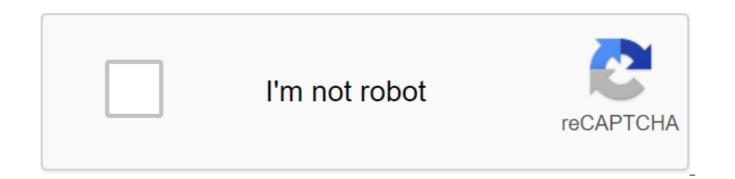
Adeptus titanicus rules pdf





This is the Tactica page for the adeptus Titanicus game specialist, for the rules of the game with the Titans in 40k click here. Rules (edit) ... First, players roll d10s to determine who chooses if they go first. Players take turns choosing a titanium, titanium squadron, or banner to activate each phase. Players can then roll out the d10 team check to order. If the command check is passed, an order can be given. If failed, no other orders can be given by this player. Orders: Emergency repairs: Make a repair roll. Add one to each bone. You can move or shoot this turn, but not both.) First Fire: During the phase of movement, this titan shoots one weapon instead of moving or turning.) Charge: During the movement phase, you can only move forward. When you finish your move, make a smash attack or attack with melee weapons. Add 1 bone for every 3 inches your titanium has moved. Split Fire: Titan cannot rotate during the phase of movement. While announcing targets, you can choose different targets for each weapon. Full step: Titanium cannot attack during the battle phase. The device moves within the front arc, but cannot turn. Off: Void shields are destroyed. The unit can not be activated during movement or combat. Reactor rolls cannot be made during shutdown, even if told due to the effects. The shutdown does not end at the end of the turn. To finish off, roll the d6 at the strategy stage. Add 2 if your reactor is on its first path. 5 removes the shutdown. All Titans in stoppage at the end of the game are considered destroyed. During the damage management phase, reduce the reactor to 2 before making any rolls. Players alternate when choosing a model for activation. The Titans move within the front arc at full speed and beyond at half-speed. Titans can turn up to 45 degrees several times equal to their maneuver score. Titans can rotate before, during and after the move. Players can push reactors to use an increased track of their speed or score maneuver. If the reactor is in an orange socket, roll the d6 on the reactor table. If red, roll d10. Roll d6 is equal to the number of clutches. You can use the bones to repair the weapon, vent plasma (4), lift the void shields (requires 6 to restart the shields, 5, to raise the level.) and repair critical damage (5 move the critically damaged area down one peg.) the Titans have opened each weapon on the target. Select the target and then measure the distance for the weapon individually. Roll d6 is equal to the bone value of the chosen weapon. Roll strike against ballistic skills, or weapon skill within 2 inches. Minus one, if 25% hidden, minus 2, 50% hidden. If the invalid shields are up, the defending player rolls the invalid shield except against each hit. D6, pass the shield to save. Each unsuccessful save lowers the shield one level after all the blows are resolved. If the void shields go down, all hits are discarded. If the shields are down, roll spot, then the armor hits. You Are You The target of a particular part, at minus 2 hit (or minus 1 if you are within 2 inches). Roll d6 plus strength, against the armor area hit. Add one to hit from the side, 2 from behind and what ever the structural bonus location has. Compare with location armor. Normal hit deals are single structure pips, devastating deals 2 and critical damage and two structural. If the location no longer indicates the structure, the location does one critical damage instead. If critical damage gets more than 3 crits, titanium dies. Roll on a catastrophic damage table. The end of the turn. Check for the end of the turn effects. The frequently asked guestions here are some of the frequently asked guestions regarding the rules for Adeptus Titanicus. Some of the concepts/rules found in the rule book are unfortunately not very clear and open to interpretation. Note: These are not official answers!. An interpretation of the House rule was added to give permission until the officially frequently asked questions are released. This section is not intended for biblical bashing rules, but a more friendly section for those who confuse poorly written rules as well. If you find an official answer, please update the question with a link/link. Strategems question: Can you use the same trick multiple times in one battle? For example: The Titan warlord is shelled and his shields have collapsed. I use Machine Defiance and am lucky to recover 3 shields. On the next turn, the shields will collapse again, can I use Machine Defiance again to try to save the shields? Answer: No. If not specified, each strategist can only be used once per fight. Shooting guestion: Can I post blast markers anyway I want? For example, can I shoot between knights with a volcano gun to hit more knights? Answer: No. Like most GW games, you place hole markers exploding anywhere above the base. For large bases, this means that there is still a rather greater degree of freedom (to paraphrase a Copenhagen GW officer) the guestion: Does the commander of Titan's Ardex-Defensor gun or knight's torso-mounted Melta pistol need to roll to hit? Answer: No. The terminal simply declares the unit Suffers D3 Power 5 hits without mentioning the need to hit the roll. This is not a different attack, but a permanent effect that just happens. The guestion: If Reaver (scale: 8, almost 3 deep base) exactly 9 from the warlord (scale: 10), can the carapaces weapon of the warlord still target Reaver? Answer: There are no rules to use the word inside without mentioning being completely inside. If even the 0.1 mm River base is within 10, the carapaces weapon cannot target it. Additional explanation: You don't have to have the entire base within reach to target it with any other you just have to have a piece of base within reach. Order question: Does the emergency repair unit activate the maintenance roll in the movement phase or in the combat phase? Answer: Order As soon as the order is issued, make a repair roll. This means repairing the roll immediately. You do Repair Roll as soon as the order is accepted and then have to choose where to activate the device in motion or combat phase. The guestion is: Is the Full Stride unit limited to full step rules in the movement phase? So should you move in a straight line in his front arc? Answer: The official answer is unknown. Interpretation of the house: A unit with full step orders can move and rotate normally during the phase of movement, and only in the straight line phase performs a straight line movement that a full step entails. Without the flexibility of alignment in the movement phase, the installation criteria for a meaningful step are basically impossible for anything but banners. Second take: It is hinted in the rules that it only takes effect in the fight phase. The unit, acting on the orders of the Full Step, cannot attack during the phase of hostilities. Instead, when it's activated.... The context seems to indicate that it should be seen as instead when it is activated in the phase. This seems to rai against the RaW argument though. The guestion is: Is the unit that fired the first fire during the movement stage to shoot at the same target at the combat stage? Answer: No. The unit can shoot at another unit at the combat stage. (Paraphrasing The Copenhagen GW) Maniples Battle Line (edited) Axiom Battleline Maniple (edited) Minimum: 1 Warlord, 1 River, 1 Warhound Optional: 1 River, 1 Warhound Might of the Omnissiah: If Titan in Variety can't handle its team check, the rest can still do team checks. Corsair Battleline Maniple 'edit' Minimum: 3 Reavers Optional: 2 Reavers Fighting Withdrawal: Titans can go beyond the front arc at full speed, but can't use increased speed outside the front arc. Dominus Battleline Maniple-edit: 1 Warlord 2 River 1 Questoris or Knight Of TheOrast. Extras: 2 warhound 1 Knight banner. Auspex partition: Titan in this variety that is within 6 inches of the Knight banner of the same variety gets a -1 modifier on attacks made against him with more than 2 inches (Knight and Titan must be visible to the attacker). Knights in this variety don't get modifiers rolling off the lid, because of the auspex partition. Noble Sacrifice: (Look sir) When Titan in this variety takes a hit from a range attack, he can convey that hit any knight banner of the same variety that is within 6 inches. At least one of the knights must be visible to the attacker. The Knights then suffer a blow. If the attack uses an explosion marker, the center of the marker is on the knight. Firestorm gun hits cannot be transmitted this way. (My opinion is if you like Legio Solaria you can replace 2 reavers with 2 warhounds) or use tanning rules for homegrown legio or considered legio. Just make sure your yours understands that this is what you do before you start playing). Fortis Battle Maniple'edit minimum: 1 warlord 2 Reaver. Optional: 1 Warlord 1 River. Fortress Titanic: 2 titans in base contact with each other, and as long as they do not move in the movement phase, they ignore the modifiers of the roll of armor as a result of structural damage or attack on the flank or rear. Also, the Titans in this Maniple can combine their empty shields! Janissary Battleline Maniple (edited) Minimum: 1 Reaver 2 Warhounds Extra: 1 Reaver 1 Warhound Close Support: Janissary Battleline maniples learn to coordinate with household support units, and can move to support them when needed. If the titanium of this mania is activated during the Movement phase, select the Knight banner within 6 inches of the activated titanium. Once Titan has finished his movement, the chosen Knight's Banner can now make it activating. Regia Battleline Maniple'edit Minimum: 2 Warlords 1 Warhound Optional: 2 Warhounds Royal Court: Two Warlords Titans play house. Being within 12 of each other when one passes the order, the other can automatically get the same order. Warhounds are their children and can combine void shields with their parents while within 3, not just in basic contact. Arcus Battleline Maniple'edit: 2 Warhounds, 1 Nemesis Warbringer Extra: 2 Warhounds Coordination Relay: Nemesis Warbringer can ignore LoS when shooting at a target if one of The Warhounds in Variety has LoS. Shooting on goal in this matter gives -2 penalties to hit. In addition, the nemesis explosive weapon dissipates the D6 instead of the D10 when the target is in LoS from warhound in this variety. Ruptura Battleline Maniple: 2 Nemesis Warbringer, 1 Reaver Optional: 2 Reavers Artillery Bastion: Each round, one Reaver in variety can move at increased speed without pushing his reactor. Also, if Nemesis Warbringer's manipulation makes the engine kill, all the Reavers in maniple can immediately move as if they are in a motion phase. Mandatum Battleline Maniple'edit Minimum: 2 Warhounds, 1 Warlord Optional: 2 Warhounds Pack Master: As long as the warlord lives, all Warhounds get 2 euros for all team checks and No.1 strike for 12 of the warlord. Perpetua Battleline Maniple 'edit minimum: 1 warlords, 2 Reaver Optional: 2 Reavers Stand Firm: Emergency Repair Orders always pass at 2, and if Titan doesn't move (for any reason) then they roll extra repairs to die in the repair phase. Extergimus Battleline Maniple 'Edit Minimum: 3 Warlords Extra: 1 Warlord, 1 Nemesis Warbringer Scorched Earth: Every time you do a range attack, you can No.2 Force in attack before rolling to hit. Every time you do this your reactor will increase by 1, or 2 if this attack has 5 or more bones. Battleline Maniple Commandment (edited) Minimum: Optional: Heavy Manipls (edited) (edited) Heavy Maniple 'edit minimum: 2 field commanders, 1 Reaver Optional: 1 warlord, 1 Reaver Overwhelming firepower: When issuing first fire or Split Fire orders, command check is always passed on to 2. Kinda meh, but the cheapest way to expand from the Grand Master starter set and get into the match play. I'm not sure who wrote this, but there's nothing fur about getting a fire 2x turn with your warlords. The fact is that you can do this without diversity easily, as the Warlords team value is 3 defaults to the glt;-small counterpoint is that the bonus is somewhat useful on Reaver (s) in variety with their 4 team value, and if one played legio as Gryphonicus/Solaria/Fortidus, where you replace the heavier titanium, it can extend the benefit further. Lightweight Maniples 'Edit' Ferrox Light Maniple'edit' Minimum: 1 Reaver 2 Warhounds Extra: 1 Reaver 1 Warhound Knife Fighters: When attacked within a few inches equal to their scale, the Titans add one to their armor. Titans can also choose whether to use their weapons skills or ballistic skills for 2. Lupercal Light Maniple (edited) Minimum: 3 Warhounds Extra: 2 Warhounds Hunting Pack: At the beginning of each round, any or all Of the Warhounds in this variety can form a squadron with others of this variety. These squadrons last until the end of the round. In addition, any coordinated strikes made by this manipulative add 2 to the roll of armor instead of 1. Venator Light Maniple'edit Minimum: 1 Reaver, 2 Warhounds Extras: 2 Warhounds Opportunistic Strike: If the shields of enemy Titan collapse warhounds in Maniple, Reaver gets a free shot at enemy Titan. Take the Rocket Apocalypse and laugh as your reaver can potshot anything. Combine with warhounds with Vulcan mega-bolters pop shields across the boards and unleash hell with your reaver. To take full advantage of this rule by equipping warhounds with shield busting weapons seem convincing, but don't rely on it too much. One Reaver Titan will guickly die from concentrated enemy fire. Seriously though, take a reaver with a volcano cannon. Once the warhounds pop the shields and you take a shot, nothing warlord size will feel it. Especially if you shoot them with a reaver again. Bonus points if you use auspex hunters with Legio Fureans. Just watch the overheating. Firmus Light Maniple (edit) Minimum: 1 Reaver, 2 Warhounds Optional: 2 Reavers Defensive Engagement: When a member of the manipulation is the target of an attack, you can only make your opponent fire at a closer member instead. At least 50% of the new target must be visible, and the attacker must disable the command check. Every attacking Titan can be affected by this ability only after Ignos Light ManipleMinimum; 3 Warhounds, 1 Cerastus Knight Banner Extra; 2 Warhounds, 2 Cerastus Knight Banner Scorched Earth; Add 1 to the cost of bone and and Armor rolls 1 for Firestorm weapons. All Cerastus Knight banners must be upgraded to knight's banners in diversity within 6 Titan in variety can be issued the first fire or full step order without command check if this Titan was successfully issued the same order that round. Titan Legions edit Legion Special Rules thirst for fame: At the beginning to be a goal, for any number of their Titans. Gryphonicus Titan can roll 1s to the kick when attacking their stated target, and add 1 to the results of any rolls of armor. However, he will lose these bonuses if anyone else attacks their stated target. The basis of the Titanium Legion: can replace one warhound or warlord in Maniple with Reaver. Legion of Specific Wargear Advanced Auspex Relay: Warhound can be provided with an expanded Auspex relay for 10 points. Any targets within 12 of one of these warhounds can be pre-measured by Titan targeting them. Gravatus Plating: Reaver Titan, which replaces the warlord, can be upgraded with Gravatus Plating by 20 points, which reduces speed and maneuvers by 1, but also 1 times more than his armor legs and body. Motive Sub-reactors: For 25 points, Reaver to replace Warhound can increase its speed and maneuver without pushing its reactor, but if it takes a critical blow to the legs, its reactor level increases by 1. Titan Legends - Bellator Magno: Warlord Titan with Belicosa, Sunfury, and Carapace weapons of your choice. In addition to improving ballistic skills, Bellator Magno can push its reactor once during the combat phase to roll over any hit rolls for one weapon of your choice. Legio Prinses 1 Reckless Maverick: After a fight, The Titan of Prinsps can be activated for a second time in motion or combat phase. After that, the level of the Titan reactor has three fronts. 2. Master Dueling: Rolling failed to hit rolls for Titan Prinsps, while attacking a goal for 8. 3. Hunter Uns unparalleled Roll over any failed hit rolls when Princeps attacking a goal he claimed through the hunt to fame. Legion Special Rules of War March: In the first and second turns, the Legio Astorum Titans can choose to add 2 to their increased movement, but, in doing so, must throw two reactor bones is a second turns. and choose the least favorable result. Veteran Princeps: During the damage management phase or when rolling for emergency repairs, Legio Astorum titans can re-roll one repair to die. The Titans' warlord may re-roll to two bones instead. Legion of Specific Stratagems Bounty Mars (2): Choose one type of critically damaged system or weapon at the beginning of the damage control phase that will receive No.1 to repair the roll for this phase. Machine Defiance (2): When the Shields go down, throw a series of bones equal to that of Titan's Servitor Clades. For every 5 immediately immediately One shield. Unpleasant. Titan Legends - Lucius Pretorian: Reaver Titan with any weapon of your choice and additional Servitor treasure. Always add one to any repair rolls for Lucius Pretorian. Legio Prinses 1. Hero of the Crusade: As long as the Princeps are closer to the nearest enemy than any other Titans in their diversity, all the Titans are in that variety add No.1 to any command checks. 2. Reckless Hubris: After the round, Princeps can ignore the negative effects of a critically damaged system or disabled weapon, firing a weapon as if it were functional. Once this system or weapon is used, apply Force 12's strike into Titan's body, ignoring invalid shields. 3. Ancient MIU: Instead of a command check during the strategy phase, the Prince's Titan can be given a random order. Legion Special Rules Capture Initiative: In the first round of the battle, a force that contains at least one Legio Atarus maniple can re-roll the dice roll to determine the first player, but only if they rolled lower than their opponent. If they win the stingray, they must appoint themselves to be the first player. Legion of Specific Stratagems Rapid Spirit Machine (1): When the Spirit Machine awakens, this trick can be used for automatic use to select a rapid result and move d6 plus 2 instead of d6 inches. Maniple of One (2): At the beginning of any round, one Titan replaces their variety of traits with the traits of any other variety available to firebrands. Legion of Specific Wargear Infernus Missiles: Any Legio Atarus Titan with Apocalypse Rocket Launchers can upgrade them with Infernus missiles for 15pts. If the model takes at least one blow from the Infernus rockets, place a large 5 explosive marker under the model. At the end of the phase, any model, at least partially on the marker, takes the S4 kick, ignoring the shields (titans hit the legs). In addition, blocking the terrain touched by the marker takes the S4 hit and set on fire if not destroyed. The burning terrain continues to take and the case of the S4 hits the models in it until it is destroyed or extinguished. Titan Legends - Ignis Ferrus: Master Of Titan with any weapon of your choice and an improved reactor symbol rolls only pushes the reactor once and you always get Anger if the Spirit machine is rolled. Legio Prinses 1. Headstrong: At the end of the phase, Titan Princes can waive his order - keeping that order for the next turn without the need for a new command check. Shutdowns or other effects that change Titan's order are used as normal. 2. Unconventional Thinker: After being behind the game, after the enemy Titan announces its action, Titan Princes can move the D6 in any direction, and up to 90 degrees. This movement cannot take Titan through impassable terrain or models. 3. Veteran Drift Shedim: During the battle stage, select one of the Princeps weapons. You can roll over Armor rolls for this weapon in this round. If you target the enemy from the head of Death or Tiger Eyes Legios, hits from all kinds of weapons Of Princes can roll their armor rolls. Legion of Special Wolf Rules packs: Warhound squadrons in tanning beds maniple can have up to 4 Warhounds and can choose Warhound Titanium instead of any titanium reaver as part of its mandatory components of this variety. Legion of Specific Stratagems Fog Of War (2): Play this in the strategy phase of the first round; Solaria player can redeploy 1 Warhound titanium for each titanium with a scale of 7 or more in their power. It can only be relocated to any point where they can be usually deployed allowed the mission you are playing. Legion of Specific Wargear Fortis Motivators: Warhound can be equipped with this for 20 points. In the damage management phase discard any repair action bone to repair the point of critical damage on that titanium foot. (regardless of the number of bones) Cameleoline enveloping: Solaria's Titan with a scale of 6 or less can take it for 35 points. Hit rolls shot in that titanium from long range suffered a -1 hit. The shroud collapses as soon as the titanium suffers 1 point of structural damage. Legio Princeps Traits: 1. Tiger Spear: Prince's Titan can enter full-pitch orders without team check. 2. Agile Minded: Once per game when Titan Prince suffered from a titanium attack can immediately make one attack back on the striker. This interrupts the activation of the enemy unit. 3. Swift Move: After being behind the game, when an enemy titan does smash an attack as part of a charge order against Prince Titan, the princeps titan gets to run away 6 inches directly from the intruder, after the intruder has moved, but before any hit the dice rolled to attack. The cladding of the princely titanium remains the same. Legion Special Rules Righteous Fire: In the first round, each Titan can fire one weapon twice during its activation, but you advance your plasma reactor two spaces to do so. Probably best used with a weapon that well stripping the void of shields with indomitable resolve: If one of your titans eats it, then everyone else gets the No.1 command rolls for the rest of the game. Sacrificial warhound anyone? Legion of Specific Stratagems Day of Retribution (2): Make one attack with one Titan before the game, with your weapons doubling your range. In advance, that Titan reactor has three spaces. Blessings of the Emperor (3): When an attack will cause your Titan to roll into catastrophic damage, do not do so. Legion of Specific Wargear Titan Legends -Dawn of Enlightenment: Reaver Titan with any weapon of your choice. If you don't suffer from VSG burnout, you can donate to Dawn of Enlightenment in the motion phase to D3 shields. Legio Prinses 1. Enduring hatred: Princes' titan can re-roll a hit rolls 1 as soon as he has suffered critical damage. During damage Phase, they should spend bone repair on disabled weapons first before repairing any other type of damage. 2. Veteran of the Crusade: After being out of the game, after successfully issuing an emergency repair order, The Princes' Titan can immediately issue a second order after repairs have been resolved. Titan must follow any restrictions for both orders. 3. Icon truth: While Prince's Titan is on the board, all Knight's Banners and Titans from friendly Legios add No.1 to the roll while taking team checks. Legion Special Rules Forgeborn: Re-roll Damage Repair rolls 1 in the damage management phase and according to emergency repair orders, but only for the first and second rounds. Pride Ryza: Repair rolls 6 used to vent plasma to reduce reactor level by 2, not 1. Legion of Specific Stratagems Legion Specific Wargear Terminus Override System: The first time you have to roll on a reactor overload table, give Titan a shutdown order instead of bifolded plasma containment: Roll D6 when using weapons with drainage. At 4 you can throw two reactor bones and choose your result, but at 1 you have to throw 2 reactor bones and choose the worst result. Legio Prinses 1. Collegia Lord: A command check roll of 9 or 10 made for Titan Prince allows you to issue orders to all other titans in variety without rolling. 2. Mechanic Born: Once in the damage management phase, you can re-roll one repair to die. 3. Black Banner: If the combat group does not have a tertiary goal, get a tertiary goal of Salvation Crucius, which gives VPs if the Princes Titan is not destroyed or structurally compromised at the end of the game. Legion Special Rules Children of Mars Legio Forti titans never suffer punishment from their command checks, and ignore the effects that force them to roll over successful checks. Knight's banners within the line of sight of a friendly Titan can roll over team trials so as not to be shocked. Lost Sons: Replace any must-have item in Maniple with another Titan class. This Titan is considered all that it replaced (for example, if you swap Warhound's Venator Maniple for Reaver, that River will still be considered Warhound for the special rule that maniple's) (It's got frequently asked questions, no longer considered the same titanium and can now only replace titanium with Warhound, Reaver, or Warlord.) when Titan activates to ignore the effects of critical damage anywhere until the next round begins. Red Sky (1): Show when suffering a magazine detonation or catastrophic meltdown result on a catastrophic damage table add 5 in the scale of Titan when addressing the effects of the Legion Specific Wargear Legio Traits 1. Broken betrayal: When targeting a Titan with a scale equal to or larger than The Titan of Princes, you can re-roll the dice for your first attack throw attack Game. If the attack uses multiple bones, everything must be re-curtailed. 2. Immortal Mars: Considers critical head damage as one level below. 3. Soldier of the Crusade: No. 1 Stratagem Point Legion Special Rules of Precision: Can the re-catarirolation location die for Legio Praesagius when using long distance. You can't roll over a location to die from exploding weapons that are subsequently missed. i.e. if you dissipate you can't change accuracy. Fluid Command Structure: If your Princeps are destroyed, appoint new princes, but don't generate a new Princep Trait. The original titan is still believed to have been destroyed for Victory points. Against the Impossible: After the titanium has suffered critical damage and after the weapon has been decided, immediately undergo emergency repairs. This cannot be used if it has suffered catastrophic damage. Legion of Specific Stratagems Precision Volley (2): Start the strategy phase before any orders are issued - Get the No.1 strike for all attacks for titanium using long distance. Legio Prinses 1. Noble Heritage: If you don't have a higher purpose, get an eternal bastion - get 5 VPs if your Princep doesn't suffer from a structure compromise or collapses. 2 Natural Command: If Princep rolls unalidied 9/10s can give his order to the entire combat group without the command check required. 3. Crusader: After the round, if Princep complete the order step during the combat phase - Can shoot this weapon at -2 to hit. Legion Of Special Rules Effective Planners: Titans get No.1 to command checks (maximum 3) for every Titan in a group that has benefited from the same successful order. Armored Phalanx: From -1 to armor rolls as long as titanium is within 2 friendly Oberon Titan. Legion of Specific Stratagems Decisive Action (2): Can issue a first fire or a full pitch without a command check in the first round for all Titans (Note, all orders must be the same). If played in the next round, you can issue Split Fire or a full step without checking the team. Strategist (3): Play this after any 2 cost Strategem plays, discard this strategist. these effects are not allowed. Legio Prinses 1. Unwavering: After the game - Fail team check, you pass that team check 2. Incomparable Commander: Friendly Knight banners for 6 auto pass teams checks for Shaken or recovery from Princeps 3. Tactical genius: Profit No. 1 Strategem Point for this Princep. Legion of Special Rules Patience for Measure: Beginning of the game, Legio Lysanda player can deploy all his strength first before the enemy player deploys a singular unit. If so, their opponent automatically goes Get No.1 to hit and team checks for the first round. It does not affect narrative missions unless otherwise stated. Style of mind: Add 2 as a result of rolling to remove the stop order on the Lysanda Titan legio. Legion of Specific Stratagems Border Guard (2): Play during any strategy strategy If within 6 lenses, add 1 to BS and WS maximum to 2. Legion of Specific Wargear Mantle Responsibility: Update - Reroll 1s and 2s for Team Checks. Legio Prinses 1. Harrowed Betraval: If the Machine Spirit Awakening, can automatically go angry (Shoot the weapon with BS4). 2. Serene: Never suffer negatives for team checks and does not depend on the effects that cause successful team checks to roll over. 3. Commander of the Avant-garde: Any titan who is within 3 Of Princep can use the power of the Locomotors without pressing the reactor (Includes Princep) Legion Special Rules Reforged in War: Legio Osedax Titans never suffer punishment command checks and can ignore the effects that cause them to re-roll the successful command of the inspection of the Legion Specific Stratagems Inexorable March (1): Play at any stage of the strategy. For the remainder of the round, the friendly Legio Osedax Titans can be issued full pitch orders without having to do team checks and not suffer from difficult terrain and dangerous terrain blood-stained blood (3): Play when a friendly Legio Osedax Titan suffers catastrophic damage. After the consequences of catastrophic damage are eliminated, each friendly Legio Osedax Titan can immediately make one attack of the weapon. This attack must be made against the nearest visible enemy unit. Increase the level of the plasma reactor of any Titan that makes an attack in this way on 2, in addition to any other achievements associated with the fire of the weapon. Legion of Specific Plasma Channels Wargear: Update (20) - After playing, in the movement phase, Titan can activate plasma channels. If so, reduce the level of this Titan's reactor on D3 and 1. This is considered to be its activation for this phase. Legio Prinses 1. Natural General: During the strategy phase, if the Princeps successfully issued an order, asingle friendly Legio OSedax Titan in the same variety can be issued the same order without a command check. 2. Cautious planner: Once per game, Legio Osedax Player can reuse Stratagem, which costs (1) or a few Stratagem points and has already been used previously in the Legio Osedax PLayer battle. Princes must be on the battlefield to use this ability. If Stratagem is one that can be used more than once (artillery bombardment or scattered mines), it can instead be used twice in one Legio Osedax Player phase. 3. Lightning Attack: Once both players are deployed, but before players determine who is the first player, the Titans in Maniple Princep Seniores can immediately make a move. Every Titan that moves this way cannot be issued orders during the first round. Legion Special Rules and Unbowed: Legio Honorum Titans who voluntarily moved more than 4 in the movement phase of any round reduces the bonus to the striker's armor roll as a result of the damage already inflicted on the spot on the one, as indicated by the stated The command terminal as long as the attack came from inside the Titanium Anterior Arc of The Tridents: Legio Honorum maniple can replace any mandatory component from Axiom, Mirmidon, or Fortis Maniple with Reaver or Warlord Titan, as long as the new Titan has an equal or larger scale than Titan it replaces. Legio Honorum can replace one OPTIONAL warlord or Reaver of these manips with one Warbringer Nemesis in this way. Legion of Specific Stratagems Crusading Spirit (1): Play at any stage of the strategy. For the remainder of the stage, the friendly Legio Honorum Titans did not suffer penalty command checks. In addition, legio Honorum Titan alone can re-curtail the failed command check done when issuing orders. Legion Specific Wargear Basilius Throne: Update (25) -Senior Princes only. Can issue orders without a command check. Any friendly Legio Honorum Titan receives 1 euro for team checks when receiving an order previously issued by Princeps Seniores Titan with this update in the same variety. Legio Prinses 1. Ardent Crusader: Can acquire Crusading Spirit Stratagem several times 2. Stubborn: Princeps can always issue orders during the strategy phase, even if usually unable to do so (Vox Blackout or firendly titanium failed a command check when issuing an order) 3. Iron Resolve: Princeps allows you to benefit from the resolute and unbowed ability, even if it does not move at least 4; However, the attack still has to come in the front arc of Titan Titan Legend - Iracundos: Reaver Titan with Gatling and Laser Blaster, as well as the Apocalypse Rocket Launcher. In the motion phase, you can do absolutely nothing with this Titan while still counting as activation. One enemy Titan within 18 must wind down the command check. It it fails check, it loses any order it had. Legion Of Special Rules of Glory in Death: When Tempestus Titan suffers catastrophic damage, do a team check. If it is adopted, Titan can immediately attack one of its weapons. Fury Machine: Storm Titan must re-roll any results 1, 2 or 3 on The Awakening Spirit Machine Rules. Legion of Specific Strategem Battle Drops (3): Titan with a scale of 6 or less (i.e. Warhounds) can be deeply hit on the battlefield. Legion Of Specific Wargear Chasmata Pattern Laser Destructors: Adds 3 at short range and 6 to the long-range on Tempestus Laser Blasters and Turbo Laser Destroyers for the price of 5 points/bone weapons you increase range. Incredibly helpful. Legend Titan - Mantellum Fulmen: Warhound Scout Titan with any weapon of your choice and improved team test and ballistics. Mantellum Fulmen can't be a part Warhound, but he can fire both of his weapons while is is is ising the first order of fire. Legio Prinses 1. 1. Solution: After each fight, the controlling player can remove the orders to switch off from Titan Princes at any time. This can be done even as a closure order is issued, effectively abolishing it. 2. Storm-born: Affects any titanium in the maniple Princeps who has charge orders. When this Titan moves in the Movement phase, it uses an increased velocity value without having to push its reactor. 3. Defiant Warrior: If Titan Prinsps' invalid shields were destroyed, he could roll all hit rolls 1 for his attacks. Legion Special Rules Machine Fury: When rolling reactor bones, gaps count as the Spirit Of Awakening machine results. But if the team check fails, the result can be selected from the table instead of being rolled up for. Many face Omnissiah: Samurai fight start. You stand still for 1 or 2 phases of the first turn. For each phase activated without any action you can re-throw one DICE later in the game (any dice!) Legion Specific Stratagem Offensive Splash (3): In any phase of the battle, choose Titan Variety. Each Titan in this variety can attack twice with one of its weapons, increasing its reactor by 1 in addition to any other effects. Legion Specific Wargear Hunter Auspex Relays For 20 points, the Titans can ignore one -1 to hit a penalty while shooting goals over 12 off. Titan Legends - Eben Farook: Warhound Scout Titan with any weapon of your choice and Hunter Auspex upgrades for free. Iben Farook always adds 2 in armor rolls against enemy Titans scale 10. Legio Prinses 1. Titan Stalker: When targeting titanium, which is within 12, Princeps Seniores can add one to the armor rolls of any hits, provided that the target Titan has a scale equal or larger than their own. 2. Humardu Savage: When Princeps Seniores Titan attacks Smash, add 2 to attack power. 3. Trophy Taker: Any weapon disabled by Tiger Eyes Princeps with the help of a Smash attack, or a weapon with a melee trait, is harder to recover. They require a bone score of 1 higher than usual when taking repair action... bitch gimme that! Reaper's Tally Special Rules Legion: For every enemy Titan killed by Legio Mortis Titan, a re-roll of one can be made in the firing phase. It's cumulative, so the more enemy titans you get. A great fluffy rule to show Mortis's ruthlessness. State of disintegration: Once out of play, the Titans can ignore the effects of miU feedback, Moderati injured, or Princeps injured for the round. He can't use any bone repair on his head for this round however. Legion Specific Strategem March of the Dead (3): In the Phase 1 strategy, a player can make one regular move with each their titans. The opponent's player automatically becomes the first player. Legion of Specific Wargear Remains of the Fallen: At 20 points, enemy units with 8 increase their commands characteristic by 1. Military Master Master For 20 points, for the first time titanium fires it adds 1 to the strength of any of its bolter or missile weapons, and can ignore the drained. Titan Legends - Penumbral Reaper: Warlord Titan with Sunfury, Arioch Power Claw, and paired laser blasters. In addition to improved weapons skill, Penumbral Reaper has a No. 1 aura for commanding checks and re-roll 1 in melee combat. If this Titan rolls Machine Spirit, Haughty is applied automatically. Legio Prinses 1. Rotten Heart: Chaos is here! The princes have already sided with Chaos, as has the Spirit of the Machine. This means you can ignore the wake-up machine Spirit effect, but take some reactor heat instead. 2. Relentless: Even when the enemy Titan bleeds, Mortis does not accept prisoners. When enemy Titan, which is now critically damaged, is the target, all the damage rolls get the No.1 to attack force. 3. Ancient Terra: Legio Mortis has many ancient princes who have taken a full dive or similar because of how old the Legion is. This basically means that Titan views the red level as an orange level of the reactor overload table. Legion Special Rules Doom Worlds: The Warlord can replace the mandatory Reaver in Mirmidon maniples. Legion of Specific Strategem Scorched Earth (1): Add one force to any attack targeting the terrain throughout the round. Iron Endures (1): Damage caused by dangerous terrain decreases by 2 at the time of the round. Legion of Specific Wargear Launch Vehicles: Apocalypse Rocket Launch Modernization. It's worth 10 points for Reaver and 20 points for the warlord. You can shoot normally, or reduce the reaver to 1 bone or warlord to 2 bones, but the rockets get a feature of the quayk. Adds 5 strength to the weapon if targeting the terrain. Useful for stopping enemy titans from closing and very good to destroy the terrain. Titan Legends - Hammer of The Tyrants: Warlord Titan with Belicosa, Sunfury, and Carapace Weapons of Your Choice. The hammer of tyrants can use the line of maximum fire without increasing its reactor. In addition, for the first time Hammer of Tyrants suffers critical damage, its reactor is reduced to the left level. Legio Prinses 1. Godlike Contempt: Prince's Titan can still do team checks if Knight Banner or Titan is smaller than Princeps failed his team to check 2. World Bane: Any blocking area destroyed by Prince's Titan becomes a dangerous terrain if it has not yet been destroyed. 3. Iron Path: Princes' Titan can make one Smash attack in the Motion phase, against the enemy scale model of scale 3 or less. Stop the movement, allow the attack, then continue as normal. Titan can navigate on Scale 3 models or less if it has enough movement to clear the base of the enemy model. Legion Rules of Honor and Blood: When Legio Vulpa Titan is within 3 enemy Titan, increase weapons 1 and reduce ballistic skills by 1. Legion of Specific Strategem No pity for the vanguished (1): When the enemy Titan is destroyed, the killing of Titan can make another attack with the same weapon system against another target within 12 destroyed Titan. Legion of Specific Wargear Plasma gargoyles: For 15 points when it is Titanium vents plasma, units with 3 take a punch with a force equal to 3 plus the level of heat the reactor is reduced. Breaking the emitters: For 30 points, titanium adds 2 to the strength of any melee weapon, and considers its scale as 2 higher when making Smash attacks. Titan legends - News. Ru: Reaver Titan with any weapon of your choice and armor number one. On a devastating hit on Vesti-Ferrus, roll D6. If you roll 6, the damage is reduced from 2 to 1. Legio Princeps Features: 1. Razor Language: Early rounds, Princeps can pick an enemy titan for 24. For the duration of the circle, that Titan team feature increased two. 2. Bloodied but continuous: For each point of critical damage The Prince's Titan suffered (not including damage to the weapon), increase the strength of any melee weapon and their Smash attacks by 1, a maximum of 3 pounds. 3. Brutal: When attacking units with a scale of 5 or below, increase the strength of any hits by 2. Legion Special Rules Creeping Madness: An option to make madness take over when activating Titan in the motion phase. Roll the D6 and consult the table of madness ... 1-2 Charging order - you have to charge the nearest opponent the shortest route possible. 3-4 First order of fire with a random weapon to the nearest target with No.2 Strength and Bone, then disable that weapon. 5-6 Static Scream. Make everything within 12 to remove their current orders if they are under emergency shutdown or repair orders. Legion of Specific Strategems Foreshadowing Destiny (2): Show in the strategy phase. Prevents any enemy Titan or Knight banner within 12 Titan's Interference From issuing orders in this round. Tormented Machine Spirit (1): Play when you're about to roll around the Awakened Machine Spirit table. Attack with all of Titan's weapons against the nearest model (friend or foe) instead of rolling around the Spirit Machine Awakening table. Legion of Specific Wargear Static Rounds: Reavers or Warhounds with Volcano Mega-Bolters can take them. Changes the fast line when shooting at targets with active void shields count hit rolls like 5 or 6 as

generating 2 extra hits each. Doesn't work if you need 6 to hit. Legio Prinses 1. Dark fanatic: For the first time Princeps suffers catastrophic damage, roll D10. Result 6, 7, 8 or 9 allows you to ignore it, but for any other result you automatically suffer a catastrophic meltdown. 2. Raving Madman: When rolling the D10 you can count rolls 9 as 6 or rolls 6 as 9. 3. Titan doesn't get gets command the rolls for being Princeps Senioris, but ignores any damage from critical head injuries. Legion Special Rules are two face God: You can assign two Princeps Senioris to your battle group, but they may not be part of the same variety. If one of them is destroyed, the other believes that the princes are wounded for the rest of the game. (It's got frequently asked guestions, now they can be in the same variety. For the fallen: For every Vulcanum Titan destroyed you get to re-roll for any one dice roll that can be used once per round. Legion of Specific Strategem Symbiotic Teams (1): Play in the strategy phase when successfully issuing an order to issue the same order to one or all of the Vulcanum Titans in your battle group (not diversity!) without having to do a team check. Legion of Specific Wargear Twinned Perfume Machines: A pair of two titans that everyone should buy an upgrade. The Titans with this update are considered part of the squadron with each other. If any Titan rolls the Awakening Spirit Machine, then both titans should do a team check. Janus Pattern Missiles: Allows you to split the fire of any rocket launcher as you like, as long as the other target (s?) are within the 12 main target. Legio Prinses 1. True Born: No. 3 for team checks when issuing warrants for Princeps' Titan. but if you roll 1 no more command checks can be done in the entire combat group that rotates. 2. Divided minds: If Princeps fails command check, roll the order dice and apply whatever the result anyway, if it's not off in which case you can choose whether or not to inject it. 3. Orphan Wars: Titan Princeps can push its reactor if it is in the last red hole, but takes the S9 to hit the body every time you push this way. Legion Special Rules Masters Flame-When Shooting Flamestorm Weapons, Legio Infernus Titan can place a narrow end pattern of 2 inches instead of touching. The attack should still be within the titanium fire arc. Legion of Specific Stratagems Burned Ones (1) - Show it in any combat phase - Choose a piece of terrain that's within 12 of the Infernus Titan - Remove it and replace it on a difficult terrain of the same size. Legion of Specific Wargear Clinging Fawcefex - Any titan with an Inferno gun can buy this upgrade - When shooting, target others, then the closest get 2 hits instead of one. Dark Blessing - After the round, can roll one Die, but -1 command Checks when issuing orders Legio Princeps Traits Butcher - When activated in the strategy phase - roll all the hit rolls for the round, but counts as it is activation for this stage (So no orders) World burner - After being behind the game when Princep successfully was released the first fire, each other's titanium can get a get first fire order without a command check. Amber Wolves is probably the most unique titan of the legion out there, no other legio has restrictions on which titans you can choose, no matter limiting you in one form. On the other hand, no other legion has its own diversity either. You take this legio because you think warhound is a spam king, and you like the idea of pulling down field commanders with bloody harpoons. Legio Audax can only have a scale of 6 or below the Titans. Can always squadron from other Legio Audax Maniples and can have up to 5 Titan in the squadron. Unsee Stalkn: Throughout the first round, legio Audax Titans scale 6 or below are -2 hit rolls if the titanium is at least 25% hidden. Legion of Specific Wargear reinforced plates: Any legio Audax titanium can purchase for -1 before armor rolls are made against this titanium. Ursus Claws All Claws Ursus bought for Legio Audax Titans Power 4. Legio Prinses 1. Masters of Ambush: The Stalk Unseen Legio Devil lasts until the 2nd round of the Battle of Prince. 2. Cull Weak: Princep can roll over failed roll damages against a place that has critical damage, 3. Pack Alpha: Friendly Titan within 3 Of Princep can roll 1s for team checks. Canis Light Maniple - Audax Only 'edit' Minimum: 3 Warhounds Pack Ambush: Warhound Titanium within maniple usually - instead place a series of markers, equal warhounds in this variety anywhere, 6 away from the enemy's deployment zone. Warhound in this variety count as deployed. Once all units have been deployed - you can deploy Warhound within 3 markers as long as it is 50% hidden from any enemy units. if it cannot be deployed, they are deployed in the deployment zone of the controlling players. Legio Mordaxis 'Deathdealers' (edited) Legion of Special Rules Technotoxins: - At the final stage, any unit within 2 Of Legio Mordaxis Titan suffers d3 S4 Hits. Can be affected only once in the round - Legio Mordaxis are immune. Innured to pain: - They ignore the effects of concussion or earthquake, but can not power stabilizers or power locomotives. Legion of Specific Stratagems Unstoppable (3) - Play this at the beginning of the damage management phase - Add 2 to the Servitor Clades of each Legio Mordaxis Titan until the end of the phase. Legion of Specific Nodes Toxin Wargear: - Any titanium with a weapon explosion 3 can buy this upgrade. Makes a blast of 5, but -1 Power. 5 Plasma Blast Guns sound dirty. Legio Princes Devils Dumb Mind - Ignores MIU Feedback and Princeps injured from the table. The harbinger of decay - Modernizes the Prinseps Technotoxins from D3 S4 to D3'1 S5. Proud Defender - Once in a Round, If Mordaxis Titan for 3 From Princep takes a direct hit or more, Princep can immediately push his reactor and shoot with one of his weapons. Legion Legion 'Flaming Skulls' (edited) Legion Special Rules howle cursed: - Subtract 1 of the results of all team checks made by the Titans during 8 Of legio Magna Titan. In addition, the Titans within 8 titan legio Magna has never been able to roll over unsuccessful team checks. Legio Magna Titans do not suffer from this trait. Legion of Specific Stratagems Battle of Fervour (3) - Play at any stage of the strategy. For the remainder of the phase, legio Magna's titanium-friendly titans can be issued charging orders without team verification. For the remainder of the round, the friendly Legio Magna Titans can re-roll hit rolls 1 for attacks made with weapons with melee trait. Spearhead Assault (2) - Play at any stage of the strategy. For the remainder of the round, the friendly legio Magna Titans add one for all hit rolls and armor rolls made as a result of attacking a target within 8 attacking titans in addition to other modifiers. However, the enemy Titans add 1 to all the armor rolls made as a result of the attack on the Titan legio Magna from their side or rear arc plus any other modifiers. Legion of Specific Wargear Director Pressure Exit: - 20 points for molten weapons. Equipped titanium adds 3 to short range weapons, Legio Princeps 1. Messenger of Death: - The how much damned trait affects all units within 15 instead of 8 of Princeps Seniores, 2. Fighter kings: - When targeting titanium within 12 Titanium Prince, Princeps Seniores can add 1 in the armor rolls of any hits as long as the target has a scale equal or larger than its own. 3. Bloodthirsty: - After being out for the round. Princeps can make an attack with a disabled weapon as if it had been repaired. Once the attack is resolved, the weapon suffers from the detonation damage effect. using the highest detonation force value to eliminate its effects. Legio Vulturum 'Gore Crows' (edit) Legion Special Rules Relentless Assassins: During the Combat Phase, the friendly Legio Vulturum Titans add one to all hit rolls if during the same round the enemy titan suffered catastrophic damage. regardless of the source. Legion of Specific Stratagems Cull Weak (1) - When enemy Titan goes beyond its front arc voluntarily or unwittingly, the Legio Vulturum Titan can immediately attack with one of its weapons and increase its reactor track to one. Smell of Blood (2) - When enemy Titan suffers critical damage from Legio Vulturum Titan, another Legio Vulturum that has not been activated can be immediately activated after another Legio Vulturum Titan finishes its activation. Activated Titan should increase its reactor track by 2 and is considered activated for the combat phase. Legion Specific Wargear Storm Frag shells: - For 25 pts/45 pts give Volcano Mega-Bolter or Array Maximum Fire Feature. A little expensive and risky, but can be fun and will really put pain on the injured Titans. Titans. Princes Devils 1. Experimental ship: After being out of the game, Princeps can immediately repair the weapons of the disabled when activated in the combat phase. 2. Enigmatic: At the beginning of the first phase of the Strategy, before any player issues orders, Princeps can be redeployed anywhere permitted by mission deployment rules. 3. Relentless: Prince can acquire Cull's weak trick several times, although it can only be played once per phase. Blackshields (edited) Legio Tritonis maniple can replace the obligatory Reaver Titan with The Titan Warlord. Legion of Specific Stratagems Legion Specific Wargear Legio Princeps Traits Unit Analysis edit Weapon Turbo Laser Destructor: Jack of all professions that are pressed on cracking shields as you can push the reactor to get shieldbane on its shots, however the low dice count prevents you here so aim for armor where you can. Also, pressing your reactor is a risky trade as one bad roll can set you overheating, so use only shieldbane when you need those shields down. Strong enough to reliably punch damage through once the shields are down, they are also great for calling shots on damaged components to score some critical damage from a safe distance. It is a large multi-purpose weapon, ideal for medium-range pressure. Use your manuverability to keep clear lines of fire and take advantage of a coordinated strike to really lay on hurt! Volcano Mega-Bolter: A brilliant weapon for collapsing void shields and hammering home these last few points of damage on critical components is a great way to dial that critical damage track. One works best when paired with a plasma blaster, as both weapons want to be in close contact, and their profiles complement each other well. Bringing two is great for busting shields and capitalizing on the damage done by other Titans, but can leave you a little toothless against the front of the big titans if they are intact. Plasma Blastgun: Perhaps the most practical weapon to harm opposing titans. With two shots and the ability to increase himself to the S10 (at risk for its reactors), it has a very good chance of cracking the warlords. Especially when they're behind them. It's an explosive weapon with 2 bones, so it will chew through knight banners with glee, but prepare to scatter if you're shooting dangers close. He can reliably score four hits for the Titans, which helps with pushing through those last few layers of void shields, but you want hitting the armor with this where possible. Pair with vulcan mega-bolter for a solid short-range brawler. Inferno Gun: As a tear pattern style that automatically hits the target and can put a lot of pain on knights or other warhounds, landing a few hits on the main target. With the force of the positive effect of side or rear shots it can threaten more more later in the game with an amazing number of hits, even if the target is hidden. Ursus Claw (Forgeworld): He's here! Ignores invalid shields, but only has a special shot and will require multiple claws and a coordinated kick to do anything. Impale SR means you don't make an armor roll instead of rolling the D6Strength and comparing the result to the scale of titanium. If you are under the scale you take a devastating blow to your feet and the S7 hit the weapon for every titanium that attacked. Equal to scale? Roll D6; At 1-3 turn the target to the right, 4-6 turn them to the left. Finally, if you are larger than the scale of your target turns out and takes d3'1 devastating kicks on the legs. Legio Audax get the No.1 Force of their Ursus Claws. Natrix Shock Lance (Forgeworld): A similar claw with a no.1 power, but doesn't get Impale. instead you get a shock - if it causes a direct, destructive or critical blow, at 4 it will shut down that titanium for the rest of the turn. Also bypasses void shields. Warhounds have the incredible advantage of grouping in a squadron of up to three. This brings a number of advantages: Deployment: Squadrons are deployed together as one unit - so three Warhounds can be deployed simultaneously, unlike, for example, one warlord. Squadron Activated as one unit at each stage, and all squadron members must move, shoot, and generally do the rest at the same time. They cannot be activated as one unit at each stage, and all squadron members must move, shoot, and generally do the rest at the same time. They cannot be activated as one unit at each stage, and all squadron members must move, shoot, and generally do the rest at the same time. individually though. Orders: An order issued to one participant can be applied to all participants - or not, as you choose. You can issue orders individually if you like. Coordinated strikes: Squadrons can also claim to be conducting a coordinated strike - improving battleships. Most practical if invalid titanium shields don't matter. Empty Shields Void Shield shenanigans in squadrons can greatly improve their stamina. If a three-person squadron is in base contact, strikes can be on the group equally unsuccessful saves can be imposed on any participant of your choice. In fact, Warhounds can maintain their 3 blank shield for long periods, making them surprisingly resilient. In order to bring down their shields all three must be destroyed or the base contact must be broken equally. this can play into mobility. Their movement can be increased by using their empty shield instead of the reactor, while keeping the save to others. Reaver Battle Titan (edit) Arm Arm Reaver Titan Power Fist This can be guite a fun weapon, it has good power (9) with 2 attacks on No 1 and, being a concussion, you can start Titans left and right and push them back without negative modifiers! Reaver Titan Chainfist Possessing Only 8 compared to the fist, he has an extra attack (a total of 3), hits no.2 instead of No.1 and has rending. This thing hurts when it gets into a close fight. Mounting two on Reaver is a serious threat and will draw a mass of fire. Charge this at 9 for an extra three attacks on top! Laser Blaster Having good strength (8) and 3 shots, it suffers -1 to hit at long range, making it somewhat difficult to use when the negatives hit start laying. Despite this, it can use the shield when pressing its reactor. This can help him in dropping shields out of their 3 positions or collapsing them completely. Definitely a weapon to consider, especially when using Legio Tempestus with a Chasmata template. Volcano cannon for all intents and purposes, it is a mini-Belicosa, the only real differences are its lower strength (10) and a small explosion, as opposed to large. When you run a variety light, it can open up your options when making a free attack. But beware of leaks on weapons while doing so. Melta Cannon is a terrible weapon when short range due to its high strength and synthesis trait. As a result, it can cause more damage. Gatling Blaster destroy shields and small opponents, but may need to shoot to the side or behind large opponents to inflict damage when the shields are gone. Carpas Weapons: Unlike the warlord. Rivera's 360-degree Arc of The Apocalypse Missile Launcher: Its large arc and long range (120) makes it an ideal weapon to loosen enemy shields when moving into position, but its relatively small number of shots mean it won't destroy shields on its own. Turbo Laser Destructor: A carapaces weapon with the highest strength (8), only 2 shots means it is the most effective against the Titans, who have already lost their shields. It can also be used to strip the shields when needed, as it receives a shieldbane when pressed by the reactor. Volcano Mega-Bolter (Forgeworld): Just like Warhound, but lacking in a short range of precision positive effects (Nope, frequently asked guestions), can be handy to dissuade flank knights or used to strip emptiness, especially with a divided fire order while the main guns focus on something at a distance. Warp Missile Support Rack (Forgeworld): One use of warp weapons, this weapon seems to be useful when you are faced with a small number of enemy titans. With good accuracy (and almost guaranteeing a kick if you have access to rerolls) you're going to do damage with it. It may not be worth it to give up the weapons slot for this effect, even in this case. Warbringer Nemesis Titan (edit) Weapons (edit) Laser Blaster Weapon While having a Good (8) and 3 shots, he suffers a -1 hit at long range, making it somewhat difficult to use when the negatives hit start stacking. Despite this, it can use the shield when pressing its reactor. This can help him in dropping shields from their 3 position position collapsing them completely. Definitely a weapon to consider, especially when using Legio Tempestus with a Chasmata template. It's probably a good choice because of the range on the weapon - but time will tell. Volcano cannon for all intents and purposes, it is a mini-Belicosa, the only real differences are its lower strength (10) and a small explosion, as opposed to large. Nemesis has a decent reactor, so you can comfortably use this, and its range is well suited to its likely role. If you take Belicosa, you probably don't need it. This or you need two and call your titan Krakatoa. Melta Cannon is a terrible weapon when short range due to its high strength and synthesis trait. As a result, it can cause more damage. If you're worried about knights hunting this down, it can lay hurt on them. Gatling Blaster destroy shields and small opponents, but may need to shoot to the side or behind large opponents to inflict damage when the shields are gone. Carapace Arms Mori Kweik Cannon: Bread and Butter. This is your main all-rounder. A few shots, no toy with reactors, high strength, concussion to boot. If you're not sure what to arm your Warbringer with, it's a safe choice no matter the case. It's a blast, so don't count on it to finish anything. It's sure to dismiss this on the Knights banner with full step or charge orders. Since it is a carapaces, it cannot focus on anything smaller than a scale 9 within 9. Belicosa Volcano Cannon: A real workhorse of titanium legions. It is worth a good chance to destroy a group of 3 knights in one shot; 2 will make him almost certain. Don't waste it on empty shields though - it's almost never worth increasing the reactor. On what note - watch the reactor increases! You also can't name your target zone because it's a gun explosion, so don't count on it to finish anything either. Since it is a carapaces, it cannot focus on anything smaller than a scale 9 within 9. Warlord Battle Titan (edited) Arioh's Weapon Titan Power Claw: Although a seemingly strange choice of weapons, it hits as Belicosa and has the No.2 hit bringing it into the years of shelf life for the warlord. Having this and other weapons that has no drain can allow you to use your reactors to boost your movement as well. It can also be useful as a deterrent to knights and warhounds who can try to get close and personal. Charge the enemy with a warlord armed with a couple of them just to see the horror on their face. Belicosa Volcano Cannon: A real workhorse of titanium legions. It is worth a good chance to destroy a group of 3 knights in one shot; 2 will make him almost certain. Don't waste it on empty shields though - it's almost never worth increasing the reactor. On this note Watch the reactor increase! You also can't name your target zone because it's an explosion of weapons, so don't count on it to finish the finish off. Sunfury Plasma Annihilator: Solid all rounder, plenty of shots and able to increase its strength. While its range isn't the biggest, its not the worst either. Good for finishing the Titans when closing or using to help drop shields if desperate. Macro Gatling Blaster (Forgeworld): A decent weapon. While hampered by its range it can be used to drop shields nicely, and with its reasonable strength and ammunition, it can do a fair amount of damage to the titans (especially the smaller ones). He may also pose a threat to the Knights, but beware of their rescues. Maury Kwijk Cannon (Forgeworld): Bread and Butter. This is your main all-rounder. A few shots, no toy with reactors, high strength, concussion to boot. If you are unsure how to arm your warlord, this is a safe choice regardless of the occasion. It's a blast since Belicosa doesn't count on it to finish anything. It's sure to dismiss this on the Knights banner with full step or charge orders. Carapace Weapon Volcano Mega-Bolter Array (Forgeworld): The ultimate void in shield removal technology. Twelve shots, a wicked hail of dakka himself, with an even greater number of shots at 6's. A slightly limited range, but you do not interfere with long-range negatives. Don't expect much if you're trying to knock the freshly shot Titan down, but once you've knocked them around a little it might be able to steal the killshot Of The Steam Turbo Laser Destructors (Forgeworld): It may seem like a bit of a crude bargain compared to laser blasters, but they have some advantages. They don't have modifiers to hit on any range compared to blasters. This can be extremely useful when shooting at a hidden target. They are also 15 points cheaper. On top of that they swamp standard lasers with S8 and shieldbane capabilities. Doubles Laser Blasters: They have an extra two shots over the destructors, but suffer a -1 hit at long range, which can be a problem. Not a game violation, but can be a rabies-hitting 4s or 5s. This can benefit from a chasmata pattern of laser destructors. Rocket launchers Apocalypse: 10 rounds at 4. Excellent at stripping the void of the shields early in the game and finishing with the injured Titans at the end of the game (when bonuses from a damaged structure means he can actually do something against all that armor). Don't waste it on knights; It's weak enough that they get their full ion shield saves. Gets a precision bonus at long range and can ignore LoS so well works in the role of artillery. Just watch the cladding (especially if you move first) - it is very easy to judge the firing lines incorrectly. In a pair of Gatling Blasters (Forgeworld): A strong contender, while lacking in range, they deprive the shields comfortably and then cause the enemy titans some pain with their power and ammunition rule. Definitely worth using. Note that it was a frequently asked question to have the same fire arc as the rest of the cannon weapons. Psi-Titans (edit) psi-titan is a manople-supported titanium. They can't be part of diversity. A psi-titanium fighting group cannot contain corrupt titans or titanium traitor legends. A player with a psi-titan can not use the tricks of traitors. Any warlord can be promoted to a sinister warlord for 300 points. They follow the same rules as the psi titans and are considered to be them. They are armed with sinistramanus tenebrae and ariich power claw. You have to buy a carapace weapon, and can replace the power of the claw. The command terminal and statistics are exactly the same as that of an ordinary military commander. A good chance to turn a warlord into a psi titan. Psychic Forces (edit) They are used instead of orders and sent in the strategy phase during the ordering phase. The only standard order you can issue is a closing order, after which you do a team check. These mental forces are indicated there will be no orders - so the tricks or abilities that will remove orders cannot remove these! Necrotechia: Roll d6 equals servant's hoards plus one. Add one to each bone. You can do every normal repair, in addition to restoring lost structure points to 5 on an area that has no critical damage. You can't fix a psi weapon with necrotechia. You can move or shoot. Death Pulse: When you activate in the movement phase, instead of moving to solve attack weapons against each unit within 8 inches. Bone profile one, force x, deformation. It's auto hits. Fast: While driving, titanium can move and maneuver at increased values for free. In addition, he can shoot with one weapon, not be a psi. Antipathetic storm: Instead of moving, you can choose a point in line of sight. All within 3 suffer bone one, force 8 concussion, PSI, earthquake attack automatically. Weapon (edit) Weapon Weapons Sinistramanus Tenebrae (Forgeworld): This is a must-choose weapon for the left hand, and the Terra throne is the mean. The power of 10, 3 bones, and rule ray promise interesting things. It is important to note - once it is disabled, it cannot be repaired. The Evil Warlord cannot be issued a repair order, and cannot be used by his Necrotechia to repair weapons with the Psi trait. ALso - keep an eye on your reactor! This has a specialized version of the drain causing the reactor to increase as usual, but roll on the mental display of the table on a roll of cog. Arioch Titan Power Claw: Evil Warlord comes with this on the right hand as standard. While this may be considered an odd choice for a warlord, especially with a range on the Sinistramanus Tenebrae, it can be used for a great influence on the sinister warlord. Belicosa Volcano Cannon: a real titanium workhorse It is worth a good chance to destroy a group of 3 knights in one shot; 2 will make him almost certain. Don't waste it on empty shields though - it's almost never worth increasing the reactor. On that note - watch to watch Increases! You also can't name your target zone because it's an explosion of weapons, so don't count on it to finish anything. Sunfury Plasma Annihilator: Solid all rounder, a large number of shots and able to increase its strength. While its range isn't the biggest, its not the worst either. Good for finishing the Titans when closing or using to help drop shields if desperate. Macro Gatling Blaster (Forgeworld): A decent weapon. While hampered by its range it can be used to drop shields nicely, and with its reasonable strength and ammunition, it can do a fair amount of damage to the titans (especially the smaller ones). He may also pose a threat to the Knights, but beware of their rescues. Maury Kwijk Cannon (Forgeworld): Bread and Butter. This is your main all-rounder. A few shots, no toy with reactors, high strength, concussion to boot. If you are unsure how to arm your warlord, this is a safe choice regardless of the occasion. It's a blast since Belicosa doesn't count on it to finish anything. It's sure to dismiss this on the Knights banner with full step or charge orders. Carapace Weapon Volcano Mega-Bolter Array (Forgeworld): The ultimate void in shield removal technology. Twelve shots, a wicked hail of dakka himself, with an even greater number of shots at 6's. A slightly limited range, but you do not interfere with long-range negatives. Don't expect much if you're trying to knock the freshly shot Titan down, but once you've knocked them around a little it might be able to steal the killshot Of The Steam Turbo Laser Destructors (Forgeworld): It may seem like a bit of a crude bargain compared to laser blasters, but they have some advantages. They don't have modifiers to hit on any range compared to blasters. This can be extremely useful when shooting at a hidden target. They are also 15 points cheaper. On top of that they swamp standard lasers with S8 and shieldbane capabilities. Doubles Laser Blasters: They have an extra two shots over the destructors, but suffer a -1 hit at long range, which can be a problem. Not a game violation, but can be a rabies-hitting 4s or 5s. This can benefit from a chasmata pattern of laser destructors. Rocket launchers Apocalypse: 10 rounds at 4. Excellent at stripping the void of the shields early in the game and finishing with the injured Titans at the end of the game (when bonuses from a damaged structure means he can actually do something against all that armor). Don't waste it on knights; It's weak enough that they get their full ion shield saves. Gets a precision bonus at long range and can ignore LoS so well works in the role of artillery. Just watch the cladding (especially if you move first) - very wrong to judge firing lines. Doubles Gatling Blasters (Forgeworld): A strong contender, while lacking in range, they can strip the shields comfortably and then cause the enemy titans some pain with their strength and and Rule. Definitely worth using. Note that these were often asked questions to have the same fire arc as the rest of the Warlord carapace weapon. Knights edit weapons of the weapon guestoris Melee weapons: If you take knights you probably have at least one of them. They are not worth building to be shot as knights who try to position themselves to shoot titans turn out to be dead. Avenger Gatling Cannon: Don't worry, seriously. He put out a lot of shots, but those shots are too weak to even take other knights, or damage the void shields. If you are looking for cheap knights for screening you better double up on melee weapons. It could be better if the infantry is introduced, but it's a long way off. Second opinion: I personally saw AGCs kill the warlord of the Titans. If you aim to kill the Knights, you want to usually be in close combat. Add in using your amazing agility and positioning, you'll be hitting the Titans in their back arc for this sweet No.2, making you an effective force of 5. Add maybe No.1 to place for strength 6 (or 7 or 8 if you stripped more). Add in the bonus to hit the range of countering the spot aiming penalty, you're going to really rip and tear. TL;DR: AVG are good for focusing shooting inside shields to finish the Titans. Support Opinion: Coming up with the second opinion above, if used in the Knight Banner (Doom Moleh) do a coordinated kick you only roll as if one shot, but increase the force of attack on the number of knights contributing to the attack makes the AGC a hypothetical maximum force of 9, or 11 in the rear arc with 8D6! Heat Cannon: A real star on the Knights. With a high base strength and a Fusion trait that increases your armor to d10, it gives you a very good chance of pain even on the biggest opponents. Take 6 of them and pop unshielded titanium in for almost guaranteed critters. Entertainment for the whole family. Fast Fire Battlecannon: Old Reliable. Decent range, two S5 shots with a munitions feature, and a bonus to hit for 8. Carapace Weapon Stormspear Rocket Pod: Relatively expensive, but adds an additional three S5 shots to stripping shields to 16. Meltagun: A solid if expensive upgrade for your knights: When the banner is activated in the combat phase, each knight with the Meltagun update can aim at the enemy unit within 3 for an automatic S8 strike. Generally a safe bet to give it to your Lord Scion for a little extra dakka close, which is where you want your knights to be. Good for filling 15 points somewhere, but not auto-sign. They are bigger, faster and a little tougher than their smaller brothers, the Knights of Kvesoris. With 12 move, one extra point structure and easier time passing orders, this is an extra level in addition to the Knights' questoris. Cerastus Knight Castigator Castigator Bolt Cannon: Akin to The Avenger Gatling Cannon, He He Little real use, if you don't get up close to the side or rear arc of the opposing titanium Tempest Warblade: Improved Melee Weapon questoris, on the S7 with 2 attacks and randing, it's a little more capable. Same stats as Reaper Chainfist. Cerastus Knight Aharon Aharon pattern flame gun: 2 bones S7 pattern weapons on the frame Cerastus? Yes please! Take four in a squadron and find a few knights or squadrons of warhounds toast. Reaper Chainfist: Improved Melee Weapon quest, on S7 with 2 attacks and rending, is a little more capable. Same stats as Storm Warblade. Cerastus Knight Lancer Cerastus Shock Lance: A nasty CC weapon on a small and nimble chassis, hitting the S8 with two attacks it can hurt the Titans and other knights in a matter of minutes. Combined with the Ion Gauntlet Shield, you have pain in the back. Ion Gauntlet Shield: This provides the No.1 for all ion shield saves as long as there is at least one in the block. Definitely take the Lancer if it weren't for their spear kick, at least for the shield. It also has a 2 shot S6 shooting attack, which, while not surprisingly, is pretty nice. It is worth noting that the article WH IS wrong in its statement that it always gives 6, it is not. If saving the shield '-' it does not do any good. Expect maximum plasma, melt and volcano weapons hurt like a truck. The latest addition to the knight designs, they walk artillery platforms, with no tangible CC capabilities, but a wicked amount of dakka from such small and cheap chassis. They come in two flavors with predetermined loads, Porphyrion and Asterius (the latter has no model yet). The only choice they have in the weapon is either to stock a double automatic cannon with an automatic S4 attack for 6 or double lascannon for an extra 10 points. They took a large nerf in 1.1 frequently asked questions. The size of Max's banner is up to 2 knights (from 4). Hefty glasses increase. Limited to 1 banner per manipl/lance. And can only be speared as reinforcements. Acastus Knight Porphyrion Twin Magna Lascannon: 4 shots of respectable force weapons would be nice, but they go and throw an explosion at it. Expect to get castrated if you ever take two. Ironstorm Rocket Pod: Everyone forgets about it, but 6 shots of fast with a barrage will help with invalid shields. Acastus Knight Asterius Twin Converion Beam Gun: Souped up version of the twin Magna Lascannon, which will make great patterns explode when in the long run. You.Won't.Have.Friends if you take more than one. Karacnos mortar battery: Just like the Ironstorm rocket pod, but trades fast for Randing, making it functionally worse. Knight Lance Edited With the release of doom book Moleh, the Knights now have their own a version of variety and lots of rules to go with it! Formation of The Lance (edited) spear spear have three banners of knights, two of which must be of the same type. (It says nothing about having more banners in the spear however, probably the frequently asked territory guestions? No Freeblade banners can be included in Lance Every single banner must be equipped in the same way, i.e. one banner consisting exclusively of Paladins, another exclusively from Errants and a third exclusively Lancers One banner must be the banner of the High Scion Multiple Lance can be used, if so, one banner in any Lance should be a Knight Seneschal. This will replace The High Scion in one spear. For example, you have three spears on the spear will knight Seneschal, the other two will have a high Scion each. Freeblades Are the banners of knights that are separated from the spears, but, they can mix and match weapons through knights as you see fit, ie you can have a warden, Errant and Paladin in the same banner. This means they cannot make coordinated strikes however. The activation of Lance and Knight's Lance is actually one large knightly unit and is reflected in their activation and consistency. Lance is activated at the same time. Each banner will be activated in turn, in any order can choose the controlling, and will continue until all banners have been activated. So you can have a lot of banners, but you don't have a lot of activations. This can screw you up if your opponent is just a titanium, as a larger banner can be as much as some manipulations. Caution. They must maintain 3 coherence in banners and 6 consistency in Lance. If the banner is not in concert, it shakes. If the banner is not in Lance's consistency, this individual banner is shaken. Once consistency is restored, they do not shake. It can equally screw you up. Hope your opponent has not brought earthquake guns ... Lances and Strategy Phases may be issued orders to each individual banner or issued by the Order of Lance. When choosing the latter, the highest command roll in the spear is used, and between one and all the banners in my spear is issued the same order. New available orders include: Charge: Yes, this is not a new order, but frequently asked guestions have made some changes; gone are those days of charging in the Bendy lines. The Knights must now take the shortest distance when charging a goal, and while their front arc is 360, the turn is defined as making a 45-degree turn of the base, regardless of the arc. Thus, the Knights cannot make any turns after starting their charge. They can turn in front of him, but not after. Knights can now do smash attacks on units that have the same scale or smaller than themselves now! Coordinated Strike: Used when taking shooting attacks only - this can do gatling guns are somewhat more useful. When taking a coordinated strike, assign one knight to make an attack and then add one to the force of the weapon for each knight who is in and has LoS to its intended goal. For example, a unit of 4 erant knights strikes a coordinated strike, one thermal cannon is fired, but its power increases to S12, S8 and 4 Knights in range and LoS. This may be useful on the avenger Gatling gun more than anything else, but it means that you lose out on all your other knights making hesitant attacks to increase the power of a single weapon. Very situational. Literally free 1s if the banner is only one knight left, and Acastus only needs one knight to form a banner. No, frequently asked questions, the knights of Acastus can no longer be in the spear. Stratagems are selected immediately before deployment, and a number of tricks, mission-defined points and score levels are used. There are several different types - tricks and tactics (usually powerful disposable effects), Ranged Support (artillery and aviation), tertiary targets (new ways to earn winning points) and Battlefield Assets (constant bonuses, but assets can be destroyed by the enemy). There have been strategists in three books so far. Adeptus Titanicus is the main book. (DoM): Moleh's death. Shadow and iron. Tricks and Tactics (1) Ablative Armor (DoM) Play in any phase of the strategy. Choose a friendly Titan. Ignore the first direct, destructive or critical blow to this block and then drop this trick. (2) Essential Infusion (Sal - Only Traitor) Play in any phase. Choose one of your titans and roll the D10. At 3, make a repair roll and add 2 to Servitor Clades for this roll. At 2, take D3 Destructive hits to the body. At 1, take catastrophic damage. (2) Augumented Servitor Clades (Sal) Play during the first phase of the strategy. Choose a friendly Titan and increase its Servitor Clades by 1 during the damage management phase for the rest of the battle. It does not apply to repair rolls made from an emergency repair order. (2) Auspex Bafflers DoM play in any phase of the strategy. Choose Knight Banner or Titan - For the rest of the round, incoming attacks have an extra -1 to hit that block. (1) The bloodthirsty DoM - Only Traitor plays at any stage of the Strategy. In this round, your Titans add No.2 to hit enemies within 2, and add No.2 command checks when issuing charge orders. (1) Hidden Barrage (Sal) Play at the beginning of any phase. Place 5 Explosion marker anywhere on the battlefield under the marker blocks LoS. Remove at the end of the phase. Frequently asked questions: ONLY DOST to be placed in the strategy phase. Went from incredibly broken to helpful. (1) Cursed Earth (DoM) Play in the first stage of the strategy game. Radioactive Battlefield - Titans throw one extra dice while making empty shield saves, Knight banners count the strength of incoming attacks as one above when designing their Ion Shield (3) Dawn Attack (DoM) Play in the first stage of the strategy game. In the first 2 rounds, the Titans must roll the D6x10 D6x10 determine how far they can target enemies. Enemy units that fired earlier in the round can always be targeted. (2) Twilight Attacks (DoR) Play in the first stage of the strategy game. During the final phase of Turn 3, the first player rolls (D6'1)x5 to see how far each unit can see before the end of the fight. Units that attacked with weapons without melee in the previous round can be targeted regardless of distance. (2) EMP discharge (Sal - Loyalist only) Play during any movement or combat phase. Choose a friendly Titan with active invalid shields. Each Titan with active shields within 3 takes the S4 Shieldbane weapon hits equal to the Empty Shield level chosen by Titan. After allowing hits, the selected Titan's Void Shield Level comes down to X. (2) Endurance Terra (DoM - Loyalist only) Play when a friendly Titan suffers critical damage. Roll D6 - If you roll equal or less than the amount of damage is ignored. Otherwise, take the damage as normal and save that card. (2) Improved Coolant (DoR) Play in any phase of the strategy. Choose one of your titans. For the first time Titan suffers critical damage without moving the marker to the reactor track. If Titan needs to move a critical damage marker more than once to attack, move it one less space. (2) Even in Death (Sal - Loyalist only) Play when Titan suffers catastrophic damage before rolling over the table of catastrophic damage. Instead of rolling at the table, roll the D6. On a 1-4 roll, Titan get a log detonation, and at 5, a disastrous meltdown. Add 1 to the result if the reactor is on orange and 3 if it is on red. (1) Experimental locomotors DoR play in the first stage of the strategy of the game. One of your titans can now move at an increased speed without pushing its reactor for the rest of the game. During each stage of the end, roll the D10. If it's 1, Titan suffers a devastating kick to the legs and abandon the cunning. (2) Experimental Weapon DoM Play in the strategy phase of the first round. Choose Titan and then randomly select one of your weapons. This weapon takes the line of maximum fire, but always has to shoot at Maximal. If the weapon already has this trait, choose another weapon. (1) False Intel DoR Play after all targets have been deployed. Choose any target on the field and move it to the D6 in either direction. The target cannot come off the board or in the blocking area. (3) Dark Mechanics Presents (DoM - Only Traitor) Play in the First Round Strategy phase. Choose Titan. Every time Titan pushes its reactor, you can put a marker on this card instead of rolling the reactor to die. Once this card has 3 tokens it is discarded. (2) Great Cross Titans (DoM - Loyalist only) Play in any phase of strategy. Add No.2 to Command checks when issuing charging orders in this round. The Titans also believe they have moved six further for the purpose of their extra charge charge (2) DoR self-guided warheads play in the first phase of the game's strategy. Choose a friendly Titan with an unclassified Apocalypse rocket launcher or a pair of Apocalypse rocket launchers. Subtract 3 of the trigger value, but now you no longer suffer negative modifiers when using a slash barrage on hidden or out-of-sight targets. (1) Iron Resolve (Sal - Loyalist only) Play in the Strategy phase when Titan can't handle a team check or when Knight's Banner doesn't check the command to see if they're getting shaken. This is The Titan or Knight Banner being tested instead. It can be purchased several times. (1) Last ditch effort (DoR) Play when a friendly Titan collapses from rolling Laid Low or Wild Fire on the table of catastrophic damage. You can choose which direction Titan falls in instead of rolling Scatter to die. If both players can choose which direction Titan falls for whatever reason, roll Scatter to die as usual. (3) Live Armor (DoM - Traitor only) Play in any phase of strategy. Choose Titan, and the place that has suffered. Roll D10. If you roll equal or higher than the amount of structural damage, all damage to this site is repaired. Otherwise there is no effect, but you save this card for the next rounds. (3) Localized Strain Storm Sal - Traitor Only Play in any phase of strategy. Place the 3Dome marker

anywhere on the field and scatter it with the D10. Any Titan touched blast marker takes D3 hits as if attacked by a warp weapon that hit. (3) Martian Server Clades (DoM - Loyalist only) Play at the beginning of any damage management phase. Each of your titans adds 2 bone repairs to their Servitor hoards. If your opponent fielded any Legio Mortis or Tempestus Titans, you can also re-roll one to repair the dice. (1) MIU Link Sal play in the first stage of the strategy. Choose 2 of your titans. For the rest of the game, when attacking, you can measure from any Titan to the goal of value accuracy for short or long distance. If one of the Titans gets MIU Feedback the critical damage effect is how the Titans get it and it's Stratagem ignored for the rest of the game, even if the damage is recovered. (2) Only forwards (Sal - loyalist only) play at the beginning of any phase of the Strategy. In the rest of the phase any Titan can be ordered a full pitch or charge orders without checking the team. (2) Recharged DoM cannon to play in the strategy phase of the first round. Choose Titan, which has a weapon with maximum fire. One weapon with this trait acquires Super Maximal Fire - like the usual Maximum, but on the 4th force instead. (1) Override 'DoR' Signal Play When Any Titan For 12 Friendly Titan Suffers damage before rolling on a catastrophic damage table. Add four to the bank result. (1) Partial Shutdown (DoR) Play at the beginning of any phase of movement. Choose a friendly Titan to go on a partial shutdown. What Titan Titan closure orders are issued, but its invalid shields are not destroyed. During the damage management phase, Titan can only reduce the reactor level by 1, and it can still make reactor rolls if forced to do so. (1) Profane Blessing Sal - only a traitor Play in the first stage of the strategy. Choose one of your titans or knight's banners and place a marker of some one your command terminal. This device can choose to re-throw one or more bones for one roll. Discard the marker after the roll is repeated. It can be purchased several times. (2) Reactor surge (DoR) Play when titanium is activated in the combat phase. Increase titanium reactor by any number of holes. For each hole, repair 1 level void shields. This trick doesn't work on a block with Shield level X. (2) Sabotage (AT) Play at the beginning of any phase. Choose Titan, which doesn't have shutdown orders. Replace their order with a random one. (2) Sacrificial Lock-on (Sal - Loyalist only) Play at the beginning of any phase of the fight. Place the 5 Blast marker so that the central hole is completely above the friendly base of titanium. Any Titan touched marker takes D3 S10 hits, or 2D3 S10 hits if the central hole of the domain marker is completely above Titan's base. Attacks do not ignore empty shields, even if the friendly Titan is within 2 others. (3) Battalion Sekutaria (DoM - loyalist only) plays at every stage of the Strategy. Any enemy units with a scale of 3 or less take D6 Strength 3 hits if they are within 2 of one of that player's titans. (3) Sal strike mines are played immediately after the enemy Titan has finished moving or turning. This Titan takes the D3 S5 hits to its feet bypassing the voids. If Titan takes direct, destructive, or critical blows from Stratagem, discard the orders it had and immediately apply the shutdown orders are removed at the end phase of the round. (2) Tactical Score (DoR) Play at the end of the deployment phase before rolling for the first player. Immediately drop the current target and roll for a new one. (1) Long Retreat (DoM - Loyalist only) Play in any phase of strategy. This round, your Titans don't move at half speed when driving outside their front arc. (2) Heat Mines (AT) Play after the enemy unit ends up moving or making a turn. This unit takes the D3 S10 hits at the feet, ignoring the shields. (1) Cloud Tracer (Sal) Play at the beginning of any phase. Place 5 Blast marker on the field. The player can re-roll the Hit rolls against the enemy titans under the marker. Remove the marker at the end of the phase. Frequently asked guestions: ONLY to be placed in the strategy phase. Much less useful. (2) Unmarked Land (Sal - only a traitor) Play in the first stage of the strategy. At the end of all phases of the Movement, any who does not move voluntarily or unwittingly, strikes the D3 S6 on the legs, ignoring the emptiness and ion shields. (1) Veteran Prince (Sal) Choose One Titan Who Is Not Princeps Add 1 to all Team Orders checks for Titan for the rest of the game. It can be purchased several times, but must be applied to another Titan. (2) Void Field (AT) Play after an enemy unit with active movements or turns Void Shields. Roll D6 - at 2, Titan has to take that many shield saves. On one, you can use Stratagem again on another turn. (1) Vox Blackout (DoM) Play in any phase of the strategy. All orders, no disconnections, are discarded, and the phase ends immediately. (2) Wages betrayal (DoM - Loyalist only) Play in any stratagy phase. Enemy Titans suffer -2 to command checks this stage; enemy Princeps Seniores suffers -3 to command checks instead. (2) The Screams of the Damned (Sal - only a traitor) play at any stage of the Strategy. For the rest of the round, the enemy titans subtract 2 from the results of all command checks. (2) Military Afterth of The Year (doM - Traitor Only) Play in any phase of the strategy. In this round, your Titans add No.2 to their increased speed. In addition, add No. 2 to the command check when issuing Full Stride warrants. (1) War of Destiny (DoM - Traitor only) Play in any phase of strategy. Before the phases of traffic, damage management and control it, hire D10. If the result is ODD, during this stage any 6 on D6 (or 10) on D10) is considered 1. If the result is EVEN, any one rolled on the D6 or D10 is considered the maximum for this to die. (2) Part of Warmaster 'DoM - Traitor Only) Play in the strategy phase of the first round. During the movement and fight phase of this round, your Titans can re-roll one to hit. (2) Warp Move (Sal - Traitor only) Play in any phase. Choose one of your titans and move it 2D6 inches in a straight line in either direction, ignoring traffic rules for terrain. If Titan gets inside an area that doesn't block the terrain, take the D3 S7 hits to the body bypassing the void shields. and destroy the terrain. If the device falls into a blocking area, destroy Titan. If Titan eventually overlaps its base with another unit, it causes a collision. The cladding remains the same, and if Titan was to come off the table, place it on the edge of the battlefield. (2) Weapon for the full Sal -Loyalist Only Play during the battle phase. Friendly Titan can fire any of its weapons, even if it has already been activated in the combat phase. After allowing each weapon attack, roll the D10 on the reactor overload table. Tactics edit It is very tempting to take two field commanders, slap a big of volcano cannon and rockets on it, and call it a day. However, even plaving a few games will tell you that mixing different weapons is one of the best ways to succeed in this game. Once you get past the temptation to sit in the back of the board and yomit firepower Long range all the games you will find every weapon has a place. Most weapons can be placed in four categories: high-capacity weapons (rocket apock, gatling blasters, mega bolters) are a standard shield stripping business. The Weak Weak armor, you'd think as soon as they kill shields they are useless. Incorrectly. On Reavers and Warhounds, they can hit the sides and flanks of other titans for those sweet bonuses where your huge amount of bone attacks means you will most likely roll one or two high bones. Add in that Gatling blasters and mega bolters get more accurate the closer you get, you'll find that if you flank effectively they can still contribute to the fight. High power weapons (volcano cannons, thawed cannons) are great for punching holes in enemy armor, with the explosion helping them land a few hits or mitigation blunders. They can even help with shields. Hybrid weapons (turbo lasers, laser blasters, plasma weapons) are weapons that have good fleeting speed, so can significantly contribute to an empty kill shield (sometimes with shieldbane to help take Titan from 3, as well as having high enough power to help with armor. This kind of firepower is also a good nail weak spot to help finish off the wounded Titans. Close guarters of weapons (all knights arms, fists, hell guns) are extremely strong, but require some planning to get the best use out. that allows you to put damage on more aggressive manipps as they close in. melee weapons often don't need support from other weapons. Building your army to edit a new starter kit from GW is an awesome place to start, making the game the most accessible it's ever been, given that you get about 1,200 Titans/Knights points for \$150 (USD). For this value vou get two Reavers (\$60 each) two Warhounds (\$65 for two), two knight cerastus (\$35) and an updated set of rules (\$60), which makes the set cost about \$280, almost twice what you would pay for the same material in installments. If you want to finish on a budget, pick up a few more knights, or another reaver, or a couple more warhounds (any of these options should cost about \$60-70) to round up the 1500-point list, or if you want to go with a warlord, be prepared to spend a bigger chunk of cash, and see below. There's still a question about (in my opinion) the hugely overpriced Warlord Titan (\$110 USD for something a little more than 40k Redemptor Dreadnought (\$65) and almost as much as the 40k scale of the Knight guestory (\$130), but if you keep your eves open and shop sales on your You can get lucky and get another modestly priced. In my experience a lot of FLGS have sat on these warlords since they came out and often jump at the chance to get rid of them to make some of the money they have plunged into them back, so if you are patient (and (and Lucky) you could nab one for a more reasonable price (it happened to me anyway), but otherwise you might just suck it up and pay the standard rate. 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