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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 on 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 to it. Shut down 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 questions: 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 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 strategy 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 ol' volcano cannon and rockets on it, and call it a day. However, even playing 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 vomit 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, earthquake 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 quarters 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 manipp 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 you 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 Redeptor Dreadnought (\$65) and almost as much as the 40k scale of the Knight questory (\$130), but if you keep your eyes 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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