield within 6" of their battlefield edge.

Deployment

The Legio Praesagius player deploys their forces within 6" of a long battlefield edge of their choice. The Legio Sutturvora player then deploys their forces within 6" of the opposite battlefield edge.

The First Round

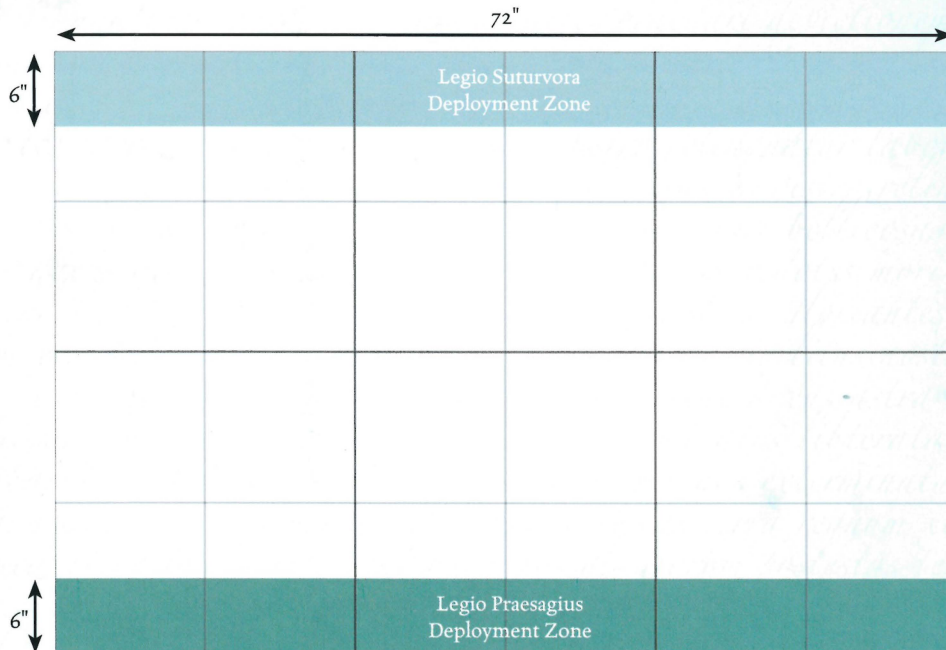
In the first round, both players roll off to see who takes the Opus Titanicus.

Battle Length

The battle lasts for seven rounds, after which either the Legio Praesagius force has delayed their foe long enough for others to escape or the Legio Sutturvora have broken through with little delay. If all the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, if less than 25% of the total points value of the Legio Praesagius force remains on the battlefield, the game is a draw. If all the Legio Praesagius Titans have been destroyed, the Legio Sutturvora player is victorious. Otherwise, the Legio Praesagius player is victorious.



A MIDNIGHT REALM: BATTLE BENEATH ULIXIS

This mission represents the battle in the Wyrms' Lair upon Ulixis, as Legio Suturvora sought to eradicate those Loyalists they had lured into a trap. Although ultimately a war for the worlds of Ultramar, many of the greatest battles of the Crusade of Iron were sparked far more by hatred than by tactical necessity. Upon Ithraça, the Fire Masters had struck a blow against the True Messengers that threatened to end their proud lineage. Even as the Loyalists reeled from the sudden betrayal, the Fire Masters, led by Princeps Maximus Horgoth Nyr, gathered allies close to him and set them upon a path of destruction across the Five Hundred Worlds. Their primary goal lay in crippling the Ultramarines' ability to conduct war, hamstringing their efforts to aid the wider Imperium. For Nyr, the Crusade of Iron also offered the opportunity to indulge in his base urges, including the systematic destruction of opposing Titan Legions.

The world of Ulixis was the perfect staging ground to both harm Ultramar and deal severe damage to the Loyalist forces. The world itself served as one of the principal producers of munitions in Ultramar and, knowing its destruction would deal a severe blow to the Ultramarines' effort to rebuild, Nyr set upon the world. In truth, the invasion was the first step towards springing a trap upon the Loyalists. When a combined force of both Legio Lysanda and Legio Oberon were drawn to the world, they found its surface devoid of Traitor Titans despite reports to the contrary. It was then the Traitors sprang their trap, seizing control of the planet's orbit and unleashing a fierce orbital bombardment upon the Loyalists on the surface. Though the initial bombardment was devastating, most of the Loyalist forces were driven into the system of caverns beneath the surface, forcing the Fire Masters to commit to a series of running battles beneath Ulixis. It was within the Wyrms' Lair, a vast cavern littered with the remains of the burrowing creatures that had carved it long ago, that the conflict came to a head, both sides committing their forces in an effort to eradicate the other.

Battlegroups

One player controls the combined Loyalist forces of Legio Oberon and Legio Lysanda while their opponent controls those of Legio Infernus. Both players select a battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. Both players should have a Battle Rating of up to 2,500 points. Each force must consist of at least one maniple, plus any reinforcements.

Battlefield

The battle is played on a 4'x4' board. The battlefield represents the Wyrms' Lair and should be set up with rocky outcrops, cracked ground and natural stone pillars.

Stratagems

Both players have 2 points to spend on Stratagems (see page 64 of the *Adeptus Titanicus* rulebook). In addition, the Loyalist player has the Noble Sacrifice Stratagem. Neither player may choose the Outflank, any Ground Assets or Tertiary Objectives Stratagems.



MISSION SPECIAL RULES

Lurking in the Dark: Legio Infernus used the anger held by the Loyalists towards the Fire Masters to lure the servants of the Imperium into an ambush. During deployment, the Legio Infernus player may choose to keep up to 750 points of their Battlegroup to one side. From the second turn onwards, at the start of any Strategy phase, the Legio Infernus player may spring their ambush. The Titans are deployed within 6" of any battlefield edge and any of these Titans may be issued the First Fire order without the need to make a Command check. In addition, all of the newly deployed Titans start at Void Shield level X, and immediately increase their Void Shield level by D3, to represent them powering up their reactors quickly.

Pitch Black: This battle uses the Pitch Black environment rules described on page 91.

Deployment

The Loyalist player chooses a battlefield edge as their own and deploys half their force within 18" of that battlefield edge. The Legio Infernus player then deploys half of their force within 18" of the opposite battlefield edge. Players then deploy the remainder of their force, starting with the Loyalist player.

The First Round

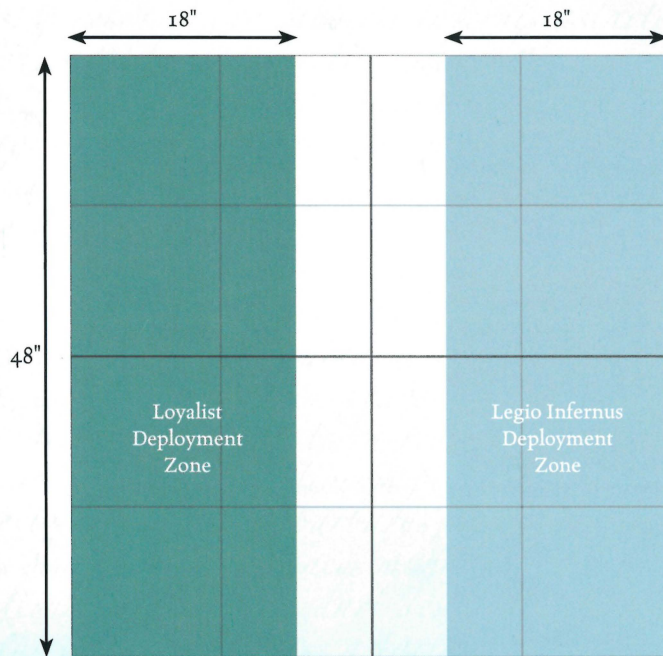
In the first round, both players roll off to see who takes the Opus Titanicus.

Battle Length

The battle lasts for five rounds, as both sides tear each other apart in an effort to destroy one another. If all the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, both players total up the points value of enemy units they have destroyed. If either player has destroyed 500 points more than their opponent, they are victorious. Otherwise, the battle is a draw.



AMBUSH ON ESPANDOR: WAR FOR THE AGRI-SPRAWL

This mission represents the battle over the Boreaus Agri-sprawl, as the Loyalists engaged the Traitor force seeking to conquer Espandor. In the wake of the conflict on Ulixis, the Loyalists sought to press the advantage, working to divide the Traitors in order to more efficiently dismantle their strength. When word reached Legio Praesagius of a gathering invasion intended to seize the Agri-world of Espandor, the Loyalists laid plans to intercept the Traitor efforts, focusing their forces on the Boreaus Agri-sprawl, a heavily developed area containing a maze of feed-towers and macro-granaries that would serve to negate the numerical advantage of the Traitors. Though only a handful of Titans from Legio Praesagius could be mustered, they were supported by several maniples from Legio Oberon, alongside dedicated companies of both Titan Killer infantry and super-heavy tanks. Amongst their number stood the Psi-Titan *Occidentalis-Damysus*, the Warlord-Sinister lending its support to Princeps Ultima Dae Vergos' forces for reasons known only to its Preceptor-Intendant.

Having marshalled their forces, the Loyalists hoped to spring a devastating ambush on the approaching Traitor force, consisting of Titans drawn from both Legio Audax and Legio Suturvora. Though Vergos has constructed her plan with meticulous detail, she could not account for the powers to which the Traitors now bowed. The *Occidentalis-Damysus*, tasked with striking the opening blow against the Traitors, found its talents stifled by the forces the Traitors employed. With the Psi-Titan brought low by packs of Audax Warhounds hiding amongst the very buildings Vergos sought to use against the Traitors, the Loyalists were forced onto the back foot. In an effort to secure victory, Vergos ordered her forces into the city in order to limit the numerical advantage of the Traitors, drawing them into a bitter, close-quarters fight.

Battlegroups

One player controls the combined Traitor forces of Legio Infernus and Legio Audax, while their opponent controls the combined Loyalist forces of Legio Praesagius and Legio Oberon. Each player selects a battlegroup, as described on page 53 of the *Adeptus Titanicus* rulebook. The Traitor player's force should have a Battle Rating of up to 2,500 points, while the Loyalist player's Battle Rating should be up to 2,000 points. Each force must consist of at least one maniple, plus any reinforcements. The Loyalist player may not include any Psi-Titans.

Battlefield

The battle is played on a 4'x4' board. The majority of the battlefield should be densely packed with buildings, although no building should be placed within 12" of a battlefield edge. Woods and other natural terrain objects should fill the rest of the battlefield, representing the wooded area that surrounds Boreaus.

Stratagems

Both players have access to the Artillery Bombardment Stratagem, representing the violent storms now raging across the city, and Titan Hunter Infantry Stratagems (see page 64 of the *Adeptus Titanicus* rulebook and page 80 of *Adeptus Titanicus: Doom of Molech*, respectively). In addition, the Loyalist player has access to the Thermal Mines Stratagem (see page 64 of the *Adeptus Titanicus* rulebook).

MISSION SPECIAL RULES

Cataclysmic Storms: The storm-coils holding back the violent weather of Espandor have been destroyed by the ongoing firefight, unleashing the storms upon the combatants. For the duration of the battle, whenever a unit is activated roll a D6, subtracting 1 from the result if the unit is a Knight Banner. On a 1, the unit counts as having been hit by a Quake weapon for the remainder of the turn.

Hidden Forces: Both sides have hidden troops amongst the confined streets of Boreaus, awaiting their moment to strike. During deployment, either player may set aside a unit of Scale 6 or lower instead of deploying it. During any Strategy phase after the second round, a hidden unit may be revealed. The unit must be deployed more than 12" from a battlefield edge and more than 6" from an enemy unit – if a unit cannot be deployed in this manner, it has been disabled by Titan Hunter Infantry units and counts as being destroyed.

Overwhelming Numbers: It quickly became evident to the Loyalists that, no matter how much damage they did, they could not hope to win the battle and were forced to retreat lest they be overwhelmed. From the start of the third round onwards, Loyalist Titans must end their activation in the Movement phase (or Combat phase if issued the Full Stride order) closer to their battlefield edge than they started that turn, unless they are either unable to move as a result of Critical Damage or are subject to the Shutdown order.

Deployment

The Loyalist player chooses a battlefield edge and deploys their entire force within 24" of it. The Traitor player then deploys their force within 24" of the opposite battlefield edge. No model may be deployed within 8" of an enemy unit.

The First Round

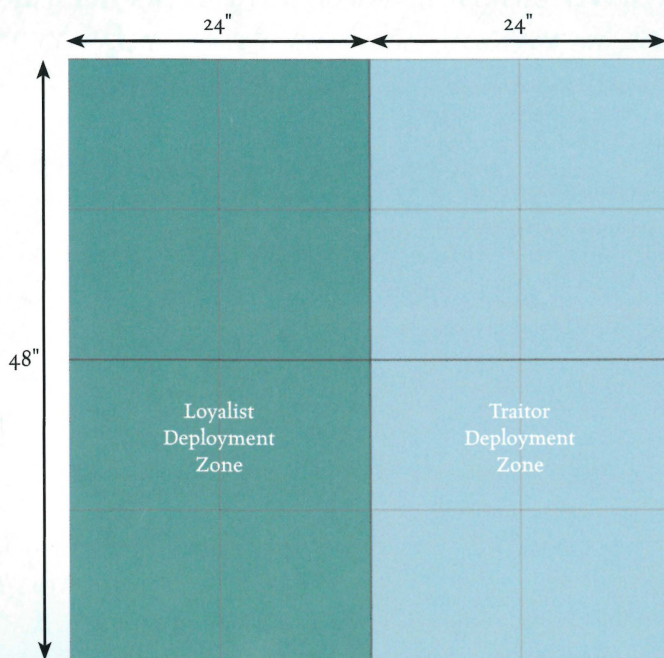
In the first round, the Traitor player chooses who will take the Opus Titanica and be the First Player.

Battle Length

The battle lasts for six rounds, after which the Loyalists make their escape, whether they have inflicted significant damage or not. If all of the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the start of the battle, both players should nominate one of their Princes Seniores to be the Battlegroup's leader. Both players are attempting to destroy their opponent's Battlegroup Leader. At the end of the battle, both players total up the points value of every enemy unit they have destroyed. If either player has destroyed 500 points more than their opponent, they are victorious. Otherwise, the battle is a draw. For the purpose of calculating points, the battlegroup's leader counts as twice their points value if destroyed.



DARK WATERS: BATTLE OF AQUILA ATOLL

This mission represents the fight for the Aquila Atoll, where Legio Mordaxis forced a landing zone upon Zarathusa Secundus. The battle upon Espandor represented a turning point for the Loyalist forces despite the defeat they suffered. Though outnumbered by the Traitors, Vergos and her forces were bleeding their enemy dry, claiming far more Engine-kills than their foes. As the Crusade of Iron stretched on, Horgoth Nyr became increasingly frustrated, redirecting his allies to hunt down the Loyalist forces in lieu of crippling the industry of Ultramar. Such efforts relied upon a network of spies to learn of the Loyalist plans, revealing their movements and where they lurked. It was these whispers that led Legio Mordaxis to Zarathusa Secundus, a planet covered in shallow seas and the site of a recent Imperial Army victory against an uprising orchestrated by the Dark Mechanicum.

The Traitors commenced their attack as the Loyalist forces, commanded by Princeps Krane of Legio Lysanda, awaited extraction upon the principal landmass of Zarathusa, known as the Aquila Atoll. The Traitors seized control of both the planet's orbit and the Loyalist vox-net, masquerading as loyal servants of the Imperium until the trap was sprung. As landers approached the surface of Zarathusa, they revealed themselves not as the intended extraction ships but rather transport carrying the Titans of Legio Mordaxis, a Traitorous Legio transformed by the machinations of the Word Bearers Legion. Desperate to deny the atoll to the invaders, Legio Lysanda and House Vornherr scrambled to form an effective defence, aware that retreat was not an option without abandoning those ground forces unable to wade through the seas of Zarathusa; seas that turned black as the battle raged and the toxins that had ravaged Legio Mordaxis polluted the ground they walked upon.

Battlegroups

One player controls the forces of Legio Mordaxis, while their opponent controls those of Legio Lysanda. Each player selects a battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. The Legio Mordaxis player's force should have a Battle Rating of up to 2,500 points, while the Legio Lysanda player's Battle Rating should be up to 2,000 points. Each force must consist of at least one maniple, plus any reinforcements. The Legio Mordaxis player may not include any Knight Banners while the Legio Lysanda player must include at least one Knight Banner.

Battlefield

The battle is played on a 4'x4' board. The Loyalist player picks one edge — this is the Atoll battlefield edge and the area within 12" of that edge represents the beaches of the Aquila Atoll. This area should have a moderate amount of ruined buildings and machinery. The remainder of the battlefield represents the shallow seas of Zarathusa and should be set up with a sparse amount of broken machinery and reefs.

Stratagems

The Legio Mordaxis player has no Stratagems for this battle. The Legio Lysanda player has access to the Titan Hunter Infantry Stratagem. In this scenario, special rules apply to the use of the Titan Hunter Infantry Stratagem.

MISSION SPECIAL RULES

Imperial Army: The atoll's beaches were held not just by Legio Lysanda and House Vornherr but also detachments of the Imperial Army. In this scenario, markers placed as part of the Titan Hunter Infantry Stratagem can only be placed in the area representing the beaches of the Aquila Atoll and only one marker can be placed in each terrain piece. However, Titan Hunter Infantry markers are not removed after they fire like normal, instead staying upon the battlefield until they are destroyed.

Techno-toxins: As the battle progressed, the waters surrounding the Atoll became increasingly corrupted by the toxins filling each Mordaxis Titan. From the second round onwards, if any model from the Legio Lysanda player's battlegroup enters the area representing the shallow seas, they immediately take D6 S4 hits. The Strength value of the Hits increase by 1 at the start of every round after the second.

Deployment

The Legio Lysanda player deploys all of their forces within 12" of the Atoll battlefield edge. The Legio Mordaxis player then deploys their forces within 18" of the opposite battlefield edge.

The First Round

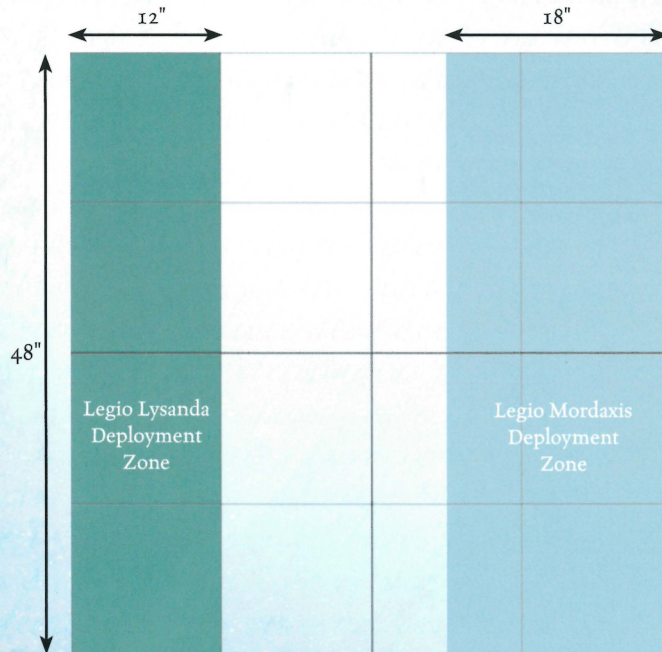
In the first round, the Legio Mordaxis player chooses who will take the Opus Titanica and be the First Player.

Battle Length

The battle lasts for six rounds, after which either the forces of Legio Mordaxis have seized the Atoll or Legio Lysanda have succeeded in throwing them back. 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, calculate the total Scale of both player's units within 12" of the Atoll battlefield edge. If the Legio Lysanda player has at least double the Total Scale as the Legio Mordaxis player's Total Scale, they are victorious. Otherwise the Legio Mordaxis player is victorious. The Legio Mordaxis player is also victorious if all of the Legio Lysanda units are destroyed at any point.



CONFRONTATION ON DROOTH II: CRUSADE'S END

This battle represents the final confrontation between the forces of Horgoth Nyr and Dae Vergos, bringing an end to the Crusade of Iron. Though the Traitors had achieved many victories, Nyr found his forces bloodied by the vengeful Loyalists that pursued him. In the eyes of both himself and those around him, Nyr's record of conquest and slaughter across Ultramar was tainted by his failure to eradicate every trace of Legio Praesagius. As the rampage across Ultramar undertaken by the Word Bearers and World Eaters drew to a close, Nyr knew he must settle the running battle between Vergos and himself. Committing to luring his foe to him, the Traitor forces burned a dozen worlds, each an open challenge to the Loyalists that pursued them. Though it was clear such actions were committed to bait Vergos into a fight, the Loyalists had little choice if they wished to punish their enemy. Gathering what remained of those forces committed to the Crusade of Iron, the Loyalists set sail for Drooth II and the battle that awaited.

Known for its burning sand-like mineral deserts, Drooth II was originally populated solely by a research station and listening outpost, placed there by the Ultramarines Legion to watch over the eastern edge of Ultramar. This outpost was quickly overrun by the Dark Mechanicum as war engulfed Ultramar and turned into a profane manufactorum capable of churning out debased weapons infused with powers pulled from the Æther. It was here that Nyr chose to make his stand against the Loyalist forces, aware that the veil lay thin and the entities within the Warp were easily called upon should the Traitors lose the advantage. In preparation for the Loyalists' arrival, the defences of the outpost were strengthened, denying approach from orbit and forcing any invader to land far from the Traitors. With both sides drawn to the world, the stage was set for a battle of cataclysmic proportions.

Battlegroups

One player controls the combined Traitor forces, while their opponent controls the combined Loyalist forces. Each player selects a battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. Both players' force should have a Battle Rating of up to 3,000 points. Each force must consist of at least one maniple, plus any reinforcements.

Battlefield

The battle is played on a 4'x4' board. Place a 3" wide marker, or appropriate terrain piece, in the centre of the battlefield – this is the forge-fane and gravity elevator. The battlefield represents the outpost of Helgarn's Furnace and should have a moderate amount of terrain such as buildings, roads and manufactorum structures.

Stratagems

Both players have 4 Stratagem points to spend on their choice of Stratagems (see page 64 of the *Adeptus Titanicus* rulebook).

MISSION SPECIAL RULES

Destroy the Forge-fane: Outnumbered and assailed by daemonic entities, the Loyalist forces know their only true chance of victory lies in the destruction of the forge-fane. The forge-fane is a towering structure shrouded in daemonic mist, represented by a 3" wide marker or appropriate terrain piece. Any unit can target the forge-fane as if it was an enemy unit. When targeting the forge-fane, the attacking unit rolls to hit, applying a -3 modifier if the attacking unit is more than 12" away, and resolves Armour rolls as normal, although no Location dice is rolled. The forge-fane has the following Damage table:

ARMOUR ROLL RESULT	DAMAGE EFFECTS
12-16	The reactor loses 1 Structure point
17+	The reactor loses 3 Structure points

The forge-fane has a total of 25 Structure points. When it loses its last Structure point, the forge-fane is destroyed and removed from the battlefield. The forge-fane is a towering structure, and is presumed to be visible and unobscured even if the attacking unit cannot see the marker.

Burning Sands: This battle uses the Burning Sands rule (see page 92 for more details).

Deployment

The Traitor player deploys their force within 12" of the centre of the battlefield. The Loyalist player then deploys their force within 6" of any battlefield edge.

The First Round

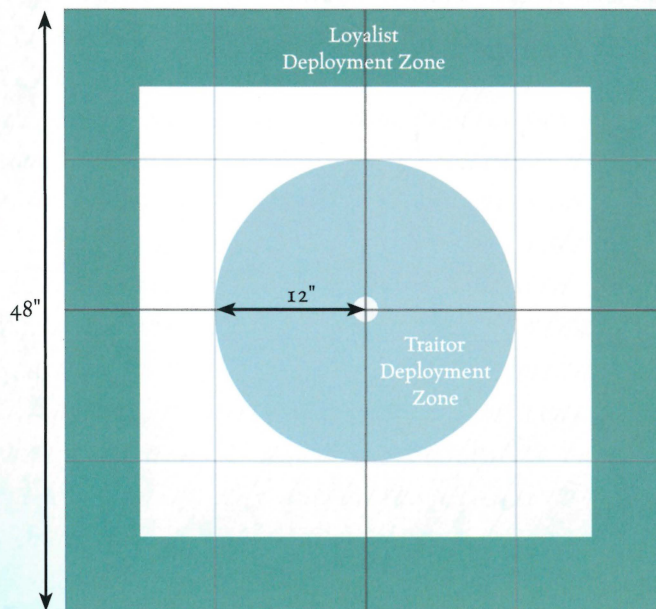
In the first round, the Loyalist player chooses who will take the Opus Titanicus and be the First Player.

Battle Length

The battle lasts for five rounds, after which either the Loyalists have destroyed the forge-fane or the Traitors have thrown them back. If the forge-fane is destroyed or if all the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, if the Loyalist player has destroyed the forge-fane they claim victory. Otherwise, the Traitor player claims victory.





ADEPTUS TITANICUS CAMPAIGNS

'The Libraxus Titanica compares the conquering of a world to the bringing down of a great beast. It is not the thing of a single quick blow, but rather the repeated strikes of a hammer sapping the creature of strength, until at last, exhausted and bloodied, it collapses at your feet.'

— *Treatise on Titanic War, Arch-Magos Hexagalos*

The Horus Heresy remains one of the greatest conflicts ever to befall the galaxy, and few worlds were untouched by the epic struggle between the Warmaster and the Emperor. Where the fighting was at its thickest, and where the fate of star systems lay beneath the butcher's knife, the Legios of the Collegia Titanica unleashed their god-like battle engines. As the war raged on, Legios grew into legends, and their Princes and crews became masters of Titan warfare.

Adeptus Titanicus is a game that lends itself to campaigns, and with a few extra rules players can link their games together to

chart the fate of a world or star system. What follows are rules for building and maintaining a Titan battlegroup from one game to the next, including systems that allow players to repair, refit and replace Titans damaged or lost in battle, as well as rules for earning Crew Experience, and the benefits of Veteran crews. In the Knight Household section, you will find rules for using Knight Households in an Adeptus Titanicus campaign. Lastly, in the Sub-sector Map Campaign System section, you will find rules for playing using planetary system maps, where players can fight to control a variety of planets, fortify them and carve a bloody path to the home world of their foe.

PLAYING A CAMPAIGN

Campaigns are made up of a series of linked games in which players reuse their army from one game to the next. In a campaign, players keep track of things such as the damage done to their Titans, any kills scored or special objectives completed and whether or not crews survived the battle. After each game, these details are recorded on a campaign roster, containing all of the Titans and Knight Banners at the player's disposal, and players have the opportunity to repair or refit their Titans, increase the experience of their crews or buy new units before their next game. A campaign then continues until a certain number of games have been played, one player or side has amassed a certain number of Victory points or some other objective has been met, and the victor is named!

DESIGNER'S NOTE

Organising a Campaign

You can play a campaign with as few as two players, or as many as you like. If you play against a regular opponent, a campaign is a great way to add some more variety to your games, allowing you to link your regular games together and play out the fate of a world. If you have more than two players wishing to play a campaign – perhaps as part of a gaming club or Games Workshop store gaming night – then you might need a little more organisation. In these instances, it is useful to have a campaign organiser. This person can also be a player in the campaign, but will have the added responsibility of recording the names and Legios of those involved, and also letting the players know when they are getting together to play. If players play games outside of the club or store, the organiser also makes sure that these results are recorded.

CHOOSE A TITAN LEGION

At the beginning of a campaign, each player must choose a Titan Legion to represent. Each Legio comes with its own set of traits, allowing for the creation of different kinds of maniples, access to unique Stratagems, additional Personal traits for Princes and specific wargear. Once a Legio has been chosen, all of the player's maniples will be drawn from this Legio for the duration of the campaign – though they may field supporting Titans from Legios they are allied with. In addition to the two Legios – the War Griffons and the Storm Lords – represented on page 89 of the *Adeptus Titanicus* rulebook, eight more Legios are presented in *Adeptus Titanicus: Titandearth*, four more Legios in *Adeptus Titanicus: Doom of Molech* and six more Legios in this book.

Choose an Allegiance

At the start of the campaign, every player needs to decide whether they are a Loyalist or a Traitor. There is no restriction on which Legios can be either – there being many examples of largely Traitor Legios containing elements still loyal to the Emperor and vice versa. At the start of the campaign, there should be roughly equal numbers of Loyalists and Traitors. However, during the course of the campaign, players may change sides by betraying their allies.

DESIGNER'S NOTE

Creating your own Titan Legions

There were hundreds of Titan Legions involved in the Horus Heresy, drawn from Forge Worlds across the Imperium, and many saw action in dozens of different warzones. Players should not feel restricted by the Legios presented thus far in *Adeptus Titanicus*, and are free to choose their own, either selecting one from the rich background of the Horus Heresy setting, or making up their own unique Legio. When creating your own Titan Legions for a campaign, players may either select the rules for an existing Legio – using the rules that best represent their own Legio – or, if the other players in their campaign agree, make up their own rules using those already presented as a guideline.

Alternatively, a player may choose to name their Legio, but not use any special rules. In this case, they will receive bonus Stratagem points (see page 89 of the *Adeptus Titanicus* rulebook) when facing a player using Legio special rules.

DESIGNER'S NOTE

Betrayal!

The Horus Heresy was plagued by armies and generals changing sides and turning on their allies. At any point during a campaign, a player may choose to switch sides, turning Traitor or pledging themselves to the Emperor anew. To keep things simple, players should only be allowed to do this once, and must declare their intentions to the other players or the organiser before they play their next game. If the players want, they could then play a special mission – such as adapting the Battle of Molech: Treachery and Deceit mission on page 72 of the *Adeptus Titanicus* rulebook – to represent the betrayal, during which the betrayer changes sides. A player's new allegiance only takes effect after they have played their next game – otherwise they count as their previous allegiance for such things as working out which side won the campaign. Note that if a player is the only Traitor or Loyalist in a campaign, obviously they cannot change sides!

Choose a Mission

When players wish to play a campaign game, they must first choose a mission. If both players agree, any mission from the *Adeptus Titanicus* rulebook can be chosen, otherwise use the Meeting Engagement mission and Matched Play guidelines found on page 84 of the *Adeptus Titanicus* rulebook. When selecting a mission, the players should agree on a points limit – or use 1,500 points as a default. Players can then choose to use as much or as little of this points limit as they want, secretly writing down the total they will use to build their maniple with. Players then compare their totals, and choose their objectives using the table on page 84 of the *Adeptus Titanicus* rulebook based upon which player is the Underdog.

Create a Battlegroup

Once the players have chosen their mission and determined their objectives, each player then creates a battlegroup from their campaign roster up to their chosen points level. This battlegroup can include any or all of the units available to the player, provided that it adheres to the Matched Play guidelines, and they may choose from game to game which units under their command they will field. The players then play the mission.

Rewards

After the battle, both players should work out their rewards depending on the outcome of the game. These will be Armoury points, Crew Experience points and Honour points. If a player has active units on the battlefield at the end of the game, they may also salvage the battlefield.

Ending the Campaign

When starting a campaign, the players or organiser should decide how long it will run. While it might be tempting to leave it open ended, the reality is that after a while some Legios will clearly be on the ascendant while others will be struggling to field even a handful of battle-damaged Titans. To keep your games interesting and challenging, it is recommended that a campaign run for a set number of weeks or games – perhaps centred on how often the players get together, whether this is every other week at their gaming club or whenever they gather at a friend's house. As a general rule, four to six weeks is a good length for a campaign.

To work out the victor in a campaign, players should tally up the Honour points of the Loyalists and then the Traitors. The side with the highest total is the winner. In addition, the player with the individual highest Honour points total can be considered the greatest general of the campaign, whether their side won or not.

Armoury Points

These represent the resources of the player's Titan Legion, and are used to create their campaign roster as well as repair, rearm and replace units during the campaign. When starting a campaign, players should decide on an Armoury points total to create their starting campaign roster – 2,000 points is a good starting level, though this can be adjusted up or down depending on how powerful the players want their forces to be at the start of the game or the number of models they have in their collection. For the purpose of purchasing units, Armoury points are the points available to a player and a unit's or weapon's points value is equal to the number of Armoury points it costs. It is important to note that a player need not spend all of their Armoury points during the creation of their campaign roster, and any leftover points can be 'banked' for use later on.

Titan Legions are huge organisations with the resources of a Forge World behind them, and as the campaign progresses, each player will receive more points to repair or refit their Titans as well as acquire completely new Titans. After each game – regardless of the outcome – a player will receive Armoury points equal to 20% of the campaign's starting points level. So for instance, if the players started with 2,000 points, they would receive 400 points. If the players are playing a map or sub-sector campaign, then Armoury points are instead awarded based on the amount and kind of territory or planets held by the player's Legio.

Salvaging the Battlefield

At the end of an engagement between Titans, the battlefield is often littered with gutted war machines and tangled wreckage, where once stood proud god-engines. If a player has active units on the battlefield at the end of the game, they may scavenge the battlefield for armour, weapons and valuable components to repair their own battlegroup. Each friendly Titan that was destroyed during the game is worth 20% of its starting value in Armoury points not including any weapons. Weapons on a destroyed Titan may be salvaged as long as they were not disabled when the Titan fell. These weapons are added to the player's Campaign roster and may be retrofitted to Titans of the appropriate type in subsequent battles.

Titans that suffered a Magazine Detonation or Catastrophic Meltdown result on the Catastrophic Damage table (see page 36 of the *Adeptus Titanicus* rulebook) cannot be salvaged. Destroyed Knight Banners also cannot be salvaged – their remains are of little value to the Legio's repair clades.

If one player has active units on the board at the end of the game, and their opponent does not, then enemy Titans that were destroyed can also be salvaged as if they were friendly. However, due to the technological differences between Legios, each enemy Titan is only worth 10% of its starting value in Armoury points, not including weapons. Weapons may not be salvaged from enemy Titans.

Repairing Titans

After a campaign game, Titans and Knight Banners are not automatically repaired and retain any damage they sustained during the battle. For each surviving Titan, at the end of the game make a note of the position of its Damage Status track, Critical Damage track, and of any weapons that have been disabled. At any point before their next game, a player can repair damage to a Titan's structure and critical locations for the cost in Armoury points as shown on the Repair table below. Note that though a player does not need to repair any damage to a Titan's Head, Body or Legs to be able to field it again, the Titan begins the game with any Critically Damaged Systems or lost Structure points it has previously sustained. Disabled weapons are automatically repaired between games, though weapons may also be changed using the retrofitting rules that follow.

For each Knight Banner, make a note of its remaining number of models – but not any other details. Damage to the individual models of a Knight Banner is far easier to repair than damage done to a Battle Titan, and so does not require the expenditure of Armoury points, therefore remaining models in a Knight Banner are returned to fully working order between games for free, whilst destroyed models are simply lost as a result of catastrophic damage suffered, probably salvaged to repair their wounded brethren. Lost models from supporting units may be replaced as described in the Reinforcements section on page 77.

Repair Table

DAMAGED SYSTEM	ARMOURY POINTS COST TO REPAIR
Points of Critical Damage	Scale x 3
Each point of Damage	Scale x 2

Retrofitting Weapons

Titans may have weapons retrofitted between battles. Players can buy additional weapon systems for their Titans with Armoury points for the cost indicated on the Weapon card, and note them down on their roster sheets even though they are not attached to a Titan. Before a game, the player may then choose which weapons their Titans will carry into battle from those on their campaign rosters. Note that weapons can only be retrofitted onto a Titan of the appropriate type as indicated by their card.

Reinforcements

Players can buy whole new models and units with Armoury points and add them to their campaign rosters. Replacement models and units can be purchased using Armoury points at the cost indicated on their Command Terminal. Models may be added to a Knight Banner to replace losses, provided that there is at least one model remaining in the unit. Knight Banners reinforced in this way retain their Veteran status.

Crew Experience

Not all crews are the same, and a well-seasoned Titan crew can get far more from their war machine than a newly minted one. When creating their campaign roster, each player should randomly determine the Crew Experience level for each of their Titans using the Starting Crew Experience table below. When buying a new unit during the course of a campaign, players should roll the Starting Crew Experience for that unit, unless they have been assigned a new crew. Note that Knight Banners do not have Crew Experience ratings.

Starting Crew Experience

D6	EXPERIENCE LEVEL
1-3	Green
4-5	Tested
6	Hardened

Each level of Crew Experience provides a number of re-rolls. These re-rolls can be applied to any dice roll, provided that the result is directly related to the actions of the crew's Titan – the only exception is the dice to determine the result of Catastrophic Damage, which does not benefit from Crew Experience. Each re-roll can be used once per battle. If a dice roll involved multiple dice (for example a To Hit roll made with a weapon with a Dice value of 5), the re-roll can be used to re-roll one dice from the roll or all the dice; it cannot be used to re-roll certain chosen dice. Each level of Crew Experience provides certain benefits as described in the table below:

Crew Experience Levels

RE-ROLLS	EXPERIENCE LEVEL	EXPERIENCE POINTS TOTAL
0	Green	0
1	Tested	5
2	Hardened	10
3	Veteran	15
4	Elite	25

Crews may increase in experience over the course of a campaign, as follows:

Gaining Experience Points

After a game, each surviving Titan crew, whether or not their Titan survived the battle, will earn Experience points. Add up the experience earned and make a note next to the Titan crew on the campaign roster. This total will determine the crew's Experience level, and the number of re-rolls they have as detailed on the Crew Experience Levels table.

Experience Points

RESULT	EXPERIENCE POINTS
Crew survived the battle	1
Crew destroyed a Titan of Scale 9 or higher	3
Crew destroyed a Titan of Scale 7 or higher	2
Crew destroyed a Titan of Scale 6 or less	1

Knight Banners do not gain Experience points like Titan crews. Instead, as long as one model in a Knight Banner survives the battle, that supporting unit is now considered to be Veteran – make a note of this on the campaign roster. Veteran Knight Banners can re-roll a single dice once per game.

Crew Survival

Even if their Titan is destroyed, a crew may survive, such as the many fail-safes and escape mechanisms built into their war machine. When a Titan is destroyed by a Silenced, Laid Low or Wild Fire result on the Catastrophic Damage table, roll a D6. On a 2+, the crew has escaped. By contrast, the devastating effects of a Titan's reactor melting down or ordnance cooking off are much harder to survive. If a Titan is destroyed by a Magazine Detonation or Catastrophic Meltdown result on the Catastrophic Damage table, roll a D6. On a 4+, the crew has escaped. Otherwise, the crew is killed.

Crews that survive may be reassigned to newly purchased Titans rather than rolling on the Starting Crew Experience table. Alternatively, a crew may be kept on the campaign roster in reserve, until a new Titan becomes available to them. Note that Titan crews need not be assigned to the same type of Titan they previously commanded – though a Princeps may be less than pleased if they are forced to captain a Warhound after being the master of a Warlord!

Gaining Honour Points

A Legio is known to its enemies by its victories, and as it crushes worlds and foes beneath the feet of its Titans, its legend grows. After each game, a player's Legio may gain Honour points depending on the outcome – as detailed on the Honour points table below. Honour points are a representation of the Legio's fame and glory, and are used to determine the ultimate winner of a campaign.

Honour Points

RESULT	HONOUR POINTS
Win (player was the Underdog)	3
Win (opponent was the Underdog)	2
Loss (player was the Underdog)	1
Loss (opponent was the Underdog)	0
Draw	1

KNIGHT HOUSEHOLDS IN CAMPAIGNS

With the release of *Adeptus Titanicus: Doom of Molech*, players can now field an entire Knight House upon the battlefield, representing the full power of a Household assembled for war. Such an act was a rare occurrence during the Great Crusade but all too common during the Horus Heresy, with entire Knight Households eradicated from the annals of history over the course of a single, bloody campaign. For most purposes, a Knight Household follows all the rules for campaigns presented previously, with any changes to how they operate in a campaign presented here.

Choose a Knight Household

A player who wishes to can choose to field a Knight Household instead of a Titan Legion at the beginning of a campaign. To do so, the player must choose a Knight Household to represent. Each comes with its own set of Knightly Qualities reflecting the differences in traditions and tactics employed by different Knight Households. Once a Knight Household has been chosen, all of the player's Lances must be drawn from this Knight Household – though they may still have Freeblades and may choose the Titan Legion of any supporting Titans they field from the Titan Legions chosen by their allies (i.e., other Loyalist or Traitor players). Rules for Knight Households can be found in *Adeptus Titanicus: Doom of Molech* and this book.

Choose an Allegiance

At the start of any campaign, every player needs to decide whether they are a Loyalist or a Traitor. There is no restriction on which Knight Household can be either – there being many examples of largely Traitor Households containing elements still loyal to the Emperor and vice versa. At the start of the campaign, there should be roughly equal numbers of Loyalists and Traitors, regardless of whether such players are controlling a Titan Legion or Knight Household. However, during the course of the campaign, players may change sides by betraying their allies, as described on page 75.

Creating a Campaign Roster

In a campaign, players record all of their Knight Banners and Titans on a campaign roster. This allows them to record losses, Crew Experience and other details for their units as they progress through the campaign. When a Knight Banner or Titan is destroyed, remove it from the roster, although in the case of Seneschals and Titan Crews they may survive and can be assigned to a new Knight Banner or Titan respectively, or kept in reserve until a new Knight armour or war machine is ready for them.

At the beginning of the campaign, players will have a certain amount of points with which to build their campaign roster, based upon the agreed Armoury points level. Players using a Knight Household gain an additional 500 Armoury points to represent the greater numbers a House brings to bear in anticipation of the losses they will suffer in a campaign against a Titan Legion. A Knight Household can only have one reinforcement Titan on their roster at the start of a campaign for every three Knight Banners. To build a campaign roster, players should select units, including weapon options for Knight Banners and the number of Knight Scions within each Banner, as if they were creating a Household force for a game. When preparing for a campaign battle, each player then assembles a Household force from the Knight Banners and other units on their campaign roster using the guidelines for Household forces in Matched Play on page 34 of *Adeptus Titanicus: Doom of Molech*. Note, when assembling a Household force, a player need not include all of their available units – thus fresh troops may be sent into the fray while damaged units can be taken off the line until they can be replenished.

When creating a campaign roster for a Knight Household, the player may nominate up to two Banners to be led by a Seneschal – this cannot be a Freeblade Banner. During a campaign, a Household can have no more than two Seneschals at any time.

Create a Household Force

Once the players have chosen a mission and determined their objectives, a Knight Household player then creates a Household Force from their Campaign roster up to their chosen points level. This Household Force can include any or all of the units available to the player, provided that it adheres to the Matched Play guidelines, and they may choose from game to game which units under their command they will field. The players will then play the mission.

Each Household Force must be led by a Seneschal, if one is available on the campaign roster. If, for whatever reason, one is not available then the Knight player must nominate a High Scion amongst the Household force to be the commander for the battle. They count as the Seneschal for the purpose of determining objectives and Victory points, but they do not gain any of the Seneschal's special rules nor do they have a Knightly Quality. If they survive the battle, the commanding High Scion automatically becomes a Seneschal – make a note on your campaign roster of this and generate a Knightly Quality.

In Matched Play, a Knight Household force must contain at least one Lance consisting of three Banners. A Lance can be formed from Banners that are drawn from the same Household, following normal restrictions. If, for whatever reason, a player cannot form a legal Lance (e.g., they do not have three Banners from the same Household or can not build a Lance with at least two of the same Banner types), then the player can form a Lance with any Banners on their Campaign roster. If they do this, Knights within that Lance cannot be issued Lance orders nor can they be issued a Coordinated Strike order. In addition, only Knight Banners drawn from the same Household as the Seneschal/High King can benefit from their Knightly Quality.



PLAYER

HOUSEHOLD

HONOUR POINTS

ARMOURY POINTS

BAITLE RATING

KNIGHT BANNERS

UNIT SIZE

BANNER EXPERIENCE

COST

TITANS

TYPE

CREW EXPERIENCE

COST

WEAPON

TYPE

LOCATION

COST

Knight Commanders

On the battlefield a Knight Household force is commanded by a Seneschal or, in rarer cases, their High King (collectively known as a Knight Commander), while each Lance is led by a High Scion. During the course of a campaign, a Household's campaign roster can contain no more than two Seneschals. When assembling a Knight Household force for a game, only a single Knight Commander can be chosen to lead the force; any excess Banners containing Knight Commanders gain no benefits from special rules or Knight Qualities, and count as High Scions if leading a Lance. When building a Knight Household campaign roster at the start of a campaign, roll for the Experience level of each Knight Commander.

After a game, if a Knight Household has fewer than two Seneschals, a High Scion that survived the battle can ascend to the rank of Seneschal. Note this down on your campaign roster. This new Seneschal has a Knight Experience level of Tested. Only a single High Scion can ascend to the rank of Seneschal after each game.

If a Household Force has no Seneschals and no High Scion survived the battle, the Knight player must choose a Knight Banner that survived from amongst their force to contain a new Seneschal. Note this down on your campaign roster. This Seneschal has a Knight Experience level of Green. If the player has no surviving Banners from their Knight Household then no Seneschal is appointed, and the player must fight the next battle with a High Scion leading, as detailed above.

Salvaging the Battlefield

At the end of an engagement between forces, the battlefield is often littered with gutted war machines and tangled wreckage, where once stood proud god-engines and ranks of Knights. If a player commanding a Knight Household force has active units on the battlefield at the end of the game, they may scavenge the battlefield for armour, weapons and valuable components to repair and replenish their Knight Banners. Each friendly Knight model that was destroyed during the game is worth 20% of its starting value in Armoury points, including any weapons. Note, only the cost of Knight weapons in Armoury points are salvaged, not the weapons themselves – these must be purchased as normal for a new Banner.

A Knight Household may also salvage friendly Titans, gathering valuable parts and returning them to their parent Legio in return for vital supplies. Each friendly Titan that was destroyed during the game is worth 15% of its starting value in Armoury points, not including any weapons. Weapons on a destroyed Titan may be salvaged as long as they were disabled when the Titan fell – these weapons are worth 50% of their starting value.

If a Knight Household player has active units on the battlefield at the end of the game, and their opponent does not, then enemy Knight Banners and Titans may be salvaged as if they were friendly. However, due to technological differences between different Households and Legio, each enemy Knight Banner or Titan salvaged is only worth 10% of its starting value in Armoury points, not including Titan weapons. Titan weapons may not be salvaged from enemy Titans.

Reinforcements

Players can buy whole new models and units with Armoury points and add them to their campaign rosters. Replacement models and units can be purchased using Armoury points at the cost indicated on their Command Terminal. Models may be added to a Knight Banner to replace losses, provided that there is at least one model remaining in the unit. Knight Banners reinforced in this way retain their Veteran status.

Knight Banner Experience

Much of a Knight Household's strength comes from the leadership and wisdom shown by its leaders; a Household with an inexperienced, naïve High King was all but doomed in the brutal conflict of the Horus Heresy. When creating their campaign roster, each Knight Household player should randomly determine the Knight Experience level for each Banner containing a Seneschal or High King (see future supplements) using the Starting Knight Experience table below:

D6	KNIGHT EXPERIENCE LEVEL
1-4	Tested
5-6	Hardened

Each level of Crew Experience provides a beneficial rule or effect to that Banner. These effects are cumulative (i.e., a Banner with the Hardened Experience Level gains the benefits of both the Hardened and Tested levels).

Knight Banners not led by a Knight Commander do not gain Experience points. Instead, as long as one model in a Knight Banner survives the battle, that supporting unit is now considered to be Veteran – make a note of this on the campaign roster. Veteran Knight Banners can re-roll a single dice once per game.

Knight Experience Level

EXPERIENCE LEVEL	EXPERIENCE POINTS TOTAL	KNIGHT LEVEL BENEFIT
Green	0	No Benefit
Tested	5	2 re-rolls
Seasoned	10	Experienced Commander
Hardened	15	3 re-rolls
Elite	25	Veteran Commander

A Knight Banner containing a Knight Commander may increase in experience over the course of a campaign, as follows. The Experience points for each eligible Knight Banner is tied to the Knight Commander and, if they are destroyed and did not survive, their Banner loses their Experience level. Conversely, if the Banner is destroyed but the Knight Commander survived, the Experience level is retained for any new Banner the Knight Commander joins.

Gaining Experience Points

After a game, each surviving Knight Commander, whether or not their armour survived, will earn Experience points. Add up all the experience earned and make a note next to the Knight Banner on the campaign roster. This total will determine the crew's Experience Level, and the Knight Level benefits they have as detailed on the Knight Experience Level table. Any Knight Level benefits that affect the Knight Commander's Lance only take effect while the Knight Commander is on the battlefield. Experience points are gained as described in the table below:

RESULT	EXPERIENCE POINTS
Knight Commander survived the battle	1
Knight Commander's Banner destroyed a Titan of Scale 9 or higher	5
Knight Commander's Banner destroyed a Titan of Scale 7 or higher	4
Knight Commander's Banner destroyed a Titan of Scale 6 or less	3
Knight Commander's Banner destroyed a Knight Banner of Scale 5 or higher	3
Knight Commander's Banner destroyed a Knight Banner of Scale 4 or less	2

Knight Banners that do not contain a Knight Commander do not gain Experience points in this manner. Instead, as long as one model in the Knight Banner survives the battle, that supporting unit is now considered to be Veteran – make a note of this on the campaign roster. Veteran Knights can re-roll a single dice per game.

Knight Commander Survival

Even if a Knight Commander's armour is destroyed, the Scion within it may survive thanks to fail-safes and escape mechanisms built into the Knight armour. When a Knight Commander is destroyed by a Direct hit or Devastating hit, roll a D6. On a 3+, the Knight Commander has escaped. If a Knight Commander is destroyed by a Critical hit, roll a D6. On a 5+, the Knight Commander has escaped. Otherwise, the Knight Commander is killed.

Knight Commanders that survive may be assigned to another existing or newly purchased Knight Banner, so long as that Banner is drawn from the same Household as them and the Banner does not already have a Knight Commander. Alternatively, a Knight Commander may be kept on the campaign roster in reserve, until a new Knight armour is available to them. Note that Knight Commanders need not be assigned to the same type of Knight Banner they previously commanded.

Knight Level Benefits

As a Knight Commander grows in experience so too does their skill upon the battlefield. This is represented by a Knight's Experience Level and the benefits that come with those levels. A Knight Commander gains the benefit for their current Experience Level and all previous Experience Levels. The Knight Experience Benefits are covered in detail below:

Re-rolls – These represent the instincts and skill of experienced Knights. A re-roll can be applied to any dice roll, provided that the result is directly related to the actions of the Banner. Each re-roll can only be used once per battle. If a dice roll involved multiple dice (for example, a To Hit roll made for a weapon with a Dice value of 5), the re-roll can be used to re-roll one dice from the roll or all the dice; it cannot be used to re-roll certain chosen dice.

Experienced Commander – The Knight Commander is well versed in the ebb and flow of battle, able to direct different groups of Scions. If a Banner within the Knight Commander's Lance fails a Command check when being issued an Order, other Banners within the Lance cannot be issued Orders. However, any Banner outside the Lance can still be issued Orders as normal. If a Banner outside the Lance fails a Command check, no more Orders can be issued that phase.

Veteran Commander – The Knight Commander has survived the worst the galaxy can offer and remains unfazed no matter what their foe throws at them. Banners in the Knight Commander's Lance cannot be Shaken. In addition, each Knight gains an additional attack when making an attack as part of a Charge Order, alongside any other benefits.

SUB-SECTOR MAP CAMPAIGNS

Titans are strategic weapons of the highest order, and their deployment always marked a point of main effort for the Loyalist and Traitors. The following rules expand on the idea of adding maps to the campaign system presented within *Adeptus Titanicus: Titandearth*, allowing players to battle over a sub-sector and the solar systems and planets contained within it. Such a campaign system allows players to mark the progress of the Legios as they capture and defend their own planets and progress with their allies to conquer an entire sub-sector for either the Emperor or the Warmaster.

DESIGNER'S NOTE

Commanding Multiple Titan Legions

Map campaigns benefit from several players on each side, allowing for grand strategies and tactics to evolve as Legios are grouped together to strike at valuable or heavily fortified planets or spread out to attack numerous planets at once. Of course, getting a large group of players together is not always possible or practical. For this reason players can, if they choose, command more than one Legio, or battlegroups within a single Legio.

Each player simply creates a number of campaign rosters, each one for a different Legio/Knight Household or for a different part of the same Legio/Knight Household. Each campaign roster is in effect a different 'player', able to attack a planet and claim Armoury points, though controlled by a single player.

When playing with multiple Legios or Households, players should be free to move their Titans and units between campaign rosters and pool their Armoury points, though their individual Titan maniples must still be made up of Titans from the same Legio.

Sub-sector Campaign Maps

Sub-sector campaigns can make use of a map to represent the sub-sector (a collection of solar systems) the players are fighting to conquer or defend. The map will be made up of a number of systems, each of which contains a number of planets (which can represent planets, moons or other celestial bodies), some starting in the possession of a player, others unclaimed and considered neutral when the campaign begins. There are nine different kinds of planets: Forge World, Knight World, Armoury World, Fortress World, Hive World, Research World, Agri-world, War World, and Ravaged World.

When creating a sub-sector map, the most important thing to determine is the number of systems (each of which contains a number of planets) that the players are fighting over and the number, and type, of planets within each system. As a rule of thumb, each player in the campaign should have their own starting system which contains their home world and a number of other planets; this number can be determined either by rolling a D3 or choosing a standard number of additional planets within each system depending on what players wish for. Note, this number represents the most strategically important worlds within a system rather than every planet in a system. In a standard campaign players will control an equal amount of planets to start with, with any additional planets in a system being classified as neutral planets. Players can then choose to have an additional number of neutral systems which are controlled by no one at the start of the campaign.

Finally, players should determine the type of world, both for their Home World and other worlds within a system. For Home Worlds, players choose whether the world is a Forge World, Fortress World, Knight World or Armoury World, each of which has their own benefits as described on page 87. For the remaining worlds, a player, or the campaign arbitrator, should roll a D10 and look up the result on the table below:

D10 PLANET TYPE

1	A player from the opposing side chooses the Planet Type
2	Forge World
3	Fortress World
4	Knight World
5	Armoury World
6	Agri-world
7	War World
8	Hive World
9	Research World
10	The rolling player chooses the Planet Type

A system with one or more Home Worlds cannot contain another world of the same type as those Home World/s within it – re-roll the dice if the result is the same.

While this is the default set-up for a map campaign, the organiser should feel free to create their own variations on sub-sector maps if they would like – adding more planets or systems, perhaps even some where more Armoury points are up for grabs, or entire systems devoted to a particular kind of world.

Sub-sector Campaign Map Summary

- Include a system for each player.
- Additional unclaimed systems can be added.
- Each player begins in control of a Home World. The Home World is of a Planet type of that player's choosing.
- Randomly determine the Planet type for the remaining worlds.

System Limits

If players wish, they may place a limit on the number of systems included on their campaign map, allowing players to share a starting system. In this case, each system should contain no more than two home worlds. If players wish, a system can contain home worlds that belong to opposing sides, although this could drastically shorten the time some players hold onto worlds they control.

Campaign Movement

Because of the more precise nature of running a map campaign, players will need to declare their intended targets before playing battles, and if there are more than two players then all of the players on one side must declare their intended targets at the same time; this process of declaration and the games that follow make up a Campaign round.

At the start of each Campaign round, one player from each side – Loyalist and Traitor – should roll off. The winner can choose for their side to either be the attacker or defender for that campaign round. All players on the attackers' side choose a planet to attack or an Occupied planet to Contest. To attack a player's home world, the attacker must control at least one other planet within the same system. Two or more attackers may choose to attack the same planet. Then, all of the players on the defenders' side choose a planet under attack to defend, an Occupied planet to Contest, or a neutral planet to lay claim to. Two or more defenders may choose the same planet to defend. It may happen that if the defence is concentrated on certain planets, others may be left undefended, in which case the planet is claimed by the attacker without the need to fight a battle. Once the location(s) of the upcoming battle(s) and the players involved have been determined, games can then be played.

The exception to the process above is if the previous round's attacking side lost more battles than they won, in which case they automatically lose the roll-off to decide who chooses to attack or defend, as their offensive loses its momentum and the other side seizes the initiative.

Campaign Movement Summary

- The Loyalist and Traitor sides roll off; the winner may declare their side is either the attacker or the defender for the round.
- If the previous round's attacker lost more battles than they won then they automatically lose the roll-off to decide who chooses to attack or defend.
- All attacking players choose a planet to attack or Contest an Occupied world; more than one attacker may choose the same planet. To attack a player's home world, the attacker must control at least one other planet within the same system.
- All defending players choose a planet under attack to defend, an Occupied planet to Contest or a neutral planet to lay claim to; more than one defender may choose the same planet.
- Play a battle for each planet containing both attackers and defenders.

DESIGNER'S NOTE

Scorched Earth

To encourage attackers to spread out their assaults and defenders to protect their territories wherever possible, players can use Scorched Earth rules. These rules offer a player who had attacked a world without opposition the choice to raze it, using the massed firepower of their Titans. After working out which planets the attackers are striking at and the defenders are defending, if there are any planets containing only one side, they can be razed at the discretion of the attackers instead of Occupying the planet. A Razed World, Forge World, Hive World, Knight World or Fortress World becomes a War World. Any other world becomes a Ravaged World (including if a War World is Razed). A world that has been Razed remains under the control of the current controlling player.

Capturing Planets

After the players have completed the battle for a planet, it may change hands depending on the outcome and the status of the planet. If the planet was a neutral one, the winner of the battle, or if no one opposed them, gains control of the world. Otherwise, if the attacker won the game, or no defender opposed them, the world becomes Occupied. An Occupied world remains under the control of the defender, however it no longer operates at its full capacity due to the war raging across its surface. While a planet is Occupied, it produces half of its normal Armoury points during the Campaign End phase (rounding down).

To take control of an Occupied world, a player must Contest the world. To do this, one or more players must choose to attack or defend the world in question. The defender can Contest an Occupied world even if no attacker chooses to Contest it. If an Occupied world is Contested by players from both sides, a battle is fought as normal. If the winner of the battle is a player from a different side than the world's controlling player, that player takes control of the world. In the case of games involving more than one player, the conquering player with the most Honour points can choose who among the conquering Legios takes control of the world, or if two or more conquerors have the same amount of Honour points, they roll off to see who takes control of it. If the winner of the battle is a player from the same side as the world's controlling player, then the world remains under their control and is still Occupied.

If an Occupied world is Uncontested (i.e., only one side commits forces to Contest the world), the world is no longer Occupied, either falling under the control of the opposing side or remaining under the control of the current controlling player. If control of the world switches sides, the player who Contested the world gains control of it. In the case of worlds Contested by more than one player, the conquering player with the most Honour points can choose who among the conquering Legios takes control of the world, or if two or more conquerors have the same amount of Honour points, they roll off to see who takes control of it.

DESIGNER'S NOTE

Occupied Worlds

The rules for invaded worlds becoming Occupied tend to favour longer campaigns and represent that seizing control of a planet is far from a simple affair while encouraging players to redirect assaults against difficult targets or commit heavy forces to a particular battle. Players seeking an easier method can agree that worlds do not become Occupied. Instead, when an attacker wins a battle over a planet, they take control of it. In this way, planets will be conquered far quicker and key planets are likely to change hands many times during a campaign.

Capturing Planets Summary

- Undefended planets are automatically captured by the conquering player.
- If an attacker won their battle over a planet, that planet becomes Occupied.
- An undefended world that is not neutral automatically becomes Occupied.
- If both sides Contest an Occupied world, and the controlling player (or their side) wins the battle, the world remains Occupied.
- If both sides contest an Occupied world, and the opposing side wins the battle, the world is captured by the invading player.
- If more than one invading player was attacking the same planet then the attacker with the most Honour points chooses who takes control of the planet.
- An Occupied world Contested by the controlling player (or their side) but not by an opponent is no longer Occupied.
- An Occupied world Contested by an opposing player but not by an opponent is automatically captured by the Contesting player.

Armoury Points

In a sub-sector map campaign, Armoury points are gained from a player's planets rather than as a set amount after each game. When all players complete a campaign game, the Campaign End phase begins. During the Campaign End phase, each player tallies up the Armoury points for all of the planets that they currently control, including any for planets that have just been captured. The player then gains this total to add to their pool of Armoury points which can then be spent on repairs, refitting and reinforcements.

Terrain Type

The type of terrain being fought over affects the amount of scenery players should include in their games – the open plains of an Agri-world are much easier to traverse than the crowded manufactoria of a Forge World. Games played in Open terrain should include only a light scattering of scenery, whilst games in Rugged terrain can have a balanced mix of scenery pieces. Finally, games in Dense terrain have lots of scenery, creating a battlefield with plenty of Blocking terrain.

Defensive Rating

Certain kinds of worlds are more defensible than others and provide forces defending them with a bonus. When a player is defending (or Contesting) a planet they control against attack, they may add its Defensive rating to the number of Stratagem points they have available for the game. If more than one Legio is defending a planet then these bonus points are awarded to each defender. In addition, when rolling to determine deployment (see page 86 of the *Adeptus Titanicus* rulebook), the defenders' side may modify the result up or down by an amount equal to the territory's Defensive rating. If the game is taking place on an unclaimed planet, then neither side gains a defensive bonus.

PLANET	ARMOURY POINTS	TERRAIN TYPE	DEFENSIVE RATING
Forge World	500	Dense	+3
Fortress World	150	Dense	+3
Knight World	500	Rugged	+3
Hive World	500	Dense	+2
Armoury World	300	Dense	+2
Research World	200	Open	+1
War World	100	Rugged	+1
Agri-world	250	Open	+0
Ravaged World	50	Open	+0

Winning a Map Campaign

The victory conditions for a map campaign are the same as those for a normal campaign, and after a set number of weeks the victor can be determined by the side with the most Honour points. Of course, there are various ways to play a sub-sector map campaign where the focus is not just on winning battles but dominating regions of the map as well. Presented here are three sub-sector map campaign variants for players to use. In all cases, it is recommended that the campaign runs for 4-6 weeks, or until their victory conditions are met.

Invasion

In an Invasion, one side is defending a sub-sector and the other is launching an assault. At the start of the campaign, one side (Traitor or Loyalist) will be in control of the entire sub-sector map. It should include a number of systems equal to the number of defenders, with each player on the defenders' side beginning in control of all the worlds in a system. The invaders start with no planets, though importantly, in an Invasion once a planet has been captured, it cannot be re-captured. Invaders also begin with more Armoury points than normal to reflect their available resources, and each of the players on the invaders' side begins with three times as many Armoury points as normal (i.e., if each defender has 2,000 Armoury points to begin with then each invader will have 6,000 Armoury points). These points need not be spent at the beginning of the campaign and can instead be saved for repairs later on.

System War

In a System War campaign, one side is defending a vital system. The map contains a single system containing a single Forge World (collectively controlled by the defending side and providing its Armoury points and other benefits to each player as if they alone owned it) and one Fortress, Armoury or Research World for each defending player (which can be representing the Forge World's moons, etc.). The rest of the map should contain three Agri-worlds, War Worlds, Hive Worlds, Knight Worlds or Ravaged Worlds for each defending player (randomly determine the type of each planet). The defending side begins in control of all of the territories. In a System War, do not roll each round to see who is the attacker or defender, the side defending the System is always the defender, and once a planet has been captured, it cannot be re-captured. Before the attacking side can attack the Forge World, they must control at least half of the other planets on the map. If the Forge World is captured before the end of the campaign, the attacker wins the campaign. Otherwise, the defender is the winner.

Domination

In a Domination campaign, each planet is worth Honour points in addition to Armoury points. A Forge World or Knight World is worth 5 Honour points, a Hive World is worth 4 Honour points, an Armoury World, Fortress World, Research World or Agri-world is worth 3 Honour points, a War World is worth 2 Honour points, and a Ravaged World is worth 1 Honour point. A world that is Occupied is worth only half its total Honour points (rounding down, to a minimum of 0).

When gaining Armoury points from a planet, a player also gains its worth in Honour points. The first side to reach a combined Honour points total, from both destroying enemy Titans and holding territories, equal to the total number of players times 25 (i.e., 50 for two players, 75 for three players, etc) is the winner.

Planetary Hex Maps

If players wish to include more detail in their campaign, they can generate hex grid maps for some (or all) of the planets on the sub-sector map. While this will greatly increase the length of a campaign, and thus increase the risk of players losing interest before its completion, it will also greatly increase the detail of each world. A hex grid for each world should be generated in a manner similar to the map generation rules presented in *Adeptus Titanicus: Titandearth*. For each planet only a single Hive Cluster should be generated and each world should have a Spaceport. For all worlds apart from Fortress Worlds, War Worlds, and Ravaged Worlds, each Hive cluster should also contain a Hive City with other hexes being either an area of Ruins or an area of Wastes. For Fortress Worlds or War Worlds, the Hive City is replaced by a Fortress, while a Ravaged World has no hexes and follows the normal rules for planets.

When a world becomes Occupied, the invading player seizes control of the Spaceport. They may then invade any other territory on the map apart from the Hive City or Fortress. They may only invade the Hive City or Fortress when they control two or more hexes of a planet map. An Occupied world falls under the control of the invader when they control the Hive City or Fortress. If the invaders lose control of all hexes on a planet, the planet remains under the control of the defending player and is no longer Occupied.

DESIGNER'S NOTE Fortifying Planets

If players want to add some additional detail to the planets in their campaigns, they might allow them to be fortified, representing the construction of ground and orbital defences. Players can improve the defences of a planet during the Campaign End phase, paying 500 Armoury points to improve its Defensive Rating by 1 (up to a maximum Rating of +3). Additionally, for a cost of 1,500 Armoury points, a Ravaged World can be turned into a Fortress World. A player can only create one Fortress World in each Campaign End phase.

OPTIONAL CAMPAIGN RULES

The following pages provide various optional campaign rules which players can include within their campaigns to expand their scope. Players should decide at the start of a campaign which rules, if any, they will use. Players can choose to use some or all of the rules presented here.

Extended Titan Crew Experience

As they survive from one battle to the next, Titan crews become more experienced, with some crews able to call upon decades or even centuries of service. In the standard campaign rules, this experience is represented by a Titan having a number of re-rolls dependent on the crew's Experience level. If players prefer, the following rules can replace the standard Titan Crew experience rules presented on page 77.

When creating their Campaign roster, or buying new Titans with Armoury points, the controlling player should randomly determine the Crew Experience level for each of their Titans using the Starting Crew Experience table below:

Starting Crew Experience

D6	EXPERIENCE LEVEL
1-3	Green
4-5	Tested
6	Hardened

Certain Crew Experience levels provide a number of re-rolls. These re-rolls can be applied to any dice roll provided that the result is directly related to the actions of the crew's Titan – the only exception is the dice to determine the result of Catastrophic Damage, which does not benefit from Crew Experience. Each re-roll can be used once per battle. If a dice roll involved multiple dice (for example a To Hit roll made with a weapon with a Dice value of 5), the re-roll can be used to re-roll one dice from the roll or all the dice; it cannot be used to re-roll certain chosen dice. Each level of Crew Experience provides certain benefits as described in the table below:

Crew Experience Levels

EXPERIENCE LEVEL	EXPERIENCE POINTS TOTAL	EXPERIENCE LEVEL BENEFIT
Green	0	-
Tested	5	1 re-roll
Hardened	10	Titan Crew Skill
Veteran	15	1 re-roll
Elite	25	Titan Crew Skill

All Experience Level benefits are cumulative, i.e., a Titan crew with a Crew Experience level of Elite has 2 re-rolls and 2 Titan Crew Skills. Crews may increase in experience over the course of a campaign, gaining Experience points as follows:

Gaining Experience Points

After a game, each surviving Titan crew, whether or not their Titan survived the battle, will earn Experience points. Add up the experience earned and make a note next to the Titan crew on the campaign roster. This total will determine the crew's Experience level, and the benefits they receive for it. Experience points are earned as follows:

RESULT	EXPERIENCE POINTS
Crew survived the battle	1
Crew destroyed a Titan of Scale 9 or higher	3
Crew destroyed a Titan of Scale 7 or 8	2
Crew destroyed a Titan of Scale 6 or less	1

TITAN CREW SKILLS

Certain Crew Experience levels list the benefit as 'Titan Crew Skill'. When a Titan reaches this level, the crew may choose a skill representing a certain aspect of warfare the crew excel at, marking out their unique talents. Each Titan can only take the same skill once. When a skill is taken, note it down next to the Titan on the campaign roster. A crew chooses their skills from the list below:

Accurate – A Titan with this skill applies a +1 modifier to all To Hit rolls for attacks made with weapons without the Melee Trait.

Expert Marksmanship – A Titan with this skill does not suffer penalties for making a Targeted attack.

Brawler – A Titan with this skill adds 1 to the Dice value of all weapons with the Melee trait it is equipped with.

Agile – A Titan with this skill can make up to two turns before moving as part of a Charge Order, instead of one.

Machine Born – A Titan with this skill adds 1 to all Repair rolls it makes during the Damage Control phase.

Natural Leader – Once per game, during the End phase, you may choose who will be the First Player for the next turn. If both players use this skill during an End phase, players roll off as normal. Only one Titan per player can use this ability per game no matter how many Titans have the skill, and a Titan with this skill must be present on the battlefield when this skill is used.

Vanguard Fighter – A Titan with this skill may be issued Charge and Full Stride orders without the need to make a Command check.

Bombard Commander – A Titan with this skill may be issued First Fire and Split Fire orders without the need to make a Command check.

Titanic Duellist – Apply a -1 modifier to all To Hit rolls for attacks made against a Titan with this skill by weapons with the Melee trait.

PLANETARY TRAITS

A sub-sector campaign can be enhanced by using Planetary Traits, which represent a particular focus or area of expertise a world possesses. Using Planetary Traits means worlds of the same type have noticeable differences, resulting in particular worlds having increased value to certain players. When using Planetary Traits players should determine which systems are linked, which should be denoted on the campaign map (e.g., with a dotted line between linked systems). Each system should be linked to at least two other systems, with linked systems being important to certain Planetary Traits.

To use Planetary Traits, at the start of the campaign each player should choose a Planetary Trait for their home world and then players should randomly determine a trait for each planet on the campaign map. If the campaign has an arbitrator, they may assign Planetary Traits instead.

Each world should have a Planetary Trait generated from the appropriate list as follows. If, during the course of a campaign, a world changes type (for example an Agri-world becomes a Ravaged World), it loses any Trait it currently has. If a world becomes a War World, randomly determine a new Planetary Trait from the War World Traits list. If a world becomes a Ravaged World, it gains no new Trait. An occupied world may still use their Trait unless otherwise stated.

Each Planetary Trait is denoted as either (Passive) or (Active). A player can only benefit from each Active Planetary Trait once per Campaign End phase, no matter how many worlds they have with the same Planetary Trait. For example, a player controlling two Research Worlds with the Adapt and Evolve (Active) Trait can only salvage one enemy weapon per battle, despite having two worlds with that Planetary Trait. A player can benefit from multiple Passive Planetary Traits in the same Campaign End phase.

FORGE WORLD

Sacrificial Protocols (Passive) – *Those of the Cult Mechanicus that call this world home accept that sacrifices must be made if victory is to be achieved.* When calculating Armoury points, a player who is in control of this world may call a Production Rush. If they do so, double the number of Armoury points received from the world this turn. However, after this is calculated, permanently reduce the number of Armoury points received from this world by 150 for the remainder of the campaign.

Preservation Teams (Active) – *Aghast at the destruction that has been unleashed by the Horus Heresy, the Forge World has assembled dedicated Preservation Teams to recover as much as they can.* When salvaging the battlefield after a battle in the same system, or a linked system, to this planet, a player who controls this world gains Armoury points equal to 30% of the total value of destroyed friendly Titans (or Knight Banners if a Knight Household) in Armoury points, and can recover a single disabled weapon from a friendly Titan.

Dedicated Production (X) (Active) – *The Forge World favours the production of certain war machines and is particularly adept at their niche.* When this Planetary Trait is determined, roll a D6 and look up the result on the table below to determine which Titan is in the brackets:

D6	DEDICATED PRODUCTION TITAN
1	Warhound Titan
2	Reaver Titan
3	Warbringer-Nemesis Titan
4	Warlord Titan
5-6	Choose a Titan type

The chosen Titan is easier to produce and repair while the world is under a player's control. When buying reinforcements (but not when creating their campaign roster), the controlling player can buy the determined Dedicated Production Titan for 30 points less than normal. This reduction only affects the base points value and the controlling player must still pay full points for all weapons. In addition, the controlling player may repair each lost Structure point for an Armoury points cost at their Scale instead of Scale x 2.

A player can benefit from multiple Dedicated Production Planetary Traits, so long as each Trait has a different Dedicated Production Titan, i.e., a player gains the benefit from both a Warhound Titan and a Reaver Titan Dedicated Production World, but a player controlling two Warhound Titan Dedicated Production Worlds only reduces the cost of Warhounds by 30 points, not 60 points.

ARMOURY WORLD

Additional Supplies (Passive) – *Thanks to expansive warehouses or underground complexes, this world holds greater numbers of weapons that remain rare elsewhere in the galaxy.* While controlling this planet, Limited weapons can be used an additional time during a battle, i.e., a Limited (1) weapon would become a Limited (2) weapon.

Portable Bulwark (Active) – *The world stores prefabricated military structures capable of rapid deployment upon the battlefield.* When controlling this world, the controlling player gains an additional 3 Stratagem points each battle – these must be spent on Ground Assets.

Weapon Stores (Active) – *The vast storage network of the world is turned over to the preservation of weapons of all scale.* When buying new weapons (but not when creating their Campaign roster), the controlling player can buy Titan weapons for 10 points less than their normal cost, to a minimum of 10 points. If the controlling player is using a Knight Household, they may buy weapons for any additional Knight Scion in a Banner beyond the minimum number for 5 points less than their normal cost, to a minimum of 5 points.

HIVE WORLD

Supply Route (Passive) – The world sits at the centre of a vast web of supply routes and is a vital asset in the logistics of military resupply. During the Campaign End phase, the controlling player may establish a supply route with a player of their choice. That player gains an additional 100 Armoury points this round that can only be spent on repairing units. A player that controls multiple worlds with the Supply Route Planetary trait can establish a supply route with multiple players, but each player can only gain the benefit of a single supply route. If these Armoury points are not spent, they are discarded and not added to the player's Armoury points total.

Mining World (Passive) – The infrastructure of the world is turned over to vast mining operations that exploit valuable resources. During the End phase, this world generates an additional $3D6 \times 10$ Armoury points – roll for the total value during each End phase.

Noble Scholarum (Active) – The world is famed for its knowledgeable academies that produce insightful and experienced graduates perfect for crewing Titans. When the controlling player rolls to determine the starting Crew Experience for new Titan crews, a result of 1-5 on a D6 produces a Tested crew.

Remembrancer Scholarum (Active) – The world is renowned for the talented Remembrancers it produces, many are which are still strongly dedicated to their cause despite the dissolution of their Order. The controlling player gains 1 additional Honour point when they Win a battle (no matter who was the Underdog) or if the battle was a Draw.

FORTRESS WORLD

Garrison (Active) – The garrison of the world is well supplied, able to withstand all but the most determined of assaults without aid. The controlling player gains an additional 500 points during Battlegroup creation if they are the defender during a battle in the same system as the Fortress world. In addition, they gain an extra 2 Stratagem points if they are the defender during a battle in the same system or a linked system.

AGRI-WORLD

Paradise World (Passive) – The world is famed for its beautiful fields and lush forest, and many believe it should be preserved at all costs. The world generates 1 additional Honour point for the controlling player during the Campaign End phase.

Bountiful World (Passive) – The surface of the world offers perfect conditions for all manner of crops, allowing the creation of vast, bountiful fields that feed numerous nearby worlds. The amount of Armoury points the world provides to the controlling player is increased by $4D6 \times 10$; roll for this number at the start of the campaign.

WAR WORLD

Expert Training (Active) – The world is renowned for its expert generals and military trainers which are in high demand amongst their allies. At the end of each battle, one Titan crew or Knight Commander of the controlling player's choice on their Campaign roster gains $D3+1$ Experience.

Annals of War (Active) – The people of this world have made it their mission to record military strategies in all their forms, analysing each new success and failure so future generations can learn from their observations. All Titan crew on the Campaign roster of the controlling player gain 1 additional Experience point from destroying an enemy Titan. Knight Commanders gain the additional 1 Experience point when they destroy an enemy Titan or Knight Banner.

Archaeotech Graveyard (Passive) – Decades of war have littered this world with the remains of countless fallen foes, leaving a graveyard of valuable materiel behind. The world generates an additional 100 Armoury points. In addition, after a battle fought over this world, the defender gains 35% of the starting value of any friendly Titan when salvaging the battlefield, instead of 20%.

RESEARCH WORLD

Adapt and Evolve (Active) – The world believes adaptation to one's environment is the only way to survive and this has taken on new meaning since the outbreak of the Horus Heresy. When salvaging the battlefield after a battle, the controlling player gains 15% of the starting value of any enemy Titan instead of 10%, and can salvage one enemy weapon of their choice that was not disabled at the end of the battle.

Technological Archives (Passive) – Around the polar ice caps of this world sit large storage archives that catalogue all manner of technological advances from across the Imperium. The controlling player may buy Titan Upgrades at a cost of 5 points less than their normal cost, to a minimum of 5 points. This effect is cumulative (i.e., if a player controls two Research Worlds with the Technological Archives personal trait, they gain a 10 point reduction on upgrade costs, to a minimum of 5 points).

KNIGHT WORLD

Advanced Production Facilities (Passive) – *The world possesses manufactoria that, while a pale shadow of those present on a Forge World, can produce their own Knight armour. At the end of each battle, you may roll a D6 for each Knight Banner on your Campaign roster. If the Banner is a Questoris Knight Banner, on a 4+ that Banner gains an additional Knight Scion. If the Banner is a Cerastus Knight Banner, on a 5+ that Banner gains an additional Knight Scion. If the Banner is an Acastus Knight Banner, on a 6+ that Banner gains an additional Knight Scion.*

If a player controls more than one Knight World with the Advanced Production Facilities Planetary Trait, the controlling player rolls only once for each Knight Banner. However, for each planet with this Planetary Trait beyond the first the player controls, add 1 to the result of the dice roll.

Favoured Scion (X) (Active) – *The Knight House of this world favours the use of certain patterns of Knight armour. When this Planetary Trait is determined, roll a D6 and look up the result on the table below to determine which Knight Banner is in the brackets:*

D6	DEDICATED PRODUCTION KNIGHT BANNER
1-2	Questoris Knight Banner
3-4	Cerastus Knight Banner
5-6	Choose a Knight Banner type from the above list

The chosen Knight Banner is easier to produce and repair while the world is under a player's control. When buying reinforcements (but not when creating their Campaign roster), the controlling player can buy the Knight Scions of the same type as the determined Dedicated Production Knight for 5 points less than normal. This reduction affects both the base points value and any weapon upgrades (reducing them to a minimum of 5 points).

A player can benefit from multiple Dedicated Production Planetary Traits, so long as each Trait has a different Dedicated Production Knight Banner, i.e., a player gains the benefit from both a Questoris Knight Banner and a Cerastus Knight Banner Dedicated Production World but a player controlling two Cerastus Knight Banners Dedicated Production Worlds only reduces the cost of Cerastus Knight Scions (and their weapon options) by 5 points, not 10 points.

Glory and Honour (Passive) – *Duty and laurels are everything to Knights drawn from this planet and each Scion cannot ascend to the stars until they have achieved great deeds upon their home world. When a player controlling this world buys a new Banner, or reinforces an existing Banner, that Knight Banner becomes a Veteran Banner. In addition, if the controlling player is using a Knight Household force, when a High Scion ascends to the rank of Seneschal roll on the following table to determine their Experience Level:*

D6	EXPERIENCE LEVEL
1-2	Tested
3-5	Seasoned
6	Hardened

TITAN UPGRADES

All Titans, regardless of the Forge World they were manufactured on, were produced according to an STC, or Standard Template Construct system, which were advanced devices holding the information to produce all manner of technology and machinery. Though the product of such STCs was considered sacred by the Cult Mechanicus, the increasingly desperate nature of the conflict led to ever more drastic modifications of these designs as both sides strived to acquire every advantage. As the Horus Heresy progressed, modifications became more commonplace and extreme as both sides unleashed prototypes and forbidden weaponry as they tried to gain the upper hand.

During campaign play, a player may purchase upgrades for their Titans during the Campaign End phase using Armoury points, choosing from the list of available upgrades and paying the appropriate cost. When an upgrade is purchased, make a note next to the Titan on the Campaign roster. If a Titan with an upgrade is destroyed, the upgrade is destroyed with it, regardless of whether the crew survives or not, and the cost of the upgrade is not included when determining the amount of Armoury points that are salvaged. Unless otherwise stated, each upgrade can only be taken once per Titan.

Overcharged Weaponry – *The Titan is armed with a weapon that benefits from experimental technology from the vaults of their Forge World.* When purchasing this upgrade, choose a weapon on your Campaign roster – this can be a weapon a Titan is not currently armed with. The chosen weapon is upgraded at a cost of +5 points multiplied by the weapon's Dice value, e.g., a Warhound's Vulcan Mega-bolter would have a cost of +30 points.

The chosen weapon gains either the Maximal Fire (Draining) or Shieldbane (Draining) traits, chosen by the controlling player. If the weapon already has either of these Traits, it loses the (Draining) trait. A weapon can benefit from this upgrade once but a Titan can carry multiple weapons with the Advanced Weaponry upgrade. Weapons with the Advanced Weaponry upgrade lose this upgrade if salvaged.

Reinforced Cladding – *The Titan has had sections of its structure reinforced to protect against heavy firepower.* When purchasing this upgrade, choose either the Head, Body, or Legs of the Titan being upgraded. Any Titan may be upgraded with Reinforced Cladding at a cost of +5 points multiplied by half the total number of Structure points, rounding up, on the chosen location. For example, the Head of a Warlord Titan would have a cost of +20 points.

Apply a -1 modifier to all Armour rolls made for a location with Reinforced Cladding. A Titan can have multiple Reinforced Cladding upgrades but each location can only be upgraded once.

Thermosiphon Reactor – *The Titan's reactor is infused with experimental coolant that increases the efficiency of the cooling process.* Any Titan may be upgraded with a Thermosiphon Reactor for +25 points. A Titan with this result does not roll on the Reactor Overload table while the Reactor Status marker is in an orange hole. In addition, the first time it vents plasma each round, the Titan can vent plasma on a 3+ instead of a 4+. This upgrade has no effect if the Titan is suffering from the Reactor Leak (X) Critical Damage effect.

Enhanced MIU – *The MIU of the Titan has been modified to allow the rapid dissemination of information between Moderati and Princes, although this comes with an increased risk of neurological trauma.* Any Titan may be upgraded with an Enhanced MIU for +20 points. A Titan with this upgrade may be issued any order without the need to make a Command check. However, if no Command check is taken, roll a D10. On the roll of a 1, the MIU overloads. The Titan immediately takes 1 point of Critical Damage to its Head and this upgrade has no effect for the rest of the battle.

Automated Repair Failsafes – *Newly developed automated repair systems sit beneath the surface of the Titan's armour, repairing minor damage, although their fragile nature means they rarely last for long.* Any Titan may be upgraded with Automated Repair Failsafes at a cost of +10 points. When purchasing this upgrade, choose either the Head, Body, or Legs of the Titan to contain the upgrade. Once per battle, when this Titan is activated in any phase, it can initiate its Failsafes. If it does so, it immediately regains up to D3 Structure points it has lost from that location.

If at any point before it activates its Failsafes the Titan takes Critical Damage on a location with this upgrade, the upgrade is destroyed – it cannot be used for the rest of the battle. A Titan can have multiple Automated Repair Failsafes upgrades but each location can only be upgraded once.

Subconscious Overlay – *Streams of data from the battle are fed into the subconscious of the Princes, allowing them to quickly absorb countless feeds of information at the risk of momentary distraction.* Any Titan may be upgraded with a Subconscious Overlay for +10 points. A Titan with this upgrade gains 1 additional Experience point whenever it gains Experience. However, subtract 1 from the result of all Command checks this Titan makes.

Enhanced Automotives – *Through the incorporation of numerous small design upgrades the speed of the Titan has been improved, although there are limits to the crew's skills.* Any Titan may be upgraded with Enhanced Automotives for +15 points. A Titan with this upgrade increases both its Movement and Boosted Movement characteristic by 2", to a maximum of 10". If, during the battle, the Titan suffers Critical Damage to its Legs, this upgrade is disabled and has no effect for the remainder of the battle.

Tracking Arrays – *The MIU has been upgraded with a number of sensors that aid the Titan's crew in long range duels, though such systems are prone to overloading with prolonged use.* Any Titan may be upgraded with Tracking Arrays for +15 points. Add 1 to the Hit rolls of all attacks made by a Titan with this upgrade when using a weapon's Long range. However, at the end of the Combat phase in which a Titan with this upgrade has made one or more weapon attacks, roll a D10. On a 1, the Tracking Arrays overload. The Titan immediately takes 1 point of Critical Damage to its Head and for the remainder of the battle, this upgrade has no effect.

APPENDIX I: BATTLEFIELDS OF THE CRUSADE OF IRON

The worlds of Ultramar offered many unique challenges for both Loyalist and Traitor forces, from the techno-toxins infected waters of Zarathusa Secundus to the subterranean realms of Ulixis. Maniples of Titans fought across dozens of planets within Ultramar, each presenting their own challenges that only worsened as the escalating conflict laid waste to many ecosystems. In the end, as the Ruinstorm built towards its crescendo, the corrupting touch of the Warp began to make its presence felt, twisting many planets into hellscape that drove all but the strongest of will insane.

To recreate the unique battlefields of the Crusade of Iron, players can use the Hostile Battlefields presented here. If players are using one of the Crusade of Iron Narrative missions, these rules can add an additional challenge to the game – simply match the environment that follows to the world of Ultramar where the battle takes place. They can also be used with the Campaign system (see page 82 of the *Adeptus Titanicus: Titandearth* supplement) to represent the different environments a world or system contains. Finally, Battlefields of the Crusade of Iron can be used in Matched Play games (see page 84 of the *Adeptus Titanicus* rulebook), provided both players agree.



DESIGNER'S NOTE

Using Crusade of Iron Battlefields

As a general guideline, both players should agree before the game whether or not they wish to use any additional battlefield rules, unless they are specifically mentioned as part of a mission. While they are a lot of fun, they can have a significant impact on the course of the mission, sometimes favouring certain kinds of forces. Players may choose to use just some of the rules rather than all of them. So, for example, as Ultramar was commonly known as the 'Five Hundred Worlds', the environments where battles took place were incredibly varied. To help reflect this, players can also use the Hostile Environment rules presented in any of the previous supplement to represent this.

ULIXIS

Though covered in great cities built upon bountiful landscapes of verdant grassland and pristine forest, many Remembrancers claimed the true wonders of Ulixis lay in the subterranean realm beneath its surface, formed by gargantuan burrowing worms that traversed through the earth. Whole continents of Ulixis were reduced to ash when the Fire Masters invaded, driving the war for the planet underground into confined spaces and collapsing tunnels.

Tunnel Collapse: Whenever a unit is hit by an attack with a Blast, Quake or Concussive weapon, there's a chance the surrounding tunnel might collapse. After working out the effects of the weapon's attack, roll a D10. On a 1 or a 2, place the 5" Blast marker over the unit and move it D6" in a direction determined by the Scatter dice. Place a piece of Dangerous terrain (rubble) under the marker. Any unit under the marker suffers D3 S8 hits, ignoring void shields, and is placed on top of the terrain piece.

Pitch Black: When a Titan or supporting unit activates during the Strategy phase, roll 3D10 and add the unit's Scale. This is the distance in inches it can make ranged attacks this round, unless their chosen target has fired its weapons or vented plasma this round.

Burrowing Wyrms: The Wyrms of Ulixis relied upon vibrations to sense their environments and were drawn to the earth shaking strides of Titans. After a Titan moves in the Movement phase, roll a D10. On a 1 or a 2, Wyrms burst from the ground beneath it. The Titan suffers D3 S8 hits to its Legs and then moves D6" in a direction indicated by a Scatter dice, though do not change the Titan's facing. This movement may result in a Collision (see page 31 of the *Adeptus Titanicus* rulebook)

ESPANDOR

A world of largely untouched forests, Espandor was of immense interest to Mechanicum Genetors due to the wealth of evolutionary adaptations deemed potentially useful for the genetic enhancement of Imperial Army regiments. Of equal interest, it was also noted that technology conceived during the Dark Age of Technology was used by the inhabitants to control the weather, shrouding portions of the world in permanent storm.

Stampeding Herd: The forests of Espandor contained many creatures, some large enough to threaten a Titan if startled. At the end of a unit's activation in the Combat phase, roll a D10 if it made one or more attacks with a weapon. On a 1 or 2, the unit has caused a stampede of large beasts. That unit suffers D6 Strength 4 hits, ignoring void shields. Against a Titan, these hits are resolved as coming from the Rear arc.

Canopy Cover: Models of Scale 5 or lower are always counted as 25% obscured while within 3" of a piece of terrain.

Electrical Storms: The weather on Espandor was controlled by storm-coils, leaving whole sections of the world covered in massive storms. Both players have access to a free Artillery Bombardment Stratagem.

ZARATHUSA SECUNDUS

Ninety-five percent of the surface of Zarathusa Secundus was covered in water, the remaining land being constantly assailed by storms and tidal waves. The populace of the planet lived their lives on vast city-boats, traversing the seas in vessels fuelled by geothermal energy harvested from thermal canyons within the seafloor. As the war raged on, the devastation it left in its wake increased the intensity of the storms and the frequency of the tidal waves that tore across the land, even as techno-toxins flowing from wounded Legio Mordaxis Titans left a permanent stain upon the world's ecosystem.

Ocean Planet: Both sides found themselves wading through the shallow seas, smaller forces often entirely engulfed by sudden tidal waves. Titans cannot move more than 12" during a single round. Knight Banners have their Movement halved, but firing at Knights Banners incurs a -1 modifier to all Hit rolls. Whenever a Titan moves more than 6" during a single activation, any unit in its Front arc and within 3" of the Titan once it has finished its movement is concussed, as if successfully hit by a Concussive weapon not deflected by its shields.

Techno-toxins: The corruption that ran rife in Legio Mordaxis swiftly began to infect the waters of Zarathusa Secundus. Whenever a Titan suffers a Direct, Devastating or Critical Hit, roll a D10. On a 1 or a 2, they suffer the effects of that hit twice instead of once (i.e., a Titan taking a Direct Hit that rolled a 1 would lose 2 Structure points instead of 1).

Rapid Evaporation: Whenever a Blast marker is placed, there is a chance the weapon will cause the formation of a large steam cloud. After working out the effects of the weapon's attacks roll a D6, adding 1 to the result if the weapon's Strength is 8 or greater and adding 1 for a Blast (5") weapon. On a 4+, any unit under the marker cannot make an attack with a weapon without the Melee trait until the end of the round unless they move, voluntary or involuntary, after this effect comes into play. In addition, Titans under the marker increase their Reactor Status Marker by 1.

DROOTH II

Often mistaken for a desert world, the sand of Drooth II was actually formed from a sand-like mineral capable of absorbing atmospheric gases while cold and igniting when warm. It was upon Drooth II that Dae Vergos and Horgoth Nyr settled their score, their final battle taking place upon burning dunes battered by sandstorms.

Burning Sands: During the day, the sands of Drooth II would ignite, vast stretches of desert becoming engulfed in flames. Titans require dice rolls of one higher than usual (i.e., 5+ instead of 4+ for most) to Vent Plasma in the Damage Control phase. In addition, Titans with the Reactor Leak damage effect advance their Reactor Status marker by one extra hole than normal.

Quenching the Flames: A Titan can use its void shields to create a pressure curtain, clearing the surrounding area of smoke and flame. During the Strategy phase, any Titan can push its reactor and reduce its Void Shield level by one to ignore the effects of the Burning Sands rule for their activation. Titans without active void shields cannot declare this action.

Shifting Dunes: The sands of Drooth II caused notable issues for Titan manoeuvrability, the ground often giving way during complex manoeuvres. Whenever a Titan moves outside of its Front arc roll a D10, adding 2 to the roll if the Titan is Backing Up. On a roll of a 9 or 10, the Titan suffers 1 point of Critical Damage to their Legs. If this results in Catastrophic Damage, do not roll on the Catastrophic Damage table – the target unit automatically suffers the Laid Low result instead.

THE WARP ENCROACHES

The invasion of Ultramar had many purposes, one of which was the creation of the Ruinstorm, a vast warp storm engineered to divide and hamper the Loyalist forces. Its birth began upon Calth and though its potential was not truly realised until Nuceria, its effects were felt through the Shadow Crusade. Battles fought upon worlds where the Warp has encroached use the following rules:

Tortuous Screams: A cacophony of tortured wails fills the air. Subtract 2 from the result of any Command checks made by all units apart from Psi-Titans, Corrupted Titans and Corrupted Knights.

Visions of Madness: During this battle, if a Reactor roll shows the Machine Spirit symbol, the Titan's machine spirit is automatically awakened – no Command check is rolled.

Timeline Distortion: The Warp is a strange place and both time and its sequence of events are often entirely out of sync. Whenever a unit attacks with a Limited weapon, roll a D6 after the weapon's effects have been resolved. On a 5+, the weapon does not count as being used for the purpose of determining how many attacks have been made with that weapon. For example, if an attack was made with a Limited (1) weapon and a 5+ was rolled, the attacking unit would be able to make a second attack with it at a later time.

APPENDIX II: NEW WEAPONS

Ursus Claw

Developed for use on the ships of the World Eaters Legion, smaller scale variants of these barbaric weapons were used to great effect by the Titans of Legion Audax. Although the Ember Wolves were the most infamous users of Ursus Claws, both Loyalist and Traitor Titan Legions adopted their use as the Horus Heresy progressed, recognising the benefit of capturing opposing god-engines to replenish mounting casualties.

An Ursus Claw has the following profile:

Natrix Shock Lance

Based upon the Ursus Claw, the Natrix Shock Lance was designed as a more aggressive, and less hazardous alternative to its parent. Modified with an oversized electromagnet powered by the Titan's reactor, the Natrix Shock Lance can deliver a pulse capable of temporarily overloading the target's systems, leaving it vulnerable to larger Titans.

A Natrix Shock Lance has the following profile:

WARHOUND ARM 10 POINTS

URSUS CLAW

	Range	ACC.
Short	8"	-
Long	12"	-

Dice	Strength
1	3

ARC

Traits: Impale, Specialised

9+ Weapon Disabled

WARHOUND ARM 20 POINTS

NATRIX SHOCK LANCE

	Range	ACC.
Short	6"	+1
Long	10"	-

Dice	Strength
1	4

ARC

Traits: Bypass, Specialised Shock (Draining)

9+ Weapon Disabled

WARHOUND ARM

URSUS CLAW

WEAPON DISABLED

Repair Weapon {3+}

9-12: Detonation (Body, S7)
13+: Detonation (Body, S9)

WARHOUND ARM

NATRIX SHOCK LANCE

WEAPON DISABLED

Repair Weapon {3+}

9-12: Detonation (Body, S7)
13+: Detonation (Body, S9)

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Sinistramanus Tenebrae

The Sinistramanus Tenebrae, literally translated as 'The Left Hand of Darkness', is a unique and nightmarishly powerful weapon mounted upon the left arm of every Warlord-Sinister Titan. It is a hybrid of strange technologies melded together by the Emperor's own hand and it is believed it is He alone that knows its true origins. When activated, the Sinistramanus Tenebrae requires the unified minds of the bound psykers aboard the Titan to focus its power, lest its destructive energies are let slip of their control.

WARLORD-SINISTER ARM
SINISTRAMANUS
TENEBRAE

Range	ACC.
Short 30"	-
Long 120"	-

ARC

Dice	Strength
3	10

Traits: Beam (1), Psi, Taxing

11+: Weapon Disabled

WARLORD-SINISTER ARM
SINISTRAMANUS
TENEBRAE

WEAPON
DISABLED

Repair Weapon {4+}

11-14: Detonation {Body, S7}
15+: Detonation {Body, S9}

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NEW WEAPON 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. What follows are new Traits you can introduce into your games of Adeptus Titanicus:

Beam (X) – When resolving an attack from a Beam weapon, do not roll To Hit. Instead, pick a target and draw an imaginary straight line 1mm wide from the weapon up to its maximum range; the line must cross the base of the target at the point closest to the firing model. The closest unit to the firing unit whose base is under the line suffers a number of hits equal to the weapon's Dice value. If that unit is destroyed, the next closest unit suffers a number of hits equal to the weapon's Dice value minus the number in brackets after the trait, to a minimum of 0. Continue these steps until a unit is not destroyed, there are no units left underneath the line, or the weapon's Dice value has been reduced to 0. Beam weapons can only make Targeted Attacks against the closest unit – randomly determine the location for any subsequent unit hit by a Beam weapon.

For the purposes of determining the closest unit that is hit, any piece of terrain underneath the line counts as a unit. If a piece of terrain underneath the line is the closest 'unit', the Beam carries on as if it had destroyed an enemy unit, i.e., reduce the Dice value and resolve hits against the next unit down the line. If using the Destroying Terrain special rule (see page 52 of the Adeptus Titanicus rulebook), the terrain takes hits as normal however the beam carries on after resolving these even if the building is not destroyed, reducing the Dice value as if it had destroyed an enemy unit.

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

If the total of the roll is equal to the target unit's Scale, roll a D6. On a 1-3, the target unit turns 90° to its right. On a 4-6, the target unit turns 90° to its left. If the total of the roll is higher than the target unit's Scale, the target unit turns as described above and then immediately suffers D3+1 Devastating Hits to its Legs. If the target unit suffers Catastrophic Damage as a result of this attack, do not roll on the Catastrophic Damage table – the target unit automatically suffers the Laid Low result instead. If the total of the roll is lower than the target unit's Scale, or a natural 1 is rolled, each unit contributing to the attack immediately suffers a Devastating Hit to their Legs and a S7 hit against any Impale weapons that successfully hit as part of the Coordinated Strike.

Attacks made by Impale weapons bypass void shields.

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

Shock – If an attack from a Shock weapon causes a Direct, Devastating or Critical Hit on a Titan, roll a D6. On a 4+, the Titan is immediately issued a Shutdown Order, replacing any order it already has. Any Shutdown Order received due to an attack from a Shock weapon is removed during the End phase of the round it was issued.

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

Taxing – After resolving the effects of an attack with a Taxing weapon, roll a Reactor dice for the Titan and apply the result as normal. If the Reactor roll shows the Machine Spirit symbol, the Titan's Machine Spirit is not Awakened. Instead, roll on the Psychic Manifestation table.



APPENDIX III: NEW STRATAGEMS

This section adds a collection of new Stratagems for Princes to bring to battle, complementing and expanding upon those in the *Adeptus Titanicus* rulebook. 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 after 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 full 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.



DESIGNER'S NOTE:

Loyalists and Traitors

Some Stratagems, both in this book and other supplements, make reference to Stratagems that can only be chosen by Loyalist or Traitor players. There is no official list for Traitor forces and Loyalist forces because all are drawn from the *Collegia Titanica*. However, when building their battlegroup or Knight Household, a player should declare if they are a Traitor or Loyalist player. This declaration will determine which Stratagems they can choose before a battle.

WARP TRICKERY STRATAGEMS

Stratagem: Localised Warp Storm (3)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in any Strategy phase. Place the 3" Blast marker anywhere on the battlefield, then scatter it D10". Any unit touched by the marker after it has scattered takes D3 Hits as if attacked by a Warp weapon that has successfully hit.

Stratagem: Warp Displacement (2)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in any phase. The player chooses one of their units and rolls 2D6. Models within the chosen unit move that many inches in a straight line in a direction chosen by the player, ignoring any rules for movement such as Dangerous or Blocking terrain when moving. If the unit would be placed in a piece of terrain, other than Blocking terrain, the unit suffers D3 S7 hits to its Body, bypassing void shields, and the terrain is destroyed. If the unit would be placed in a piece of Blocking terrain, the unit is destroyed. If the unit would be placed overlapping the base of another unit, the unit stops at its base and suffers a collision. This does not change the unit's facing and a unit cannot move off the battlefield – if it would, place the unit at the battlefield's edge.

Stratagem: Wails of the Damned (2)

This Stratagem can be purchased by any Traitor player. Play this Stratagem during any Strategy phase. For the remainder of that round, subtract 2 from the result of any Command checks made by enemy units when issuing orders.

Stratagem: Profane Blessing (1)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in the first Strategy phase of the game. The player chooses one of their Titans or Knight Banners and places a marker of some kind next to its Command Terminal. That unit may choose to re-roll one or more dice for a single roll; for example, they may re-roll a Command check or all failed Hit rolls from a single weapon attack. Discard the marker after the re-rolls have been resolved. This Stratagem can be taken multiple times.

Stratagem: Unhallowed Ground (2)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in the first Strategy phase of the game. The battlefield is infused with tainted Warp energies harmful to any who linger upon it. At the end of each Movement phase, any unit that has not moved, voluntarily or involuntarily, in the Movement phase suffers D3 S6 Hits, ignoring void shields and ion shields. Titans suffer these Hits to their Legs.

Stratagem: Aetheric Infusion (2)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in any phase. The player chooses one of their Titans and rolls a D10. On a 3+, immediately make a Repair roll for the Titan, adding 2 to their Servitor Clades for that roll. On a 2, the Titan takes D3 Devastating Hits to its Body. On a 1, the Titan immediately suffers Catastrophic Damage.

DESPERATE MEASURES STRATAGEMS

Stratagem: Iron Resolve (1)

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

Stratagem: EMP Discharge (2)

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

Stratagem: Only Forwards (2)

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

Stratagem: Even in Death (2)

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

Stratagem: Weapons to Full (2)

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

Stratagem: Sacrificial Lock-on (2)

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

TACTICAL SUPPORT STRATAGEMS

Stratagem: Concealment Barrage (1)

Play this Stratagem at the start of any phase. Place the 5" Blast marker anywhere on the battlefield. Any part of the battlefield underneath the template blocks line of sight. Remove the Blast marker at the end of the round. This Stratagem can be purchased multiple times, however it can only be played once per round.

Stratagem: MIU Link (1)

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

Stratagem: Augmented Servitor Clades (2)

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

Stratagem: Veteran Princes (1)

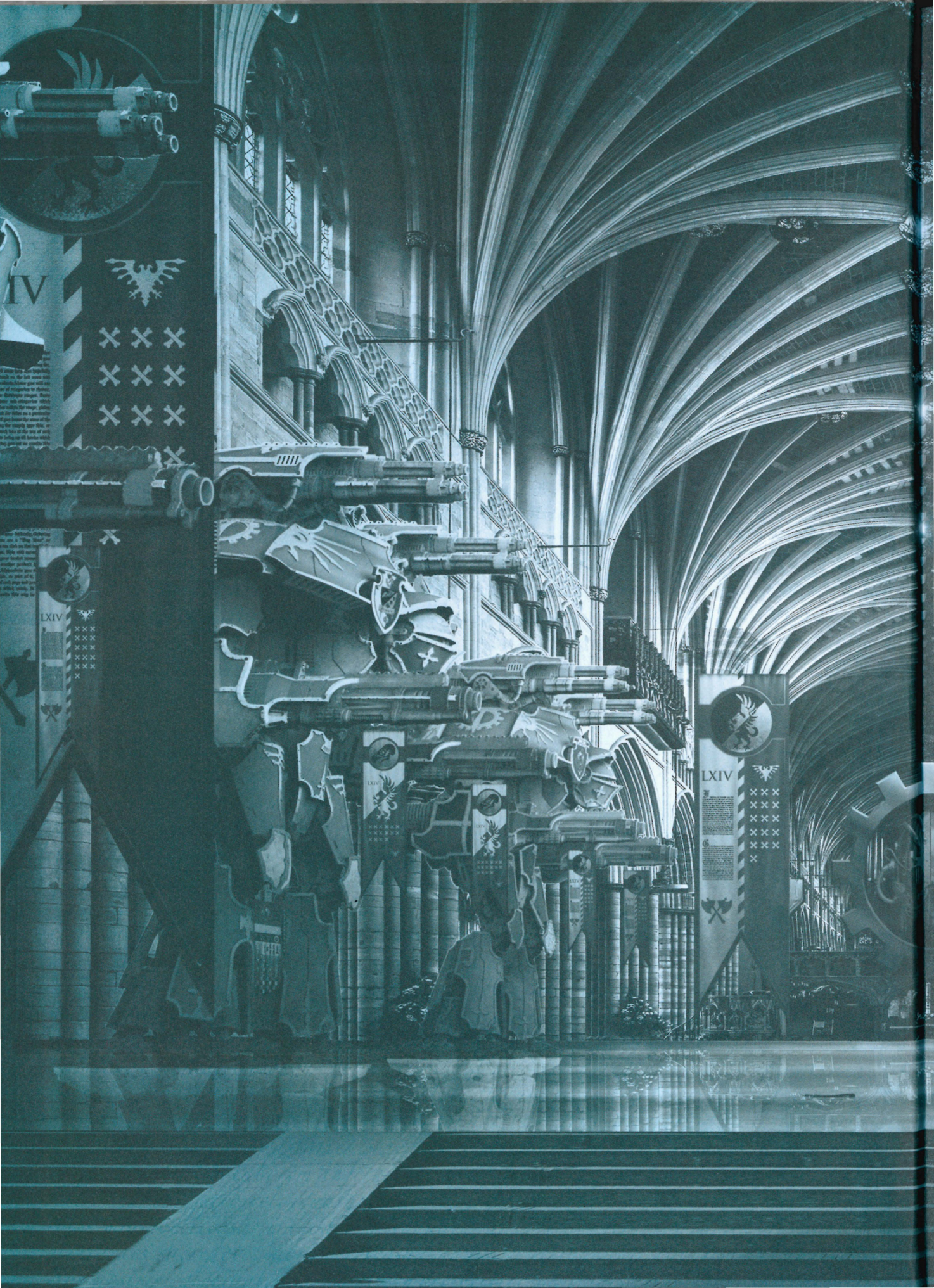
When this Stratagem is chosen, the player chooses one of their Titans that is not a Princes Seniores' Titan to be commanded by a Veteran Princes. Add 1 to the result of any Command checks made when issuing an order to the chosen Titan. This Stratagem can be purchased multiple times, but any Titan can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

Stratagem: Shock Mines (3)

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

Stratagem: Tracer Cloud (1)

Play this Stratagem at the start of any phase. Place the 5" Blast marker anywhere on the battlefield. A player may re-roll Hit rolls for attacks made against any unit underneath the marker. Remove the Blast marker at the end of the round. This Stratagem can be purchased multiple times, however it can only be played once per round.



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SHADOW AND IRON

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