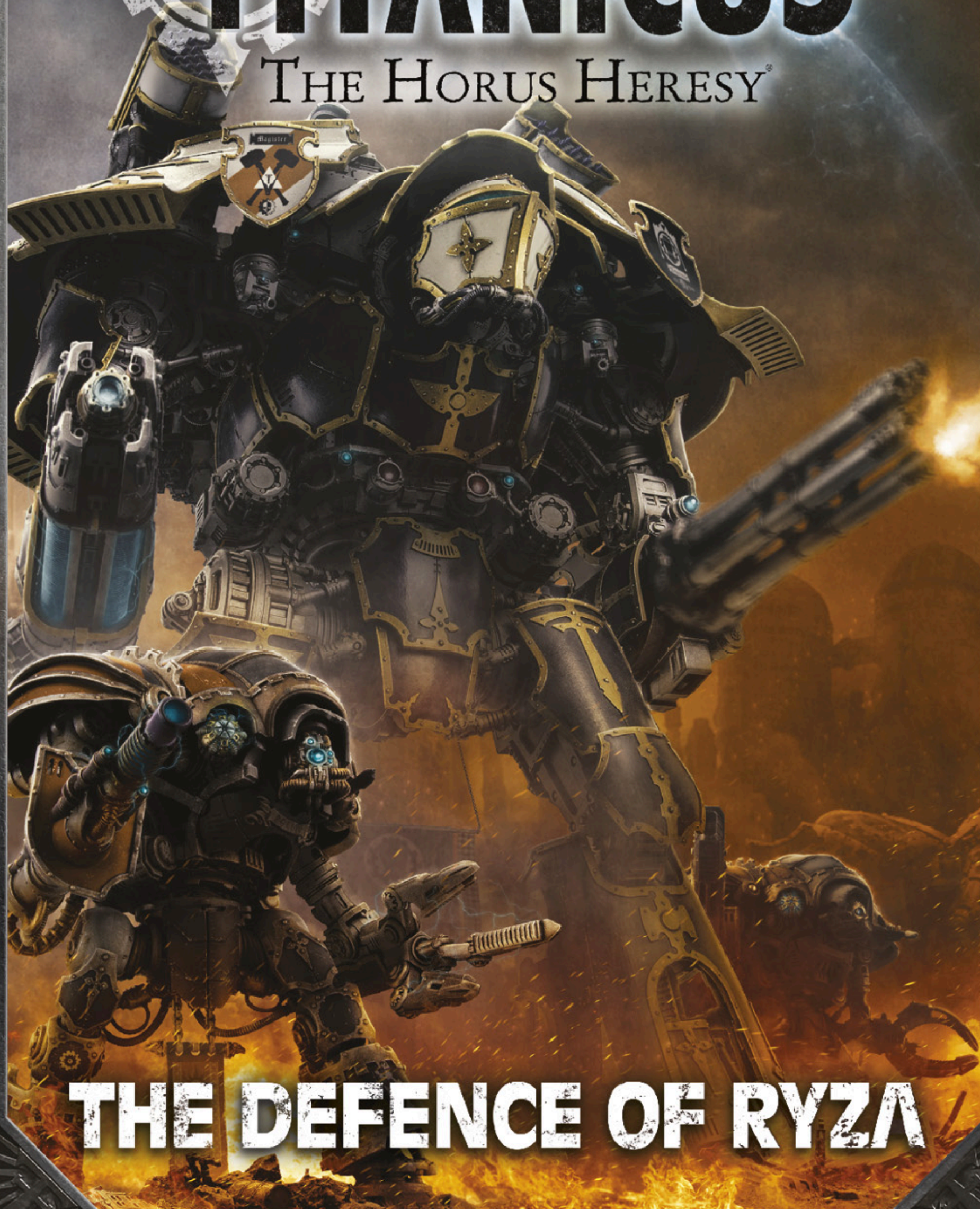


ADEPTUS TITANICUS™

THE HORUS HERESY®



THE DEFENCE OF RYZA



WHERE TWO STOOD TALL, BUT ONE REMAINS,
BLESSED WITH QUIET IN AN UNRULY AGE,
YET NONE CAN EVADE THE ENVY OF MARS,
AND NO LOFTY AMBITIONS WILL SPARE THEIR WAYWARD SON.

ADEPTUS
TITANICUSTM
THE HORUS HERESY[®]

THE DEFENCE OF RYZA

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

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THE BATTLE FOR RYZA

"History will forever stand as a wellspring of truth, foretelling the doom that comes for us should we remain ignorant of its lessons."

Old Terran Proverb, circa 18th Millennium

The Defence of Ryza is a tale of avarice and envy and the devastation wrought by their cloying touch. As the Warmaster, once favoured son of the Imperium and now its most heinous foe, bore down upon Terra, his allies greedily moved to secure their positions. Many foresaw a new age upon the horizon, one where greatness stifled by outdated beliefs would be set free by the new order. Whilst the bulk of the Traitor force shattered the defences of Beta-Garmon, detachments broke free in search of other foes. By the Warmaster's edict these disparate forces were tasked with eliminating any who might threaten his advance, yet many held goals outside this purview, for the greatest worlds of the Imperium lay close to its heart and were ripe for the taking. So it was that sinister eyes turned upon Ryza, the so-called 'Furnace of Shackled Stars', which even now strived to fill the vacuum of power left by the strife that had gripped Mars. The traitorous minions of Kelbor Hal, Fabricator-General of Mars and ally to the Warmaster, moved to seize Ryza for themselves, willing to slaughter all who dared oppose their vision and construct a darker world atop the piled corpses.

In this supplement for Adeptus Titanicus, players will find a collection of new rules and missions for their games. In addition to background on the prominent Forge World of Ryza and the Dark Mechanicum invasion that tore across its surface, this supplement includes six Narrative missions focusing on the war's major conflicts. *The Defence of Ryza* also provides rules for four new Titan Legions for Adeptus Titanicus: the Loyalist Legio Honorum (Death Bolts) and Legio Osedax (The Cockatrices) and the Traitor Legio Magna (Flaming Skulls) and Legio Vulturum (Gore Crows), and two previously published Titan Legions that took part in the Defence of Ryza (Legio Mortis and Legio Crucius) plus new maniples available to any Titan Legion, and background and rules for the major Knight Households that fought upon Ryza. In addition, *The Defence of Ryza* offers extensive rules for creating your own Titan Legion, expanded options for Knight Households on the battlefield, and rules for representing the different factions that fought during the Horus Heresy.

THE MARCH TO TERRA

Amongst the echelons of the Cult Mechanicus, Ryza stood second only to Mars in power and prominence by the end of the Great Crusade. Located within the Ultima Segmentum, its position was secured by its raw manufacturing power and its tactical location that, since Ryza first forged treaties with the Imperium, served to fuel the reach of the Great Crusade eastwards across the galaxy. Above all else, Ryza possessed unparalleled expertise in the engineering and production of plasma technology thanks to the Omnissiah Igvita, literally the *'Life Blood of the Omnissiah'*, a sect of Tech-Priests founded upon Ryza and turned towards the study of plasma, believing each drop was the blood of the Omnissiah, gifted to His servants to ensure they crafted new wonders in His name. Working with a dedication bordering on religious fanaticism, under their tutelage the knowledge of plasma technology upon Ryza evolved at a pace unmatched by other Forge Worlds, as numerous innovations were generated within its plasma fanes.

In war, the luminaries of Ryza turned their efforts towards the continued support of the Imperium, refusing to be swayed by the honeyed promises of the Warmaster and his emissaries. To this end they dispatched calls for aid, and offers in kind, to those forces scattered across the Ultima Segmentum and beyond. In this, the magi of Ryza were keen to reforge those broken by the betrayal of Kelbor Hal, offering succour to many cast out from the Red Planet when they refused to break the oaths of fidelity they had sworn to the Emperor. As word spread of the sanctuary Ryza offered, orphaned souls journeyed to the world oft known as the *'Furnace of Shackled Stars'*, its considerable industry turned towards pulling many allies from the precipice of extinction.

So it was that when the Warmaster bade his allies to seize the Forge World, it stood guarded not just by the formidable might of Legio Crucius (Warmongers) but the resurgent power of several other Legio and Knight Houses. Amongst their number stood both House Taranis and House Zavora, ancient Households bound to Mars since the Age of Strife, and both Legio Honorum (Death Bolts) and Legio Osedax (The Cockatrices), all lent portions of their strengths to Ryza in accordance with treaties negotiated with their patron worlds. All were sworn to Ryza unto death, for the world toiled to reunite the shattered forces that still opposed the Warmaster across the Ultima Segmentum, providing vital munitions and materiel as aid. Yet, despite the might assembled upon the world, it paled in the face of the force marshalled against it, for some amongst the Dark Mechanicum, twisted kin of the Cult Mechanicus, dearly wished to claim the wealth and knowledge of Ryza as their own, bringing forth all manner of horrors to lay the world low.

Though the war had ravaged much of the surrounding Segmentum, Ryza had remained free of taint and conflict despite, or perhaps because of, the power it wielded. Yet its growing power had not gone unnoticed and, when time came for the Warmaster to assault the Segmentum Solar, he moved to enforce his will upon those who had escaped notice and might yet threaten his flanks as he marched upon the cradle of humanity. The resurgent might of Ryza proved too powerful an enclave to ignore, for it served as a waystation for Imperial forces and, left unchecked, might yet unite resistance if the absence of the Warmaster's allies allowed his foes to rally. Seeking the elimination of the threat Ryza posed, the Warmaster bade his supporters amongst the Dark Mechanicum to fall upon the world, promising them vast rewards should they succeed. He cared little as to how they achieved such a goal and while the Warmaster desired only that the world be crippled beyond recovery, the Dark Mechanicum held more sinister ambitions for Ryza, seeking the creation of a new hell-forge for their profane experiments.

It fell to Yuritus Omicron, Fabricator-Locum of Estaban VII to conquer Ryza. In accordance with the Warmaster's wishes, Omicron assembled the might of Legio Magna (Flaming Skulls) and Legio Vulturum (Gore Crows), promises of vast riches awaiting their patrons should their aid bring success. With them came a decad of Titans from Legio Mortis (Death's Heads), their presence demanded by the Warmaster to ensure victory. In all, nearly 140 Titans were assembled, their gathered might a portent of doom for the world of Ryza. These Titan Legions were not to walk alone, for the Knight Houses of Morbidia and Oroborn had been amassed alongside them. With them came vast hosts of Mechanicum Taghmata, supported by a menagerie of twisted creations given life by the minds of their Dark Mechanicum masters. So gathered, the Traitor fleet departed from the fringes of the Beta-Garmon system where they had gathered for the Ryza system, intent upon conquest.



+The Forge World of Kyza+

+Local Designation:

The Furnace of Shackled Stars+

+Circa 7246012.M31+

Continent of Found

Western Forges



Sea of

Fortress of Iron

o Legio War Forges

Continent o



City of Prosperity

Eastern Forges

Salvation Isthmus

Conveyance Terminus
Nine-Omega

City of Endeavour

Reclamation
of Erudition

RYZA SECUNDUS

The forces of the Warmaster would find that the approach to Ryza was well-guarded, for ever was the world assailed by raiders and xenos during the Age of Strife. In answer to such threats, the greatest minds of the Forge World had laboured to create a second world above them, a guardian armed with weapons capable of shattering any who dared encroach upon the sovereignty of Ryza. In official designation, Ryza Secundus was nothing more than a space station yet, as is oft the case, the dispassionate and coldly rational records of the Mechanicum did little justice to the awe-inspiring nature of their creation, for Ryza Secundus was, in scale, nothing short of an artificial moon. Its macro-berths had once housed entire Expedition fleets, vast cargo bays filled with munitions to feed the Great Crusade's insatiable hunger for conquest while the vessels themselves were modified with technologies bequeathed by the Tech-Priests of the Omnissiah Igvita. Ryza Secundus posed a significant threat to the Traitor fleet, for the might of its Titan Legions meant little in the void of space and though a direct assault upon the station was, by virtue of overwhelming numbers, sure to succeed, the toll of the number of casualties inflicted would ensure an assault upon the planet would struggle to gain purchase. Eschewing a direct assault, the Traitors laid their plans carefully, the fleet's vanguard departing weeks before those that followed.

The arrival of this vanguard was heralded by anomalous sensor readings in the weeks preceding invasion, outlying monitoring stations registering the brief discharge of warp engines associated with the emergence of vessels from the Æther that, upon investigation, appeared to be little more than anomalous sensor ghosts. As the number of such sightings increased, patrols of scout cruisers scoured the system in search of a foe but found nothing more than the infinite void. In time, these readings were attributed to the tumultuous warp storms that ravaged neighbouring sectors but failure to detect a foe did not mean one was not present, for in the darkness of space a dozen vessels moved. Each bore the form of a traditional Mechanicum cruiser, yet their interiors were vastly altered, entire sections removed to create additional cargo bays, each laden with lobotomised warriors, tainted Skitarii, and skittering mechanical constructs of esoteric design. To avoid detection, the vessels were infused with only the barest hint of power, drifting through the system solely on momentum, leaving them nigh-undetectable. A full month passed before these makeshift transports neared Ryza Secundus and, with preternatural timing aided by whispers of the Warp, the bulk of the Traitor fleet materialised within the Ryza system, sixscore and ten vessels revealing themselves and their intent.

The Loyalists were not unprepared for invasion, yet their fleet numbered barely 20 vessels, for many of Ryza's ships had been bequeathed to Mars or to Expeditionary fleets in the decades before the Horus Heresy and time had not allowed the revival of their numbers. Outnumbered and sorely outgunned, the fleet of Ryza hung in the shadow of Ryza Secundus, unwilling to commit to battle without the support of its considerable armament, the grandest of which were plasma batteries capable of sundering a battleship in a handful of volleys. Clustered around their world, the Loyalist fleet watched the inexorable approach of the foe, alert for signs of deception or trickery. As the Traitor fleet of Omicron manoeuvred into the teeth of the station's guns, its opening volley gutting a handful of his vessels, the depths of the Traitors' plan was revealed in full, for their vanguard had slipped unnoticed between the defending fleet and stood poised to seize Ryza Secundus.

Reports gathered from the surviving logs of Ryza Secundus indicate that it was the Loyalist vessel *Cog of Virtue*, a Nova-class Mechanicum frigate, that first raised the alarm when a routine manoeuvre sent it crashing into one of the concealed vessels, splitting the hulls of both ships and venting thousands into the void. Pandemonium echoed across the communication network as the Loyalists sought explanation for what had happened and answer was swiftly given as 11 new signatures flared into life on their sensors as the Traitor vanguard powered up and unleashed their charges. In minutes, thousands of boarding craft arced across the void, closing upon Ryza Secundus. Hundreds were obliterated by the station's defences but in their multitude no measure of firepower could stop them all. Impacts registered across the hull of Ryza Secundus, melta charges housed within the boarding crafts' prows burrowing new entrances for their passengers. With the howls of the damned, the Dark Mechanicum forces stepped foot into the cavernous halls of Ryza Secundus and brought death to those within.

Against the waves of attackers seeking dominion of the station stood battalions of Loyalist Skitarii tasked with the defence of Ryza Secundus and with them stood House Vornherr. The Household, once great and powerful, had suffered greatly during the Betrayal at Calth, when the treachery brought forth by the Word Bearers decimated their numbers. Of those of the House that survived, many sought only vengeance and death, some obscuring the bold colours of their armours with black in recognition of the doom brought down upon their lineage. A few, aging barons one and all, held no desire to see their Household wither and fall. Instead they sought aid amongst those loyal to the Imperium, accepting the gift of new armours from Ryza in return for a portion of the House's rehabilitated strength in defence of the world.

It was a dozen of these newly-forged Knights that stood as guardians of Ryza Secundus, two dozen more standing proud upon Ryza proper. For many of these Scions, the battle to come was to be their first true foray into the maelstrom of war and so too would it be their last. As incalculable numbers moved to assail them, not one shirked from their duty, throwing back their foe in each engagement. Were it not for their small numbers, Ryza Secundus may have stood longer. Alas, a dozen Knights could not hold every cargo hold and hall of the vast station and each victory they secured saw a dozen losses elsewhere. Section by section, the Loyalist forces were pushed inwards, retreating in the face of the Traitors' implacable advance. As ground was lost, the weight of fire unleashed by Ryza Secundus dwindled as ever-increasing numbers of Traitors set foot upon the station. With the reinforcements came House Morbidia, Scions pledged to Kelbor Hal and no other, many veterans of decades of war. Faced with such a threat, those of House Vornherr knew their death had come, outnumbered by a foe that stood their equal in all but numbers and honour.

In the final hours of the fall of Ryza Secundus, communications between the planet and the station were cut off, replaced only by static, the flash of plasma batteries upon the void the sole indication that resistance still stood. Such reports that remain tell of a valiant last stand led by the Knights of House Vornherr, the surviving defenders gathered around the central control station within the heart of Ryza Secundus. Data later retrieved from the ruined forms of House Vornherr armours indicate a furious battle lasting six standard hours, a score of House Morbidia slain in return for their own lives. Their defiance ensured the greatest batteries of Ryza Secundus punished the Traitor fleet, the final volley sundering the Battleship *Omnissiah's Blessing*; decades later, when the purified remains of the vessel were rebuilt, the names of those 12 Scions that stood in defence of Ryza Secundus were inscribed upon its hull in text 20 metres high and inset with the most precious of metals.

When Ryza Secundus fell silent, those few Loyalist ships that still fought made their escape, following prearranged orders to gather aid from neighbouring allies and return in full force. Uncontested, the Traitor fleet entered Ryza's orbit, settling out of reach of ground-to-orbit guns upon the surface. Those below held their collective breath, awaiting the next blow to fall upon their world.

A BLOW FROM WITHIN

For the Loyalist defenders, led by Hierophant Technis Nira Heldentun, the loss of Ryza Secundus, while isolating them from the wider galaxy, did little to counter the substantial defences that sat upon the planet's surface. Awaiting the Traitors was nearly a fifth of Legio Crucius, the rest of their number scattered across the galaxy in defence of distant worlds. With them stood portions of both Legio Honorum and Legio Osedax, the two Legio lending their strength in return for shipments of god-engines. Aided by the strength of House Taranis and House Zavora, plus those of House Vornherr that remained upon the surface, and the might of Ryza's Mechanicum Taghmata, the Warmaster's allies faced a significant task if they wished to claim the Forge World. Setting foot upon the planet proved a hurdle unto itself, for the defences watching Ryza's skies were formidable and those landing craft that navigated the gauntlet were few in number, carrying forces too insignificant to stand against the might of Ryza's defenders.

To open a path to the world, the Traitors turned to their most practiced tool – treachery. Across Ryza, the wild fire of insurrection was ignited, agents seeded amongst the populace by the Warmaster long before his allies had descended upon Ryza leading dissident manufactoria workers to seize control of forges and besieged garrisons. Bereft of training and reliant on scavenged weapons and the machineries of their trade, these rebels could do little more than raid supply convoys, sabotage infrastructure and delay troop movements. Though such actions offered little threat to a Knight House or Titan Legion, the intent was merely to strain the defences of Ryza, stringing Loyalist forces across the surface to ensure the nerve centres of the planet were left dangerously under-garrisoned.

The fatal blow came 19 days after the fall of Ryza Secundus. A Tech-Priest, turned traitor by the promise of forbidden technology offered to them by the minions of Kelbor Hal, seized control of a forge-fane upon the southern continent. Such a loss not only threatened a vital supply route from the neighbouring spaceport, Conveyance Terminus Nine-Omega, but afforded the Traitors access to the legions of war machines stored within, including dozens of Ryza's famed Stormblade super-heavy tanks. In answer, a battlegroup of Legio Honorum Titans standing in defence of the spaceport marched upon the fane, obliterating any that opposed them in an effort to quell the dissidents. In their absence, it fell to House Ioeden to defend Conveyance Terminus Nine-Omega and it was under their watch that the Traitors fell upon the spaceport.

When the first Traitor ship broke through the smog clouds above the spaceport, the warning signals were largely ignored, so confident was the Hierophant Technis in her defences. It was only as dozens more descended upon Conveyance Terminus Nine-Omega that concern began to mount, for though the Traitors made no effort to conceal their movements, the numerous defensive arrays constructed around the spaceport offered no response. When communication with the spaceport went unheeded, frantic orders were sent to Princeps Seniores Galxexu, commander of the Legio Honorum battlegroup tasked with purging the rebellious forge-fane. With all haste, the Death Bolts moved to return to their posts, four Warhounds racing ahead to discern by what means the Traitors had disabled the defences of Conveyance Terminus Nine-Omega. As the battlegroup entered the city of warehouses surrounding the spaceport, no sign of House Ioeden was found and Galxexu began to fear as to his ally's fate, for all attempts at communication were answered only with harsh bursts of unintelligible binary and the echoes of distant vox screams. As the first wave of Traitor craft made their final descent upon the spaceport, the bulky landers of Legio Vulturum amongst them, the Death Bolts pushed swiftly through the streets, the faster elements pulling away from the others in an attempt to reach the spaceport before their foe could disembark. This desire for expedience proved fatal.

Strung out across the city, it was the Warhounds of Legio Honorum that encountered the foe first, the Princeps of the god-engine *Unrepentant*, foremost of the pack, detecting movement upon his auspex. Turning quickly, they had but moments to register the presence of Cerastus Knights bearing the livery of House Ioeden closing upon them, crackling lances couched in anticipation of impact. Moments later, *Unrepentant* staggered and fell, its leg mechanisms broken by the charge of its erstwhile allies, the warning of its Princeps cut short by the sudden assault and its assailants still concealed by the tight confines of the streets. Confusion reigned as shots rang out from the surrounding buildings, hidden Knights of House Ioeden unleashing their fury upon the Titans of Legio Honorum and shattering the void shields of those Warhounds that remained before toppling another engine with a second volley. The betrayal of House Ioeden was revealed in full, the Knights swarming through the city streets to pick apart the beleaguered Death Bolts before disappearing once more, denying the Titans the chance to bring their guns to bear, while in the distance the first Gore Crows transport made its landing within the spaceport.

With mounting desperation, Galxexu ordered his Titans to unleash their guns upon the spaceport before withdrawing, destroying what they could in an effort to deny the Traitors their desired prize. Each Princeps consigned themselves to death, paying no heed to the Knights swarming at their feet. As the first of the Gore Crows crested the walls of the spaceport to answer the resounding guns of Legio Honorum, only two Warlords remained, the forms of both swathed in billowing fires. The last report from Galxexu was laced with bitter curses, damning the Traitors as he overloaded his god-engine's reactor in a final act of suicidal defiance. With that, Conveyance Terminus Nine-Omega was claimed by the Traitors and the door to Ryza was opened.

DEATH AND RECLAMATION

Though he had secured a foothold upon the world, Omicron knew his forces could ill-afford to rest, lest the defenders regroup and launch a determined counter-attack. To this end, 60 Titans, their numbers assembled from Legio Magna and Legio Vulturum, fell upon Salvation Isthmus, an artificial land strip formed from metal and rockcrete and lined with manufactoria that connected the southern and northern continent across the Sea of Reclamation. Upon this narrow access route, manufactoria laboured ceaselessly to fuel the industry of Ryza, supplied by dedicated clades of servitors that sailed the Sea of Reclamation, scouring the currents of effluent and manufacturing by-products in search of valuable material destined to be recycled upon Salvation Isthmus. Mag-trains sustained a constant flow of materials to and from the manufactoria, weaving between hab blocks constructed to house workers and warehouses that hoarded their creations until such time as they were needed.

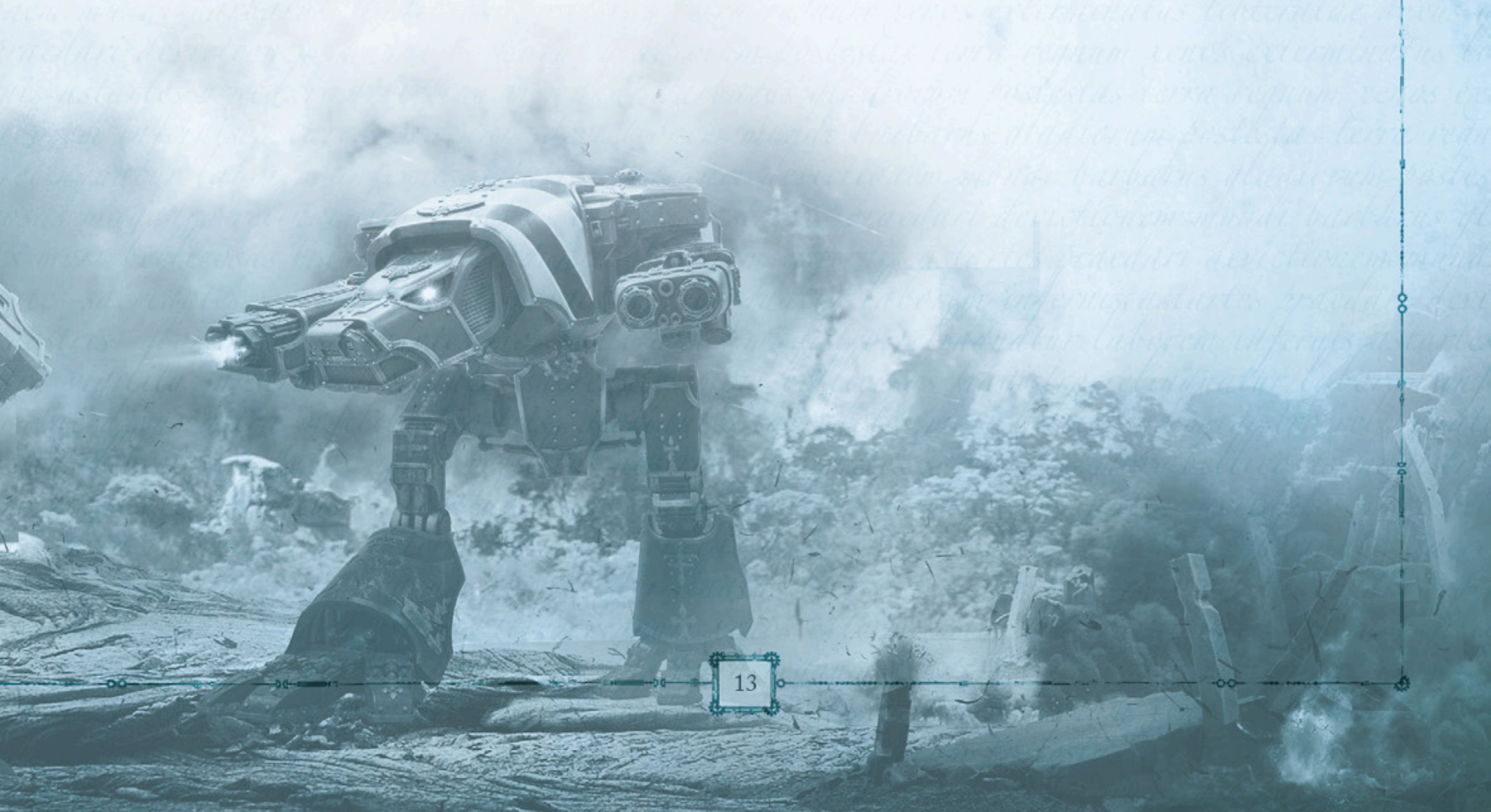
Against the advancing Traitors stood Legio Crucius, the wardens of Ryza determined to halt the foe upon the isthmus until other forces could be marshalled to drive them from the world. Though outnumbering the foe two-to-one, the Traitors were funnelled by the isthmus into the path of the Warmongers, denying the invaders the advantage of numbers. Between the buildings, the Titans of both sides duelled, Legio Vulturum Reavers falling upon lone Warmonger Warlords only to be ambushed in turn by Loyalist Warhounds emerging from the shadows of surrounding buildings to punish them for their folly. What began as a bold assault intended to secure a quick victory soon turned into a war of attrition, the Traitors punished for each step they gained. Further advantage was offered to the Loyalists by the Warmonger fortress constructed alongside the northern edge of Salvation Isthmus, its repair cradles offering succour to those Titans of Legio Crucius wounded in battle and providing safe haven to undergo repairs before returning to the fight once more. For eight days the tide of war raged upon the isthmus, the Warmongers refusing to bow in the face of invasion, even as their Titans became covered in a patchwork of hasty repairs and scorched metal.

Princeps Ultima Scrindus Tepfra, Grandmaster of the Gore Crows and commander of the assault upon the Salvation Isthmus, knew he could not afford to waste time, for news reached him that maniples of Legio Osedax were gathering to the west clearly aiming to attack his exposed flank while he was engaged with his foe. Refusing to remain stalled, Tepfra embarked upon a bold strategy. Calling those of his Legio to his side, he ordered his allies within Legio Magna forwards to draw the attention of the Warmongers upon the isthmus. In turn, the Gore Crows marched into the Sea of Reclamation itself, submerging their engines beneath an ocean of liquid effluent and industrial refuse. Blinded by the hostile environment, several of Legio Vulturum were claimed by concealed geothermal caverns upon the seabed or set upon by roaming packs of feral servitors, their forms hardened against the harsh conditions and their engram directives tainted by scrapcode unleashed upon Ryza during the first days of invasion. Those of Legio Vulturum that emerged once more did so upon the northern continent, falling upon the fortress of Legio Crucius without hesitation.

The resulting battle was devastating for the Warmongers, for numerous Titans slumbered within repair cradles, their wounds tended to by way of the ministrations of many hundreds of Tech-Priests. Six were claimed before they could ignite their void shields and join battle with their emergent foe, and three more fell to buy time for the rest of their number to awaken. Even then, the Warmongers were outnumbered and could no longer take advantage of the terrain to even the odds. Though determined to sell their lives dearly, the order came from Princeps Ultima Hendril, who still stood in defence of the isthmus, for his kin to retreat, bearing an account of what had occurred there. Such an order was destined to leave Hendril and his charges vulnerable, for the Gore Crows could descend upon them from the north even as Legio Magna attacked from the south, trapping them upon the isthmus. Yet Hendril knew their sacrifice would forestall any notion the Gore Crows held of giving pursuit, lest the Princeps escape from the enveloping trap. With much reluctance, those upon the northern continent withdrew, moving west towards the forge city of Prosperity, their hearts heavy with the knowledge that they had abandoned their brothers and sisters to the embrace of death.

As predicted, the Gore Crows lent no effort towards pursuit, their only acknowledgement of the retreating Titans being a handful of Warhounds left behind to deter the Loyalists from returning to their lost territory. The remaining Gore Crows marched upon Hendril and his forces still defending the isthmus, ensnaring the Warmongers between the might of two Titan Legions. Amidst the devastation brought down upon Salvation Isthmus, the two forces duelled with the Warmongers, venting their hatred upon the betrayers, their defiance setting the sky ablaze. Upon Salvation Isthmus, acts of heroism unseen by none save those in battle and the few satellites in orbit still functioning, were engraved into the legacy of the Legio as Hendril's forces, aware that no relief would be forthcoming, held nothing back. Three Warhounds, bearing the names *Endless Revelation*, *Hound of Erudition*, and *Remembered Glory*, speared through the Flaming Skulls' battleline, shields flaring as one to resist the weight of fire poured down upon them. Within the centre of the Traitor line, the pack toppled the Warlords *Cordis Ignis* and *Barren Ashes*, the resulting explosion claiming the three Warhounds and *Blaze of Wrath*, a Reaver Titan of Legio Magna. Ammunition exhausted, the Warmonger Reaver *Beast of Ryza* slammed into its counterparts amongst the Gore Crows, claiming two god-engine kills before a determined volley from a Vulturum Warbringer Nemesis laid it low.

The last of Legio Crucius to fall was the *Death of Avarice*, a Warlord forged during the Age of Strife that had brought civilisations to heel and bestrode a thousand worlds. Atop Salvation Isthmus, on the world of its creation, its weathered form wreathed in the plasma of its overloaded reactor, *Death of Avarice* plunged its plasma annihilators into the wounded side of *Shadow's Heir*, splitting the Vulturum Reaver in twain and igniting its reactor, even as its own exploded with the power of a star. Its death signified the Traitors' victory, pyrrhic as it was, for they had seized Salvation Isthmus and, with it, access to all of Ryza.



RUINS OF PROSPERITY

No longer embroiled in conflict with Legio Crucius, Legio Vulturum marched west upon the southern continent, scattering the gathered might of Legio Osedax before them as fresh reinforcements flowed from the recently captured Conveyance Terminus Nine-Omega, the Titans of Legio Mortis amongst them. Across the Sea of Reclamation, it fell to Legio Magna to pursue the fleeing Warmongers. To this end, the Flaming Skulls, supported by companies of tanks and the Knights of House Oroborn, descended upon the forge city of Prosperity, sweeping aside any in their way. It was to Prosperity, the first city founded upon Ryza according to the Forge World's archives, that the surviving elements of Legio Crucius had withdrawn, linking up with three maniples of Legio Honorum and the remaining Scions of House Vornherr. For Ryza, Prosperity was a vital cog in the production of materiel and plasma reactors, the latter destined to power both Titans and vessels.

Though ostensibly a city turned towards manufacture, Prosperity was both a centre of industry and a fortress constructed to withstand assault, the strength of its walls tested many times during the Age of Strife. Though centuries had passed since any invader had dared assault Ryza, let alone seize land upon the surface, the Mechanicum had not been lax in the maintenance of the world's defences. A plasteel wall ten metres thick encircled the city, manned by battalions of Skitarii, augmented by the machines of the Mechanicum Taghmata and fearsome emplacements bearing plasma obliterated spaced evenly along its length. It was against these defences that the Hierophant Technis hoped to hold the Traitors, aware both sides desired possession of its manufacturing capabilities. As to the city of Prosperity itself, both Loyalist and Traitor deemed the city too important to risk raining wanton destruction down upon it and it was before the walls of Prosperity that the Loyalists gathered, meeting the Traitors as they marched across the barren plains of Ryza. At their back, atop the walls of Prosperity, a line of plasma generators, hauled from their berths within the city, hummed with energy, feeding the insatiable hunger of the Titans through plasmic tethers. Bound both by oath and physical means to the city, the Loyalist Titans vowed to either stand or fall before the implacable advance of the Flaming Skulls.

Favouring direct assaults, the Titans of Legio Magna met their foe head on, uncaring that by doing so they exposed themselves to the guns atop Prosperity's walls. Nearly 50 in number, the Flaming Skulls marched in close formation, the Warlords at the fore overlapping their void shields to protect those behind. Presented with such a steadfast front, the outnumbered Loyalists made little impact upon the advancing Titans, felling a sole Warlord and obliterating two Reavers sheltered behind it. A simple battle of attrition was not the sole tactic available to the Loyalists, for those of Legio Crucius who had faced Legio Magna at Salvation Isthmus knew well the bloodlust of the Flaming Skulls. As the two sides traded fire, the Warhounds of Legio Honorum ventured forth, biting at the flanks of the advancing Legio Magna. Though their assaults offered little threat to the power of the Traitor Warlords, any attempt to pursue left others exposed, and several Flaming Skulls engines fell victim to the guns of Legio Crucius as they broke formation to chase their foe. In doing so, they found themselves drawn into ancient fields of dormant mines burrowed below the surface in ages past when the city of Prosperity was first raised. Reawoken by a burst of binary unleashed from Prosperity, these ancient weapons burrowed free of the earth, spider-like limbs propelling them into advancing Traitors. Mayhem tore through the ranks of Legio Magna, their battleline fragmenting as the Loyalist weapons crippled the more impetuous of the Traitors. In answer, the Flaming Skulls issued harsh calls of their own, scrapcode seizing control of those mines closest to the Loyalists and turning them against their masters, even as the main bulk of the Traitor force slammed into the Loyalist line.

Soon, the centre of the Loyalist formation, arrayed before the gate into Prosperity, became a brutal melee between engines, those Flaming Skulls armed with close-ranged weapons barrelling into their foe with little thought to their own survival. At the flanks, the Loyalists moved to put distance between them and the corrupted mines still bursting from the surface, relying on long-ranged weapons to aid their allies. In their haste, those of Legio Honorum upon the left flank moved too far afield, opening the way for three Warlords of Legio Magna to break through and besiege the walls of Prosperity itself, packs of Warhounds following in their wake. *Fist of Fire*, *Perdition's Emissary*, and *Invocatio Ignis* tore through the outer wall, weathering the fire turned upon them by those who had detected the breakthrough. Within moments an entire section of the wall had fallen, the faster elements of the Traitor force cresting the breach and entering the city. As panicked cries filled the vox, those Loyalist Titans refocused their efforts on sealing the breach, relieving the pressure on the foes before them. As one, Legio Magna surged forwards, punishing their enemy for diverting their attention.

As any semblance of coherency within both forces faded, the trio of Legio Magna Warlords marched across the breach, scouring the defenders before them with blasts of plasma and sweeps of their power claws while allied Reavers moved to hold the rear against any Loyalist who dared follow. Howls of triumph echoed from the Flaming Skulls, for they saw victory at hand and the prominence it would bring them in the eyes of the Warmaster. As the Warlords pushed into the city, only a handful of Warhounds stood against them, outweighed and outmatched by the Traitor forces. A sinister smile crept across the face of the Princeps commanding *Fist of Fire*, his countenance echoing the sneering skull that formed the head of his Warlord. The thrill of battle overcame him, his vision narrowing and his fist clenching in time with the fiery beat of his reactor, ignoring the warnings as his void shields fell under the weight of fire issuing from the Warhounds. The machine spirit howled in bloodlust, only to be silenced a moment later as an echoing retort cut through the maelstrom of battle, a trio of blasts striking *Fist of Fire*, obliterating its head and the crew along with it.

As the Warlord crashed to the ground, the reserve forces were revealed – three Legio Honorum Warbringer Nemesis Titans emerging from their positions within the city streets, led by Princeps Magnus Uriana Galanir, commander of the Crucius Warbringer Titan *Pride of Ryza*. Stationed within Prosperity to respond to any force that broke through, the Warbringer Nemesis Titans unleashed their might upon the Traitors, felling both *Perdition's Emissary*, and *Invocatio Ignis* in their initial foray, the Warlords claiming the life of a Warbringer Nemesis in return for their own. The Loyalists then turned their wrath upon those Reavers atop the breach, their soon-broken corpses forming a new barrier against the encroaching Traitors. Concealed by the walls of Prosperity, the Warbringer Nemesis Titans enacted terrible vengeance upon Legio Magna, their weapons fire guided by Warhounds ranging ahead of them. As their fortune turned, the Flaming Skulls withdrew from battle, several of their number falling in retreat. Of the surviving Loyalists, nine had fallen, five fewer than that of Legio Magna. Before Prosperity, the barren plain lay wreathed in smoke, its expanse littered with broken Titans and the tens of thousands of lesser troops crushed underfoot as the god-engines gave battle.

As both sides regrouped, the Traitors plotted their next moves. Though many amongst the Legio urged a fresh assault, wishing to sate their bloodlust in glorious battle, their demands were overruled by Fabricator-Locum Omicron who bade them wait but a single night.

As the sun set on Prosperity, the Loyalists arrayed themselves before its walls once more, awaiting the renewed assault they believed all but inevitable. In place of this they were met, however, by a gathering storm as the sky wept blood from blackened clouds. Within the city, debased cultists gathered in secret covens and enacted foul rituals that stirred the unnatural meteorological event into greater frenzy. Soon, rivers of blood flowed through Prosperity's streets, sickening all they touched with unnatural swiftness, while tainted winds battered the city, driving its populace mad as they fell upon each other in torment. At the apex of madness, as the city screamed its woes to the heavens, a great otherworldly howl rent the night, torn from the throat of a creature ancient and terrible. In an instant, every machine across Prosperity fell silent, plunging all into darkness. None outside the city moved, fearful of venturing within lest they be drawn into an ambush. Prosperity was abandoned to its fate.

Reports of the final hours of Prosperity are contradictory at best, assembled from distorted pict-recordings and corrupted vox logs. What little can be determined points to a canker unleashed upon the city's dataweb, a corruption possessed of a measure of sentience shaping the code anew. Minutes after it first made its presence known, garbled reports echoed across the vox warning of malshaped constructs emerging from the shadows, formed from the broken remains of machinery torn from Ryza's plasma-producing manufactoria and possessed of a crude form of life. As if driven by a single mind these new foes swarmed through Prosperity, slaying all who stood in their way. For a single night pandemonium gripped Prosperity, the screams of the dying fading as the night gave way to day. It fell to the Knights of House Vornherr to assess the state of the city, the Titan Legions remaining ready should the Traitors seize this moment to assail them. What accounts still exist speak of a city coated in blood, every surface forever stained red by the lives lost that fated eve. Of the foe that had wrought such slaughter no sign remained, the bodies of those slain having vanished along with them. Only a lingering taint remained within the city, a faint sense of nausea and unease gripping all who walked Prosperity's streets. Without discussion, the Loyalists withdrew, for nothing worth defending remained, leaving the now-damned city of Prosperity to the invaders.



GHOSTS OF ASHKHELON

In the decades that followed the fall of Prosperity, the learned minds of Ryza placed substantial resources towards determining the foe behind the carnage unleashed that fateful night. Little of note beyond the knowledge recorded here was found, though archived records, hidden from the eyes of all but the most determined, make note of similarities between the canker that infested Prosperity's dataweb and data pulled from the world of Ashkhelon III, a quarantined planet located within the Ultima Segmentum. The significance of such a link goes unmentioned within the archive, any hypothesis left to the reader to draw, yet it is such a discovery that signalled the end of all investigation, efforts instead turning to the renewal of the city left abandoned since its fall. Though the city was cleansed, each individual brick and sheet of metal rendered down unto its base components and reformed anew to ensure no taint festered within, the memory of Prosperity lingered on. It was a puzzle never to be solved and, as some feared, a nightmare that lurked within the darkened recesses, awaiting its time to rise once more.

HONOUR AND GLORY

The city of Prosperity was not the sole victim of the Traitors' wrath. Upon the southern continent the Gore Crows picked apart the Loyalist forces; not for them the expedient bloodshed practiced by Legio Magna. In the weeks following the fall of Salvation Isthmus, Scindus Tepfra divided his force into three, each tasked with establishing dominion over a section of the southern continent. As the Gore Crows satiated themselves with the destruction of all resistance, Princeps Magnus Tsaue of Legio Mortis gathered his Titan Legion and the Knights of House Morbidia together. Fed information by those upon Ryza who held hidden loyalties to the Warmaster, Tsaue enacted a rapid assault upon the forge-fane of Causcaut atop the mountain for themselves, cutting off pre-warning of the Traitors' advance. In a single night of destruction, House Morbidia overran the Loyalist defences and claimed the monitoring stations set to watch over the surrounding lands and airspace.

From Causcaut, Tsaue moved to sever the head of the Loyalist force, for it was from a hastily-constituted field headquarters in the nearby settlement of Endeavour, sister to the now-damned city of Prosperity across the sea, that the Hierophant Technis of Ryza now commanded. Principally a thriving forge city turned over to the production of weapons of a scale best suited for spaceborne vessels, Endeavour served a secondary purpose as the war unfolded, for its logistical network, originally conceived to coordinate the flow of supplies across Ryza, was turned to directing the movements of the Loyalist forces in defence of the Forge World. Endeavour also served as the seat of the Hierophant Technis and it was her the Traitors sought, desiring her head as a trophy in a move to destabilise the defenders and leave them disorganised and scattered. In a coordinated thrust, Tsaue and his forces marched directly upon Endeavour, his allies in Legio Vulturum withdrawing from their torment of Loyalist forces to reinforce the Death's Heads' assault. In a single morning, Battlegroup Serpenus, the name assigned to Tsaue and his forces, swept aside the small honour guard of Legio Osedax Titans left in defence of the city, forcing their way through its walls. Unprepared for the sudden ferocity of the Traitor assault, the Loyalist forces proved unable to muster a counter-attack to prevent the Traitors from reinforcing their position, and the Titans of Legio Vulturum encircled the city, closing the noose around Hierophant Technis.

With a single thrust Endeavour was occupied, its defences slaved to the will of the Traitors and augmented by the Death's Heads and Gore Crows. Though Hierophant Technis evaded capture during the initial assault, hunter-killer constructs of the Dark Mechanicum scoured the city in search of her, their efforts aided by House Morbidia. That Heldentun eluded capture despite the city's occupation was the sole glimmer of hope remaining to those trapped within Endeavour and resistance was fierce, the nights illuminated by wildfires tearing through city blocks while the retort of gunfire never relented. Such resistance was worthless without support and what little communication passed from the city spoke of the increasingly desperate need for a relief force, before the Traitors managed to dismantle the nerve centre of Loyalist operations and parade the broken form of Hierophant Technis as their trophy.

Though Heldentun called for direct action, there was little forthcoming. Gathering what forces they could, the Loyalists rallied on the outskirts of Endeavour. Though much of House Taranis and Zavora were assembled, only 11 Titans of Legio Osedax answered the call, the rest too embroiled with probing forces of Legio Vulturum to withdraw from battle. With few engines to call upon, the Loyalists were faced with enacting a suicidal charge upon Endeavour, for the city was encompassed by a barren plain, hills of scrap metal and scattered warehouses the sole measure of cover upon its expanse. Watching over this plain, the Titans of Legio Mortis and Vulturum stood sentinel, their numbers three times again that of the Loyalists. While duty wrestled with pragmatism, the city of Endeavour burned, and none amongst the assembled Titan Legion could conceive of an answer to their predicament. Wracked by indecision, it fell not to the might of the Collegia Titanica but to the valour of the Households to present a new avenue for victory.

In the shadow of their Titan allies, the forces of House Taranis and Zavora assembled and, in defiance of orders to the contrary, charged towards the walls of Endeavour without support. Such a move was inspired not by a desire for a glorious death but the knowledge that their world, the Red Planet itself, had been taken from them and it was upon Ryza that succour had been found and their legacy rebuilt. Spurred on by a refusal to lose another world they guarded, and in recognition of the aid provided to them, nearly 200 Scions, representing much of the rebuilt strength of both Households upon Ryza, charged into the teeth of the Traitor guns. Behind the broken walls of Endeavour, the engines of Legio Mortis and Vulturum unleashed their might with unrestrained pleasure, their fury aided by repurposed plasma batteries slaved to the will of corrupted servitors. Caring not that they marched to near-certain death, each step the Scions took across the barren plain was paid for in blood, their numbers dwindling as handfuls of Knights were obliterated with each passing minute.

Vox records show that Princeps Seniores Nuvas of Legio Osedax, aghast at the monumental loss of life playing out before her, called for her allies to withdraw. When her pleas fell upon deaf ears, Nuvas spurred her Titans into action, shamed by the courage of her allies, hoping the might of the Titan Legion could secure victory. Striding over the corpses of Knight armours scattered across the plain before Endeavour, Legio Osedax unleashed its guns upon its Traitorous kin, drawing a measure of the foe's ire away from the Knights racing across the plain.

The battle that followed is well recorded, for the archives of Endeavour resided deep below its streets and were untouched by the conflagration that engulfed the city above. Detailed footage of what later became known as the 'Storm of Endeavour' shows that, of the 189 Scions that charged upon the city, only 49 of their number reached the walls, the broken remains of the rest scattered on the plain behind. Those that reached the wall of the city found entrance into Endeavour a comparatively simple prospect, for its length had been breached in numerous places when the city first fell. It was the Cerastus Knight-Castigator *Gladius Ignium* of House Taranis, one of the few remaining Knights to have been forged upon Mars and reconnected with distant kin, which struck the first blow, shearing the stabilisers of the *Mors Foedus* to topple the ancient Reaver that had stood since the Dark Age of Technology. Emboldened by the sight of the fallen Titan, Nuvas and her battlegroup quickened their steps, piling pressure upon the Traitors as the Loyalist Knights ran rampant through their ranks.

The breach of the walls signalled a turning point in the battle for Endeavour. As with House Ioeden during the fall of Conveyance Terminus Nine-Omega, the confines of the city streets offered advantage to the Loyalist Knights, hiding them from the wrath of the Traitors' guns. Four Titans were claimed by the Knights of Taranis and Zavora, the rest trapped between their tormentors within the city and the advancing Loyalist Titans without, unable to turn upon one without exposing themselves to the other. In response, Tsaue ordered his forces to close ranks, each maniple merging void shields and isolating themselves, the Titans amongst them facing all directions as each guarded the flanks of those closest to them. Such a tactic blunted the efforts of House Taranis and Zavora to assail their foes but ensured the weight of fire unleashed upon the advancing Legio Osedax was lessened. For Tsaue, this manoeuvre was intended to buy time for those of House Morbidia within Endeavour to answer the calls for aid and engage the decimated Loyalist Knights, leaving Legio Osedax easy prey.

The change in the Traitors' tactics proved to be the breakthrough Nuvas needed. Ordering the Titans *Fated Warrior* and *Lost Son* forwards, the two Reavers let fly an unrelenting storm of missiles, each warhead tipped with a unique payload. As one Tsaue and the machine spirit of *Vita Messorum* roared in challenge, turning their guns upon the advancing Reavers, the Warlord's volcano cannon felling *Lost Son* in a barrage that taxed *Vita Messorum's* reactor. Roaring in triumph, the machine spirit's lust to kill overcame Tsaue and it was too late that the Princeps noticed his reactor flaring red. In the moments before his death, Tsaue realised Legio Osedax intended a fate other than mere death. Atop the carapace of *Fated Warrior* a final barrage of missiles was unleashed, the warheads striking the shields of *Vita Messorum*. Though they failed to breach the formidable barrier, that was not their intent. Within the Titan the reactor failed, its containment breaching as a wave of heat engulfed the Warlord. With a final roar of hate *Vita Messorum* was torn apart from within, the subsequent explosion consuming the Titans of Legio Mortis arrayed around it. When the nova faded the surrounding city blocks were nothing but a molten crater, seven Death's Heads Titans left as smoking ruins within.

WRATH AND RUIN

The sudden loss of nearly all the Death's Heads Titans in a single blow broke the morale of the Traitors holding Endeavour, tactical planning giving way to self-preservation. Though still holding the advantage of both numbers and position against Legio Osedax, for the Cockatrices were only now reaching the walls of Endeavour, Legio Vulturum ordered a full retreat, abandoning their allies as maniples of the Gore Crows withdrew in favour of fortifications further east. In a final act of treachery, the Gore Crows turned their guns upon those of Legio Mortis still standing when the Death's Heads attempted to halt the retreat of their allies. As the Traitors tore each other apart the Cockatrices seized the walls of Prosperity, pushing through the city to link up with the beleaguered defenders. No longer threatened by the might of the Traitor Titan Legions, the remnants of the Loyalist defenders emerged from the shadows, the Hierophant Technis extolling her forces to reclaim the city whatever the cost. To this end, she ordered the war vaults of Ryza opened, overriding ancient protocols designed to seal the contents of such repositories for eternity, deeming the risk of such forbidden technology a crime for which she resolved to seek forgiveness for in the future should Ryza survive, rather than seek permission, likely to be withheld, in the present. Secrets long hidden from much of Ryza and the wider Imperium were revealed as the Loyalists fought to reclaim their home. Amongst this maelstrom of battle, reports speak of the first sightings of a new Knight House unknown previously to Imperium records, bearing the title House Sidus.

THE CHILDREN OF RYZA

The original records pertaining to the strength of Ryza and its holdings noted, with some contention, that the Forge World laid claim to no Knight House. Such an assertion was met with scepticism from many amongst the Cult Mechanicus for the Forge World contained both the means and the knowledge to construct such machines. Many questioned why, in millennia of self-rule, the hierarchs of Ryza has deemed it unnecessary to ratify the creation of such a force in defence of the Forge World against threats a Titan Legion would be ill-suited to overcome. To this Ryza held no answer, stating only that its magi had turned their minds to other pursuits. Though some demanded further investigation, none was forthcoming and in time suspicions were set aside in recognition of Ryza's considerable contribution to the Great Crusade, lest strife be caused by false accusation.

Strife proved the catalyst for the emergence of the real truth. When Ryza felt the tread of the Warmaster's forces its secrets were laid bare. It was House Sidus that drove House Morbidia out and defended the Hierophant Technis against harm as she led from the frontline. Unleashed from containment beneath the city of Endeavour during the closing hours of its siege, nearly 150 Knights marched to battle, bedecked in orange and black trimmed with bronze. Of particular note was the overwhelming presence of Mechanicum pattern Knights that made up the Household, all but a score of their number consisting of Banners of Knight-Magaera, Knight-Styrix and Knight-Atrapos. Such patterns were rare even amongst the most prominent of Knight Houses and so many assembled under one banner was all but unheard of. This portentous gathering lent much relief to the Loyalist forces, driving even the might of a Titan maniple before them.

The deceptive nature of the Knight House's existence was given much scrutiny in the decades following the emergence of the truth. In explanation, Ryza claimed that such engines were produced in the years following the Warmaster's betrayal, their manufacture made possible by the relative peace the Forge World was blessed with prior to its invasion. Only reluctantly were such answers accepted, for evidence existed that many of the machines predated not just the Warmaster's fall but the Imperium itself. Indeed, the vast quantity of rarer patterns available to House Sidus was of numbers that even Mars would have struggled to produce in such a timeframe. It is theorised that such an asset was hidden to avoid others claiming them as their own, with Ryza desiring to maintain a measure of power independent from the rule of others, a theory that holds much credence when wider events on numerous Forge Worlds are considered.

The emergence of House Sidus from the vaults of Endeavour, together with the remaining strength of House Taranis and House Zavora and the might of Legio Osedax, secured victory for the Loyalists as they drove the Traitors from their midst, stalling in their pursuit of Legio Vulturum to cleanse Endeavour of all who opposed them. Though much of the city crumbled around them, and the Households of Taranis and Zavora were diminished once more, the defenders had won a crucial victory that day, as the war entered a new phase.

With Endeavour secured, Legio Osedax gathered outside the city in the following days, its numbers swelling as battered maniples scattered across the southern continent fought their way free of Traitor forces now bereft of Titan support. Ravaged by battle, the Traitor forces were severely diminished – Legio Vulturum stood but half its number after the retreat from Endeavour and the surrounding lands. Adding to its woes, no Titans of Legio Mortis still stood and those of Legio Magna remained scattered across the northern continent in pursuit of the diminished remnants of Legio Honorum and Legio Crucius tasked with its defence. Eager to press the advantage, Heldentun remained aware that her forces had been equally punished and victory was far from guaranteed. Though time was not her ally, she summoned the Tech-Priests of the Cog Erudition, an ancient caste who guarded the knowledge hidden to others. Through techno-arcane rites, relics recovered from the vaults of Ryza were bound to the god-engines, a process fraught with peril, for the baleful energies contained within the weapons' casing were indiscriminate in their destruction if misused.

Though the contents of the war vaults unleashed upon the Traitors remain undescribed in official accounts, descriptions no doubt stricken from records lest censure be brought down upon all magi of Ryza for their actions, what exists speaks of Traitors torn asunder with singular blows, their remains cast into swirling vortexes conjured from the Æther, leaving only the howls of ethereal voices crying out for salvation in their absence. Some personal accounts speak of engines of war bearing the livery of Legio Crucius of a make unseen in Imperium records striding through the city, their form eclipsing even that of a Warlord. Speculation as to the nature of such instruments of destruction led to little of use, with only a few tangible facts emerging from the rumours surrounding the final weeks of conflict upon Ryza, and their magi keen to dismiss much as fantasy or rumour.

Armed with weapons forged in ages long gone, the Loyalists moved to cast the Traitors from their world. Resistance proved light upon the southern continent as the assembled Loyalist force, led by Legio Osedax and House Sidus, marched across captured territory. Scattered battalions of corrupted Skitarii and battered tank companies fought in vain against the advancing Loyalist line but, as to the Gore Crows, only the destruction they had wrought stood as evidence of their passage. Having suffered greatly at the hands of betrayal, Heldentun slowed her pursuit, seeking new information before pushing her forces too far.

To this end, House Sidus was sent to recapture Mount Causcut and the forge-fane atop it. In this they were opposed by House Morbidia, the Traitors wholly unprepared for the fury unleashed by the newly emergent Knight House. On the flanks of the mountain the two Houses fought, speed and manoeuvrability counting for little on its precipitous slopes. In mere hours, the superior firepower wielded by House Sidus broke the back of House Morbidia, pushing the survivors off Mount Causcut. With their foe beaten, passage was granted for Ryza's Tech-Priests to ascend to the forge-fane, tasked with reactivating the monitoring stations within it and gleaning information as to the Traitors' movements. Those of Ryza who did so returned only with despair for where the forge-fane once stood naught but smouldering ruins remained, the entire structure levelled by Legio Vulturum before they had withdrawn. Similar reports from across the planet reached the Hierophant Technis, bearing news that the Traitors had begun withdrawing to Conveyance Terminus Nine-Omega, their Titan Legions leaving a trail of ruin in their wake.

This change in tactics was motivated by Yuritus Omicron. No longer deeming it possible to seize Ryza intact, yet fearful of the Warmaster's wrath should he fail in his duty, Omicron moved to cripple Ryza's infrastructure, cursing it to decades of rebuilding if it hoped to return to its former glory. Such an order stipulated that those forces capable of withdrawing must return to Conveyance Terminus Nine-Omega, where waiting transport landers would carry them to orbit in preparation for battles elsewhere in the galaxy. Though the Gore Crows were eager to comply, the Princes of the Flaming Skulls were more confrontational in their replies, for they had wrought a bloody path across Ryza following their conquest of Prosperity, reducing the combined might of Legio Honorum and Legio Crucius to a mere 14 battered survivors. It took much effort for Omicron to convince them to halt their pursuit, relaying whispers echoing from the Warp of Loyalist reinforcement fleets on approach to Ryza that would condemn the invaders to death with their numbers.



Without warning, the pressure on the Death Bolts and Warmongers was relieved, all but the most deranged Princes of the Flaming Skulls obeying their orders and pulling back across Salvation Isthmus. In accordance with their orders, the forces of Legio Magna vented their wrath upon every structure they passed, the ashes of the world left in their wake. Of all they had conquered only Prosperity still stood, its haunted remains left standing as a reminder of the fate suffered by those who opposed the Warmaster. Gathered at Conveyance Terminus Nine-Omega, the Traitors began boarding their transports, escaping the world they had bled dry. Two-thirds of their number had ascended to orbit before the Loyalists fell upon the spaceport and battle was joined for the final time.

The final battle for Conveyance Terminus Nine-Omega saw those Traitors still garrisoned within the spaceport abandoned by their allies, none above wishing to risk their lives to save those left upon the surface. Amongst the tens of thousands stranded upon Ryza stood 11 Titans of Legio Vulturum and 14 of Legio Magna, the Titans forming the backbone of the Traitors' defence. Knowing they stood little hope of survival versus the force massing against them, the Traitors vowed to sell their lives dearly, intent on cutting Ryza so deep the resulting wound would fester for all time. Amongst the ruins of the city surrounding Conveyance Terminus Nine-Omega, the infantry of both sides clashed, their struggle overshadowed by the gods that towered above them.

Threescore Loyalist Titans engaged their Traitorous kin, the surviving Warmongers, Cockatrices and Death Bolts presenting a united front in their shared quest for vengeance. Neither side desired anything other than destruction, heedless of the collateral damage dealt to the surrounding spaceport. From the north, a spearhead of Cockatrice Reavers bearing melta cannon and chainfists barrelled through the provender district as they assailed the Warlords of Legio Vulturum, super-heated

blasts of fusion punching through Gore Crows armour as if it were but paper. As the Legio Vulturum line was pushed back, a pack of Flaming Skulls Warhounds darted forth, falling upon the Osedax flank as the Titans overreached themselves, felling three before the Warbringer Nemesis Titans *Pride of Ryza* and *Unbridled Might* answered in kind, raining death down upon the Warhounds and claiming five engine kills between them.

The conflict north of the spaceport was but a skirmish compared to the battle in the west, for that was where the Loyalists focused the bulk of their force. Packs of Warhounds darted from the shadow of allied Warlords, Lupercal maniples from both sides harrying the flanks of their foe. Steadily, the Loyalists pushed their way into the spaceport itself, the assault led by six Loyalist Warlords commanded by Grunal Krom, acting Grandmaster of Legio Crucius, from within his engine *Glory above Pride*. The Warlords barrelled into the centre of the Traitor line, their reactors flaring as they opened fire upon the opposing Warlords, seeking to tear the heart from the foe with fire and blood. The Vulturum Warhounds *Shadow of Death* and *Mors Desperandum* unleashed their anger upon the Honorum Reaver *Guardian of Virtue*, the stricken Titan purposefully overloading its reactor in an act of vindictive hatred that slew the Warhounds in turn. The cascading explosion immobilised a nearby Crucius Warlord, leaving it vulnerable to the Knights of House Oroborn, the rust-stained weapons bearing the Titan to the ground before they too were destroyed, a Vulturum Warlord ramming its fists in to the Crucius Titan's faceplate, uncaring of the allies it slew in doing so.

The battle for Conveyance Terminus Nine-Omega raged for 13 hours, the Loyalist ground forces withdrawing after the sixth to preserve their strength and avoid becoming victims of the weapons fire of their allies. Though the ferocity of battle waxed and waned neither side relented, the Titans of both forces fighting until their last breath. The Vulturum Warlord *Sanguinem Luna* was the last Traitor left standing, its endoskeleton stripped of armour panels in dozens of locations and wreathed in plasma fire belching from its breached reactor core. Its ammunition spent, the Warlord charged forwards to meet a trio of advancing Crucius Warlords, *Glory above Pride* at their fore. Grunal Krom's hate echoing over the vox as he taunted the advancing Traitor. Moments later he gave the order to fire and across the field of battle *Pride of Ryza* obeyed, a blast from its volcano cannon slamming into the rear of the Gore Crows engine, consigning it to the ignoble death every Traitor deserved.

As the fires of *Sanguinem Luna* guttered, silence enveloped Conveyance Terminus Nine-Omega at last. Though the Loyalists stood victorious, they offered no celebration for it was a pyrrhic victory at best. Nearly half their number had fallen in the assault, the survivors standing amongst a toppled forest of broken engines, Traitor and Loyalist both. In the weeks that followed, fires raged unabated across Ryza, the Traitors in orbit bombarding the planet below as a final parting gift before departing before the arrival of Loyalist reinforcements. When the last fire sputtered out, only a fifth of the Forge World's infrastructure remained functional, the rest nothing more than blackened ruins. Though Omicron had failed in his desire to seize Ryza as his own, he returned to the Warmaster victorious, for the Furnace of Shackled Stars no longer stood as a beacon of hope for Loyalist forces, the broken world a stark exemplar of the tragic fate that had befallen the galaxy.



THE FORGE WORLD OF RYZA

The history of Ryza before the coming of the Imperium is well-documented, for its archivist-magi were supremely diligent in their work. Though the Age of Strife had brought many trials to Ryza and its people, they had weathered them all with a stoicism common amongst the Cult Mechanicus. From the first colonists who settled the city of Prosperity upon a world once diverse in flora and fauna, a great technological empire grew. When the Great Crusade reached the Forge World, Ryza had travelled the stars for centuries, expanding its borders beyond a single world to the neighbouring systems, returning with substantial resources for the planet's industry.

For the Imperium, the discovery of Ryza was a portentous one, serving to fuel its ambitions of conquering of the wider galaxy. Amongst the luminaries of Mars, the method of incorporation Ryza was to be subjected to caused much contention, for some feared the substantial resources and knowledge the Forge World claimed as its own, warning that it might one day rise to rival that of the Red Planet itself. Indeed, the strengths of Ryza were many, and though its productivity was matched by only a

handful of known Forge Worlds, their true power lay in both the Legio Crucius, for the guardians of Ryza possessed a level of strength that rivalled even the Triad Ferrum Morgulus, and the unparalleled skills of the Omnissiah Igvita.

Upon first contact many amongst the Imperium advocated for unity, reasoning that the benefits of peace superseded any hypothetical challenge the world might one day offer. In the end, pragmatism outweighed fearful notions, and when offer of vassalage to both Mars and Terra was brought to Ryza it was met with little discord, the Forge World peacefully falling under the control of the Emperor, easing the worries of many. Some, however, could not shake such thoughts, for while Ryza offered no public dissent towards Mars, many spoke of the world with a level of reverence normally reserved for the Red Planet itself and such actions saw envy fester amongst those jealous of Ryza's prominence. It was these bitter individuals who whispered in the ear of the Warmaster and they who assembled a force to assail the world, desperate to claim it as their own.

RYZA SECUNDUS

RYZA SECUNDUS

Unlike Terra, Ryza possessed no moon in its orbit and instead turned to mechanical means to augment its control of nearspace; thus was born Ryza Secundus. A vast space station constructed over a number of centuries, Ryza Secundus was built both as a station for rearming and repairing space vessels and as Ryza's first line of defence, for the outer rings of the station boasted a fearsome array of weapons commonly found on the largest of Imperial ships, their strength augmented by debilitating plasma lattices that proved capable of ensnaring passing ships with deadly force.

The interior of the station was no less impressive, for its halls were cavernous, each cargo bay capable of hosting the personnel and supplies of all but the largest of Expeditionary fleets. A network of accessways linked the cargo bays, serviced by mag trains and large enough for three Knights of the Questoris Familia to walk abreast. It was within these halls that the first battles for Ryza were to be fought, for whoever controlled the station could lay claim to Ryza's orbit, its gun batteries and repair cradles a significant advantage to any seeking to conquer the Ultima Segmentum.

THE CONTINENTS OF RYZA

As attested to by the records of its first colonists, Ryza was once a world bountiful in life, two large continents separated by vast oceans brimming with biodiversity. The millennia preceding the coming of the Imperium saw much change upon Ryza, the once-verdant landscapes replaced by barren plains stripped of life and occupied by expansive forge-fanes. Between the two continents was a sea no longer, the water boiled away by ceaseless industry and replaced with industrial run-off and effluent.

Though the two continents had changed little in size and shape they no longer stood isolated, for an extensive network of artificial isthmuses connected the two, each a vast highway offering easy access to all of Ryza. Mag trains ran the length of these isthmuses without pause, carrying cargo between manufactoria with remarkable ease to ensure the industry of Ryza never went hungry. These access routes were seen as a vital target for the invaders, for claiming even a single one gave them unrestrained access to Ryza's continents, and it was for this reason that Salvation Isthmus was the Traitors' first target after planetfall was made.

THE CONTINENT OF FOUNDING

THE CONTINENT OF FOUNDING

The first of Ryza's continents to be settled, by the coming of the Imperium it was the least populous of the two for much of its resources had been plundered in the millennia following the colonisation of the planet. Despite this, the city of Prosperity, the first settlement built upon Ryza, still stood strong, directing the efforts of the entire northern continent towards the production of war materiel. Within the walls of Prosperity itself, processing centres laboured day and night, assessing the quality of Ryza's products in search of imperfections; any that failed such checks were discarded, melted down and cast into the Sea of Reclamation for others to repurpose. In this way the lifeblood of Ryza flowed through Prosperity, just as it had once served as the foundation for all of Ryza's people.

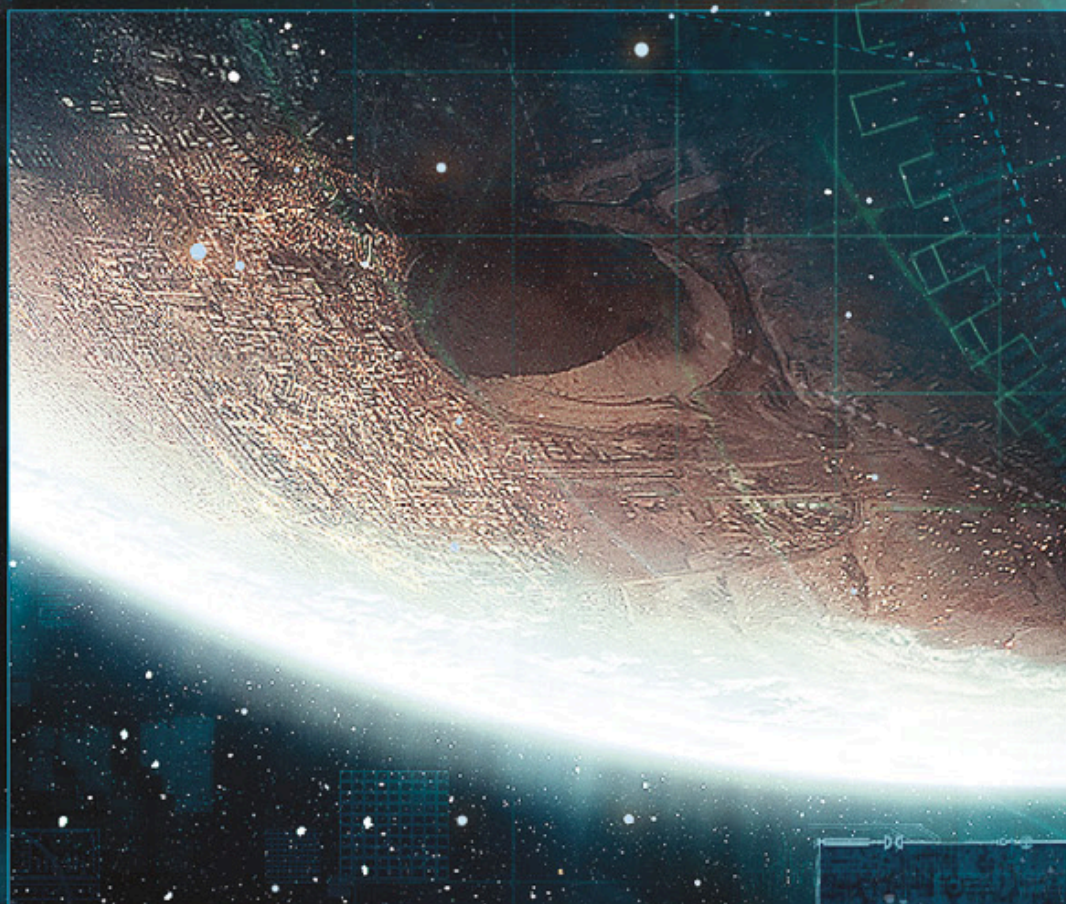
Viewed from orbit, the city of Prosperity was a dense structure covering kilometres of the surface, tendrils of metal reaching outwards across the northern continent. Such tendrils were mag trains flowing through the city and the various manufactoria. The most travelled of links led to the Western Forges, where hundreds of cradles turned solely towards the engineering of war machines destined for the Great Crusade, including dozens dedicated to the production of the famed Stormblade. The coasts of the continent were dotted with reclamation manufactoria, their large, squat buildings the only viable route between the continental shelf and sea several hundreds of metres below through strategically vital lifts and ramps, while the structures themselves remained anchored to the seabed by vast pipes from which flowed the waste of Ryza's industry, left to rest until such time as a use for it was determined.

Further east sat Salvation Isthmus, the most important passageway between continents. Though many such highways linked the two landmasses, it was from Salvation Isthmus that the reclamation teams ventured outwards, dedicated Reclamator Tech-Priests scouring the desiccated seabed in search of anything of value that could be reclaimed and forged anew within the manufactoria. In prominence, Salvation Isthmus was further secured by proximity to Conveyance Terminus Nine-Omega, the principal spaceport for both imports and exports. So vital was Salvation Isthmus that an artificial island was built alongside the northern coast, a handful of Legio Crucius Titans garrisoned within to ensure any threat could be met with lethal force.

THE CONTINENT OF ERUDITION

The more recently settled of the two continents, for it lay untouched for centuries following the colonisation of Ryza, it was upon the western edge of the southern continent that the Hierophant Technis of Ryza housed their forge. Built in the shadow of the Fortress of Iron, a towering hollow mountain that served as the bastion of Legio Crucius, its outskirts were occupied by dedicated spaceports and manufactoria turned over to servicing the needs of the Warmongers. Further east sat the forge city of Endeavour, larger than that of Prosperity to the north. Where Prosperity served as a director of manufacturing and processing, Endeavour served as a repository of knowledge, for beneath the city lay archival catacombs containing the sum of Ryza's knowledge. Deeper still sat the war vaults of Ryza, sealed by order of the Emperor for fear of what they contained. Known only to a few, it was also there that House Sidus made their home, engaged in simulations until such time that war called and their existence could be revealed.

Like that of its northern counterpart, much of the southern continent was given over to manufacturing, thousands of forge-fanes churning out instruments of war including integral components for the assembly of vessels destined for the Imperial fleets. Everything produced within these forges was ferried by mag train further east, fed to the warehouses of Conveyance Terminus Nine-Omega. Several kilometres of streets weaved their way through expansive storage facilities constructed around the spaceport. It was through Conveyance Terminus Nine-Omega that the majority of Ryza's traffic flowed and much effort was placed into its defence before the invasion, the surrounding land home to numerous orbital defences designed solely to deny landing to invaders. Such precautions mattered little, for the tool of conquest was invited into the midst of Ryza long before the Traitors entertained notions of invasion, the Knights of House Ioeden biding their time for three years before revealing their deception and seizing the spaceport.



THE CONTINENT OF ERUDITION

THE SEA OF RECLAMATION



THE SEA OF RECLAMATION

The records of Ryza, supported by detailed soil analysis, suggests that much of the world's surface was once occupied by liquid water, the vast seas serving as a habitat for a manner of life similar to those found on Terra before life evolved to sustain itself upon land. Such oceans were long gone by M30, replaced by a vast reservoir of effluent and industrial run-off known as the Sea of Reclamation. The exact composition of such a phenomenon was impossible to determine such was its complexity, for every by-product of Ryza's industry found its way to the sea's depths eventually.

In practical terms the sea served as a reservoir, heated by vast hydrothermal vents situated on the sea floor that, in conjunction with power stations across Ryza, ensured the effluent remained molten in nature. From Salvation Isthmus, fleets of Tech-Priests would sail out upon craft built for the sole purpose of collecting refuse. Aided by servitors engineered against the harsh conditions, these teams would gather anything of value, cataloguing its properties and marking it for transportation to manufactorums across the surface of Ryza. In this manner, the industry of the world was sustained even in absence of external resources, ensuring Ryza stood self-sufficient regardless of strife.

The other purpose of the Sea of Reclamation was part experimental theory and part religious devotion. Believing the Omnissiah spoke to His followers in indirect ways, the Cult Mechanicus upon Ryza saw the Sea of Reclamation as a direct link to the Omnissiah. Within its depths innumerable chemical reactions would occur as the offcast elements of Ryza's industry interacted with each other in unexpected ways. Over the millennia the results of these experiments were retrieved by the Tech-Priests who prowled the sea and lauded as gifts of the Omnissiah. It fell to the greatest minds of Ryza to unravel the mysteries of such gifts and the veracity of their claims leaves much to be desired. For their part, the archives of Ryza claim that numerous innovations were made as a result of these findings, with one such record stating it was from the Sea of Reclamation that a serendipitous discovery within it enabled the successful construction of the Stormblade super-heavy tank.

THE FURNACE OF SHACKLED STARS

Though the prosperity of Ryza was evident for all to see during the Great Crusade, history had not always been kind to the Forge World. Like many worlds of humanity, Ryza was isolated from its peers during the Age of Strife, exposed to the foul horrors of the Warp and the bloodlust of xenos empires. It was within Prosperity that the first colonists of Ryza sheltered, the forge city offering the sole protection against incursion and invasion. Though its people survived they did not prosper, centuries of warfare forestalling any hope of life unburdened by fear. As is oft the case in the most desperate times, the people of Ryza clung to faith, calling out to the Omnissiah in hope of deliverance. In a manner of speaking, their prayers were answered.

The exact founding date of the Omnissiah Igvita, and the individuals who first preached its rites and beliefs, is not spoken of in the annals of Ryza. It is evident from current teachings that the sect, literally translated to *'Life Blood of the Omnissiah'* is held as the saviours of Ryza during its darkest hours. Those Tech-Priests who first stood within its ranks espoused belief that the Omnissiah felt the pain of all His followers and His blood rained down upon the galaxy each time He was wounded. Unlike any other, the Omnissiah was the fire of knowledge and power, and it was not an ordinary substance that fell from His veins but the very plasma that formed the beating heart of His servants' technology. Through this they could commune with their god, receiving the knowledge to save themselves from the terrors that faced them. As the sect grew, finding its place within the theologies of the Cult Mechanicus, it proved that its beliefs seemingly rang true, at least in the minds of its followers, by innovating the plasma technology upon Ryza, lending their efforts in throwing back the foes that assailed Ryza and establishing the Forge World as a formidable force.

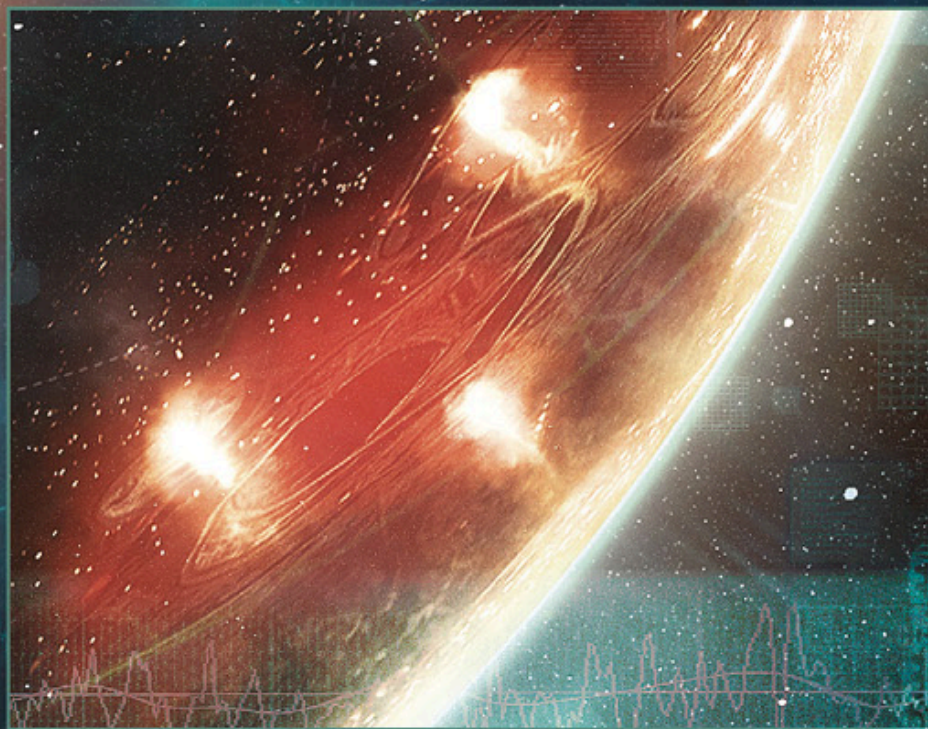
By the time the Great Crusade reached Ryza, the Omnissiah Igvita proved an unshakable part of Ryza's essence, for members of the sect, Tech-Priests immersed in the study of plasma technology in all forms, had brought much to the Forge World. Like all those of the Mechanicum, the Tech-Priests of the Omnissiah Igvita modified their forms, going so far as to replace their blood with plasma and installing miniature reactors in place of their hearts. Such was the sect's influence that though its Tech-Priests held no desire to rule, believing they were the blood of Ryza rather than its brain, they remained ingrained in its political structure. Thus, when the first Imperial delegation walked upon the Forge World, the party that greeted them contained the greatest of the Omnissiah Igvita, leading one Imperial emissary to remark in her report on the people of Ryza, *"Their passion burns hotter than a furnace... like many of their ilk they are esoteric and strange, none more so than those that have shackled the stars within their hearts."* Thus was born the title *'The Furnace of Shackled Stars'*, an honorific that has held to this day.

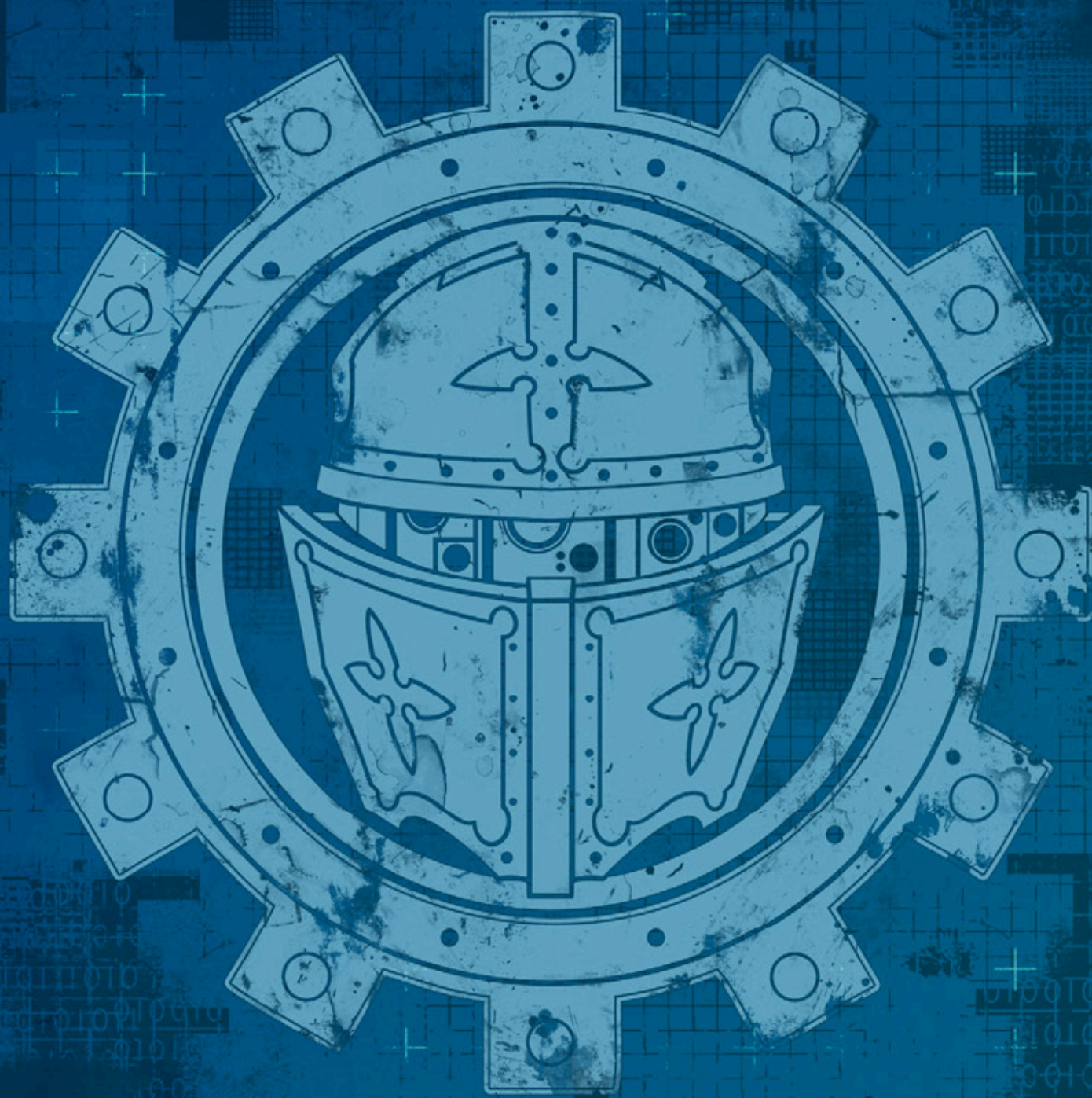
At its core, such a title offered recognition of the superior knowledge and skill of the Tech-Priests of the Omnissiah Igvita. In the engineering and production of plasma technology, Ryza stood unrivalled, hoarding secrets as to its creation known to few outside their world. Though many Forge Worlds bore the skill to craft the beating hearts that powered the Titans of the Collegia Titanica and the many vessels of the Expeditionary fleets, few dared conceive of improvements, fearful of the outcome should their experiments fail or else disabused of such notions by dogmatic values.

In this Ryza was unrepentant, for long had its magi laboured at their craft and numerous were their innovations. Indeed, much of the contribution the Forge World made to the Great Crusade took the form of plasma technology, supplying the Imperial Army with shipments of plasma weaponry and Leman Russ

Executioner battle tanks while the cradles of Ryza Secundus laboured without pause to upgrade the reactors of those Expeditionary fleets that passed through the system. Perhaps the greatest of their labours remained the development of the Stormblade, conceived as a way to overcome Mars' reluctance to share the secrets behind the construction of the Shadowsword. Originally the sole producer of such a weapon, the Stormblade became a potent form of leverage, its pattern ceded to lesser Forge Worlds in return for suitable compensation.

The knowledge Ryza possessed ensured a rapid rise to prominence within the Imperium, said to be second only to Mars in the influence it wielded. From such a position of power Ryza weaved a web of political alliances, offering patronage to others in return for their aid should the Forge World ever call. This acquisition of allies only escalated during the Horus Heresy for its Hierophant Technis Nira Heldentun knew it was all but inevitable that war would come to Ryza. Though she claimed otherwise in the years following the Horus Heresy, it seems clear that her ambitions sat higher than mere survival and many claim Ryza sought the position of Mars, motivated by a belief that the power of the Red Planet would be much diminished at the war's end. The events that unfolded upon Ryza as the war drew to a close rendered such speculation asinine, for Ryza suffered far more than Mars during its invasion and though it would rise once more to prominence, few forgot how humbled it had been.





TITAN LEGIONS OF RYZA

"We are the children of Ryza. Though you have fought innumerable battles on countless worlds, all is for nothing if we fall today. This is our world, and we will protect it or die in its defence."

Grunal Krom, Legio Crucius

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

Several Titan Legions were part of the fighting during the Defence of Ryza. Presented here are rules for six Titan Legions

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

LEGIO HONORUM (DEATH BOLTS)

Founded just prior to the Treaty of Olympus, its centuries of service during the Great Crusade saw Legio Honorum develop an inexhaustible crusading spirit, forever marching to the next field of battle. During the opening days of the Horus Heresy the leadership of the Death Bolts became locked in bloody warfare upon Mars, but much of Legio Honorum still strode the stars, seeking the eradication of the Traitors and the liberation of their home.

Legio Trait: Resolute and Unbowed

The Death Bolts stood by the core tenets of the Collegia Titanica and the Great Crusade, believing it was forever their duty to march forth and bring death to the enemies of the Imperium and the Omnissiah.

Any Legio Honorum Titan that has voluntarily moved more than 4" in the Movement phase of any round decreases the bonus to an attacker's Armour roll as the result of damage already inflicted on a location by 1, as indicated by the Titan's Command Terminal (see the *Adeptus Titanicus* rulebook), so long as the attack originates from within the Titan's Front Arc.

Legio Trait: Founding Tenets

The core of Legio Honorum favoured the traditional tactics of the Collegia Titanica, adapting them to the needs of a campaign while disregarding the more elaborate methods of other Legio.

A Legio Honorum maniple may substitute any mandatory component from an Axiom, Myrmidon or Fortis maniple with a Reaver or Warlord Titan, so long as that new Titan is of equal to or greater Scale than the Titan it is replacing. In addition, a Legio Honorum Titan may replace a single optional component Reaver or Warlord Titan from these maniples with a Warbringer Nemesis Titan. Each maniple can only include a single Warbringer Nemesis in this way.

Legio Specific Stratagem: Crusading Spirit (1)

Since its inception, Legio Honorum has strode ever forwards, preferring death over failure.

This Stratagem can be purchased by any Legio Honorum player. Play this Stratagem during any Strategy phase. For the remainder of the phase, friendly Legio Honorum Titans do not suffer penalties to Command checks. In addition, a single Legio Honorum Titan may re-roll a failed Command check made when issuing Orders.

Legio Specific Wargear: Basilus Throne

The Princes of Legio Honorum make use of modified command thrones that facilitate a greatly increased passing of knowledge between the Titans under their control – so long as the Princes can filter the vast torrent of information.

A Legio Honorum Princes Seniores' Titan may take a Basilus Throne for +25 points. A Titan with this upgrade may be issued Orders without the need to make a Command check. In addition, any Legio Honorum Titan adds 1 to the result of any Command check made when being issued an Order previously issued to a Princes Seniores' Titan with this upgrade within the same maniple.

Legio Specific Personal Traits

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

D3 PERSONAL TRAITS

- 1 Ardent Crusader:** *The values of the Great Crusade are ones the Princes still holds true to, even during their darkest moments.*
The presence of this Princes within the battlegroup allows it to purchase the Legio Specific Stratagem: Crusading Spirit multiple times.
- 2 Stubborn:** *Once they have set their mind upon a solution, it is rare for the Princes to stray from it.*
The Princes may always be issued Orders during the Strategy phase, even if normally unable to do so, e.g., due to Vox Blackout or because a friendly Titan has failed their Command check when being issued an order.
- 3 Iron Resolve:** *The will of the Princes will never be broken and those that have strayed from their oaths will be punished for their treachery.*
The Princes Seniores' Titan always benefits from the Resolute and Unbowed Legio Trait even if it has moved less than 4" that round, so long as the attack originates from within the Titan's Front Arc.



LEGIO HONORUM WARLORD BATTLE TITAN

Custos Honoris

For much of the Great Crusade, Legio Honorum worked in conjunction with Mechanicum Explorator fleets, venturing beyond the edges of the known Imperium in order to secure the interests of Mars upon newly discovered worlds. This role saw many Death Bolts Titans, *Custos Honoris* amongst them, avoid the carnage that heralded the beginning of the Horus Heresy, though their most experienced leaders were slain upon Mars during the opening salvos. Devoid of both supplies from Mars and a centralised leadership, the disparate elements of Legio Honorum found themselves in need of new allies to ensure their survival. For Battlegroup Pradaius, consisting of 11 Legio Honorum Titans commanded by *Custos Honoris*, their new path led them to Ryza, serving as protectors to the Forge World as compensation for supplies and god-engines to bolster the Death Bolts' numbers.



LEGIO HONORUM WARBRINGER NEMESIS TITAN

Resonare Mortis

Though originally designed to act as a designated support platform adept at destroying Titan-class targets, some Titan Legions, Legio Honorum amongst them, often placed their Nemesis-pattern Warbringers on the front line, trusting in their survivability to march alongside the Legio's Battle Titans. Depicted here during the Siege of Vradi in 974.M30, *Resonare Mortis* bears a loadout commonly seen on Legio Honorum Warbringer Nemesis Titans, balancing the destructive potential that made it especially dangerous to both fortifications and enemy Titans with the need for close-ranged defence. Legio Honorum Warbringer Nemesis Titans became infamous for leading maniples of Reaver Titans in punishing assaults capable of breaking the back of all but the most determined of defences.

LEGIO OSEDAX (THE COCKATRICES)

Long had Phaeton, home world of Legio Osedax, held a feud with Mars and when Kelbor Hal revealed his treachery the Cockatrices fell prey to his wrath, reduced to nearly a quarter of their strength by deadly ambushes and nefarious machine curses. Those that remained were reborn in the fires of war, though their strength was fated never to return to the glory days of the Great Crusade.

Legio Specific Trait: Reforged in War

Legio Osedax were nearly broken in the fires of treachery and though it threatened to consume them, they refused to yield.

Legio Osedax Titans never suffer penalties to Command checks and may ignore effects that force them to re-roll successful Command checks.

Legio Specific Stratagem: Relentless March (1)

The Princes of Legio Osedax strive to repay their losses in kind, throwing themselves into battle without hesitation.

This Stratagem can be purchased by any Legio Osedax player. Play this Stratagem during any Strategy phase. For the remainder of the round, friendly Legio Osedax Titans may be issued Full Stride orders without the need to make a Command check and are not affected by Difficult terrain and Dangerous terrain.

Legio Specific Stratagem: Blood Begets Blood (3)

Their numbers vastly reduced during the opening salvos of the Horus Heresy, the Cockatrices answered each new loss with righteous vengeance.

This Stratagem can be purchased by any Legio Osedax player. Play this Stratagem when a friendly Legio Osedax Titan suffers Catastrophic Damage. After resolving the effects of the Catastrophic Damage, every friendly Legio Osedax Titan may immediately make a single weapon attack. This attack must be made against the closest visible enemy unit. Increase the Plasma Reactor level of any Titan that makes an attack in this way by 2, in addition to any other advances associated with weapon fire.

Legio Specific Wargear: Plasma Channels

The Forge World of Phaeton was a significant power within the Segmentum Solar and was capable of equipping the Titans of Legio Osedax with numerous innovations.

Any Legio Osedax Titan may be equipped with Plasma Channels for +20 points. Once per game, during the Movement phase, a Titan equipped with Plasma Channels can activate them. If they do so, decrease the Reactor Level of that Titan by D3+1. This counts as the Titan's activation for that phase.

Legio Specific Personal Traits

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

D3 PERSONAL TRAITS

- 1 **Natural General:** *Newly promoted to replace a fallen leader, the Princes has a natural talent for battle despite their relative inexperience.*

During the Strategy phase, when the Princes is successfully issued with an Order, a single friendly Legio Osedax Titan within the same maniple may be issued the same Order without the need to make a Command check.

- 2 **Careful Planner:** *The Princes places their trust in carefully laid strategies, devising all manner of counter-plots for potential threats.*

Once per game, the Legio Osedax player can reuse a Stratagem that cost 1 or fewer Stratagem points and has been used earlier in the battle by the Legio Osedax player. The Princes must be on the battlefield to use this ability. If the Stratagem is one that can be used more than once (i.e., Artillery Bombardment), it may instead be used twice in one phase by the Legio Osedax player.

- 3 **Lightning Assault:** *The Princes is known for practicing swift attacks, bearing down upon their foe with deadly intent.*

After both players have deployed, but before players determine who is the First Player, Titans within the Princes Seniores' maniple may immediately make a move. Each Titan may move no more than 6" when making this move. Any Titan that moves in this way cannot be issued Orders during the first round.



LEGIO OSEDAX WARLORD BATTLE TITAN

Galeru

Legio Osedax Warlord Titans were often bequeathed the names of mythical beasts drawn from the annals of Ancient Terran history, paying homage both to the Low Gothic moniker of the Legio and the fearsome nature of the Warlord itself. As is oft the case with many antiquated tales, the true details were lost to time, leaving many of the names devoid of context. Amongst Legio Osedax this was seen as a good omen, for only the future deeds of the Titan and its Princeps would be preserved in the annals of Mankind, tainted not by superstitious fears conjured during the more primitive ages.



LEGIO OSEDAX WARHOUND SCOUT TITAN

Striking Fang

Like most Titan Legions, Legio Osedax made great use of squadrons of Warhounds, both as forward scouts ranging ahead of a battlegroup and as flanking elements to circumvent enemy fortifications. The makeup of these squadrons was kept consistent across warzones, the god-engines bound together until the loss of a Titan forced them to accept changes. In some instances, these squadrons were designated during the creation of a group of Warhounds and each Titan was named according to a common motif. This practice ensured Legio Osedax Warhound squadrons were highly attuned to one another, with the combined experience of the Titans' Princes spanning decades, or even centuries, of warfare. During the Siege of Endeavour, Fang Pack, of which *Striking Fang* was a member, proved instrumental in driving the Traitor Legions from the city, able to stalk the retreating Gore Crows and tear apart larger foes that would have decimated the Scout Titans in open battle.



LEGIO OSEDAX REAVER BATTLE TITAN

Enmity's Angel

In preparation for the inevitable close-quarters battles amongst the vast industrial sprawl of Ryza, many Legio Osedax Reavers were armed in a manner best suited for close-ranged warfare against opposing Titans. To maximise the destruction each Reaver could cause, the outskirts of many forge-fanes were decommissioned, the manufactoria and warehouses hollowed and adapted to create ideal hiding places for Reaver Titans such as *Enmity's Angel*. Hidden from enemy sensors thanks to carefully placed electronic disrupters, the Reaver Titans would burst from hiding once the frontline of the Traitors' advance had passed their position, tearing through their surprised foe with powerful sweeps of their chainfist. The brutality of such ambushes often forced the Traitors from the confines of the forge-fanes and directly into the firing range of the Reavers' more powerful, long-ranged guns.



LEGIO CRUCIUS (WARMONGERS)

Legio Crucius are planners and forward thinkers, renowned even among the exacting war-logic of the Mechanicum. Long before the first shots of the Horus Heresy were fired, they were anticipating a time when a new kind of war might be waged; a war between Titans. With the extensive resources of their Forge World, Ryza, to draw upon, the Warmongers set their efforts to massively expanding their Titan Legions. These they stationed on worlds across the fledgling Imperium, ready to face any threat, but also to ensure that should a great darkness befall Mankind again, their Legio would live on.

Legio Trait: Forgeborn

Compared to their contemporaries, the majority of Legio Crucius Titans were fresh from the forges. These Titans enjoyed the benefits of systems that had not faced the excesses of plasma overloads or countless combat repairs, and so fared better in those critical first moments of an engagement between god-engines.

In the first and second rounds of the game, when a Legio Crucius Titan makes a Repair roll, either in the Damage Control phase or as a result of being issued an Emergency Repairs order, it may re-roll any dice results of 1.

Legio Trait: Pride of Ryza

The Tech-Priests of Ryza are keepers of ancient plasma technologies and the secrets of their creation. Sunfury weaponry, plasma reactors and venting systems produced on Ryza are rightly prized by countless Legio, though as with all things, the Ryzan Mechanicum keep back the best examples for themselves.

During the Damage Control phase, or when making Repair rolls as part of an Emergency Repairs order, when a Legio Crucius Titan uses a dice result of 6 to Vent Plasma, decrease the Titan's Reactor level by 2 rather than 1.

Legio Specific Wargear: Terminus Override Mechanisms

Some Legio Crucius Titans employed ancient terminus override systems for their Titans. These complex devices could read the mood of an unruly plasma reactor, detecting changes invisible even to the Princes and protecting the Titan against sudden overloads or devastating power spikes.

Any Legio Crucius Titan may be equipped with a Terminus Override Mechanism for +30 points. The first time a Legio Crucius Titan with a Terminus Override Mechanism would be required to roll on the Reactor Overload table (see the *Adeptus Titanicus* rulebook), instead of rolling, give the Titan a Shutdown order instead. Once triggered in this manner, a Terminus Override Mechanism has no further effect on the game.

Legio Specific Wargear: Bi-folded Power Containment

Ryzan Titan weapons often employed cunning bi-folded power containment chambers to mitigate the effects on the reactor of particularly energy-hungry weapons such as Sunfury plasma annihilators and volcano cannon, though, as with all such plasma mechanisms, they were never completely reliable.

Any Legio Crucius Titan may be equipped with a Bi-folded Power Containment system for +30 points. When firing a weapon with the Draining trait (see the *Adeptus Titanicus* rulebook), a Titan equipped with a Bi-folded Power Containment system can roll a D6 to mitigate its effect. On a 4+, the Titan can roll the Reactor dice twice and choose the result they want. On a 1, however, they must roll the Reactor dice twice and choose the result that would advance their Reactor marker by the most or, if both results would advance it by the same amount, the result that would Awaken the Machine Spirit.

Legio Specific Personal Traits

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

D3 PERSONAL TRAIT

- Collegia Lord:** *The Princes holds dual rank between the Legio and the Ryzan Mechanicum, commanding a greater measure of the Titan Legion's resources as befits their position.*
When making a Command check for the Princes Seniores' Titan, if a 9 or 10 is rolled, they may issue Orders to any or all of the Titans in their maniple (provided that they do not already have an Order) without the need to make Command checks for them.
- Mechanicum Born:** *The Princes was drawn from the Magos of Ryza and is closer to their god-machine than their more mortal counterparts as a result.*
Once in each Damage Control phase, you can re-roll one of the Repair dice for the Princes Seniores' Titan, though you must accept the second result, even if it is worse.
- Black Banner:** *The Princes hails from one of the Legio's remote outpost fortresses and is loyal to their home world before either Emperor or Warmaster.*
If the Princes' battlegroup does not have a Tertiary Objective (as part of a Stratagem or Mission), it gains the Salvation of Crucius Tertiary Objective. A battlegroup with this objective earns 5 Victory points at the end of the game if their Princes Seniores' Titan was not destroyed or Structurally Compromised.



LEGIO CRUCIUS WARLORD BATTLE TITAN

Deus Praesitor

Arioch power claws are a less commonly seen armament and are designed to allow a Warlord Titan to shatter enemy fortifications. Depicted here during the Battle of Molech, *Deus Praesitor* found a new purpose for their armament, leveraging its power to dig its way free from beneath the ruins of the Iron Fist Mountain. *Deus Praesitor* was one of many Legio Crucius Titans scattered across the galaxy destined never to return to Ryza, becoming consumed by the fires of war on distant worlds.

LEGIO MAGNA (FLAMING SKULLS)

During the Great Crusade, the Flaming Skulls were a minor Legio from the Forge World Estaban VII, known to campaign alongside both the XVIth (Sons of Horus) and XVIIth (Word Bearers) Legions. Their ties with the Warmaster ensured they were amongst the first to march in his name, emerging from the forge cities of Mars clad in bone and accompanied by sinister howls as they laid waste to the Imperium.

Legio Trait: Howls of the Damned

The Titans of Legio Magna marched to battle accompanied by a never-ending cacophony, said to mimic the horrifying shrieks of fire spirits on their home world.

Subtract 1 from the result of all Command checks made by Titans within 8" of a Legio Magna Titan. In addition, Titans within 8" of a Legio Magna Titan can never re-roll failed Command checks. Legio Magna Titans are not affected by this Legio Trait.

Legio Specific Stratagem: Battle Fervour (3)

For many decades Legio Magna fought alongside the XVIIth Legion, adopting a small number of their rites and rituals until the Legio hungered for nothing more than destruction in the name of dark patrons.

This Stratagem can be purchased by any Legio Magna player. Play this Stratagem during any Strategy phase. For the remainder of the phase, friendly Legio Magna Titans may be issued Charge orders without the need to make a Command check. In addition, for the remainder of the round, friendly Legio Magna Titans may re-roll Hit rolls of a 1 for attacks made with a weapon with the Melee trait.

Legio Specific Stratagem: Spearhead Assault (2)

The Flaming Skulls favoured direct assaults, cutting through the heart of the enemy line as they sought to destroy all resistance before their Titans could be outmanoeuvred.

This Stratagem can be purchased by any Legio Magna player. Play this Stratagem during any Strategy phase. For the remainder of the round, friendly Legio Magna Titans add 1 to all Hit rolls and Armour rolls made as a result of an attack against a target within 8" of the attacking Titan, in addition to any other modifiers. However, enemy Titans add 1 to all Armour rolls made as a result of an attack against a Legio Magna Titan originating from its Side or Rear arc, in addition to any other modifiers.

Legio Specific Wargear: Directed Pressure Outlet

As the Horus Heresy progressed, the Princes of Legio Magna became obsessed with wholesale slaughter, adapting their weapons to better tear apart the god-engines of their foe.

Any Legio Magna Titan armed with a weapon with the Melta trait may be equipped with a Directed Pressure Outlet for +20 points. Each Melta weapon a Titan is armed with must be upgraded separately. A Titan equipped with a Directed Pressure Outlet adds 3" to the weapon's Short Range.

Legio Specific Personal Traits

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

D3 PERSONAL TRAITS

- 1 Messenger of Death:** *The Princes howls and screams as they march into battle, projecting their cries to all and revelling in their enemies' terror.*
The Legio Trait Howls of the Damned affects all units within 15" of the Princes Seniores' Titan instead of 8".
- 2 Slayer of Kings:** *The Princes seeks to slaughter all who challenge them, bringing low even the greatest of foes.*
When targeting a Titan that is within 12" of the Princes' Titan, the Princes Seniores may add 1 to the Armour rolls of any hits, provided that the target Titan has a Scale equal to or greater than their own.
- 3 Bloodthirsty:** *The killing blow is everything to the Princes, regardless of the cost they must pay.*
Once per round, the Princes may make an attack with a disabled weapon, as if the weapon had been repaired. After resolving the effects of the weapon attack, the weapon suffers the Detonation Damage effect, using the highest detonation Strength value to resolve its effects (e.g., a Reaver Arm Laser Blaster would detonate at S9).



LEGIO MAGNA WARLORD BATTLE TITAN

Damnation of Worlds

The Princes of Legio Magna revelled in the chaos of battle, preferring to plunge headfirst into the enemy line and break them apart with brutal assaults. Armaments such as those seen here on *Damnation of Worlds* were common amongst the Flaming Skulls, allowing them to engage their foe directly while retaining the power needed to slay the largest of Titan-class enemies. Warlords of Legio Magna would advance swiftly on the enemy line, unleashing unrelenting storms of plasma and bolt shells until little more than smouldering rubble and rended flesh remained, the sinister howls of Princes and machine spirit both echoing across the battlefield.



LEGIO MAGNA REAVER BATTLE TITAN

Hatred Unbound

Configurations tailored towards close-quarters warfare, such as those seen here on *Hatred Unbound*, were frequently utilised by Legio Magna, their carapace weapons capable of stripping shields from afar before tearing apart armour with close-ranged bursts. Such Titans often bore a single weapon more commonly suited to long-ranged warfare to augment their killing potential. These weapons were often co-opted for use in their spearhead assaults, with Legio Magna Reaver Titans unleashing their volcano cannon within the confines of enemy void shields, heedless of the potential collateral damage against their own god-engine if it meant the death of their target.



LEGIO MAGNA WARHOUND SCOUT TITAN

Consuming Flame

Having spent much of its time campaigning alongside the Word Bearers and Sons of Horus during the Great Crusade, Legio Magna proved a firm ally to the Warmaster when the time came to turn against the Imperium. Though their main strength remained embedded within Expeditionary fleets, portions of Legio Magna's numbers were ferried to Mars in preparation for its conquest by the Traitors, tasked with enacting wholesale slaughter upon any who defied the Fabricator-General. Armed with fire and plasma, Warhound Titans such as *Consuming Flame* were responsible for the indiscriminate destruction of thousands of years of accumulated knowledge and the death of untold numbers of Mechanicum servants loyal to the Emperor.

LEGIO VULTURUM (GORE CROWS)

One of two Titan Legions that hailed from the mysterious Forge World of Xana II, little was known about Legio Vulturum beyond their disdain of mercy, a trait forged during the Rangdan Xenocides. The Gore Crows were often a vessel for experimentation, lavished upon with esoteric weapons created within the forge-fanes of Xana II and tested upon the fiercest of battlefields.

Legio Trait: Relentless Killers

Legio Vulturum marches to war at the behest of their secretive masters, offering no mercy or respite.

During the Combat phase, friendly Legio Vulturum Titans add 1 to all Hit rolls if, during the same round, an enemy Titan has suffered Catastrophic Damage, regardless of the source.

Legio Specific Stratagem: Cull the Weak (1)

The Gore Crows often employed merciless tactics, forcing their foes to retreat into crossfires that ensured none survived.

This Stratagem can be purchased by any Legio Vulturum player. Play this Stratagem when an enemy Titan moves outside of its Front arc (see Sidestepping and Backing Up in the *Adeptus Titanicus* rulebook), whether voluntarily or involuntarily. A friendly Legio Vulturum Titan can immediately make an attack with one of their weapon systems against that target, increasing its Reactor Level by 1 to do so. For all intents and purposes, this is a new attack requiring an Attack roll, any additional increases to the Titan's reactor level, etc.

Legio Specific Stratagem: Scent of Blood (2)

Legio Vulturum possessed an intense culture of competition, leading their Princes to push themselves beyond reason in an effort to claim kills that would bring them the greatest glory.

This Stratagem can be purchased by any Legio Vulturum player. Play this Stratagem when an enemy Titan suffers Critical Damage in the Combat phase as a result of damage from an attack made by a friendly Legio Vulturum Titan. After the attacking Titan's activation has ended, you can immediately activate another friendly Legio Vulturum Titan that hasn't yet been activated this Combat phase, increasing the chosen Titan's reactor level by 2 to do so. This counts as that Titan's activation this Combat phase.

Legio Specific Wargear: Storm Frag Shells

Legio Vulturum often bore experimental weapons in battle, used as test-beds by the Tech-Priests of Xana II.

Any Legio Vulturum Titan that is equipped with a vulcan mega-bolter or vulcan mega-bolter array can be upgraded with Storm Frag shells at a cost of +25 points for a vulcan mega-bolter and +45 points for a vulcan mega-bolter array. Each weapon a Titan is armed with must be upgraded separately. A weapon with this upgrade gains the Maximal Fire trait and increases the negative Acc modifier for the weapon's Long range by 1 (i.e., a 0 becomes a -1, a -1 becomes a -2).

Legio Specific Personal Traits

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

D3 PERSONAL TRAITS

- 1 Experimental Vessel:** *The Princes believes the Tech-Priests of Xana II are conduits of the Omnissiah, eagerly submitting to their experiments and the boons they bring.* Once per game, when the Princes Seniores' Titan is activated during the Combat phase, the Titan may immediately repair a single disabled weapon.
- 2 Enigmatic:** *Even amongst those of Legio Vulturum, the Princes is a mysterious figure shrouded in half-truths.* At the start of the Strategy phase of the first round, the Princes Seniores' Titan may be redeployed; do this before either player issues any Orders. The Princes Seniores may be placed anywhere that they would normally be allowed to deploy by the mission being played.
- 3 Merciless:** *The Princes despises weakness, unleashing their wrath upon any who dare flinch in their duty.* The presence of this Princes within the battlegroup allows it to purchase the Legio Specific Stratagem Cull the Weak multiple times. Though the Stratagem can be purchased multiple times, it can only be played once per phase.



LEGIO VULTURUM WARLORD BATTLE TITAN

Sanguinem Innocentiae

The brutal wars that became known as the Rangdan Xenocides did much to forge Legio Vulturum into a Titan Legion of merciless killers that revelled in the act of unleashing their might upon those they deemed weak. This ethos saw the Gore Crows throw themselves into the Horus Heresy with eager abandon, treating it as a crucible in which they could test their mettle against opposing Titan Legions. Some Princes of Legio Vulturum, as the kill markings upon the honour banner of *Sanguinem Innocentiae* attest to, quickly built reputations for being ruthless Titan hunters, racking up an impressive amount of engine kills across dozens of battlefields. *Sanguinem Innocentiae* was eventually silenced upon Ryza, falling at Conveyance Terminus Omega-Nine during the last battles for Ryza, though not before slaying three Loyalist Titans that sought its death.



LEGIO VULTURUM WARBRINGER NEMESIS TITAN

Umbra Dolor

As the Titans of Legio Vulturum advanced across the continent of Erudition, Warbringer Nemesis Titans such as *Umbra Dolor* proved invaluable in breaking open the Loyalists' defensive lines. However, *Umbra Dolor's* most notable contribution was the blunting of a Legio Osedax counter-attack when a squadron of Warhounds exploited a weak point in the Gore Crows' line. Targeting the advancing Loyalists with bombardments from its quake cannon, *Umbra Dolor* delayed the Warhounds long enough for a Gore Crows relief force to surround the Loyalists and obliterate them with sustained barrages.



LEGIO VULTURUM WARHOUND SCOUT TITAN

Avarice of Night

The involvement of Xana II, the parent Forge World of Legio Vulturum, in the Rangdan Xenocides saw the Tech-Priests of the now-damned world develop numerous new modifications to the weapons of their Titan Legions. Though many exhibited drawbacks that proved too detrimental for sustained use, more successful tests saw the engineering of storm frag shells for use within vulcan mega-bolters. Often employed by the Warhounds of Legio Vulturum, the meticulously crafted ammunition vastly increased the power of their weapons at the cost of generating a considerable amount of heat during sustained firing. Without careful management the use of storm frag shells proved capable of overtaxing a Titan's reactors, a fact *Avarice of Night* fatally learned during the Traitors' assault upon the city of Endeavour.

LEGIO MORTIS (DEATH'S HEADS)

Few betrayals of the Horus Heresy were as devastating to the Imperium as that of the Legio Mortis. Once, the Death's Heads Legio was among the paragons of the Emperor's Great Crusade, its mighty war machines and skilled crews responsible for hundreds of worlds being brought back into the light of the Imperium. Unknown to their allies, a rot had long been growing within the Legio's ranks, its decay a subtle thing that worked its way from one Princeps to the next, infecting them and their crews with the seeds of sedition. By the time Horus struck the spark of war upon Isstvan III, the Legio Mortis were there at his side.

Legio Trait: Reaper's Tally

The Princeps of the Legio Mortis are cold and calculating, keeping meticulous kill tallies, and often fill their command decks with servitor-choirs that drone out an endless list of all of their victims. This cacophony of the vanquished drives the Titan's crew to methodical acts of destruction, each fresh kill adding another name to the chant.

Each time a Titan of the Legio Mortis destroys an enemy Titan, it gains the ability to re-roll a single dice roll of 1 each time it makes a shooting attack. These effects are cumulative, and for every enemy Titan destroyed, an additional 1 may be re-rolled.

Legio Trait: State of Decay

Even before the infectious rot of Nurgle took root within the ranks of Legio Mortis, many of its crews were deadened to the constant brutality of war. This cold lack of emotion manifested itself most obviously in the Princeps of the Death's Heads, and in their ability to suffer the most punishing feedback from their MIU units without flinching.

Once per game, any Legio Mortis Titan may ignore the effects of MIU Feedback, Moderati Wounded and Princeps Wounded for a round. In a round that the Titan ignores these Critical Damage effects, it may not allocate any Repair dice to its Head.

Legio Specific Stratagem: March of the Dead (3)

Titans of the Death's Heads Legio were relentless in the pursuit of their enemies, often marching from one battle to the next without stopping. Wasting no time organising their line of battle or considering the disposition of their foe, they swiftly closed in for the kill.

This Stratagem can be purchased by any Legio Mortis player. Play this Stratagem in the Strategy phase of the first round. The Legio Mortis player may immediately move each of their Titans just as if it was the Movement phase. This special movement cannot be boosted. If the player uses this Stratagem, their opponent automatically becomes the First Player for the remainder of the first game round.

Legio Specific Wargear: Remains of the Fallen

From the first battles of the Horus Heresy, the Legio Mortis were known for the grisly trophies that adorned their Titans. Death's Heads banners were often hung with huge skull garlands, or the ragged remains of destroyed Knights and lesser war engines. In some cases, still-living enemies were lashed to the hull of their Titans to be obliterated in the hellish fires of battle.

Any Legio Mortis Titan may be upgraded to have the Remains of the Fallen for +20 points. Enemy units within 8" of a Titan with this upgrade must increase their Command characteristic by 1 to a maximum of 10.

Legio Specific Wargear: The Warmaster's Beneficence

Of all of the Titan Legions pledged to the Warmaster, the Legio Mortis were perhaps the most favoured by Horus, and as a result received a greater portion of the Traitor war materiel. This included extra supplies of all kinds of ordnance for their weapons.

Any Legio Mortis Titan may be upgraded to have the Warmaster's Beneficence for +20 points. Until the end of the phase in which a Titan with this upgrade first makes an attack during a battle, it adds 1 to the Strength of any of its bolter or missile weapons, and may ignore the effects of the Draining trait.

Legio Specific Personal Traits

A Legio Mortis Princeps Seniores' Personal trait can either be generated from the table in the *Adeptus Titanicus* rulebook, or by rolling a D3 on the table that follows:

D3 PERSONAL TRAIT

- 1 Rotten Heart:** *The Princeps has already succumbed to the lure of the dark gods, and a festering rot has begun to hollow out their soul. Titans commanded by such a Princeps have their machine spirits likewise corrupted though the MIU connection.*
When the Princeps awakens the machine spirit of their Titan, they may ignore its effects rather than rolling on the Awakened Machine Spirit table. If they do this then advance their Plasma Reactor track by two places.
- 2 Pitiless:** *Mercy was never a virtue of the Legio Mortis. Often, when an enemy was close to destruction, a Death's Heads maniple would instinctively concentrate their firepower, until the crippled Titan was reduced to little more than twisted metal and ash.*
The Princeps' Titan adds 1 to the Strength of its weapons when targeting an enemy Titan that has suffered Critical Damage to its Head, Body and Legs.
- 3 Ancient of Mars:** *Many Princeps of the Legio Mortis were ancient by the time of the Horus Heresy, having served since before the creation of the Imperium. Their withered forms were carried on servitor palanquins or permanently attached to their command thrones, and they were connected to the plasma heart of their Titan like it was their own.*
When the Princeps' Titan must roll on the Reactor Overload table, only ever roll a D6, even if the Reactor Status marker is in a red hole.



LEGIO MORTIS REAVER BATTLE TITAN

Black Consul

Reaver Titans, such as the *Black Consul* shown here, were often fitted for close combat. More agile than the Warlord, yet stronger than the Warhound, they filled a useful niche within the maniple structure. While close-quarters battle is not the natural environment for a Battle Titan, even one armed with devastating claws or chain weapons, many Legios, such as the Death's Heads, favoured these configurations simply for the brutal psychological impact they had on their enemies.



LEGIO MORTIS WARLORD BATTLE TITAN

Penumbra Reaper

Present at multiple battles during the Horus Heresy, including the Battle of Molech and the Titandeth campaign the *Penumbra Reaper*, as shown here, was refitted prior to its deployment to Beta-Garmon and re-armed to counter the heavy Titans of the Loyalist defenders in these warzones. This act of restoration and retrofitting speaks to the immense resources commanded by Legio Mortis and the favour Horus bestowed upon them. While many Legios would struggle to keep their god-engines battle worthy, the Death's Heads could draw upon huge reserves of replacement weaponry and parts.

LEGIO MORTIS HERALDRY

The Legio Mortis were among the first of the Titan Legions to adopt the Eye of Horus on their heraldry. Even before the Istvan betrayals, their god-engines bore the mark of the Warmaster, and it was perhaps the reason that many other Traitor Legios followed suit, seeing in Legio Mortis the favour of Horus himself. Alongside these icons of allegiance, the signum nobilis and campaign records take their usual place, though unlike many other Legios, the Death's Heads seldom recorded the names of the vanquished, only the kill tallies kept by each of their war machines. Denoted by a simple skull, these tallies were lists of numerals and places, showing the hefty numbers of those slain personally by the Titan and its crew.



PERPETUA BATTLELINE MANIPLE

Perpetua Battleline Maniples were more common during extended campaigns, where durability and attritional tactics were favoured above overwhelming assaults.



The Aureate Sword



Incessu Regem



The Aureate Shield



Spiritus Honorum



Knight of Glory

Mandatory Components

- One Warlord Titan
- Two Reaper Titans

Optional Components

- Two Reaper Titans

Maniple Trait

Stand Firm: When issuing an Emergency Repairs order to Titans from this maniple, the Command check will always succeed on a roll of 2+, regardless of modifiers. In addition, during the Damage Control phase, Titans from this maniple roll an additional Repair dice if they have not moved yet this round (voluntarily or involuntarily).

EXTERGIMUS BATTLELINE MANIPLE

Extergimus Battleline Maniples are a rarely utilised formation, used solely when complete annihilation is required, regardless of the cost.



Caedes Bestia



Mors Avem



Messorum Noctem



Silens Semper



Uocem Noctis

Mandatory Components

- Three Warlord Titans

Optional Components

- One Warlord Titan
- One Warbringer Nemesis Titan

Maniple Trait

Scorched Earth: During the Combat phase, when a Titan from this maniple makes an attack with a weapon without the Melee trait, it may increase the Strength value of the weapon by 2 for the duration of the attack. This must be declared before rolling to Hit. If it does so, increase the Titan's Reactor level by 1 (or 2 if the weapon has a Dice value of 5 or greater), in addition to any other advances associated with weapon fire.

FIRMUS LIGHT MANIPLE

Firmus maniples are utilised during defensive actions when heavier Titans are unavailable, delaying an enemy's advance with a screen of Warhounds and Reavers.



Unsated Hunger



Death and Vengeance



Unbridled Hunter



Burning Crown



God of Ruination

Mandatory Components

- One Reaver Titan
- Two Warhound Titans

Optional Components

- Two Reaver Titans

Maniple Trait

Defensive Engagement: When a Titan within a Firmus Light Maniple is chosen as the target of an attack, the controlling player may nominate a different Titan from this maniple to be the target instead. The nominated Titan must be closer to the attacking unit than the original target, and must be at least 50% visible to the attacking unit. If the attacking unit wishes to, they may make a Command check. If they pass, they may attack their original target. If they fail, they must target the nominated Titan, and can only attack the nominated Titan that round even if they could normally attack more than one unit.

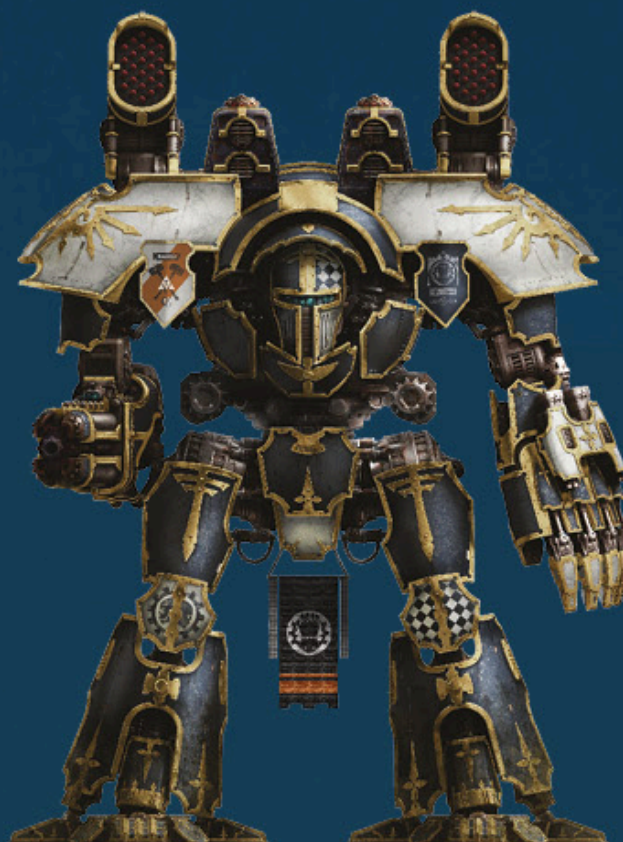
A unit can only be forced to take this check once per round, i.e., if they pass, they can target units as normal and are unaffected by this ability for the remainder of the round.

DOMINUS BATTLEFORCE MANIPLE

Many Titan Legions with large Vassal Houses create special formations within their battlegroups that combine Knight Banners and Titan maniples. Known as a Dominus Battleforce maniple, it allows the Vassal Knights to offer close support to the Titans, sacrificing their position to obfuscate Titan movements and often shielding them with their hulls from incoming fire.



Astramos Mortis Aeternem



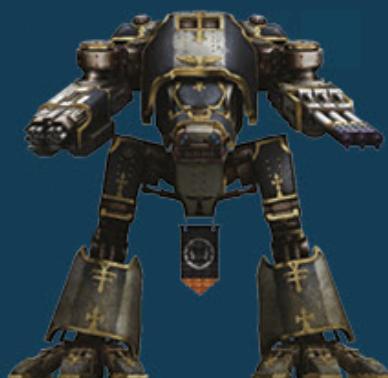
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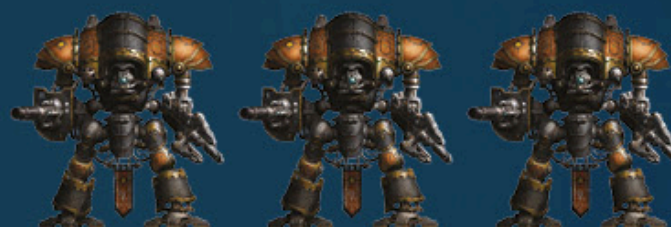
Valiant Guardian



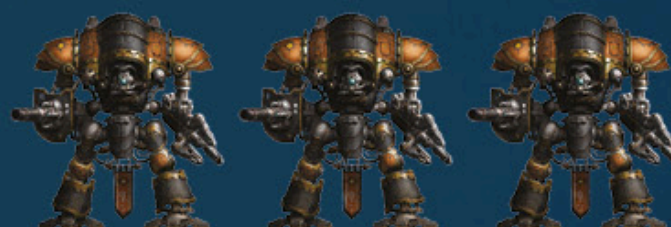
Hound of Glory



Hound of Rectitude



Cephrai Banner



Vigofar Banner

Mandatory Components

- One Warlord Titan
- Two Reaver Battle Titans
- One Questoris or Cerastus Knight Banner

Optional Components

- Two Warhound Titans
- One Questoris or Cerastus Knight Banner

Maniple Traits

Auspex Bafflers: Knight Banners included in a Dominus Battleforce maniple cannot benefit from obscuring cover (see the *Adeptus Titanicus* rulebook). If a Knight Banner from a Dominus Battleforce maniple is wholly within 6" of a Titan from the same maniple (i.e., all Knights from the Banner are within 6" of the Titan), and both the Titan and at least one Knight from that Banner is visible to the attacker, attacks made against the Titan from more than 2" away from the Titan suffer a -1 modifier to the Hit roll.

Noble Sacrifice: When a Titan in a Dominus Battleforce maniple takes a hit from an attack originating from more than 2" away from the Titan, it may transfer the hit to any Knight model from the same maniple within 6", as long as that model is visible to the attacker – you must transfer the hit before making any Armour rolls. The chosen Knight suffers the full effects of the hit as if it had been the original target. If the hit was from a weapon with the Blast trait, centre the Blast marker over the Knight. Hits from weapons with the Firestorm or Beam traits may not be transferred in this way.



KNIGHT HOUSES OF RYZA

"They claim we are weak, pathetic creatures, nought but lackeys destined to live and die by another's bidding. This may be true but they are no better. Their master hides behind words and notions of honour, but do not delude yourself; were He to bid them to die the result would be the same, whether they obeyed it or not."

Fafungi 'The Blackhanded', High Scion of House Morbidia, in a message to his fellow Knight Scions 012.M31

When the Emperor embarked on the Great Crusade, He began the daunting task of uniting the vast diaspora of humanity. Among these rediscovered children of Terra were the Knight Worlds, wondrous feudal kingdoms which had endured the Age of Strife, their populace elevating the Scions and their Knights to the rank of nobility and swearing their fealty to them. These planets, often isolated frontier realms or domains allied with nearby Forge Worlds, were notable for the number of ancient Knight armours they maintained. Each an esoteric artefact of a bygone age, the Knight armour was akin to the god-engines of the Collegia Titanica in many of its technologies, though each was piloted by a single brave individual instilled with a code of honour and chivalry known as a Knight Scion.

The worlds these Knight Households hailed from differed vastly in aspect and temperament, moulding the Household upon them into a new image. Where some retained their noble traditions, others fell from honour, sacrificing it as payment for continued survival. When the Warmaster turned to betrayal many Knight Households followed in his wake, both sides calling upon their Knightly allies to achieve victory. Several were called to battle upon Ryza, both Loyalists and Traitors marching alongside allied Titan Legions in accordance with the wishes of their commander. For the Loyalists, it was a duty owed to the Forge World in recognition of the aid they had been given. For the Traitors, most were bound through promises or subterfuge, a kernel of bitterness nestled within their hearts. Presented here are rules to represent the Knight Households that took part in the Defence of Ryza, allowing players to represent them upon the battlefield.

DESIGNER'S NOTES

Knights in the Horus Heresy

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

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

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

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

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

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



HOUSE SIDUS

The existence of House Sidus was known only to a select few before Ryza was invaded, though many had once questioned why Ryza laid claim to no Knight House despite possessing the knowledge and capabilities to support one. In hindsight, Ryza's refusal to found a Household even after support was offered from Mars indicates that the existence of House Sidus was kept secret for the Forge World's own purpose, perhaps in the hope of retaining a measure of power known only to themselves. Assurances by the hierarchs of Ryza that no such ambition was held, and that House Sidus was forged following the Warmaster's betrayal, are suspect at best. Regardless of their intent, the continued loyalty of Ryza to the Imperium remained without question and whether House Sidus stood newly forged or millennia old remains one amongst many mysteries that emerged from the Horus Heresy best left unanswered.

In number, House Sidus stood amongst the smallest of Mechanicum Households, for records released by Ryza in the years following its invasion indicated a complement of around sevenscore Knights, a number far lower than expected for a Forge World of Ryza's prominence. Such a discrepancy can be explained by the nature of the Knights that made up House Sidus' numbers, for all but a deced of their number consisted of the rarest of Knight patterns, those of Knight-Magaera, Knight-Styrix and Knight-Atrapos. Such numbers were unheard of in all but the largest of Households and even rarer was it that such patterns formed the bulk of a Household's numbers for any reason save catastrophic losses. The presence of so many rarer Knights would no doubt offset their low numbers, for the combined might of House Sidus would easily contest Households twice their number and offer a capable threat to battlegroups of Titans if commanded by a shrewd tactician.

Though the Defence of Ryza was reported as the first engagement of House Sidus, its Scions acquitted themselves well, besting the Knights of House Morbidia atop Mount Causcut and claiming two engine kills during the Loyalist assault upon Conveyance Terminus Nine-Omega. Kept secret prior to the conflict, House Sidus did not stand idle for the remainder of the Horus Heresy and beyond, marching in support of Legio Crucius, possessed with a singular desire to punish those who had devastated their world and restore the faded glory of Ryza.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

- Bombard Commander:** *The Seneschal favours a less direct approach, using the superior speed of their Scions to avoid enemy fire and unleash devastating volleys in return.* Once per game, all Banners within the Seneschal's Lance can be issued a Coordinated Strike, Split Fire or First Fire order without the need to make a Command check. Not all Banners need to be issued an order in this way, but all Banners must be issued the same Order.
- Scion of Ryza:** *The Seneschal has served Ryza honourably for centuries, kept alive by ancient technology and bearing the greatest artifice its world has to offer.* The weapons carried by the Seneschal's Banner are of a higher quality than normal. Increase the Strength value of any weapon in the Seneschal's Banner with a starting Strength value of 4 or higher by 1, to a maximum of Strength 8.
- Favoured Scion:** *The Seneschal is blessed by the patronage of a prominent Magos of Ryza, granted their favour so long as they bring no dishonour to their name.* One model in the Seneschal's Banner may be upgraded with the Battle Standard Mark of the Ommissiah (see page 104) for free. This model must be part of a Questor Mechanicus Household to do so and the Household Force cannot contain another Battle Standard. However, if the Seneschal's Banner is ever Shaken, for the remainder of the battle the Battle Standard has no effect and the Seneschal cannot benefit from the Noble Sacrifice rules (see page 38 of *Adeptus Titanicus: Doom of Molech*).



HOUSE SIDUS QUESTORIS KNIGHT-MAGAERA

Ursangshou

A Knight-Magaera is a marvel of lost technology and stands amongst the rarest examples of Knight armour produced by the forge-fanes of the Mechanicum. Despite its rarity, the conflict upon Ryza revealed several dozen of their kind amongst the ranks of House Sidus, their numbers unleashed upon the Traitors during the Siege of Endeavour and the subsequent battles. Depicted here before departing Ryza after the recapture of Conveyance Terminal Nine-Omega, *Ursangshou*, like all Knights of House Sidus, takes its name from the stars recorded within ancient cartography records charted by Mankind's first explorers. Translated, the Knight's name meant '*Guard of the Stars*' and in recognition of its title, *Ursangshou* was amongst the first of House Sidus to give chase to the Traitors across the stars.

HOUSE TARANIS

The history of House Taranis is intrinsically linked to the existence of every Knight House, for it was the ancestors of House Taranis who were chosen to pilot the first Knight armours forged upon Mars during the Dark Age of Technology. It was from this foundation that all Knight Houses were created and as the fortunes of the Questoris Familia rose, so too did those of House Taranis. Chosen as the principal Knight House of Mars, House Taranis quickly swelled in size, standing firm beside their masters through the trials of the Age of Strife. When the Treaty of Olympus was ratified half of House Taranis took to the stars, embedded within the Expeditionary fleets while those left behind stood in defence of Mars as they had done for millennia.

As the first Knight House to join the Imperium, House Taranis fought across the galaxy from the genesis of the Great Crusade to its end, earning themselves innumerable honours on hundreds of worlds. In time, these disparate elements of House Taranis were recalled to Mars, yet rumours of discord within the Household reached the ears of many, for years of service away from the gaze of Mars had fostered independence in many of its Scions. Such discord was to escalate into violence during the Horus Heresy, for the loyalties of House Taranis were split between Mars and the Emperor, the two factions seeking the total destruction of the other. As the galaxy burned so too did the legacy of the House, their rich heritage standing for little in the face of such bitter hate.

The strife of House Taranis was not confined to Mars, for others of their number were scattered across the galaxy in support of the Expedition fleets. Those that remained loyal to the Emperor sought new patrons to aid them until such as House Taranis could return to Mars and reclaim what was denied to them. In small numbers, the Scions of House Taranis offered aid in return for new Scions and armours to fuel their efforts. The fortunes of the House waxed and waned as the Horus Heresy progressed, their numbers growing as new domiciles were found, only to be decimated once more in the fires of war. By the end of the Horus Heresy, House Taranis had died a hundred deaths and the handful that remained faced an uncertain future that spoke of a galaxy devoid of House Taranis.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

- 1 Grace of the Omnissiah:** *The Seneschal believes themselves blessed by the Omnissiah, having survived blows that would have felled others.*
Whenever the Seneschal's Banner suffers Critical or Devastating Damage, roll a D6. On a 6, the damage is reduced by one level, i.e., a Critical Hit becomes a Devastating Hit, a Devastating Hit becomes a Direct Hit.
- 2 Resolute Brotherhood:** *The Seneschal places great value in the notion of brotherhood, forming everlasting bonds with the Knights they command.*
When making an attack during the Movement phase as part of a Charge order, Knights within the Seneschal's Banner add 1 to the Dice value of the weapon they are attacking with for each additional Banner within the Seneschal's Lance within 3" of them (measure for each Knight separately).
- 3 Master at Arms:** *The Seneschal fights with precision, striking at the weakest point and overwhelming their foe.*
The Seneschal may issue Coordinated Strike orders to Banners within their Lance without the need to make a Command check. However, the Seneschal's Banner does not add 3 to the result of any of its Command checks, as described on page 38 of *Adeptus Titanicus: Doom of Molech*.



HOUSE TARANIS CERASTUS KNIGHT-LANCER

Hastam Glorïae

Hastam Glorïae, or 'Spear of Glory', seen here before the Storm of Endeavour bearing the traditional colours of House Taranis, was one of dozens of High Scions to lead the charge upon the entrenched Traitors. Though red and silver were the colours traditionally associated with Mechanicum vassal Houses, Taranis bore their own heraldry in recognition of the legacy of their ancestors as forefathers to all Knight Households in existence. At times, House Taranis Knights would temporarily don the colours of their liege lords when serving as protectors of distinguished Mechanicum personal. As the Horus Heresy dragged on and House Taranis became ever more reliant on aid supplied by Forge Worlds to survive, more and more of their number decorated their armour in Mechanicum colours in recognition of the debt they owed to their saviours.

HOUSE ZAVORA

As the colony ships of Mankind spread across the galaxy the means of their survival were often forged upon Mars, sent forth with technological marvels designed to ensure the prosperity of those seeking a new life. Many such expeditions were accompanied by complements of Knight armour devoid of name or legacy. It was one such complement that birthed House Zavora, for the Scions destined to form the House were stranded on Mars by the Age of Strife. Bereft of a means to venture forth into the wider galaxy House Zavora was forged in service to Mars, one of many tasked with the defence of its forges, aiding in the chastisement of House Morbidia. In service to Mars, the Knights of House Zavora took their place within the Great Crusade, bringing the glory of the Cult Mechanicus to the stars.

The fate of House Zavora remains open to much interpretation, for many of their number were stationed on Mars at the outbreak of the Horus Heresy and in the aftermath of war the loyalties they held meant little, for none survived the turmoil that enveloped the Red Planet. It stands to reason that some remained loyal to the Emperor while others sided with the Fabricator-General, just as those of the Household elsewhere suffered divisions in loyalty. In this manner, the loyalties of House Zavora remain impossible to clarify, for while stories of handfuls of their Scions marching alongside the Warmaster's forces are not unknown, they are juxtaposed by the actions of House Zavora upon the Forge World of Ryza and a number of other battlefields recorded elsewhere. Indeed, it was their service to Ryza that saw House Zavora restored to a measure of their former power, this Loyalist faction undermining the Traitor forces across the Ultima Segmentum.

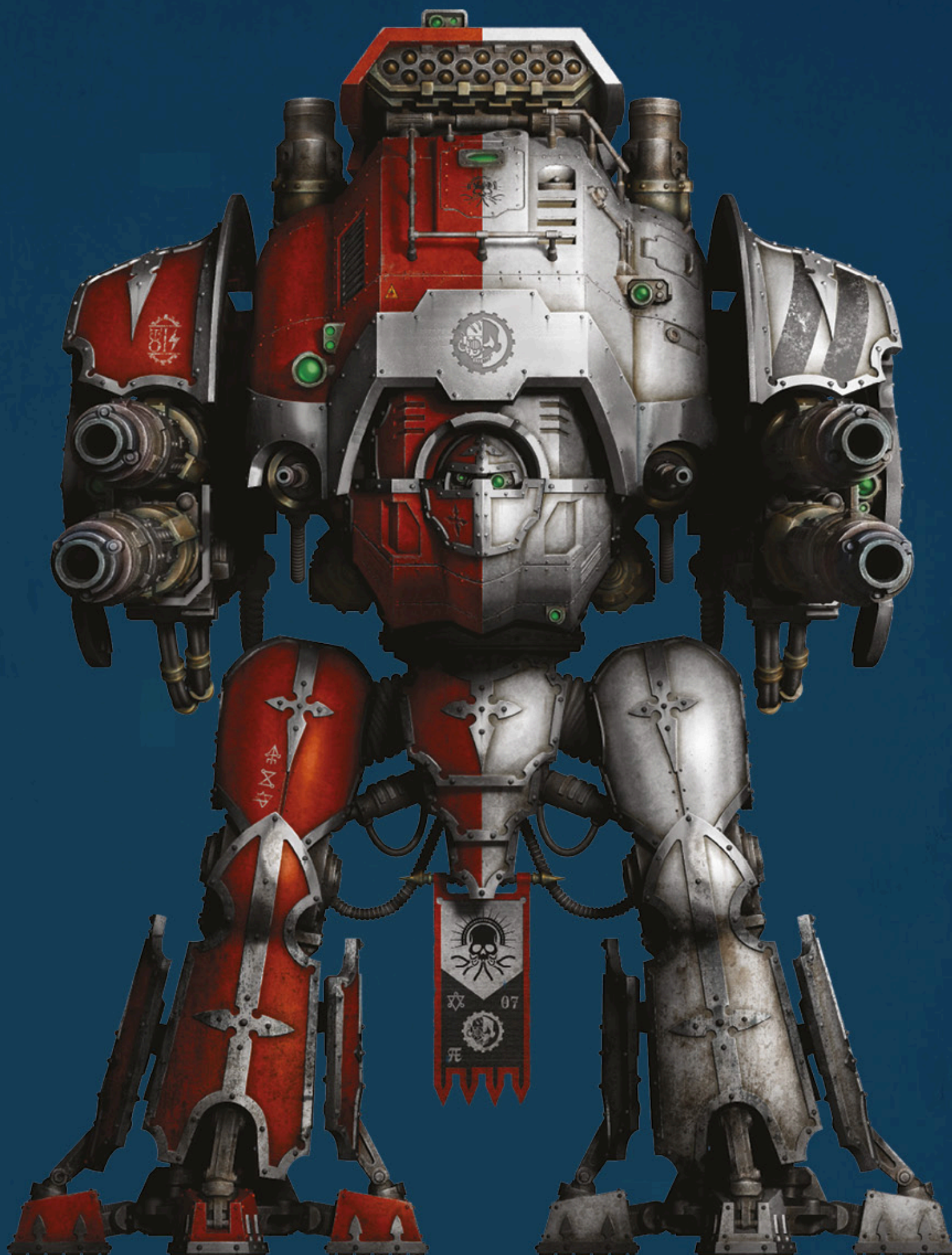
The ties that House Zavora held to the Mechanicum influenced much of the Household's traditions, many of their Scions being inducted into the baser mysteries of the Mechanicum's secret arts; it was exceedingly common for the Scions of House Zavora to bear esoteric augmentations or even to be sealed eternally within their Knight armour as an ultimate sign of their devotion. These habits, often viewed as deviant amongst the more puritan supporters of the Imperial Truth, consigned House Zavora to serve solely alongside Mechanicum forces with only a handful of Scions embedded in Expedition fleets.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

- 1 Progeny of Mars:** *The Seneschal can trace their line back to Mars itself and will honour that legacy until their dying breath.*
As long as the Seneschal is on the battlefield, the Seneschal's Banner cannot be Shaken. In addition, Banners within the Seneschal's Lance may be issued First Fire orders without the need to make a Command check.
- 2 Sacred Armament:** *The Seneschal wields deadly weapons forged during the Dark Age of Technology and advocates caution lest they fall into the hands of their enemy.*
Models in the Seneschal's Banner increase the Dice value of any weapon without the Melee trait by 1. However, Banners within the Seneschal's Lance may not be issued Full Stride or Charge orders.
- 3 Broken Soul:** *The Seneschal has seen all they love burnt to ash and is now a husk of their former self, existing only because duty demands it.*
When the Seneschal's Banner suffers a Direct Hit, roll a D6. On a 5 or 6, the hit is ignored. However, the Seneschal's Banner does not add 3 to the result of any of its Command checks, as described on page 38 of *Adeptus Titanicus: Doom of Molech*.



HOUSE ZAVORA ACASTUS KNIGHT PORPHYRION

Ommissiah's Will

One amongst many Households standing as protectors of Mars, House Zavora remained one of the most ardent adoptees of Mechanicum beliefs and rituals. The Scions of House Zavora were known to bear augmentations that help establish a deeper bond with their armour. In rarer instances long-serving Scions, such as Gafrali Bex, commander of the *Ommissiah's Will*, pictured here before its departure from Mars during the Great Crusade, participated in elaborate rites that saw them permanently sealed within their armour. Amongst the greater Imperium, many saw such a practice as barbaric, yet to House Zavora it was the greatest honour and the pinnacle of their devotion to the Ommissiah.

HOUSE MORBIDIA

Originating on Mars during the earliest days of the Age of Strife, House Morbidia began as a rival to the Knight Houses of Taranis and Zavora for power and the favour of the Omnissiah's priesthood. During those dark and lost centuries, however, House Morbidia erred and, for crimes since expunged from the datacores of Mars, Morbidia was censured and condemned by the Fabricator-General. It fell to Taranis and Zavora, amongst others, to bring judgement down upon them through a series of bitter and bloody battles. In defeat, the price of survival was the eternal servitude of the House to the Fabricator-General of Mars, "...until such times as the stars themselves burned cold."

In this way, House Morbidia, more commonly known as the *Pact of Morbidia*, served as enforcers for Mars across the galaxy, little more than slave-warriors condemned to live and die at the will of the Fabricator-General. Though such shame would be the death of many a House, the Scions of Morbidia revelled in their new role, gaining infamy for their merciless nature and unrepentant lust for slaughter. By virtue of their ties to the Fabricator-General, House Morbidia never wanted for materiel, equipped with Knight armours of the highest standard and lavished with attention in a manner akin to the way one might treat a favoured pet. Often, they would march to battle alongside the Titans of Legio Mortis, both forces instilled with the will of the Fabricator-General to punish those who had erred against them.

As the Horus Heresy dawned and the Fabricator-General of Mars sided with the Warmaster, so too did House Morbidia, disseminated throughout the Traitor fleets across the galaxy. In support of Legio Mortis and Legio Magna, as well as independent Dark Mechanicum battlegroups, House Morbidia fell upon the servants of the Emperor with gleeful savagery. In this they gained a measure of independence denied to them for millennia, for many amongst their number were freed from the gaze of Mars. Though their servitude remained unbroken, the horrors of war offered brief moments of freedom for the Knights of House Morbidia, allowing them to indulge in their darkest habits and in this manner did corruption take root within their House, slowly moulding them into little more than savage creatures.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

- 1 Blackhearted:** *The Seneschal cares not for the weakness of mercy and revels in the cries of fear and the shedding of blood.*
When making an attack during the Movement phase as part of a Charge order, Knights within the Seneschal's Banner may re-roll Hit rolls of a 1.
- 2 Devoid of Virtue:** *The Seneschal possesses a dread reputation, striking fear into the hearts of any that oppose them.*
At the end of the Movement phase, enemy Knight Banners within 6" of the Seneschal's Banner must check to see if they are Shaken, as if one or more Knights within their Banner had been destroyed.
- 3 Rule through Fear:** *The Seneschal controls their warriors through terror, knowing they will not break if they fear their commander more than their enemy.*
Banners within the Seneschal's Lance cannot be Shaken while the Seneschal is on the battlefield. However, the Seneschal's Banner does not add 3 to the result of any of its Command checks, as described on page 38 of *Adeptus Titanicus: Doom of Molech*.



HOUSE MORBIDIA CERASTUS KNIGHT-ATRAPOS

Ire of Mars

Owing to grievances wrought against the Fabricator-General during the Age of Strife, grievances since stricken from the records of the Mechanicum, House Morbidia were devoid of free will, making war at the whim of Mars during the Great

Crusade. The considerable firepower offered by the weapons of a Knight-Atrapos such as *Ire of Mars* proved ideal for penal duties against elements of the Mechanicum that defied Mars. The combat experience House Morbidia gained as the personal enforcers of the Fabricator-General proved immensely useful during the Horus Heresy, for they were one of the few Households that had previously tested their mettle against members of both the Titan Legions and Questoris Familia before the Warmaster's betrayal.

HOUSE IOEDEN

The tale of House Ioeden is a bitter one, for the Household once stood as guardians of two dozen worlds, lords of an empire grander than most. So great was their prowess that even the Age of Strife and the predations of foul xenos could not topple them, for they stood strong against the horrors unleashed upon the galaxy. Yet their good fortune was not fated to last forever and it was ambition and pride that would see their downfall. Though much has been lost from the records of the House, it is clear that treachery from within toppled its empire, for as brother turned upon brother anarchy enveloped their worlds. In time, the Knights of House Ioeden became little more than raiders, warbands of once-honourable Knights clinging to the shadows as they sought to reclaim a sliver of what they had once possessed.

Raiders they remained until the coming of the Imperium and though House Ioeden resisted Compliance at first, they were enticed to the Emperor's side by promises that, in time, their empire would be restored and their Household united once more. Holding to their oaths, detachments of House Ioeden joined the Expeditionary fleets of the Great Crusade, each disparate element falling under the command of one who desired the title of High King once their House stood united. As the decades passed the Imperium held true to its world, restoring those worlds lost to House Ioeden – yet it was not House Ioeden who would rule but lesser men born upon foreign worlds. As more of their ancestral land fell into the hands of others, hope within House Ioeden was replaced by bitterness. It took little effort for the Warmaster to bring the Household to his side, promising them their worlds if they could but take them from the hands of the Emperor.

Motivated by their desire to regain the power they had once held, House Ioeden spat upon their oaths, uniting for the first time in millennia. Whole again, their Knights fell upon their home world of old, butchering those loyal to the Emperor and ruling those that remained with an iron fist. Yet House Ioeden were not destined to return to glory for they quickly fell upon one another, splintering into factions as many sought to ascend above their peers. Riven by distrust, it took little effort for others to seize their worlds, casting House Ioeden into exile. No longer beholden to honour, duplicity and misdirection became the weapons of the House, their Knights often marching into battle bearing the heraldry of ancient Households before falling upon their erstwhile allies, only later events revealing that it was House Ioeden that had perpetrated such treacheries. Little remained of the coherent entity they had once been, for the Knights of House Ioeden once more became raiders, making war from the shadows in the Warmaster's name, searching for glory long denied to them.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

- 1 Hidden Loyalties:** *The Seneschal is a snake, concealing their loyalties until betrayal will deliver the deadliest of blows.*
During the Movement phase of the first round, so long as the Seneschal is on the battlefield, Banners within the Seneschal's Lance can not be targeted by an enemy attack as long as they have not been activated yet that phase.
- 2 Dishonourable:** *The Seneschal believes a fair fight is one already lost and seeks victory through any means.*
Models within the Seneschal's Banner add 1 to their Armour rolls when making attacks against enemy units while within that unit's Side or Rear arc, in addition to any other modifiers.
- 3 From the Shadows:** *The Seneschal wields misdirection like a weapon, never revealing their plan until the last possible moment.*
At the start of the Strategy phase of the first round, Banners within the Seneschal's Lance may be redeployed. These redeployed units can be placed anywhere that they would normally be allowed to deploy by the mission being played.



HOUSE IOEDEN CERASTUS KNIGHT-CASTIGATOR

Rightful Monarch

Piloted by Malikkia Ioeden, the *Rightful Monarch*, pictured here during the Scourge of Nighale in 001.M31, bears the official colours of the Household from when it once reigned over a stable empire. Since the fracturing of House Ioeden during the Age of Strife, no single High King had ruled, with many claimants vying for supremacy of the Household at any one time. Malikkia was one such claimant and gained significant support during the waning years of the Great Crusade thanks largely due to the favour the Warmaster showed to him. The iconography displayed on the banner of *Rightful Monarch* showcases the blood duels Malikkia had fought against other claimants, with the sword representing his martial supremacy and the two kill markings the 'usurpers' who had fallen to his blade.

HOUSE OROBORN

When news of treachery perpetrated by House Oroborn reached the wider Imperium, many doubted the veracity of such information, for the Household once held a fierce devotion to both Imperium and Emperor. It was the Great Crusade that revived the fortunes of House Oroborn, finding the Household engaged within a centuries-old war with xenos creatures and perched upon the edge of extinction. Saved from death by the armies of the Imperium, the Household swore oaths of eternal servitude, their Scions taking their place upon departing Expeditionary fleets even as representatives from the Mechanicum rebuilt their broken world.

The true motivations behind House Oroborn's eventual betrayal will forever remain hidden, yet many speak of a malaise that gripped the Knights of House Oroborn in the years before the Istvan Massacre. In time, many of the Household's Scions returned to their home world, gathering in great numbers as they sought to purge that which now gripped their House. It was fear that drove their actions for, though known by few outside House Oroborn, the affliction that had fallen upon the Household was predicted by an ancient prophecy foretold in ages past, telling of a time of woe where House Oroborn would cease to be. Though such beliefs were opposed by the Imperial Truth, it appeared superstition held firm and House Oroborn lent every effort to avoid their supposed fate as more Scions returned bearing signs of sickness. Fearful of retribution by the wider Imperium House Oroborn turned inwards, hiding from their duties and the prying eyes of others. It was then agents of Warmaster approached House Oroborn, offering them salvation if they would but swear new oaths of fealty to the Warmaster above all.

The fate of House Oroborn was not revealed for many years. When they took to the field of battle once more they did so beside the Warmaster, turning against the Imperium in their desperation for survival. Tragically, their betrayal did nothing but seal such a fate, for the sickness that had stricken House Oroborn only festered, corrupting all it touched. Those who had once counted House Oroborn as their allies wept to see the defilement of its once-proud Knights, for what strode beside the Warmaster resembled little of what had once been, consumed by fear and suffering until only husks remained.

Household Specific Knightly Qualities

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

D3 KNIGHTLY QUALITY

- 1 All But Dead:** *A foul change has gripped the Seneschal, for they feel neither pain nor joy, driven only by a burning need to conquer in the name of the Warmaster.*
As long as the Seneschal is on the battlefield, the Seneschal's Banner cannot be Shaken. In addition, reduce the Strength value of any attack made against the Seneschal's Banner by 1, to a minimum of 1. However, the Seneschal's Banner does not add 3 to the result of any of its Command checks, as described on page 38 of *Adeptus Titanicus: Doom of Molech*.
- 2 Noxious:** *The joints of the Seneschal's armour weep foul fluids, each drop rusting armour and decaying flesh.*
Any unit, friend or foe, within 2" of the Seneschal's Banner when it is activated in the Combat phase suffers D3 S4 hits. Titans suffer these hits to their Legs. House Oroborn units are not affected by this rule. However, the Seneschal's Banner may not include a Battle Standard.
- 3 Last of their Line:** *The Seneschal has so far staved off the worst of the corruption rooted within their Household and seeks an honourable death before they too are consumed.*
As long as the Seneschal is on the battlefield, Banners within the Seneschal's Lance may be issued Charge orders without the need to make a Command check. However, at least one Banner within the Seneschal's Lance must be given Charge orders in every round from round 2 onwards if possible.



HOUSE OROBORN KNIGHT WARDEN

Shield of Hope

Though few outside the Household knew the true impetus that drove House Oroborn to treachery, evidence of corruption was clear upon their forms when the House reemerged alongside the forces of the Warmaster. Every Knight armour of House Oroborn displayed signs of decades of decay, with many of their armours coated in rust, while others leaked noxious fluids from the joints, each drop corroding anything it touched. Perhaps the most tragic sign of corruption were the scattered vox fragments Imperial forces received when attempts were made to communicate with the Scions of House Oroborn, the endless cries of agony hinting at the dark fate that had befallen the Household.



NARRATIVE MISSIONS: THE DEFENCE OF RYZA

"Look at what they have become. How wayward must they be to see a world of such enlightenment as nothing more than a plaything for their ambitions."

Princeps Ultima Hendril, Legio Crucius

The Defence of Ryza was just one of many battles fought as the Warmaster made his final moves upon Terra. Aware that the Forge World possessed vast manufacturing capabilities and the ability to supply Imperial forces that could assail his flanks and rear, the Warmaster dispatched a significant Dark Mechanicum force to seize control of the world and its resources. Although the primary goal was to claim the world for the Warmaster, it was impressed upon his allies that, should they be unable to do that then it must be hamstrung and broken. In keeping with its commanders, the force that marched upon Ryza contained not a single Legiones Astartes warrior but instead was made up from cohorts drawn from dozens of Traitor Forge Worlds, all of whom wished to plunder Ryza. Alongside them came the

Titan Legions and Knight Households, including a significant strength of both Legio Vulturum and Legio Magna. Although the strength mustered possessed the capability of levelling a system with ease, Ryza presented a difficult target. Even before the Horus Heresy began, the Forge World had been preparing its defences, awaiting a conflict they feared would come. Since Mars had become engulfed by war, Ryza had further cemented its position as a prominent Forge World, drawing allies with once-close ties to Mars to its side. From Ryza Secundus to the fortified forge cities spanning the entire globe, the Traitors faced an uphill battle if they sought to conquer the world, made all the harder by their desire to preserve as much as they could for themselves.

PLAYING BATTLES IN RYZA

The Defence of Ryza setting offers players a range of battlefields, missions and stories to bring to life in their games of Adeptus Titanicus. Each of the Adeptus Titanicus styles of play can be adapted to the setting using the missions presented on the following pages, the Battlefields of Ryza appendix on page 106, or drawing from the events of the Defence of Ryza background. For Open Play, the different Titan Legions, missions and battlefield rules can all be applied as desired, the players adding some or all of these aspects of the setting to their games. For Matched Play, the Legio rules are balanced against each other so that they can be used in more competitive games, while the Battlefields of Ryza rules equally affect both players. Finally, Narrative Play brings some of the iconic moments of the Ryza campaign to life and can be used as either standalone games or linked together using the Adeptus Titanicus campaign system presented in *Adeptus Titanicus: Titandeath* or *Adeptus Titanicus: Shadow and Iron*. In this section is a collection of missions designed to be used with Narrative Play (see the *Adeptus Titanicus* rulebook). Each mission recreates a specific action or moment from the Ryza campaign, allowing players to refight a pivotal battle between the defenders of Ryza and the Warmaster's forces.

BATTELGROUP POINTS

Many of the Narrative missions in *The Defence of Ryza* have been designed where one side or the other has the upper hand, and in some the best either the Traitors or Loyalists can hope for is to make their enemies pay in blood before they are forced to retreat, the victory conditions reflecting the differing goals of either side. The points level for battlegroups has been left as a guideline, allowing players to field the models they have in their collections. When altering the points level, players should retain the points ratio between Loyalists and Traitors to keep the intended balance of the mission. For example, if the Traitor force was 3,000 points and the Loyalist force was 2,000 points, then whatever the new points total was, the Traitor force would have 33% more points than the Loyalists.

DESIGNER'S NOTE

Loyalists and Traitors

Narrative missions focus in on specific battles or engagements and often include the major Titan Legions who were present at the time. These Titan Legions were not the only forces present and smaller contingents of both Loyalist and Traitor Titan Legions could easily have been drawn into the escalating conflict.

When playing any of these missions players should feel free to substitute their own Legio for those that follow, choosing one side to represent the Traitors and the other the Loyalists. In the case of missions pitting Knights against Titans, players can alter them so that both sides are fielding Knights or both sides are fielding Titans should they desire.

THE BATTLE FOR RYZA SECUNDUS: LAST STAND

Ryza Secundus was the first to feel the wrath of the Traitors when the Warmaster's allies descended upon the Forge World. Constructed during the Age of Strife, Ryza Secundus was, in scale, more a moon than a space station, its colossal structure only swelling in size throughout the millennia and in the wake of the prosperity brought by the coming of the Great Crusade. Concealed within its form were vast cargo and docking bays capable of sustaining all but the largest of Expeditionary fleets, the station's interior so cavernous that battlegroups of Titans could stand tall within if so desired. Connecting these bays was a honeycomb of tunnels and accessways, some suitable only for the passage of a servitor while others allowed the Knights of the Questoris Familia to walk three abreast, all while mag trains ferried supplies across Ryza Secundus through the same passageways.

Ryza Secundus did not merely serve a logistical purpose, for it stood sentinel over the approach to the planet, the nerve centre of smaller defence satellites scattered around the Forge World. Interlinking rings encircled the central structure bearing extensive arrays of weapon batteries chosen to combat any conceivable threat that might encroach upon Ryza's sovereignty. These defences were supplemented by larger batteries, located on the central structure, of a scale more often seen on the largest battleships of the Imperium's fleets. Some were unique in design, forged by the hands of the Omnissiah Igvita using knowledge gleaned from millennia of innovation and refinement. As an entity, Ryza Secundus ensured the Forge World was all but unassailable by direct means, for even were a force to overwhelm it, they would likely no longer possess the numbers required to claim the surface.

It is for this reason that the advancing Traitors, led by Yuritus Omicron, Fabricator-Locum of Estaban VII, looked to subtler means to secure their prize. Hampered by the Fabricator-Locum's desire to leave as much of Ryza untouched as possible, to better claim the Forge World as his own, the Traitors launched a dozen vessels far in advance of their main fleet, each one a modified cruiser laden with troops intended for Ryza Secundus. These vessels slipped into the Ryza system over a period of weeks, each one powering down their systems to avoid detection by patrolling ships. Thus concealed, the Traitor vessels slowly made their way towards Ryza Secundus, powered by momentum alone. By virtue of meticulously calculated trajectories, this vanguard fleet was in range when the remainder of the Traitor fleet transitioned into the Ryza system. When battle was joined the vanguard unleashed thousands of boarding craft upon the station, flooding its hallways with Traitor troops. Such numbers were swelled by the Knights of House Morbidia as more of the station was lost to the defenders and its defences powered down. Opposing them were a handful of Knights of House Vornherr and, when defeat seemed inevitable, the Loyalists retreated inwards, selling their lives dearly so the guns of Ryza Secundus could sound for a few more hours.

Battlegroups

One player controls the forces of House Morbidia while their opponent controls those of House Vornherr. Each player selects a Knight Household force as described on page 34 of *Adeptus Titanicus: Doom of Molech*. Both players' forces should have a Battle Rating of up to 1,250 points. Neither Household force may have supporting Titans.

Battlefield

The battle is played on a 4'x4' board. In the centre of the board, mark out a 24" x 24" section, representing the central control station of Ryza Secundus. This area should be sparsely populated by cargo crates and other industrial scenery. Several sections of the remaining board area, each at least 6"x6", should be designated as station walls and count as blocking terrain. There should be at least one clear route between each board edge and the central area.

Stratagems

The House Morbidia player has no Stratagems for this battle. The House Vornherr player has 2 Stratagem points which can be spent on Battlefield Assets (see the *Adeptus Titanicus* rulebook).

MISSION SPECIAL RULES

Silence Falls: As more of the station falls under the control of the Traitors, Ryza Secundus' guns fall silent, allowing further landing craft access to the station. At the start of the battle, divide the central control station area into four sections of equal size. In the End phase of each round, determine which player controls each section. To do this, both players should calculate the total Scale of each player's models in a section; each Knight should be calculated separately (i.e., a Banner of three Questoris Knights would count as a Scale 9). The player with the highest Total Scale controls that section. If both players have the same Total Scale, or neither player has units in a section, the House Vornherr player controls that section.

In this mission, when a House Morbidia Knight Banner is destroyed, place that Banner to one side. Once possession of the control station sections has been calculated, the House Morbidia player may return a single destroyed Knight Banner to the battlefield for each section they control. When a unit arrives in this way, they are placed within 3" of a board edge.

Deployment

The House Vornherr player deploys their Knight Banners anywhere within the area denoting the central control station area. The House Morbidia player then places their Knight Banners within 6" of a board edge.

The First Round

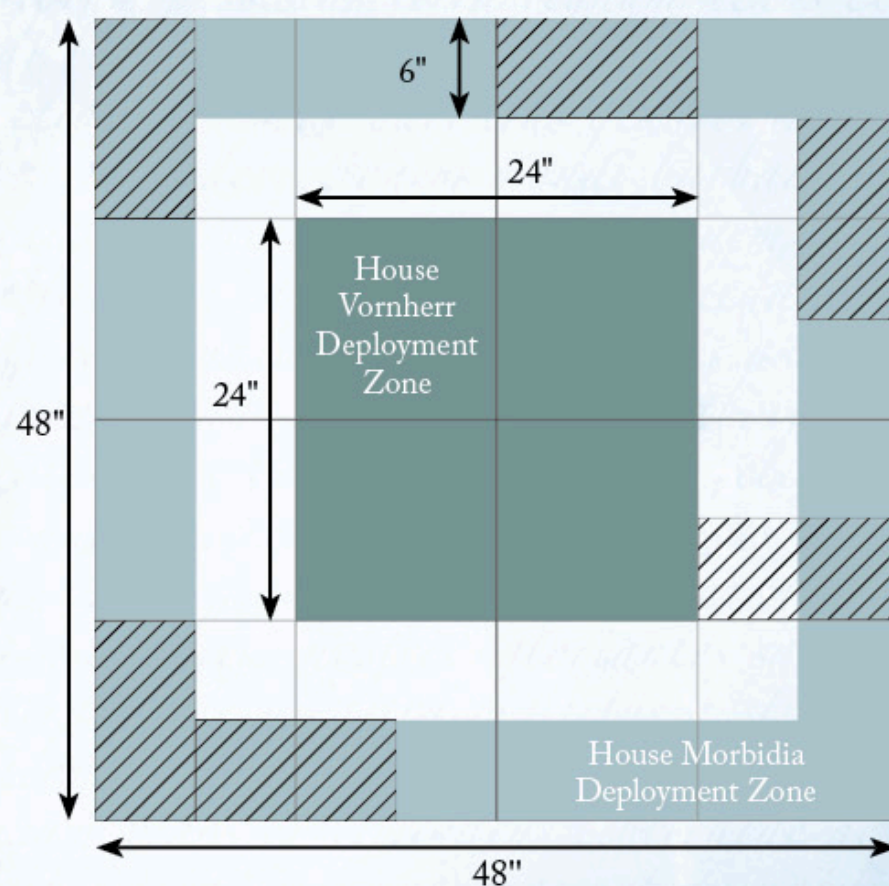
In the first round, the House Morbidia player chooses who will take the Opus Titanica and be the First Player.

Battle Length

The battle lasts for five rounds, after which either the House Vornherr player has fallen, or they have stood defiant long enough for the guns of Ryza Secundus to severely damage the Traitor fleet. If all units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, calculate which player controls each section of the central control station area. Whoever controls the most sections claims victory. If both players control the same amount of sections, the game is a draw.



THE TREACHERY OF HOUSE IOEDEN: AMBUSH

With the fall of Ryza Secundus the way to the Forge World was open, yet it did not stand unguarded. Across the surface of the world orbital defences were spurred into life, their barrels turned upwards to the skies in anticipation of the impending invasion. The loss of Ryza Secundus had left Ryza isolated from the wider galaxy but it had not left the world unprotected. Initial forays by the Traitors were easily repelled, many of the landing craft blasted from the sky and what remained proved easy pickings for the Loyalist forces stationed across the world. Once more, when direct methods proved untenable the Traitors moved to more duplicitous means, calling upon those whose allegiances were not as they appeared.

The arrival of the Traitor fleet had served as the herald for dissidents to emerge from the shadows and soon sporadic warfare broke out across Ryza, an angered minority seeking to upend the current order and replace it with another, far more sinister one. In reality, hastily assembled forces of manufactoria workers and rebel Tech-Priests were of little threat to the power of a Titan Legion or the vast ranks of the Mechanicum Taghmata but they did much to hinder the efforts of the Loyalists, spreading their forces thin across Ryza as the Hierophant Technis sought to impose order upon the planet once more. In this, the dissidents achieved their goal, for their desire was not conquest but distraction, splitting up the defenders until a vital target proved vulnerable enough for the Traitors in orbit to exploit.

Such an opportunity presented itself at Conveyance Terminus Nine-Omega, an expansive spaceport located on the southern continent. A vital hub of transport and storage, Conveyance Terminus Nine-Omega was the largest of its kind on Ryza, used as both a centre of export and a staging ground for military forces, capable of supporting vast legions of troops should it be required. At the time of invasion, Conveyance Terminus Nine-Omega was garrisoned by a battlegroup of Legio Honorum Titans and the Knights of House Ioeden, a minor House known for their actions as raiders – skills that had proved helpful to Ryza when they had sought supplies to fuel their industry in the preceding years of the Horus Heresy. When insurrection saw the fall of a forge-fane near Salvation Isthmus, the threat was deemed considerable enough to require the attentions of Legio Honorum. Led by the Princeps Seniores Galxexu, the Titans of Legio Honorum moved to recapture the forge-fane, safe in the knowledge that the orbital defences of Conveyance Terminus Nine-Omega, in conjunction with the Knights of House Ioeden, would ensure the spaceport's safety in their absence. It was only upon returning to the spaceport, as a cacophony of warnings announced the impending descent of the Traitors upon Conveyance Terminus Nine-Omega, that Galxexu released his mistake, one that would ultimately prove fatal to himself and much of Ryza.

Battlegroups

One player controls the forces of House Ioeden while their opponent controls those of Legio Honorum. The House Ioeden player selects a Knight Household force as described on page 34 of *Adeptus Titanicus: Doom of Molech*. The Legio Honorum player selects a battlegroup as described in the *Adeptus Titanicus* rulebook. The House Ioeden player should have a Battle Rating of up to 1,500 points, and cannot include any supporting Titans, while the Legio Honorum player should have a Battle Rating of up to 2,000 points, and cannot include any Knight Banners or Psi-Titans.

Battlefield

The battle is played on a 6'x4' board. The House Ioeden player chooses a short board edge – this is the escape route. The opposite short board edge represents the walls of Conveyance Terminus Nine-Omega. The area within 12" of the escape route should contain minimal terrain. The rest of the board should be set up with a dense amount of terrain, representing the warehouses that surrounded the spaceport, with empty sections running between the short board edges representing roads.

Stratagems

Both players have no Stratagems for this battle.

MISSION SPECIAL RULES

Ambush: The forces of Legio Honorum splintered in the race to reach the spaceport before the Traitors landed, ignorant of the impending betrayal which left them disorganised when the ambush was sprung. No Orders may be issued to Loyalist units during the first round.

Traitors' Descent: The landing craft of the Traitor force descended upon Conveyance Terminus Nine-Omega as House Ioeden enacted their ambush, buying time for their allies to disembark. Starting from the fourth round, instead of activating a Knight Banner the House Ioeden player can make up to two attacks against an enemy Titan. These attacks are resolved as if originating from a Warlord Belicosa Volcano Cannon Arm Weapon, measuring the range from the spaceport walls board edge. If the target unit is within 12" of the escape route board edge, the attack is presumed to be 25% obscured. Otherwise, the target is presumed to be at least 50% obscured.

Deployment

The Legio Honorum force is deployed first. To do this, players take it in turns, starting with the Legio Honorum player, to place a Titan, or Titan Squadron, anywhere on the battlefield more than 12" from the escape route board edge and at least 6" from any Legio Honorum unit already deployed – Titans that are part of the same Squadron may be deployed at least 3" away from each other instead of 6". If, for whatever reason, a unit cannot be placed in this way, they are deployed anywhere within 24" of the spaceport walls board edge.

The House Ioeden player then deploys their force, placing their Knight Banners anywhere on the battlefield more than 12" from the escape route board edge and at least 12" from an enemy unit. Any Banner that cannot be deployed in this manner is placed touching a board edge of the House Ioeden player's choice, as long as the unit is more than 12" from the escape route board edge.

The First Round

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

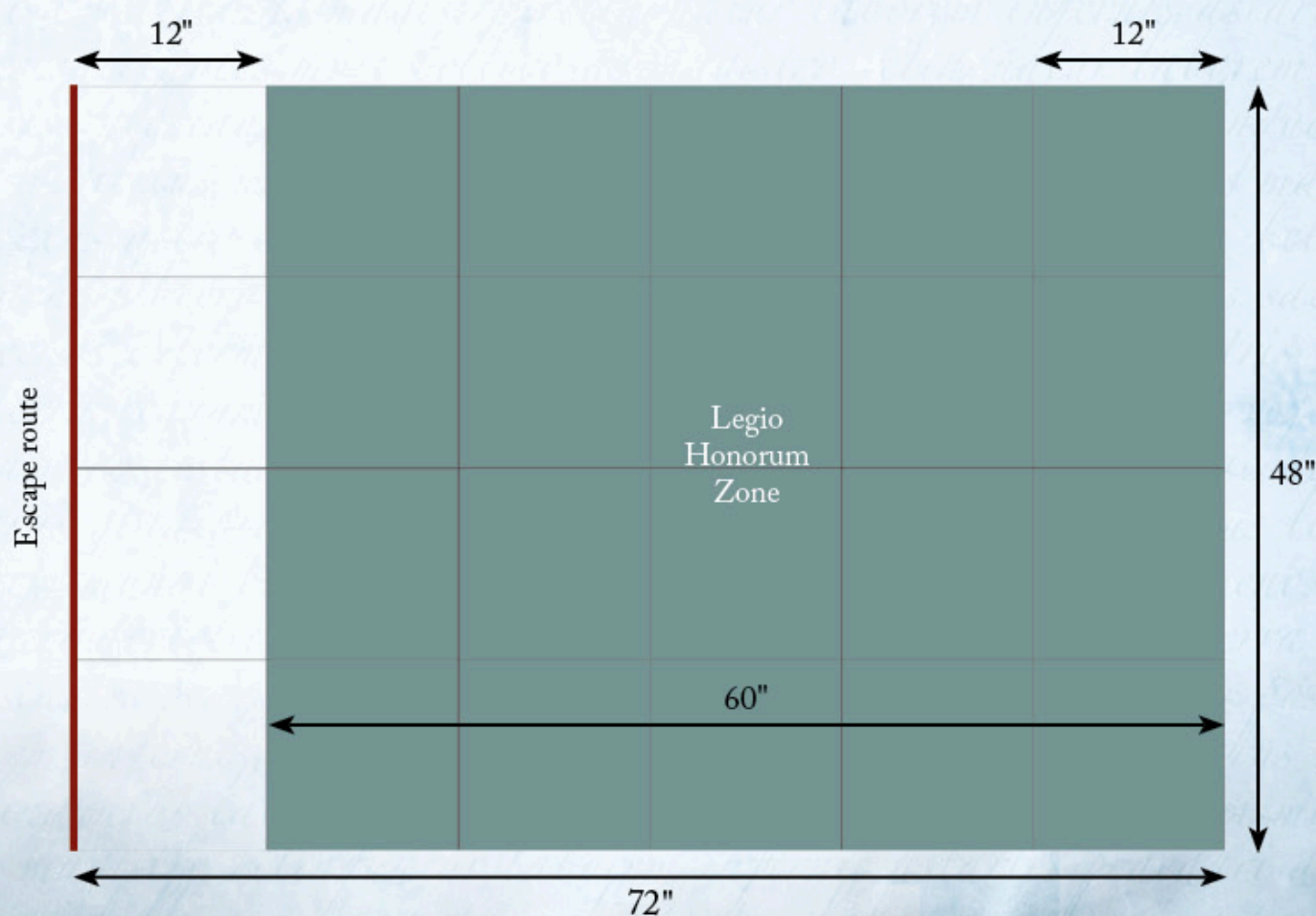
Battle Length

The battle lasts for six turns, after which either Legio Honorum has broken free of the ambush or House Ioeden has succeeded in running them down. If all the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, calculate the total points value of Legio Honorum Titans within 12" of the escape route board edge; a Titan which has not been destroyed but which is Structurally Compromised is worth only half their points (rounding up). If the total points value is at least 50% of Legio Honorum's starting Battle Rating, the Legio Honorum player claims victory. Otherwise, the House Ioeden player claims victory.

If the battle ends because all of the House Ioeden's units have been destroyed, the Legio Honorum player needs only have 25% of their total starting Battle Rating within 12" of the escape route board edge to claim victory.



A ROAD LESS TRAVELLED: ASSAULT UPON THE FORTRESS

Thanks to the treachery of House Ioeden, who had masqueraded as allies to Ryza for three standard years, Conveyance Terminus Nine-Omega had fallen, allowing the Traitors to bring the full weight of their forces down upon the planet. The Loyalists made attempts to retake the captured land but such efforts were in vain, for the defenders lay scattered across Ryza and fear of further betrayal lent caution to their actions, unwilling to amass in force lest the Traitors secure another landing zone. Faced with no organised resistance, the Traitors were able to consolidate their conquests, seizing ever more territory in their quest to dominate all of Ryza. Their first goal was to secure passage to the northern continent, forcing the Loyalists to fight a war on two fronts.

To achieve such a goal, a significant proportion of strength from both Legio Vulturum and Magna was assembled, placed under the command of Princeps Ultima Scindus Tepfra. While their allies gathered at Conveyance Terminus Nine-Omega to secure their ill-gotten gains, the combined battlegroup marched for Salvation Isthmus, an artificial stretch of land that spanned the oceans of refuse between the northern and southern continents. One of many isthmuses to connect the two continents, Salvation Isthmus was the most important, not only due to its proximity to Conveyance Terminus Nine-Omega but also because it played host to a string of manufactoria that worked to recycle discarded products extracted from the Sea of Reclamation, a vast ocean of industrial run-off and effluent that spanned much of the world. The loss of Salvation Isthmus, combined with the fall of Ryza Secundus, would be a potential fatal blow to the Loyalists for it would then only be a matter of time before a war of attrition would drain the Forge World's reserves, leading to the fall of its defenders.

Tepfra was not the only one to recognise the importance of Salvation Isthmus and even in times of peace the Titans of Legio Crucius had garrisoned the isthmus, a Titan Legion fortress constructed along the northern coast line. This fortress proved vital to the Loyalist defence, for it possessed numerous repair cradles that allowed the Warmongers to withdraw engines from the front line for repair, replacing them with reinforcements already tended to by the ministrations of the Titan Legion's Tech-Priests. Combined with the narrowness of Salvation Isthmus, the superior numbers of the Traitors mattered little, grinding the conflict to a halt with neither side able to claim victory. Seeking to break the stalemate, Tepfra devised a new plan, sending the Flaming Skulls forwards to tie up the Warmongers upon Salvation Isthmus. Meanwhile, the Gore Crows submerged themselves beneath the Sea of Reclamation, their Titans resistant to the heat and caustic nature of its contents. Though several engines of Legio Vulturum were lost to the sea's hazards, enough emerged on the northern shore to present a viable threat to the Legio Crucius fortress. If the fortress were to fall it all but guaranteed the conquest of Salvation Isthmus, with the Traitors able to descend upon its defenders from both sides. Though battered by days of war and unprepared for the sudden assault, the Warmongers engaged their foe, hoping to drive them back into the sea they had emerged from.

Battlegroups

One player controls the forces of Legio Vulturum while their opponent controls those of Legio Crucius. Both players select a battlegroup as described in the *Adeptus Titanicus* rulebook. The Legio Vulturum player's force should have a Battle Rating of up to 3,000 points, while the Legio Crucius player's force should have a Battle Rating of up to 2,000 points. Each force must consist of at least one maniple. The Legio Vulturum player's force may not include Knight Banners.

Battlefield

The battle is played on a 4'x4' board. The Legio Vulturum player chooses a board edge. The opposite board edge is the Legio Crucius board edge. The battlefield within 8" of the Legio Vulturum board edge represents the Sea of Reclamation and counts as Difficult terrain. The area within 18" of the Sea of Reclamation board edge should contain a sparse amount of terrain representing industrial debris and rocky outcrops. The rest of the boards should contain a moderate amount of terrain, representing the fortress of Legio Crucius. Any walls should have multiple breaches, representing a sudden barrage by the Gore Crows as they emerged from the sea.

Stratagems

The Legio Vulturum player has no Stratagems for this battle. The Legio Crucius player has 3 points which can be spent on their choice of Battlefield Assets (see the *Adeptus Titanicus* rulebook).

MISSION SPECIAL RULES

From the Depths: The fortress of Legio Crucius was constructed upon the coast of the Sea of Reclamation, strategically close to Salvation Isthmus, the sea itself deemed impassable – a theory Legio Vulturum proved wrong. At the start of the battle, only some of the Legio Vulturum force had emerged from the sea, the rest kept in reserve and surfacing as the battle progressed.

At the beginning of the second round, and each round after that, before determining the First Player, the Legio Vulturum player may roll 2D10 to see how many of their reserves have emerged from the sea. They may then bring on a number of units kept in reserve whose total Scale is equal to or less than the number rolled. For example, if a 13 was rolled, the player could bring on a Warlord Titan (Scale 10) or two Warhounds (total Scale 12).

When a unit arrives in this way, it can be placed anywhere within 8" of the Legio Vulturum board edge more than 4" from an enemy unit, and activates normally that round.

Repair Cradles: After the board has been set up, but before either player deploys any units, the Legio Crucius player chooses two buildings at least 12" from their board edge and more than 15" from one another. These are Repair Cradles, vital pieces of infrastructure that enable Tech-Priests to repair the Warmonger Titans with relative ease before sending them back into battle. The destruction of these would do much to push the Loyalists back.

Repair Cradles count as Battlefield Assets (see the *Adeptus Titanicus* rulebook), with the exception that Hit rolls do not suffer the penalties normally applied to Battlefield Assets, i.e., -1 for Short range and -2 for Long range. In addition, Repair Cradles have a number of Structure points that must be lost before rolling to see if they are removed. Each Repair Cradle has 8 Structure points. A Repair Cradle loses 1 Structure point when it suffers a Glancing Hit and 3 Structure points when it suffers a Critical Hit.

Fresh from Battle: The Legio Crucius Titans are fresh from battle and awaiting repairs. At the start of the first round, before determining which player is the First Player, the Legio Crucius player rolls a D6 for each Legio Crucius Titan; the result is how many Structure points the Titan loses. The Legio Crucius player can choose which location these are lost from and can spread the Structure points across multiple locations. If a 6 is rolled, the Titan instead loses 3 Structure points and suffers 1 point of Critical Damage to its Head, Body, or Legs, determined randomly.

Deployment

The Loyalist player deploys half of their force anywhere at least 18" from their board edge. The Legio Vulturum player then deploys half of their force anywhere within 8" of their board edge.

The First Round

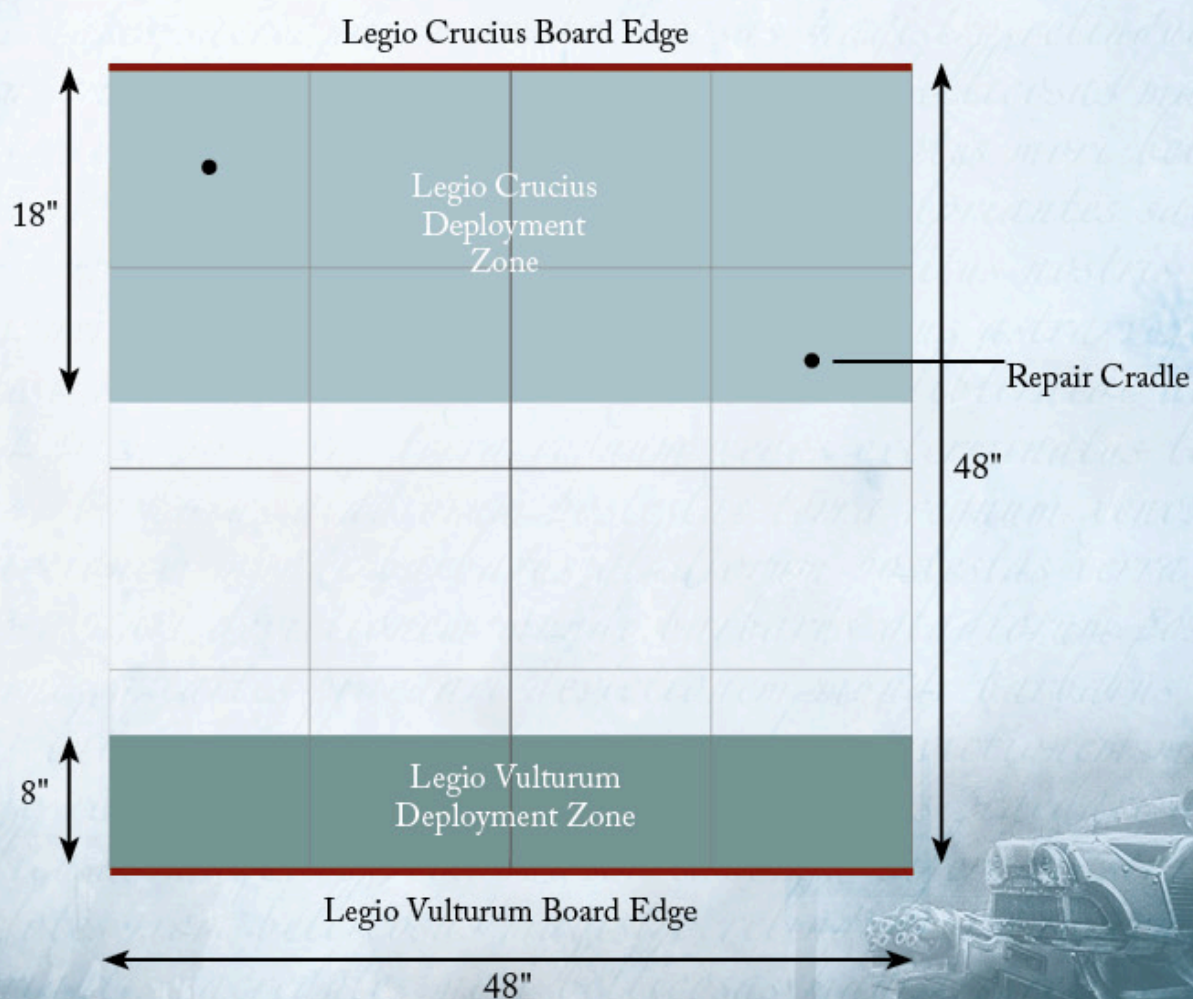
In the first round, the Legio Vulturum player chooses who will take the Opus Titanica and be the First Player.

Battle Length

The battle lasts for six turns, after which either Legio Vulturum has destroyed the Repair Cradles or Legio Crucius has pushed the Gore Crows back. If all the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, if both Repair Cradles have been destroyed, the Legio Vulturum player claims victory. If one Repair Cradle has been destroyed and the other has 4 or fewer Structure points remaining, the game is a draw. Otherwise, the Legio Crucius player claims victory.



DEATH OF SALVATION: THE DEFIANCE OF LEGIO CRUCIUS

The loss of the Legio Crucius fortress was a devastating blow for the Loyalists and all but opened up the way for the Traitors to seize Salvation Isthmus. In many ways, the Traitors hoped Legio Crucius would withdraw, sparing both sides from further conflict upon the isthmus, as what had been intended to be a quick victory had devolved into an extended mire of devastating warfare. In this hope, they were to be denied. Led by Princeps Ultima Hendril, the handful of Legio Crucius Titans currently stationed on Salvation Isthmus watched as the Flaming Skulls they were engaged with withdrew, offering a moment of respite to the Loyalists, the first in many days. Cautious at this new development, Hendril's fears were confirmed when reports reached him of the attack upon the Warmonger's fortress on the northern shore. Unable to support them without giving up ground to Legio Magna, Hendril could only listen as those of his Legio fought and died against Legio Vulturum, the fortress falling to the sudden assault.

A veteran of a century of warfare, Hendril knew that to retreat was to simply cede all he had fought for, manoeuvring his forces into the waiting Gore Crows no doubt already securing the northern edge of the isthmus. It was then that the Princeps vowed to make a stand, knowing that to do so meant his death and the death of all beside him. Contacting those of his Legio who had survived the fall of the fortress, he ordered them to retreat to the city of Prosperity, gathering allied forces to stand against the Traitors before its walls. To his own battlegroup he relayed the grave news, their only option a final act of defiance against the Traitors who sought to poison their world. It is a statement of much note to the spirit of Legio Crucius that only those ordered to retreat objected, demanding they be allowed to stand with their Princeps. Hendril's final order was to deny this, appointing them a new commander before forcing them to withdraw.

What followed was etched into the legacy of Legio Crucius for eternity, Hendril and those under his command used as an example for newer Princeps to understand what it meant to serve Ryza. As predicted, the Gore Crows did not pursue the retreating Warmongers, seeking instead to secure the isthmus. As they advanced down its length from the north, Legio Magna marched from the south, the two Traitor forces moving to crush their foe in an act of swift brutality. Once more they were to be denied for Hendril refused to go quietly, knowing that for every minute he stood was another minute the Traitors moved no further. Surrounded and vastly outnumbered, the Warmongers screamed their hatred, voicing their anger through weapons that had toppled worlds and reminding the Traitors that even creatures as degenerate as they had something to fear.

Battlegroups

One player controls the Traitor force while their opponent controls those of Legio Crucius. Both players select a battlegroup as described in the *Adeptus Titanicus* rulebook. The Traitor player's force should have a Battle Rating of up to 4,000 points, while the Legio Crucius player's force should have a Battle Rating of up to 3,000 points. Each force must consist of at least one maniple. The Legio Crucius player's force may not include Knight Banners.

Battlefield

The battle is played on a 5'x3' board. A 24" wide section of the board runs down the centre – this is Salvation Isthmus and should contain a moderate amount of scattered buildings and industrial terrain. The rest of the board is the Sea of Reclamation and counts as Deadly Terrain – units may not voluntarily move into the sea.

Stratagems

The Traitor player has no Stratagems for this battle. The Legio Crucius player has access to the Noble Sacrifice Stratagem and may play this Stratagem once per round instead of once per game.

MISSION SPECIAL RULES

Last Stand: The crew of the Legio Crucius Titans know that survival is impossible and will fight to the bitter end. During the battle, Legio Crucius Titans may be issued Orders on a 2+, ignoring any modifiers. However, no Legio Crucius Titan may be issued an Emergency Repairs order; any they are issued with are automatically discarded before taking effect. In addition, Legio Crucius Titans may not voluntarily be issued Shutdown orders, although they can still receive them from Stratagems targeting them or other sources (such as weapons with the Shock trait).

Endless Number: Those of Legio Crucius were vastly outnumbered, the Traitors coming in seemingly endless waves to ensure the eradication of their foe. In this mission, when a Traitor Titan or Knight Banner is destroyed, place it to one side. At the beginning of the round, before determining the First Player, the Traitor player may roll 3D10 to see how many of their reserves have reached the battlefield. They may then bring on a number of units whose total Scale is equal to or less than the number rolled. For example, if a 13 was rolled, the player could bring back a destroyed Warlord Titan (Scale 10) and a Knight Banner (Scale 3), or four Knight Banners (total Scale 12). Units returned to the table arrive fully healed of any damage they have suffered and, in the case of Knight Banners, with their full complement of models.

When a unit arrives from reserves, it can be placed anywhere within 3" of a board edge and activates normally that round. Titans returned to the battlefield during the same turn may be formed into maniples (as long as they meet the maniple's required components) or squadrons. Note that no Titan can be deployed within the Sea of Reclamation (you cannot intentionally destroy your Titans!).

Deployment

The Legio Crucius player deploys their force within 8" of the centre of the battlefield. The Traitor player then deploys half their force within 12" of each short board edge. No unit on either side can be deployed within the Sea of Reclamation (again, you cannot intentionally destroy your Titans).

The First Round

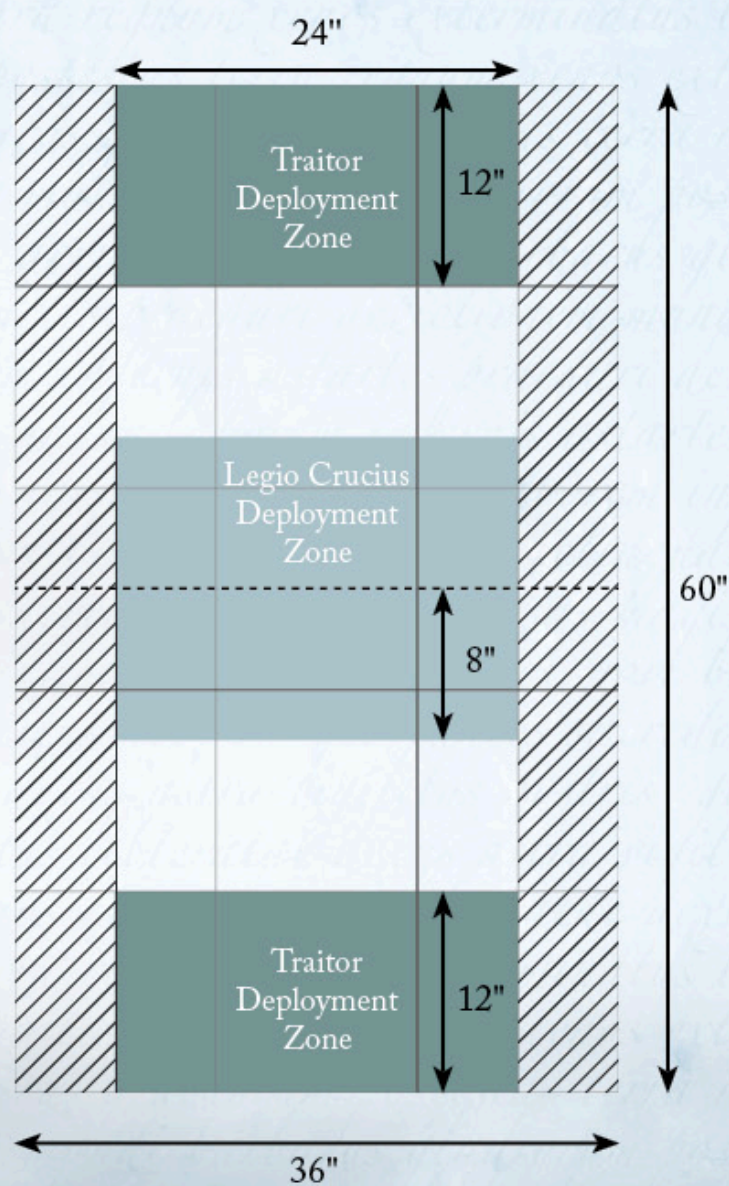
In the first round, the Legio Crucius player chooses who will take the Opus Titanica and be the First Player.

Battle Length

The battle lasts for seven rounds, after which either Legio Crucius still stands defiant or only their broken remains are left to tell their story. If all of the units controlled by the Loyalist player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, if all Legio Crucius units are destroyed the Traitor player claims victory. Otherwise, the Legio Crucius player claims victory.



HONOUR AND GLORY: THE RELIEF OF ENDEAVOUR

The fall of Salvation Isthmus opened a path for the Traitors to fall upon all of Ryza. Splitting in two, the Traitor forces laid siege to both continents, still desiring to claim as much of the world intact as possible. To the north, Legio Magna embarked upon a campaign of brutal assaults, relying upon lightning attacks to overwhelm their foe before the Loyalists could regroup. This campaign achieved much success, splintering the forces of Legio Honorum and Crucius that stood against them. Their advance was halted at the forge city of Prosperity, where the two Loyalist Titan Legions met their foes before the city's walls and blunted their advance, momentarily throwing Legio Magna back. This victory was to be short-lived, for dissent swept across Prosperity and malign powers were unleashed, all within consumed in a single night of bloodshed that left the city tainted, the Loyalist force abandoning it to their foe.

On the southern continent the war progressed differently, perpetrated as it was by Legio Vulturum and a decad of Legio Mortis Titans sent by the Warmaster himself to assist the invasion. The Gore Crows practiced a far more methodical form of war than Legio Magna, preferring to savour their kills as they ground all beneath their heel in merciless conquest. As they moved further across the continent word reached Tsaue, Princeps Magnus of Legio Mortis, that the Hierophant Technis was located within the forge city of Endeavour, directing the Loyalist defences from there. Desiring to sever the head of the Loyalist forces, Tsaue gathered his Legio within the shadow of Mount Causcaut, working in concert with House Morbidia to seize control of monitoring stations constructed atop the mountain and deny warning to Endeavour of the Traitors' advance. From there, Legio Mortis assailed the city, breaking the back of those few Legio Osedax Titans left as guardians. As maniples of Gore Crows moved to rendezvous with Tsaue and secure the city, Dark Mechanicum forces swarmed its streets, determined to find the Hierophant Technis and claim her head.

In the days following the fall of Endeavour, what Loyalist Titans were able moved to recapture the city. Few in number and drawn mostly from Legio Osedax, they were faced with a wall of Titans standing atop the broken fortifications of the city. Endeavour itself was surrounded by barren plains that offered little cover, ensuring any assault upon the city would be in full sight of the Traitors and, against such numbers, Legio Osedax had little chance of survival, even with the assembled might of House Taranis and Zavora by their side. Torn between duty and pragmatism, the commanders of Legio Osedax moved to debate their options, proposing a retreat and the appointment of a new leader. This course of action was not condoned by the Knights of House Taranis and Zavora, for they were loathe to see another world they protected burnt in the fires of the Warmaster's ambition.

As the sun rose on a new day, the Knight Houses assembled and, as one, charged across the empty plain towards Endeavour, directly into the teeth of the Traitors' guns. Few of the charging Knights survived but those that did broke the Traitor line, using the confines of the streets to even the odds and bring down superior foes. Outside of the city, Legio Osedax moved into action, hoping their numbers could tip the battle in the Loyalists' favour and push the Traitors from the city.

Battlegroups

One player controls the Traitor force while their opponent controls those of the Loyalist. The Traitor player selects a battlegroup as described in the *Adeptus Titanicus* rulebook, while the Loyalist player selects two forces, one of which is a battlegroup and the other of which is a Knight Household force. The Traitor player's force should have a Battle Rating of up to 2,500 points, while the Loyalist player's forces should have a Battle Rating of up to 1,250 points and 750 points respectively. Each battlegroup must consist of at least one maniple. The Traitor player may not include more than one Knight Banner per maniple.

Battlefield

The battle is played on a 4'x4' board. The Traitor player chooses a board edge to represent the route into Endeavour. The area within 12" of that board edge should have a dense amount of terrain representing the city itself, with one or two clear areas representing roads. The rest of the board should be sparsely populated with industrial debris and rocky outcrops.

Stratagems

The Traitor player has 2 Stratagem points to spend on Battlefield Assets (see the *Adeptus Titanicus* rulebook). The Loyalist player has 3 Stratagem points to spend on Legio Specific Stratagems and Noble Tactics (see page 39 of *Adeptus Titanicus: Doom of Molech*).

MISSION SPECIAL RULES

Knightly Charge: The Knights of Houses Taranis and Zavora have entered Endeavour following their brave and costly charge towards the city. In this battle, the Loyalist forces' Knight Banners are not deployed as normal. Instead, at the start of the first round, before determining who is the First player, the Knight Banners move on from the Traitor player's board edge. Each Banner can only move up to 8", and cannot move (but can still be activated) in the Movement phase of the first round.

Into the City: The Titans of Legio Osedax are hoping to push through the Traitor line and force their way into the city, where numbers matter little and the surviving defenders can be rallied. From the end of the third round, if a Loyalist Titan is in contact with the Traitor board edge at the conclusion of the End phase, remove it from the battlefield. The Titan does not count as destroyed but takes no further part in the battle.

Deployment

The Traitor player deploys their forces first, anywhere between 6" and 12" of their board edge. The Loyalist player then deploys their Titans within 12" of the opposite board edge.

The First Round

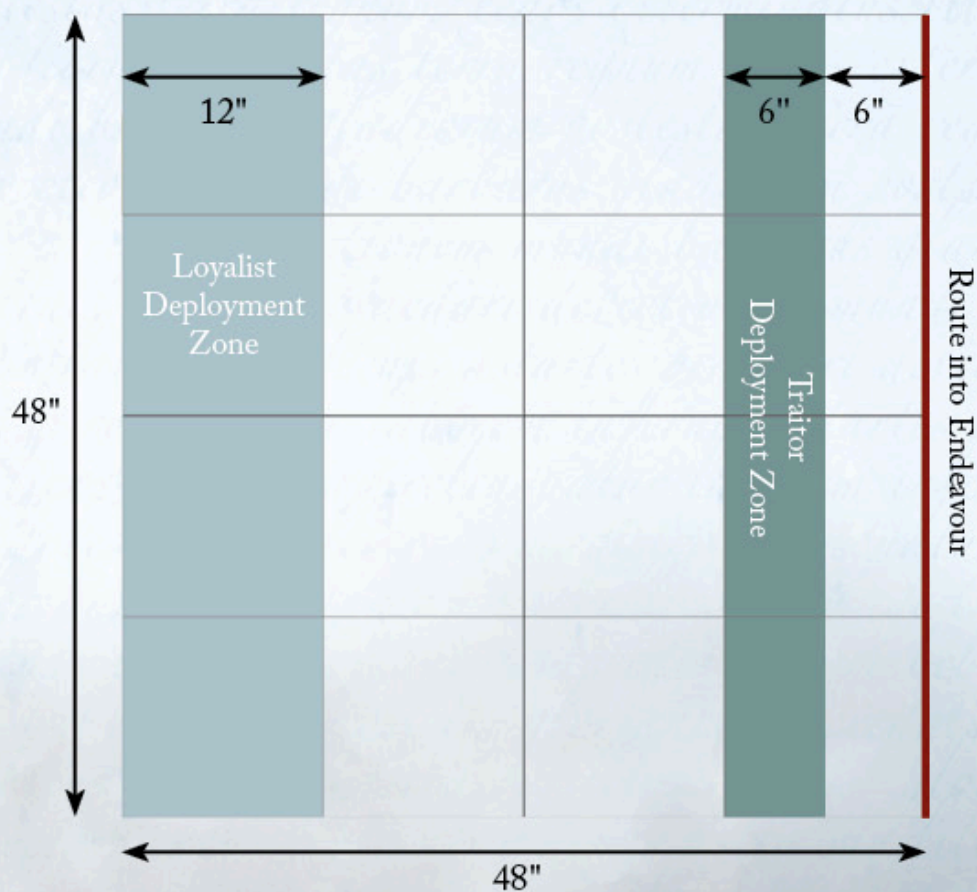
In the first round, players roll off to see who will take the Opus Titanica and be the First Player.

Battle Length

The battle lasts for six rounds, after which either Legio Osedax has broken through or the Traitors have thrown back the assault. If all of the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, if any Loyalist Titan has moved off the battlefield, the Loyalist player claims victory. Otherwise, the Traitor player claims victory.



CONVEYANCE TERMINUS NINE-OMEGA: TO THE DEATH

Following the recapture of Endeavour, the Traitor forces upon the southern continent were thrown into disarray. The Death's Heads had fallen, Princeps Magnus Tsaue amongst them, while the Gore Crows were in full retreat, withdrawing before the wrath of the resurgent Loyalist forces. To compound matters further, the Hierophant Technis ordered the opening of Ryza's war vaults, giving her allies full access to the deadly, and once-forbidden, knowledge held within. The war entered a brief respite as the Traitors took stock of their losses and the Loyalists regrouped and rearmed. When the defenders of Ryza marched out once more, they did so with weapons capable of sundering even a Titan with terrifying ease. Alongside them came a whole new force – House Sidus, a Knight House previously unknown to the Imperium, consisting nearly exclusively of Mechanicum Knights and kept hidden away beneath Endeavour until such time as they were needed. So assembled the Loyalists went on the offensive, hoping to throw back the Traitors before they too could regroup.

In this, the Hierophant Technis and her forces were too late for the Traitors had already issued a withdrawal, forces on both continents falling back to Conveyance Terminus Nine-Omega. As they enacted new orders given to them by Yuritus Omicron, the leaders of the invasion force decreed that if the Warmaster could not have Ryza then none could. As the Loyalists gave chase to their hated enemy, they did so over the ashes of their home, its industry and infrastructure reduced to rubble and blackened ruins by the Traitors' vindictive actions. Incensed at the pointless destruction, the Loyalists vented their fury upon any stragglers they came across, ruthlessly purging any Traitor force that failed to outpace its pursuers.

It was at Conveyance Terminus Nine-Omega that the two forces were to meet in great numbers, the spaceport hosting the last battle of the invasion as it had the first. As the Loyalists had tried in vain to chase them down, the Traitors had moved to escape, their forces slowly returning to orbit destined for new warzones. Around two-thirds of the surviving Traitors had been evacuated and those remaining upon Ryza when the Loyalists descended were left to their fate, none wishing to die alongside their allies. Though most had escaped, the Loyalists contented themselves with punishing those Traitors that still remained, desiring nothing more than their obliteration, the surviving engines of all those Titan Legions upon the planet falling upon the spaceport. Neither side offered quarter and none was asked; death was the sole outcome of this battle.

Battlegroups

One player controls the Traitor force while their opponent controls those of the Loyalists. Both players select a battlegroup as described in the *Adeptus Titanicus* rulebook. Both players' forces should have a Battle Rating of up to 4,000 points. Each force must consist of at least one maniple.

Battlefield

The battle is played on a 6'x4' board. A 24"x24" section of the board in the lower right-hand corner represents Conveyance Terminus Nine-Omega. This area should have a moderate amount of buildings and industrial terrain while the remainder of the board should have a light amount of similar terrain.

Stratagems

Both players have 4 points to spend on Stratagems (see the *Adeptus Titanicus* rulebook). Neither player may choose the Outflank, Orbital Lance Strike or Tertiary Objectives Stratagems.

MISSION SPECIAL RULES

No Mercy: Neither side wishes to spare the lives of their foe nor ask for mercy in return. During this battle, units in both forces may always be issued with Full Stride and Charge orders on a 2+, ignoring modifiers.

Deployment

The Traitor player deploys their forces anywhere within Conveyance Terminus Nine-Omega. The Loyalist player then deploys their forces within 12" of the long and short board edges opposite the Traitor deployment zone.

The First Round

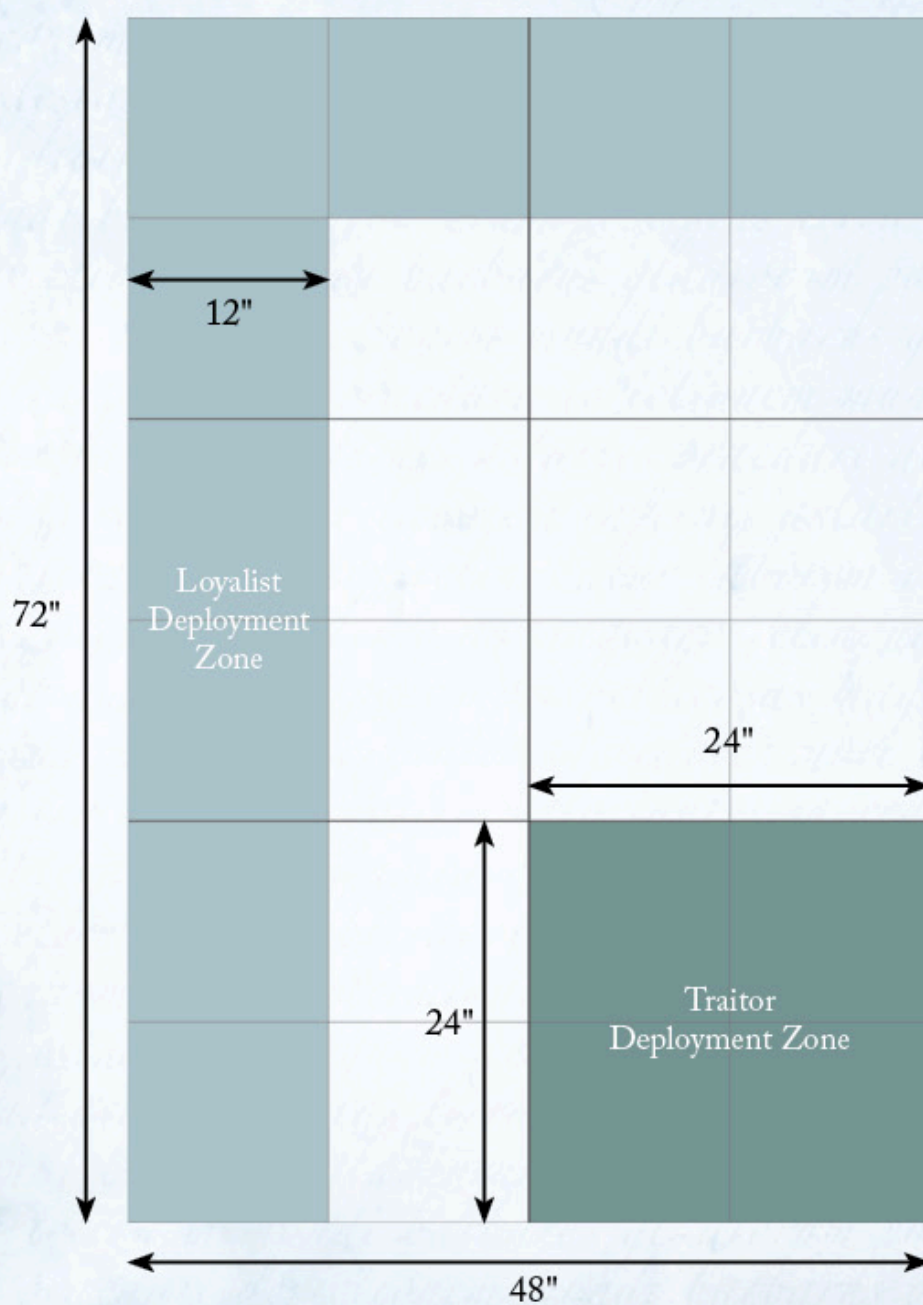
In the First round, the Loyalist player automatically takes the Opus Titanica and is the First Player.

Battle Length

The battle lasts for six turns, after which one side will have emerged victorious from the slaughter. If all the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, total up the amount of points each player has remaining on the battlefield. Structurally Compromised units or Banners below half strength give half their points. The side with the most points remaining claims victory. If both players have the same number of points remaining, the game is a draw.





DECLARING ALLEGIANCE

"The enemy of my enemy is not my friend. They are carrion birds pecking at the scraps. They hold no honour within their soul. No sense of duty steels their spine. Inside them is nought but a desire for power, devoid of greater purpose and motivated solely by self-interest. They should be burnt to ash and scattered to the four winds, so none remember their name and none dare see them as hero nor martyr."

Pollicrux Ganrubar, Hero of Balltura, House Taranis

The outbreak of the Horus Heresy saw once-stalwart allies unleash nascent depths of anger upon one another. No corner of the Imperium was safe from the conflict brought about by the Warmaster's hubris and no arm of the Imperium was impervious to betrayal; all were torn asunder by war and the Collegia Titanica was not exempt from such strife. What followed was a war between Titans on a scale unseen in Mankind's history as Legio turned upon Legio and even the most ardent followers of the Emperor or the Warmaster faced dissent amongst their ranks. Such affairs ranged from rebellious crew executed for their deviant ways to entire Demi-Legios breaking free to forge their own path. Innumerable tales exist amongst the records of such events, their truths fragmented by misinformation, both intentional and otherwise. The most verifiable of these include the Scourging of Nilfargun, where Death's Head Titans bearing crudely-made Aquila upon their shoulders laid waste to a world in a clash with their once brothers, and the tales of the Blood Hounds of Gryrut, a maniple of Warhounds bearing neither allegiance nor colours that carved out an empire of their own within the Segmentum Obscurus. Such instances only solidify the notion that trust was the first casualty of the Horus

Heresy, for none truly knew if those standing beside them were forthright in their loyalties.

In Adeptus Titanicus, the line between Loyalist and Traitor is a murky one, for it was nigh impossible to claim an entire Titan Legion was truly dedicated to a single cause. However, as the war progressed, the tactics utilised by both forces diverged, a fact most notable in the changes wrought upon the Traitors by the powers they consorted with. Even amongst those dedicated to the same cause the methods of war become divergent, the circumstances of this new conflict forcing the adaptation of individual tactics.

On the battlefield these changes are represented by numerous different factors such as Loyalist or Traitor specific Stratagems. However, there is no defined measure of who is a Loyalist and who is a Traitor, for it is up to the player to decide who they side with. Presented here is a set of rules for declaring one's allegiance and the options available to each allegiance; players should agree before a game whether they wish to use these rules. A battlegroup can only declare for a single allegiance.

TITAN LEGIONS AND ALLEGIANCE

When building their battlegroup, a player can declare their battlegroup as Loyalist, Traitor, or Blackshield – this is as simple as making a note of it. Regardless of a battlegroup's allegiance, a player can choose to draw their forces from any Titan Legion; though some are widely known for being dedicated to a particular cause, it is entirely possible that detachments had broken off or another Legio favoured similar tactics. The declared allegiance of a battlegroup determines which Stratagems the battlegroup is able to purchase and can impose further restriction and special rules as follows. All allegiances can purchase Stratagems available to any player (i.e., those that do not specify a player type, e.g., Thermal Mines). Each allegiance has access to a specific allegiance ability, as described in the relevant section.

LOYALIST TITAN LEGIONS

Though amalgamated under the rule of Mars and bound through the Red Planet to Terra by the Treaty of Olympus, the Mechanicum was far from united. Divisions, whether motivated by ideological differences or perceived slights, were rife in the Cult Mechanicus and many a Forge World vied for greater power amongst the changing face of the Imperium. When Fabricator-General Kelbor Hal revealed himself for the Warmaster, disunion in the Mechanicum gave way to open warfare. Even Mars, the cradle of the Mechanicum, was no sanctuary from the loathing harboured between both Magi and Titan Legion, for its surface was amongst the first to be set alight by the fires of treachery.

The decision to remain loyal to the Imperium was individual to each Princeps, motivated both by the inclination of the Forge World they called home and the brotherhoods forged over decades of warfare at the forefront of the Great Crusade. It was not uncommon for Princeps to remain isolated from the rest of their Legio, spread across the galaxy in support of the Imperium's forces. Such isolation created instances of incompatible loyalties, where Titans daubed in the same colours marched against one another, one side unwilling to shed the camaraderie they held for those they had bled with for a lord and master far removed. Countless records, both verified and otherwise, speak of Princeps who turned against their own, from those of Legio Tempestus who fell defying the minions of Kelbor Hal upon Mars to the Hounds of Night, a force of Legio Audax Titans that dedicated themselves to hunting down Traitors Titans across the fields of Beta-Garmon.

Regardless of their provenance, the support of Loyalist Titans was eagerly accepted when offered, for the strength of their engines proved vital in securing victory in numerous battles. From the cataclysm of Beta-Garmon to the warfare on Paramar V, Loyalist Titans stood as beacons of hope for many, determined to show that, when the Traitors had fallen, the true inheritors of Mars' legacy would remain standing beside the Emperor.

Loyalist Titan Legion Battlegroup

The following rules apply to a Loyalist Titan Legion battlegroup:

- All Titans within a Loyalist battlegroup are referred to as Loyalist Titans.
- A Loyalist battlegroup can include Psi-Titans and Loyalist Titans of Legend.
- A Loyalist battlegroup can purchase Stratagems available to any allegiance or any Loyalist player.
- A Loyalist battlegroup cannot include any Corrupted Titans or Renegade Knight Banners (explored in future supplements).
- A Loyalist battlegroup cannot include any Traitor Titans of Legend or Blackshield Titans of Legend.
- A Loyalist battlegroup cannot purchase Stratagems available to any Traitor or Blackshield player.

Loyalist Titan Allegiance Ability: Adaptive Tactics

Once per game, at the end of the Damage Control phase, a single Loyalist Titan that has successfully been issued an Order (other than an Emergency Repair order) that round can immediately be issued a different Order (other than Emergency Repair), without the need to make a Command check. This Order replaces any Order previously given. Titans within a Squadron that have been issued Orders via Squadron orders that round can all benefit from this rule, so long as all Titans are issued the new Order.



TRAITOR TITAN LEGIONS

The scale of division that sundered the Collegia Titanica speaks to the charisma possessed by the Warmaster, for even the towering god-engines of Mars bowed to his command. Like all Traitors, the reasoning for betrayal differed greatly amongst the Traitor Titan Legions and often relied upon promises of knowledge or power offered by the Warmaster and denied to them by the Emperor. For many, siding with Horus promised a new age of prosperity for their Legio, one that would see them rise above all others if they had the strength of arms to seize such a future. For others, the act of betrayal gave opportunity to indulge in their basest urges, unleashing the power of their god-engines without fear of reprisal from those far removed from the field of war.

For the Warmaster a Traitor Titan Legion was the ultimate weapon of suppression, capable of levelling entire worlds resistant to his ideals as warning to others who dared defy his rule. Faced with surmounting two centuries of fortifications raised in the wake of the Great Crusade, the Traitor Titan Legions served as the Warmaster's hammer, breaking apart all the Imperium had built as they marched on Terra. It was they who conquered Beta-Garmon, opening the doorway to the Segmentum Solar after years of warfare that forever depleted the might of the Collegia Titanica, and it was those loyal to Kelbor Hal that secured Mars, holding its surface until the Warmaster made his final move upon the Emperor.

Of all the Titan Legions to turn their hand to the war between kin, it was the Traitor Legio that suffered the most radical of changes for they were exposed to both the malign powers of the Warp and the perversions of the Dark Mechanicum. The waning years of the Horus Heresy saw corruption take root within many a Titan Legion amongst the Warmaster's forces, from the magnification of degenerate humours to subversion of the god-engines themselves, once great machines becoming warped by mutation and piloted not by noble Princes but by entities dragged from the Warp and housed within metal flesh.

Traitor Titan Legion Battlegroup

The following rules apply to a Traitor Titan Legion battlegroup:

- All Titans within a Traitor battlegroup are referred to as Traitor Titans.
- A Traitor battlegroup can include Traitor Titans of Legend.
- A Traitor battlegroup can include Corrupted Titans and Renegade Knight Banners (these will be explored in future supplements).
- A Traitor battlegroup can purchase Stratagems available to any allegiance or any Traitor player.
- A Traitor battlegroup cannot include any Psi-Titans, Loyalist Titans of Legend, or Blackshield Titans of Legend.
- A Traitor battlegroup cannot purchase Stratagems available to any Loyalist or Blackshield player.

Traitor Titan Allegiance Ability: Unbridled Hatred

Once per game, during the Movement phase, a single Traitor Titan can add 2" to both their default and boosted Speed characteristic and add 1 to the Dice value of all weapons with the Melee trait that the Titan is equipped with. This lasts until the end of the round.

BLACKSHIELD TITAN LEGIONS

Many were the Princes abandoned by the maelstrom of war, left to defend a far-flung edge of the Imperium now superfluous in the face of the Warmaster's advance, while others were presumed dead and thus stricken from the records of their Legio. These forsaken souls found themselves trapped between legacies, returning to find a galaxy riven by treachery and mistrust. All too often they were deemed foes of either side, presumed agents of the enemy and marked for death. Forced to accept destruction or seek their own path, many of these lost souls sought a new life upon the fringes of the war, ushering in the advent of the first Blackshield Legio.

There lay no unifying purpose amongst those Princes devoid of Legio and their past heritage offered little but a mark of shame. Varying in strength and disposition, and often forged from multiple Titan Legions, these Blackshields defined their own legacy. Some, like the Pretermitted Brotherhood, watched over the burned-out remains of their once-home, striking down all who dared sully its memory with their tread. Others, like the Cleansing Flame, sought more martial goals, descending upon worlds fresh from battle between Loyalist and Traitor to conquer such planets for their own purpose.

Regardless of their objectives, the methods employed by a Blackshield Legio were reliant upon the nature of their supplies, for the attrition of war was a greater burden on those without the backing of greater powers. Accepting any who believed in their cause, it was not unheard of for a Blackshield Legio to favour a single pattern of Titan, adapting their tactics to overcome the deficiencies presented by a lack of reserves. Rarely able to reinforce or grow in number, many a Blackshield Legio burned bright but fell quickly, crushed upon the anvil of war and doomed to fall into obscurity.

Blackshield Titan Legion Battlegroup

The following rules apply to a Blackshield Titan Legion battlegroup:

- All Titans within a Blackshield battlegroup are referred to as Blackshield Titans.
- A Blackshield battlegroup can include Blackshield Titans of Legend (these will be explored in future supplements).
- A Blackshield battlegroup can purchase Stratagems available to any allegiance or any Blackshield player.
- A Blackshield battlegroup cannot include any Psi-Titans, Corrupted Titans, Renegade Knight Banners (to be explored in future supplements), Loyalist Titans of Legend or Traitor Titans of Legend.
- A Blackshield battlegroup cannot purchase Stratagems available to any Loyalist or Traitor players.

Blackshield Titan Legion Allegiance Ability:

Decentralised Command

Once per game, when a Blackshield Titan fails a Command check when being issued Orders, Blackshield Titans not part of a maniple may still be issued Orders.

KNIGHT HOUSEHOLD ALLEGIANCES

Like the Titan Legions and Legiones Astartes, the Questoris Familia found their loyalties divided between the Emperor and Warmaster, becoming embroiled in bitter, ideological warfare. Upon the field of battle, each Household, regardless of loyalties and traditions, employed tactics of a similar nature, separated only by the demeanour of their commanders and the virtues, or lack thereof, espoused by their Households.

On the battlefield the difference between a Household's allegiance is represented by the access each has to Stratagems and certain units or unit upgrades. However, there is no defined measure of who is a Loyalist and who is a Traitor, for it is up to the player to decide who they side with. Presented here is a set of rules for declaring one's allegiance and the options available to each allegiance; players should agree before a game whether they wish to use these rules. A Household force can only declare for a single allegiance.

KNIGHT HOUSEHOLDS AND ALLEGIANCE

When building their Knight Household force, a player can declare their Household force as Questoris Imperialis, Questoris Mechanicus, Questoris Traitoris, or Questoris Oblitus – this is as simple as making a note of it. Regardless of a Household force's allegiance, a player can choose to draw their forces from any Knight Household; though some are widely known for being dedicated to a particular cause, it is entirely possible that detachments have broken off or another Household favoured similar tactics. The declared allegiance of a Household force determines which Stratagems the battlegroup is able to purchase and can impose further restrictions and special rules as follows. All allegiances can purchase Household Stratagems available to any Knight Household force player (i.e., those that do not specify a player type, e.g., Plasma Mines). Each allegiance has access to a specific allegiance ability, as described in the relevant section.

A player can take Freeblade Knight Banners as part of a Knight Household force. Freeblade Knight Banners are not part of the Household force's allegiance and cannot be affected by any ability, special rule or Stratagem that affects a particular allegiance (e.g., a Freeblade Knight Banner in a Questoris Imperialis force is not considered a Questoris Imperialis Knight Banner, and therefore cannot be the target of a Stratagem or ability that specifies choosing a Questoris Imperialis Knight Banner). Despite not having a specific allegiance, the Household Force must still follow their restrictions, i.e., a Questoris Imperialis cannot take Renegade Knight Banners as Freeblades.

KNIGHT WORLDS

The terminology of Knight World, as classified in the *Cartograph Galaxia*, referred, in the broadest of sense, to a world where the ruling class consisted of one or more Knight Households capable of securing their position through force of arms and the strength of their Scions. Such a distinction was the sole common link between disparate Knight Worlds, for the traditions held by each Knight Household and the numbers they could call upon vastly differed across each one.

In acknowledgement of the eclectic nature of the numerous Knight Households, each was afforded a designation that reflected the complex nature of the oaths a Household held. Though all were bound to the Imperium, and by extension the Emperor Himself, through oaths sworn when their world was ushered into Compliance, many were bound further to a particular liege, whether by choice or by circumstance. Beyond binding oaths, informal allegiances were forged through blood and battle, cementing bonds stronger than those sealed by words alone. To ensure clarity when dealing with Knight Households, Imperium records separated them into distinct categories based upon the degree of independence afforded to them. Of these, two remained the most prominent: Questoris Imperialis and Questoris Mechanicus, distinctions assigned based upon the influence the Mechanicum held over a Household.



QUESTORIS IMPERIALIS

In deference to the value many Knight Households placed upon their own independence the Imperium was quick to establish a precedence of self-sufficiency where a Household held prominence over a world. Indeed, many Knight Households were loath to sacrifice the traditions their ancestors had bitterly defended before the Imperium had discovered their world. Where the temptation of fealty to a powerful Forge World was of no consequence to a Household, the Imperium instead titled them Questoris Imperialis, requiring oaths of service to the Emperor in return for acknowledgement of their self-rule.

Such an agreement was far from beneficent for it placed demands upon the world related to the level of support given to the Great Crusade while placing onus on the Household to secure the means to achieve such demands. Those Households shepherded by a deft political hand found this situation prosperous, able to leverage valuable resources native to their world in return for periodical supply shipments from other Imperial powers.

However, not all Households were so fortunate and the pressures of the Great Crusade saw many of them begin to flag, their worlds incapable of meeting the escalating calls for warriors to aid the Expeditionary fleets. In the direst of cases, mounting casualties drove some Households to the edge of extinction, forcing them to renegotiate the agreements they had sworn and sacrifice further portions of their independence in return for continued existence. In this manner, the number of Questoris Imperialis Households dwindled as the Great Crusade progressed, with many turning to the Mechanicum to secure their Household's future.

It would be remiss to assume those granted the mantle of Questoris Imperialis shared common traits beyond the measure of independence granted to them. In truth little beyond title bound them, for each clung to their own tradition and heritage shaped by the trials they had weathered during the Age of Strife. In the purest, and perhaps quixotic, view, Questoris Imperialis Knights were paragons of honour committed to the defence of innocents and steadfast in the face of overwhelming odds. In reality, though the foundation of all Knightly tenants was based upon such ideals, much had changed in the interceding years, the personalities of many Household having strayed from such virtues. For every House Terryn, rich in tales of glorious conquest, there were Households more akin to House Orhlacc, who existed under a perpetual shroud of suspicion and fear.

Questoris Imperialis Household Force

The following rules apply to a Questoris Imperialis Household force:

- All Knight Banners within a Lance as part of a Questoris Imperialis Household force are referred to as Questoris Imperialis Banners and the player a Questoris Imperialis player.
- A Questoris Imperialis Household force can purchase Stratagems available to any Knight Household and to Questoris Imperialis Households.
- A Questoris Imperialis Household force can include Loyalist Titans of Legend as reinforcements.
- A Questoris Imperialis Household force cannot include any Corrupted Titans or Renegade Knight Banners (these will be explored in future supplements).
- A Questoris Imperialis Household force cannot include any Traitor Titans of Legend or Blackshield Titans of Legend as reinforcements.
- A Questoris Imperialis Household force cannot purchase Stratagems specific to Questoris Mechanicus, Questoris Traitoris, or Questoris Oblitus Households.

Questoris Imperialis Allegiance Ability: Valorous Charge

Once per game, during the Movement phase, a single Questoris Imperialis Lance of the player's choice can add 2" to their Speed characteristic for the remainder of that phase.

Allegiance Specific Knightly Qualities

A Questoris Imperialis Seneschal Knightly Quality can either be generated from the table on page 38 of *Adeptus Titanicus: Doom of Molech*, from their Household Knight Quality table or by rolling a D3 on the table that follows:

D3 PERSONAL TRAIT

- 1 **Master of War:** *The Seneschal is a talented strategist, having won many battles during the Great Crusade through daring plans and brilliant tactics.*
If the Seneschal's Lance benefits from the Valorous Charge ability, Banners within the Lance add 4" to their Speed characteristic instead of 2".
- 2 **Hunter of Traitors:** *A renowned hunter, the Seneschal has turned their talents in the woods and wilds of their home world to the task of stalking traitors to the Imperium, wherever they might be found.*
Attacks targeting the Seneschal's Banner suffer an additional -1 penalty to their Hit rolls while the Banner is in cover, i.e., a Banner with at least 25% cover would be -2 to hit, while a Banner with at least 50% cover would be -3 to hit.
- 3 **Courting Death:** *The deaths of loved ones and honoured friends has left the Seneschal bitter and broken, hoping to salve the pain of loss with the blood of their enemies, or should that fail, their own life.*
Once per game, the Seneschal's Banner can choose to activate a second time during the Combat phase. If they do, the Banner immediately suffers a Critical Hit, ignoring ion shields.

QUESTORIS MECHANICUS

The term Questoris Mechanicus held its roots in a time before the Imperium, when Knight Households were conceived as protectors for Mankind's colonists as they spread across the stars. It is this role that saw many a Household ascend to prominence upon a newly-settled world, for they served as first, and often sole, protectors against the dangers of an untamed galaxy. Yet not all stood as masters of their new worlds for they were but one weapon in the arsenal of the Cult Mechanicus, inducted into their rites and bearing traditions far divergent from others of their kind. In these instances, the incorporation of a Knight Household into the Imperium was rarely negotiated with the Household directly, both parties relying on the word of their patron Forge World to secure the House's service to both Mars and the greater Imperium. To overcome potential disharmony and clashes of authority on newly Compliant worlds, each Forge World was given leave to remain regent over all under their domain, and thus the first Questoris Mechanicus Households were formally recognised.

Though alluding to eternal ties to the Cult Mechanicus, the title of Questoris Mechanicus was not exclusive to those established upon a Forge World. Many were the trials humanity faced during the Age of Strife and though they wielded strength capable of shattering worlds, many Households suffered greatly in isolation before they were rediscovered by the Imperium. To such Households, the arrival of the Imperium was a welcome respite and many were eager to change their fortunes. To facilitate this, the Mechanicum were given remit to act as regent for acquiescing Knight Households, each given patronage by a Forge World deemed capable of revitalising a broken House. In return for such aid, new oaths of fealty were sworn, pledging the Knight World in service to the Cult Mechanicus and their patrons, becoming known, by virtue of their new liege, as Questoris Mechanicus.

Though the loss of independence rankled many amongst their number, a Household gained much from its service, swelling in both numbers and knowledge until they no longer stood destitute. In truth, the changes wrought upon such Households ran deeper than mere resources. Though such changes were subtle and prone to taking generations, in time Questoris Mechanicus Households fell into the practices of the Cult Mechanicus, their demeanour drifting from the traditions they once held dear. After generations, the oaths of fealty offered to their Forge World all but superseded their oaths to the Emperor, a circumstance that proved instrumental at the outbreak of the Horus Heresy, where the loyalty of a Questoris Mechanicus House was decided almost entirely by the allegiance of their patron, leading many into betrayal without full knowledge of the scale of their actions.

Questoris Mechanicus Household Force

The following rules apply to a Questoris Mechanicus Household force:

- All Knight Banners within a Lance as part of a Questoris Mechanicus Household force are referred to as Questoris Mechanicus Banners.
- A Questoris Mechanicus Household force can purchase Stratagems available to any Knight Household and to Questoris Mechanicus Households.
- A Questoris Mechanicus Household force can include either Loyalist Titans of Legend or Traitor Titans of Legend as reinforcements, but not both.
- A Questoris Mechanicus Household force cannot include any Corrupted Titans or Renegade Knight Banners (explored in future supplements).
- A Questoris Mechanicus Household Force cannot include Blackshield Titans of Legend as reinforcements (these will be explored in future supplements).
- A Questoris Mechanicus Household force cannot purchase Stratagems specific to Questoris Imperialis, Questoris Traitoris, or Questoris Oblitus Households.

Questoris Mechanicus Allegiance Ability: Targeting Solutions

Once per game, all Banners within a single Questoris Mechanicus Lance can be issued a Coordinated Strike, Split Fire or First Fire Order without the need to make a Command check. Each Banner can be given a separate Order.

Allegiance Specific Knightly Qualities

A Questoris Mechanicus Seneschal Knightly Quality can either be generated from the table on page 38 of *Adeptus Titanicus: Doom of Molech*, from their Household Knight Quality table or by rolling a D3 on the table that follows:

D3 PERSONAL TRAIT

- 1 **Survivor of Betrayal:** *Betrayal has forever scarred the Seneschal, forcing them to kill members of their own Household when they made the choice to turn against them in support of their chosen liege.*
Once per round, when the Seneschal's Banner suffers damage, one damaging Armour roll can be reduced by one level, i.e., a Critical Hit becomes a Devastating Hit, a Devastating Hit becomes a Direct Hit, while a Direct Hit becomes a Superficial Hit.
- 2 **Favoured by Mars:** *The Seneschal is a rare Scion of Mars, having trained in the use of Knight armours under the forge lords of the Red Planet, skills they now bring to the liberation of the Imperium or in support of the Warmaster.*
The weapons carried by the Seneschal's Banner are of higher quality than normal. Increase the Strength value of any weapon in the Seneschal's Banner with a starting Strength value of 4 or higher by 1, to a maximum of Strength 8.
- 3 **Faithful Servant:** *The Seneschal and their ancestors have forever remained faithful to their Forge World and will never stray, no matter the path they are led down.*
Once per game, the Seneschal's Knight Household can reuse a Stratagem that cost 2 or fewer Stratagem points and has been used earlier in the battle. The Seneschal must be on the battlefield to use this ability. If the Stratagem is one that can be used more than once (i.e., Artillery Bombardment), it may instead be used twice in one phase by the Questoris Mechanicus player.

QUESTORIS TRAITORIS

To most, the Warmaster's perfidy was an unprecedented revelation, yet scattered reports deemed unfit for the eyes of most offer hints of disregarded knowledge that warned of the impending cataclysm soon to be unleashed upon the galaxy. Whether such accusations are merely hindsight offering enlightened perspective or a glimpse as to the disbelief that the Emperor's favoured son would stray is unknown, and speculation fosters little but further distrust. Regardless, that the Warmaster himself could turn against his father and drag so many down alongside him forced the revelation that none could be trusted until their loyalty had been deemed unyielding.

The scale of treachery revealed the stark need for all strength still loyal to the Imperium to be tallied in preparation for a war that promised no easy resolution. Confirmation of those who had shed their loyalties was of paramount importance so that no loyal servant of the Emperor provided aid to any deserving nothing short of annihilation. In this vein, those Knight Households who had strayed from their purpose were named Questoris Traitoris, a title laced with shameful implications of dishonourable intent and notification to all that diplomacy with such Households was deemed an unviable path.

Like the honorifics the Houses had once held, Questoris Traitoris was a term holding only the slightest detail, for the motives and nature of Traitor Households were far from absolute. Indeed, great variance emerged amongst their number as the Horus Heresy progressed, with many devolving into crude parodies of their former selves or becoming twisted by profane experiments conducted upon them by the Dark Mechanicum many a Household found themselves pledged to. As the Warmaster descended upon Terra, many Households were but pale shadows of themselves, moulded by hands possessed of sinister purpose that cared little for the virtues of nobility and honour that had once served as the foundation for all Knight Households.

Questoris Traitoris Household Force

The following rules apply to a Questoris Traitoris Household force:

- All Knight Banners within a Lance as part of a Questoris Traitoris Household force are referred to as Questoris Traitoris Banners.
- A Questoris Traitoris Household force can purchase Stratagems available to any Knight Household and to Questoris Traitoris Households.
- A Questoris Traitoris Household force can include Traitor Titans of Legend as reinforcements.
- A Questoris Traitoris Household force can include any Corrupted Titans or Renegade Knight Banners (these will be explored in future supplements).
- A Questoris Traitoris Household force cannot include any Loyalist Titans of Legend or Blackshield Titans of Legend.
- A Questoris Traitoris Household force cannot purchase Stratagems available to Questoris Imperialis, Questoris Mechanicus, or Questoris Oblitus Households.

Questoris Traitoris Allegiance Ability: Lust for Blood

Once per game, during the Combat phase, a single Questoris Traitoris Banner can add 1 to the Dice value of a single weapon with the Melee trait of their choice for the remainder of the phase. All Knights in the Banner are affected by the rule. Only one weapon may be chosen for the entire Banner, and all Knights with this weapon add 1 to their Dice value for this weapon.

Allegiance Specific Knightly Qualities

A Questoris Traitoris Seneschal's Knightly Quality can either be generated from the table on page 38 of *Adeptus Titanicus: Doom of Molech*, from their Household Knight Quality table or by rolling a D3 on the table that follows:

D3 PERSONAL TRAIT

- 1 **From Darkness Born:** *The Seneschal craves the darkness of night and fights expertly within its comforting shroud, to the point that they lead their banners into battle in the stygian hours, the better to despatch their enemies.*
Weapons targeting Banners within the Seneschal's Lance reduce any positive Acc modifiers gained from a weapon's range by 1, to a minimum of 0.
- 2 **Battle Madness:** *Where once sense and honour guided the Seneschal, now the sound of guns and the roar of the chainblade bring only screaming madness and homicidal impulse, the lord transformed by battle into a beast.*
Once per game, at the start of any Strategy phase, the Seneschal's Banner may work themselves into a Battle Madness. When they do, for the remainder of the game, reduce the Ballistic Skill of the Seneschal's Banner by 1 (to a minimum of 6+) and its Command value by 4 (to a minimum of 10+). However, increase their Speed characteristic by 3".
- 3 **Warmaster's Chosen:** *The Warmaster favours the Seneschal and their Household, providing them with a greater portion of his armies' ordnance, and the soldiers with which to use it.*
Once per game, the Seneschal's Banner can load Improved Ordnance. When it does, until the end of the round, all weapons without the Melee trait carried by the Seneschal's Banner gain the Ordnance trait. If they already have the Ordnance trait then they may re-roll any Armour rolls that fail to cause damage.

QUESTORIS OBLITUS

The classification of a Knight House as Questoris Traitoris cared little for establishing the goals and motivations of a wayward Household, presuming all who sided against the Emperor did so at behest of the Warmaster. Yet the reality of the matter was that, like those of the Legiones Astartes, the divide between Loyalist and Traitor was far from clean. Indeed, though the Horus Heresy was born from conflict between two leaders, smaller conflicts were driven by all manner of reasons. Of those who did forsake their oaths, not all were convinced of the Warmaster's goals, for many still seethed at the notion of divesting control to yet another far removed from their world. Unofficially, these Questoris Traitoris became collectively known as Questoris Oblitus, roughly translated to 'Forgotten Scions'. Such a title did not stop many from titling them as they did others of their ilk – Blackshield.

This distinction meant little to many within the Imperium, for in spite of supposed justification, any deemed Traitors were destined for punishment no matter whom they now served. Individually however, Blackshields were devoid of uniting purpose, each a separate entity far removed from one another and driven by their own motivations. Many sought to rebuild empires lost to them when the Imperium claimed their allegiance, striking down any who dared object. Of these, some were Households newly brought into Compliance, seeking to utilise the chaos engulfing the galaxy to re-establish their autonomy.

Tragically, some that became Blackshields did so out of circumstance rather than choice. Faced with the overwhelming confusion perpetrated by constant betrayal, many were denounced as Traitors based upon rumours and fragmented information rather than objective fact. For some this meant a falsehood was thrust upon them and it was not unheard of for a Household to fall victim to the fury of the Loyalists upon reconnecting with the wider Imperium or for crusading Knights to return home only to find their world burnt by decree of the Emperor. Overcome by sorrow or anger, these Knights had no recourse but to fight for survival against those they had once wished to serve, some turning to the Warmaster for vengeance, others seeking a new home free from the influence of all who would claim dominion over their lives.

Questor Oblitus Household Force

The following rules apply to a Questoris Oblitus Household force:

- All Knight Banners within a Lance as part of a Questoris Oblitus Household force are referred to as Questoris Oblitus Banners.
- A Questoris Oblitus Household force can purchase Stratagems available to any Knight Household and to Questoris Oblitus Households.
- A Questoris Oblitus Household force can include Blackshield Titans of Legend as reinforcements.
- A Questoris Oblitus Household force cannot include Loyalist Titans of Legend or Traitor Titans of Legend as reinforcements.
- A Questoris Oblitus Household force cannot include any Psi-Titan, Corrupted Titans or Renegade Knight Banners (these will be explored in future supplements).
- A Questoris Oblitus Household force cannot purchase Stratagems available to Questor Imperialis, Questoris Mechanicus, or Questoris Traitoris Households.

Questoris Oblitus Allegiance Ability: Firm Resolve

Once per round, a Banner within a Questoris Oblitus Lance that must take a Command check to see if they become Shaken can choose to pass the Command check instead of rolling.

Allegiance Specific Knightly Qualities

A Questoris Oblitus Seneschal Knightly Quality can either be generated from the table on page 38 of *Adeptus Titanicus: Doom of Molech*, from their Household Knight Quality table or by rolling a D3 on the table that follows:

D3 PERSONAL TRAIT

- 1 **Giant Killer:** *Countless great beasts lie broken at the feet of the Seneschal, each one brought low by a skilled giant killer, as adept at felling xenos monsters as they are at bringing down Legio Titans.*
Banners within the Seneschal's Lance ignore the penalty for making Targeted attacks against enemy units with a Scale of 8 or higher. This ability cannot be used in conjunction with Coordinated Strikes.
- 2 **Xenos Sympathiser:** *Centuries of isolation have turned the Seneschal and their people to making alliances with alien empires and xenos lords, the Scions trading in forbidden technologies to augment their war machines.*
The Seneschal's Banner can re-roll failed ion shield saves. In addition, their ion shield saves cannot be reduced to less than 6+ by the Strength of a hit.
- 3 **Freeblade King:** *The Seneschal is an infamous exile from a great Knight Household, having fled their home world with their closest retainers to set up a splinter kingdom on another continent or even another world.*
Lances in the Seneschal's Knight Household can be made up of Freeblades. Freeblades may only be issued Coordinated Strike orders if all Knights in a Banner are armed with the same weapons and must follow all other rules for Lance composition (e.g., must have two Banners of the same type in a Lance).



CREATING A TITAN LEGION

"We are the weapons of the Omnissiah, born in His forges and armed with His wrath. Worlds quake beneath our tread and none can stand before us, for we are the will of the Omnissiah and all will know His glory."

Princeps Ultima Markus Jurrantur, Legio Gryphonicus

During the Horus Heresy numerous Titan Legions fought on both sides of the conflict, many with their own distinctive combat doctrines and fighting styles. For years these Legios had been fighting at the leading edge of the Great Crusade, casting down alien empires and recalcitrant human worlds that refused to bend the knee to the Imperium. Where the Legiones Astartes were created to conquer and the Solar Auxilia to pacify, the Legios Titanicus had but one use during the Great Crusade – the total annihilation of the Emperor's foes, their works, their worlds and all they stood for. It was only with the outset of the Horus Heresy that they would be truly tested, tragically, by entering battle against their own kind.

To date the *Adeptus Titanicus* rulebook, and the *Adeptus Titanicus: Titandearth*, *Adeptus Titanicus: Doom of Molech* and *Adeptus Titanicus: Shadow and Iron* supplements have presented rules for some of the most well-known Legios. Of course, there are scores of named Titan Legions in the lore of Adeptus Titanicus, plus the potential to add or invent many more given the sweeping scale of the conflict. While the *Adeptus*

Titanicus rulebook grants players a bonus in the form of extra Stratagem points when facing an opponent using Legio rules when not using any themselves, players may want to represent a Titan Legion not yet covered or one of their own invention. To help players do so, presented here are rules for creating Crusade Titan Legions.

The rule given here expand upon and replace the rules provided in earlier publications. The following rules allow players to pick and choose from a collection of Legio Traits, Legio Specific Stratagems and Legio Specific Wargear that best represent the Titan Legion they wish to field. Once these choices have been made, for all intents and purposes a Crusade Titan Legion counts as a specific Legio. This means a battlegroup could contain maniples and Titans from different Crusade Titan Legions, or a Crusade Titan Legion and Titan Legions drawn from other supplements, with each different Crusade Titan Legion or other Legio included granting your opponent additional Stratagem points (see the *Adeptus Titanicus* rulebook).

CREATING A CRUSADE TITAN LEGION

To create your own Crusade Titan Legion, you should choose four special rules from those presented on the following pages. These are divided into three categories: Legio Traits, Legio Specific Stratagems, and Legio Specific Wargear. Players can choose any combination of Traits, Stratagems and Wargear, however each Trait, Stratagem or Wargear can only be chosen once, unless stated otherwise. In addition, players may make no more than two selections from each category (i.e., no more than two Traits, two Stratagems, or two Wargear may be chosen). Each Stratagem and Wargear chosen must be purchased (with Stratagem points or points respectively) as normal.

Certain traits can only be taken by a Legio with a specific allegiance, i.e., a Loyalist Legio or a Traitor Legio. If a trait with such a restriction is taken, any battlegroup that includes that Legio automatically gains the same allegiance, e.g., a battlegroup with a Loyalist Legio is a Loyalist Battlegroup (see page 83). A Legio can only choose Legio Specific Traits, Stratagems or Wargear from a single allegiance.

Crusade Titan Legions generate their Princes Senoris' personal trait from the table in the *Adeptus Titanicus* rulebook.

LEGIO TRAITS

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

Legion Trait: Dark Reputation

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

At the end of the Movement phase, enemy Knight Banners within 3" of a Titan from this Legio immediately become Shaken (see the *Adeptus Titanicus* rulebook).

Legio Trait: Elite Magos

The Titan Legion is well known for the skill of its Tech-Priests and Magos. Even in the heat of battle these individuals can call upon the favour of the Omnissiah to keep a Titan in the fight.

During the Damage Control phase, a Titan from this Legio can re-roll a single Repair dice. The second roll must be accepted, even if it is worse.

Legio Trait: Engines of War

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

Choose a class of Titan from the following list: Warlord, Reaver, or Warhound. The Titan Legion may always substitute one of the mandatory Titans in a maniple with a Titan of this type.

Note, this substitute Titan only benefits from maniple rules that reference Titans but does not benefit from maniple rules that reference a specific class of Titan.

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

Legio Trait: Fury of the Fallen

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

When one of the Legio's Titans is activated in the Combat phase, it can fire each of its active weapons twice. After the Titan has completed its shooting, immediately roll on the Catastrophic Damage table and apply the results to the Titan. In addition, add 1 to all Armour rolls for attacks made by friendly Titans if a Titan from this Legio has suffered Catastrophic Damage that round.

Legio Trait: Gunnery Command

Countless hours of practice on ordinatus ranges and battlefield experience in the field have given the Princeps and Moderati of the Titan Legion a keen sense of the capabilities of their Titan's weapons.

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

Legio Trait: Loci of the Cause

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

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

Legio Trait: Motive Mastery

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

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

Legio Trait: Plaything of the Gods

Malign powers have taken an interest in the Legio and their Princeps are no longer completely human, their mutated forms merged with the machinery itself.

This Trait can only be taken by a Traitor Legio. When a friendly Titan from this Legio is activated in the Strategy phase, roll a D6. On a 4+, it recovers a point of Structure, in a location of the controlling player's choice, lost earlier in the battle. This cannot recover a point of Structure on a location that has suffered Critical Damage. If a natural 6 is rolled, the Titan can repair a single point of Critical Damage instead, on a location of the controlling player's choice.

Legio Trait: Duty and Honour

The Legio will never be found wanting, standing true to oaths sworn long ago and conducting themselves with honour even in the face of rampant depravity.

This Trait can only be taken by a Loyalist Legio. A friendly Titan from this Legio may be issued a different Order via the Adaptive Tactics Allegiance Ability (see page 83) once per round, instead of once per game.

Legio Trait: The Path to Ascension

The Legio has broken free of the control of distant overlords, seeking instead to carve a legacy amongst the stars by the hands of their brotherhood.

This Trait can only be taken by a Blackshield Legio. Titans from this Legio may re-roll failed Command checks provided they are within 12" of two or more other friendly Titans from this Legio. In addition, Titans from this Legio can share shields with friendly Titans from this Legio that are currently under the effects of the Shutdown order as if they were in the same Squadron.

Legio Trait: Noble Lineage

The Legio comes from a world that emphasises brotherhood, and Princeps are often paired with members of their noble family to reinforce such a bond.

During deployment, before any units have been deployed, Reaver Battle Titans from this Legio can be paired; to do this, choose two Reaver Titans from the Legio within your battlegroup – these do not have to be part of the same maniple and a battlegroup can contain one or more pairs of Reavers.

At the beginning of each round, paired Reaver Titans may be formed into a Squadron with each other (see the *Adeptus Titanicus* rulebook). These Squadrons last until the end of the round. However, paired Reaver Titans in a Squadron may not merge void shields.

Legio Trait: Towering Exemplar

Within the Legio, those Princes with a legacy of great deeds were revered, treated as paragons of the Legio whose example should be followed without question.

At the start of each Strategy phase, choose a friendly Titan from this Legio within 6" of a Princeps Seniores from the same Legio. The chosen Titan adds 1 to the result of all Command checks they make this round. In addition, they can re-roll Hit rolls of a 1 for the remainder of the round.

Legio Trait: Blood-fuelled

The Legio has always been prone to savagery, favouring Titan loadouts that allow them to deal death up close. Some Princeps takes this a step further, devoting their efforts to tearing apart a foe with claw and chainblade.

Titans from this Legio armed with one or more weapons with the Melee trait increase their Weapon Skill by 1 (to a maximum of 2+) and decrease their Ballistic Skill by 1 (to a minimum of 6+). In addition, once per round each Titan from this Legio can add 1 to the Dice value of a Smash attack or an attack with a weapon with the Melee trait made as part of a Charge order, in addition to any dice added as part of the Order.

Legio Trait: Forwards to Glory

The Legio espouses direct warfare, constantly pushing forwards to apply pressure on their foe and excelling at close-quarters fighting, such as that seen within the confines of a city.

Titans from this Legio add 1 to the result of all Command checks made while they are within 8" of an enemy Titan. If they are within 8" of an enemy Titan with a Scale at least 3 greater than their own, they can instead be issued Orders without the need to make a Command check.

Legio Trait: Vanguard Fighters

Reliance on one's self is an important tenant of this Legio, favouring the use of wide-ranging vanguard Titans that can act on their own accord when separated from the larger battlegroup.

Titans from this Legio with a Scale of 7 or less add 1 to all To Hit rolls, and can be issued Full Stride and First Fire orders without the need to make a Command check while there is no friendly Titan (from any Legio) within 6" of them.

Legio Trait: Masters of Defence

The Legio follows a doctrine of seizing vital targets and holding the ground against the inevitable counter-attacks.

Titans from this Legio can move at full speed when Backing Up (see the *Adeptus Titanicus* rulebook). In addition, when a Titan from this Legio is attacked as part of a Charge order, it may immediately move backwards up to 3" and make a single weapon attack at the unit that attacked them. If they do this, increase the Titan's Reactor Status level by 1. Each Titan can only do this once per round. This move and attack is resolved after the effects of the Charge order and the subsequent attack have been resolved.

LEGIO SPECIFIC STRATAGEMS

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

Marked Prey (3)

The hunt is everything to the Legio. Before each battle a foe is marked as worthy prey, spurring the Princes of the Legio to hunt it down and claim the kill for their own.

Play this Stratagem at the start of any round. Choose an enemy Titan to be Marked. For the remainder of the battle, all friendly Titans from this Crusade Legio add 1 to all To Hit rolls and Armour rolls made against the Marked Titan.

Opening Salvo (3)

The Legio is patient, willing to sacrifice the initiative to lure their opponents into carefully prepared defensive positions.

Play this Stratagem during the Strategy phase of the first round. All Titans from this Crusade Legio may immediately attack with a single weapon of their choice as if it was the Combat phase. A Titan that attacks in this way must advance their Plasma Reactor Status track by two places, in addition to any other advances associated with weapons fire. If the player uses this Stratagem, their opponent automatically becomes the First Player for the remainder of the first game round.

Blistering March (3)

The Legio has a fearsome reputation for breaching fortifications, their Titans constantly firing as they advance into a breach, obliterating any who stand in their way.

Play this Stratagem during any Combat phase. For the remainder of the phase, any Titan from this Crusade Legio with the Full Stride order may fire one weapon during their activation. If it does so, increase its Reactor Status level by 1 in addition to any other advances associated with weapons fire.

Fuelled by Hatred (3)

A deep pitiless rage has taken root in many of the Legio's Princes, the Horus Heresy providing them with the chance to indulge the darker aspects of their personality through constant killing and spilling of blood.

Play this Stratagem when a friendly Titan from this Crusade Legio that is issued with a Charge order destroys an enemy unit in the Movement phase due to a Melee weapon or Smash attack made as part of the Order – they may immediately make a new Charge move. The Titan can make a single turn before moving as part of this second Charge move and can move no more than 5" during it.

Target Lock (3)

Some Titans stride into battle with additional sensor sub-systems that remain inactive for much of the battle. When activated, they rapidly share live data streams with supporting Titans, highlighting their target with extreme clarity with the caveat of blinding the Titan sharing the data.

Play this Stratagem when activating a Titan from this Crusade Legio in the Combat phase. Choose an enemy unit within 12" of the activating Titan. For the remainder of the phase, any attacks made against the chosen enemy unit suffer no penalties to their Hit rolls for obscured line of sight or for making Targeted Attacks. This counts as the activating Titan's activation for this phase. If the activated Titan is destroyed before the end of the phase, this Stratagem has no effect for the remainder of the phase.

Enduring Gods (2)

The Legio is famous for their ability to withstand damage that would destroy other Legio. Though they are quick to reinforce the idea they are unbreakable, their durability stems from a dedicated cadre of expendable servitors kept within their forms.

Play this Stratagem during any Strategy phase. Any Titan from this Crusade Legio may immediately be issued Emergency Repair orders without the need to make a Command check. After all Repair rolls have been resolved, make a Command check for any Titan issued an order in this way. If the check is successful, discard the Order. After the effects of this Stratagem have been resolved, the player may issue no more Orders for the remainder of this round.

Reactionary Fire (2)

The Legio believes a foe should never be allowed close, keeping a keen eye upon the flow of the battlefield to greet the reckless with a sudden onslaught of overwhelming firepower.

Play this Stratagem during any Movement phase, when an enemy Titan issued with a Charge order is activated. A friendly Titan from this Crusade Legio that has not been activated this phase may immediately make an attack with one of its weapons, or two if the chosen Titan is issued with the First Fire order. These attacks must be made against the activated enemy Titan and count as the chosen Titan's activation for that phase.



Electromagnetic Overload (2)

The Legio have always been known for throwing caution to the wind in favour of victory and the outbreak of conflict between Titan Legions has seen them push such direct tactics to greater heights.

Play this Stratagem during any Combat phase, when activating a friendly Titan from this Crusade Legio that has active void shields. Any unit, friend or foe, with active void shields within 3" of the activated Titan must immediately make a number of Save rolls equal to the number of remaining holes on the Titan's Void Shield status tracker, as if hit by a weapon with the Shieldbane trait. The activated Titan's Void Shield level then immediately drops to X and the Titan takes a Critical Hit to its Body. This counts as the Titan's activation this phase.

Vindictive in Death (2)

A fatalistic streak runs through the Legio, its tenets instilling the mantra that all must die but a life is not wasted if their memory is forever burned into the memory of their foes. In this vein, Princes would often modify their reactors to ensure their destruction would scour the land.

Play this Stratagem when a friendly Titan from this Crusade Legio suffers Catastrophic Damage. Do not roll on the Catastrophic Damage table – instead, the Titan suffers the Catastrophic Meltdown result.

Eye for an Eye (2)

The Legio ardently believe that no slight should go unanswered and all deaths must be avenged.

Play this Stratagem when a Titan from this Legio is destroyed by the opposing player. Until the end of the round, all friendly Titans from this Crusade Legio can re-roll Hit rolls of a 1.

Locomotive Override (1)

The Legio is known for favouring larger Titans, preferring to lay waste to their foes with heavy firepower. To offset their lack of manoeuvrability, Princes of the Legio often override the locomotive failsafes to perform rapid turns far outside acceptable norms, heedless of the risks.

Play this Stratagem during any Combat phase. A friendly Titan from this Crusade Legio of Scale 9 or 10 may immediately make up to a 180° turn. If it does so, it suffers 1 point of Critical Damage to its Legs after resolving the turn.

Directed Radburst (1)

A Titan is not forged to bring worlds to heel but to crush them until only a wasteland remains, left as an example to all those who would dare defy the might of the Collegia Titanica. That is a mantra the Legio follows.

Play this Stratagem during any Movement phase when activating a Titan from this Legio. Increase the activating Titan's Reactor Status level by 1. Place a 5" Blast marker on the table, with the central hole anywhere within 2" of the activating Titan. This counts as the Titan's activation for that phase. For the remainder of the round, any Titan underneath the Blast marker must roll an extra dice when making Void Shield saves, while Knight Banners count the Strength of attacks as one higher for the purposes of working out their Ion Shield saves. At the end of the round, remove the Blast marker. This Stratagem can be purchased multiple times, however it can only be played once per activation.

Scouting Run (1)

Knowledge is power and a battle cannot be won without information. The Legio makes heavy use of Scout Titans, sending them ranging ahead of their battlegroups to spy enemy movements and secure tactical positions.

Play this Stratagem after both players have deployed but before rolling to determine who is the First Player. A Titan from this Crusade Legio with a Scale of 6 or lower may immediately make a move. The Titan cannot declare Power to Locomotors! or Power to Stabilisers! during this move and cannot move more than 6". This Stratagem can be purchased multiple times.

Power Reserves (1)

The Princes of the Legio are cautious, unwilling to gamble with the lives of their crew and engines. To this end, they develop multiple contingencies before battle to be used when the situation is dire.

Play this Stratagem when a friendly Titan from this Crusade Legio pushes their reactor, before rolling the Reactor dice. Do not roll the dice; the result is treated as if a blank face was rolled. This Stratagem can be purchased multiple times, but a Titan can only be the target of this Stratagem once per round.

Reactor Surge (1)

Many Princes draw excess power from their reactor sparingly, fearing the consequences. Others do not share these doubts.

Play this Stratagem when a friendly Titan from this Crusade Legio pushes their reactor, before rolling the Reactor dice. For the remainder of the phase, the result subsequently rolled on the Reactor dice applies to any attempt to push the reactor, e.g., if a Titan pushed their reactor after declaring Power to Locomotors! and rolled a blank face, all subsequently attempts to push the Titan's reactor this phase would not increase the Reactor level. If, after playing this Stratagem, a Machine Spirit symbol is rolled, the Stratagem is discarded and has no effect; the Titan must roll each time they push their reactor as normal.

LEGIO SPECIFIC WARGEAR

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

Legio Specific Wargear: Ablative Ceramite Plating

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

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

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

Legio Specific Wargear: Armour Spikes

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

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

Legio Specific Wargear: Auxiliary Shield Capacitors

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

Any of the Legio's Titans can be upgraded to have Auxiliary Shield Capacitors for +20 points. Once per round, a Titan with this upgrade can declare Voids to Full! (see the *Adeptus Titanicus* rulebook) without having to push the reactor. As soon as the Titan's shields collapse, the benefits from this piece of Wargear are lost for the remainder of the battle, even if the Titan's shields are later reignited.

Legio Specific Wargear: Blind Missiles

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

Any of the Legio's Titans armed with either Apocalypse missile launchers or an Apocalypse missile launcher can be upgraded to have Blind Missiles for +20 points. Each of the Titan's weapons must be upgraded separately. Once per game, a Titan armed with Blind Missiles may fire a blind salvo with its Apocalypse missile launchers rather than firing them normally. Place the 5" Blast marker anywhere within range and firing arc of the missile launchers – they do not need line of sight. This marker remains in place until the end of the round and blocks line of sight through it.

Legio Specific Wargear: Crusade Banners

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

Any of the Legio's Titans can be upgraded to have Crusade Banners for +15 points. Friendly Knight Banners with at least one model within 6" of a Titan with this upgrade cannot be Shaken for any reason.

Legio Specific Wargear: Macro Magazines

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

Any weapon with the Rapid trait equipped by a Titan from this Legio can be upgraded to have Macro Magazines for +30 points, so long as that Titan does not already have an upgrade affecting that weapon. Each weapon with the Rapid trait a Titan is armed with must be upgraded separately. Increase the Dice value of that weapon by 2. Add 2 to the result when rolling on the Catastrophic Damage table for a Titan with Macro Magazines – this effective is cumulative (i.e., a Titan with two Macro Magazines would add 4 to the result).

Legio Specific Wargear: Multiple Warhead Launchers

Some Titan Legions employed multiple warheads on their missiles, the ordnance fragmenting in flight to saturate the target in hundreds of explosive rounds. Such missiles are effective at stripping a Titan's shields and clearing supporting units, but rapidly consume ammunition.

Any of the Legio's Titans armed with Apocalypse missile launchers or an Apocalypse missile launcher can be upgraded to have Multiple Warhead Launchers for +20 points, so long as that Titan does not already have an upgrade affecting that weapon. Each of the Titan's weapons must be upgraded separately. Any Apocalypse missile launcher equipped with this upgrade adds 5 to their Dice value and gains the Rapid and Limited (2) traits. A Titan can upgrade a weapon with Multiple Warhead Launchers and Autoloaders, however the base cost of the weapon includes the +20 points, which is applied before determining the cost of the Autoloaders.

Legio Specific Wargear: Plasma Rifling

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

Any of the Legio's Titans can be upgraded to have Plasma Rifling for +15 points per Titan. When firing a weapon with the word 'plasma' or 'laser' in its name (i.e., plasma blastgun, paired laser blasters, etc) the Titan can push its reactor to increase both the Short range and Long range of the weapon by 6".

Legio Specific Wargear: Ranging Auspexes

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

Any of the Legio's Titans can be upgraded to have Ranging Auspexes for +10 points per Titan. In the Combat phase, a Titan equipped with Ranging Auspexes can premeasure the range and check weapon arcs between itself and potential targets before selecting a target.

Legio Specific Wargear: Reactor Fetters

Additional vents and heat sinks are built into the Titan's reactor, protecting it from overloads or excessive plasma build-up. While this makes the Titan safer to command, it also limits the Princeps ability to call upon it when needed.

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

Legio Specific Wargear: Secondary Shield Generators

The Titan Legion favours tactics that involve striding into the deadliest of fights. To aid such a tactic, many Titans are equipped with secondary void shield generators which allow the Princeps to quickly reignite their shields, bearing some of the load for such a taxing process.

Any of the Legio's Titans can be upgraded with Secondary Shield Generators for +25 points. Once per game, when a Titan with this upgrade has a Void Shield level of X and is chosen as the target of a weapon attack, it may engage its Secondary Shield Generators – this must be done before any dice are rolled. Immediately increase the Titan's Void Shield level by D3 and the Titan's Reactor Level by the same amount (i.e., if a 2 is rolled, the Titan's Void Shield level moves left along the tracker twice and the Reactor Level marker moves right along the Reactor Status tracker twice). A Titan cannot use their Emergency Shield Generators if they are suffering from the VSG Burnout Critical Damage effect.

Legio Specific Wargear: Autoloaders

The War Vaults of the Legio run deep, giving them greater access to weapons considered rare amongst other Titan Legions. To facilitate the use of such resources, the Legio's Titans often bear autoloaders that feed ammunition to carapace weapons normally left untouched when they ran dry.

Any Titan that is equipped with a Limited (X) Carapace weapon can take Autoloaders for a cost equal to the base cost of the weapon +5 points. Each of the Titan's weapons must be upgraded separately. A weapon equipped with Autoloaders increases the (X) value by 1. This upgrade can be bought multiple times for the same weapon, increasing the cost to take Autoloaders by +10 points for each additional purchase, e.g., a Reaver warp missile could be upgraded twice (upgrading Limited (1) trait to a Limited (3) trait) with Autoloaders at a cost of +50 points – +15 points for the first upgrade and +25 points for the second.

Legio Specific Wargear: Macro Charges

The use of macro charges was a much-debated topic amongst Mechanicum Tech-Priests; though they vastly increased the destructive capability of any weapon that utilised them, they were incredibly destructive should they be damaged by return fire.

Any Titan from this Legio equipped with a Blast 3" weapon may be equipped with Macro Charges for +20 points, so long as that Titan does not already have an upgrade affecting that weapon. Each of the Titan's weapons must be upgraded separately. A weapon with Macro Charges replaces the Blast (3") trait with the Blast (5") trait and increases its Strength value by 1. However, when a weapon equipped with Macro Charges detonates, the Strength of any hit taken is increased by 2.

Legio Specific Wargear: Tracking Gyroscopes

The Legio's Tech-Priests have made numerous modifications to the carapace weapons mounted on their Titans in an effort to increase their field of fire.

Any Titan from this Legio may be equipped with Tracking Gyroscopes for +10 points. A Titan with this upgrade changes the Fire Arc of their carapace weapons to include the entire Front Arc of the Titan.



Legio Specific Wargear: Fusion Missiles

The Legio is specialised in the levelling of fortifications and uses warheads carrying fusion payloads to achieve this, delivering a direct burst of intense heat to destroy the toughest armour.

Any Titan from this Legio armed with an apocalypse missile launcher or paired apocalypse missile launchers may take Fusion Missiles as an upgrade for +25 points. Each of the Titan's weapons must be upgraded separately. When firing a weapon equipped with Fusion Missiles, the player can choose to either use its normal profile, or fire using Fusion Missiles; if they do this, for the duration of the attack the weapon gains the Fusion trait and reduces its Dice value to 3 if the original Dice value is 8 or more, or to 2 if the original Dice value is 7 or less.

Legio Specific Wargear: Gravitonic Stabilisers

The Legio favours the tempo of a steady advance – to that end, their Tech-Priests install gravitonic stabilisers which secure the Titan's footing at the expense of denying them access to extra bursts of speed.

Any Titan from this Legio may take Gravitonic Stabilisers for +10 points. If a Titan with this upgrade is hit by a weapon with the Concussive and/or Quake traits that is not deflected by the shields, roll a D6. On a 2+, that Titan is unaffected by the Concussive and/or Quake traits, although it still suffers any other damage effects. However, a Titan with this upgrade cannot declare Power to Locomotors!

Legio Specific Wargear: Diabatic Warheads

With the outbreak of the Horus Heresy, the Legio has implemented the use of warheads that indirectly harm enemy Titans with sustained barrages that rapidly raise the internal temperature of their target, placing strain upon its reactors.

Any Titan from this Legio armed with an Apocalypse missile launcher or paired Apocalypse missile launchers may take Diabatic Warheads for +15 points. Each of the Titan's weapons must be upgraded separately. When firing a weapon equipped with Diabatic Warheads, the player can choose to use its normal profile, or fire using Diabatic Warheads; if they do this, reduce the weapon's Strength value to 1. If an attack made with Diabatic Warheads scores at least 3 hits, regardless of whether the Void Shield saves are passed or not, increase the target Titan's Reactor Status Level by 1. If 8 or more hits are scored, increase the target's Reactor Status level by 2 instead. Diabatic Warheads have no additional effect on Knight Banners, beyond any damage they may inflict.

Legio Specific Wargear: Seismic Auspex

The Legio utilises an archaic piece of technology that monitors the movement of the enemy through the detection of vibrations, a process that allows their Warbringer Nemesis Titans to target unseen foes, although such an act requires complete stability from the firing Titan lest they cloud the sensors with their own movement.

Any Warbringer Nemesis Titan from this Legio can be upgraded for 5 x half the Strength of the weapon (e.g., a volcano cannon would be +30 points). The weapon gains the Barrage trait and applies only a -1 modifier rather than a -2 modifier when making attacks at targets it does not have line of sight to. The Barrage trait can only be used if the Warbringer Nemesis Titan has not moved this turn (voluntarily or involuntarily).

Legio Specific Wargear: Hunting Motives

The Legio relies upon packs of fast-moving Scout Titans to harass their foes and lure them into the fire of larger engines. To this end, the Legio's Tech-Priests have developed motives that heighten the speed at the cost of reduced mobility.

Any Titan from this Legio of Scale 6 or lower may be equipped with Hunting Motives for +20 points. A Titan with this upgrade increases their default Speed value by 2" during the Movement phase. However, they may not declare Power to Stabilisers!

Legio Specific Wargear: Unguis Stabilisers

Stabilising claws have been added to the legs of the larger Titans of the Legio to aid their operation as mobile firebases. Known as Unguis Stabilisers, the claws burrow into the ground, allowing the Titan to unleash a constant stream of firepower while remaining steady.

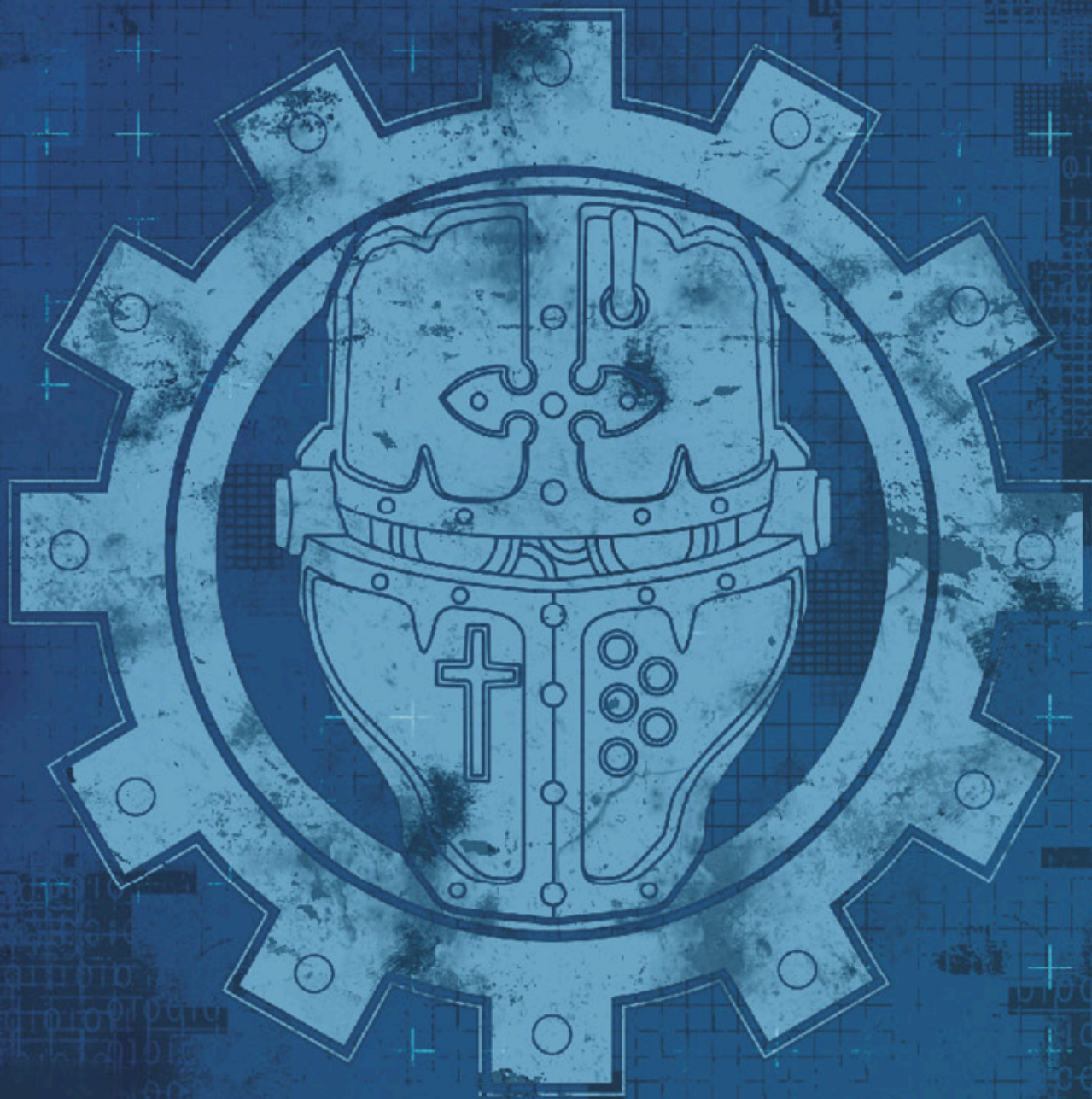
Any Titan from this Legio with a Scale of 9 or greater may be equipped with Unguis Stabilisers for +20 points. When activated in the Strategy phase, a Titan with this upgrade may deploy their Unguis Stabilisers. If they do so, until the end of the round they may be issued a First Fire order or Split Fire order without the need to make a Command check. However, they may not move or make turns, voluntarily or otherwise for the remainder of the round (e.g., by Critical Damage effects, Stratagems, the Concussive weapon trait, etc.).

Legio Specific Wargear: Vox Screech

Terror is a weapon the Legio knows well, employing the use of carefully constructed mechanical screams that assail the senses of the unprotected, disorientating their systems and overriding most methods of communication.

A Titan from this Legio may be equipped with a Vox Screech for +30 points. Once per game, when a Titan with this upgrade is activated during the Movement phase they may issue a Vox Screech. Any Titan within 6" of a Titan that issued a Vox Screech discards any Orders that it had issued, unless that Order was an Emergency Repairs order. This counts as the activating Titan's activation for that phase. Friendly Titans from this Legio are not affected by a Vox Screech.





EXPANDING THE HOUSEHOLD

"Do not fight for the ideals espoused during the Great Crusade. They are dead, crushed beneath the heel of ambition and pride. Do not fight for a master you have never seen, for He knows not your name nor your dreams and fears. Fight only for yourself. Fight only for those beside you, who strike down your foes and spill blood in your defence. That is all that matters now and it is all that will survive the conflagration to come."

Artonrus Balgorus, Saviour of Helmurii, High King of House Casziel, Declared Traitoris Perdita by Order of the Regent of Terra

The sight of a Knight Household marching to war was both awe-inspiring and terrifying, for they did so in great numbers, colours held aloft for all to see. Untold numbers of Households fought in both the Great Crusade and the Horus Heresy and each held to their own traditions, some more divergent than the others. Regardless, heraldry was an important part of all Households' culture, used both as a means of identifying a Knight Scion and ensuring all bore witness to their deeds and the deeds of their ancestors. The greatest of heraldry, that representing the Household itself, was weaved into banners

that chosen Knight Scions carried into battle, serving both as a warning to their foe and an inspiration to their allies.

The following rules expand upon the Knight Household rules from *Adeptus Titanicus: Doom of Molech*, offering players more options when they assemble their Household force by providing additional rules for Battle Standards and rules for bringing the High King onto the battlefield. Certain rules interact with the Household Force Allegiance rules presented on page 86 of this supplement.

BATTLE STANDARDS

All Knight Households carry the banners of their House into battle. These sacred standards can come in many forms. Some bear the heraldry of the Households, inspiring all that see them to greater deeds while others bear the bloody marks of former campaigns, driving Scions to acts of vengeance and bloodshed. Nearly all have ancient technology woven into their threads to preserve the standard for future generations should the bearer fall in battle.

When assembling a Knight Household force, one Knight within the Seneschal's Baronial Court (see page 38 of *Adeptus Titanicus: Doom of Molech*) may be upgraded to carry a Battle Standard, purchased from the list that follows, at the associated cost. Each Battle Standard has one or more rules associated with it. At least one model within a Banner must be able to draw line of sight to the model carrying the Battle Standard for the Banner to be affected by it, and the range of the Battle Standard's effects are measured from the Knight carrying the Battle Standard. Unless otherwise stated, only a single Knight from a Banner has to be in range of the Battle Standard for the whole Banner to be affected by it.

A Battle Standard does not replace the weapons a Knight is equipped with (it is presumed the Knight carries the standard in such a way as to not impede their prowess in battle). A Battle Standard must be clearly displayed on the model that carries it. If the Knight carrying the Battle Standard is destroyed, choose another Knight in the Baronial Court to carry the Battle Standard. If the Seneschal is the sole remaining Knight in the Baronial Court then the standard is lost, and the Seneschal cannot carry it.

Finally, Knights only ever benefit from the effects of a Battle Standard carried by a member of their own Knight Household. A Lance Standard's effect do apply to a Banner containing a Knight carrying it. As Freeblades are allies from varying Houses, they can never benefit from a Battle Standard unless stated otherwise.

King's Standard – 35 points

The standard of the king reminds all those who fight beneath it of their duty, whether they fight for the Emperor or the Warmaster, their true lord's gaze is upon them.

Friendly Banners within 12" of this Battle Standard can re-roll any failed Command checks to see if the Banner becomes Shaken. Note, the King's Standard is the same as the Battle Standard rules in *Adeptus Titanicus: Doom of Molech* with an adjustment to its points, and replaces those rules.

Pennant of the Champion – 40 points

This is a champion's pennant, won through skill at arms on the tourney field, and a reminder to all Scions of the glory battle brings.

Friendly Knight models within 12" of this Battle Standard can re-roll Hit rolls of a 1 made with Melee weapons.

Hunter's Eye Standard – 40 points

Bold is the mark of the hunter, their eye always upon the prize, and this standard reminds Scions of this fact, lest they become distracted in the hunt for glory.

Friendly Banners within 12" of this Battle Standard can re-roll Hit rolls of 1 when making attacks at enemies over 2" away.

Stalwart Standard – 50 points

A Knight House is a bastion of strength amid weakness, the Stalwart Standard standing tall like the battlements of the Household's keep, and just as inviolable.

Friendly Banners within 12" of this Battle Standard count the first Critical Hit they suffer each round as a Devastating Hit instead.

Dragon Slayer Standard – 70 points

The names and images of great beasts adorn this standard, each one brought low by the Knight Household, be they creatures of flesh and blood, or plasma and steel.

Friendly Knights within 12" of this Battle Standard can re-roll Armour rolls of 1 when attacking with a Melee weapon against targets with Scale 6 or higher.

Colours of the Castellan – 25 points

Order is integral to the running of a Knight House, and the Castellan of the keep reminds Scions of the pride belonging to their House brings, no matter the foes they face.

Once per round, a single friendly Banner within 12" of this Battle Standard can re-roll one failed Command check made when issuing Orders. If this re-roll results in a previously failed Command check becoming a success, additional Orders can be issued to other units as normal.

Shielding Standard – 60 points

Ancient warding technologies are borne aloft within the Shielding Standard, its ionic weave resonating with the Knight's own shields to protect them from attack.

Friendly Banners within 12" of this Battle Standard reduce the Strength of hits from weapons with the Blast or Firestorm traits by 2, to a minimum of 3.

Gauntlet Standard – 30 points

A clenched fist over a field of broken foes, the Gauntlet Standard is all about the brutality of the charge unleashed upon the weak, their remains driven into the dirt.

When a friendly Banner ends a move made as part of a Charge order within 12" of this Battle Standard, any enemy Banners within 2" of that friendly Banner must make a Command check to see if they become Shaken, just as if they had lost a Knight. Make this check after the charging unit has moved and has been determined to be within 2", but before any attacks are rolled.

Icon of the Emperor (Questoris Imperialis Household Force only) – 40 points

The Imperial Aquila is a light in the darkness wrought by the Warmaster, its spread wings bringing the promise of hope and vengeance to those loyal to the Imperium.

Friendly Questoris Imperialis Banners within 12" of this Battle Standard add 2" to their Movement characteristic while they are issued with a Full Stride order.

Mark of the Ommissiah (Questoris Mechanicus Household Force only) – 40 points

The Cog Mechanicum is a reminder that the Ommissiah is always watching and only through diligence and order will the Cult Mechanicus prevail.

During the Movement phase, friendly Questoris Mechanicus Banners within 12" of this Battle Standard may initiate repairs – this counts as their activation for the phase. If they do so, roll a D6 for each Knight in the Banner. For each 4+ that is rolled, the Banner recovers 1 lost Structure point. This cannot bring back a Knight that has been destroyed.

Eye of Horus (Questoris Traitoris Household Force only) – 40 points

Those who fight under the baleful Eye of Horus announce to their foes that they can expect no quarter should they dare stand against the Warmaster.

Enemy Banners within 12" of this Battle Standard must re-roll Command checks when testing to see if they become Shaken.

Raider's Flag (Questoris Oblitus Household Force only) – 60 points

Some Seneschals and their courts hail from raider houses, grown rich and powerful as reavers of their worlds, forever encroaching on the lands of others.

Attacks made against friendly Questoris Oblitus Banners within 6" of the Battle Standard suffer a -1 modifier to all Hit rolls if all models from the Banner are within the Short range of the attacking unit, in addition to any other modifiers. If a Targeted Attack is made, only the nominated Knight has to be within Short range.

LANCE STANDARDS

Every Household Battle Standard was a unique masterpiece, treated with a level of reverence that matched the care each Knight Scion lavished upon their armour, but it was not the sole banner a Household marched to war under. When assembled in full might, it was common for each Lance to carry a standard retrieved from the vaults of the Household. Though lacking the grandeur of the standard carried by the Baronial Court, each still served as inspiration for the Knights marching beneath it. Before battle, the House Sacristans would weave the heraldry of a High Scion into a standard, so all foes would know who brought death down upon them.

One Knight within each High Scion's Banner may be upgraded with a Lance Standard from the list that follows, at the associated cost. Each Lance Standard has one or more rules associated with it. At least one model within a friendly Banner must be able to draw line of sight to the model carrying the Lance Standard to benefit from its effects and the range of the Lance Standard's effects are measured from the Knight carrying the Lance Standard. A Lance Standard does not replace the weapons a Knight is equipped with (it is presumed the Knight carries the standard in such a way as to not impede their prowess in battle). A Lance Standard must be clearly displayed on the model that carries it. A Banner with a Battle Standard cannot have a Lance Standard.

If the Knight carrying the Lance Standard is destroyed, choose another Knight in the High Scion's Banner to carry the Lance Standard. If the High Scion is the sole remaining Knight in the Banner then the standard is lost, and the High Scion cannot carry it.

Unless otherwise stated, a Lance Standard's effects only apply to Knight Banners within the same Lance. A Lance Standard's effect do apply to a Banner containing a Knight carrying it.

Bloody Standard – 30 points

When honour is done, and duty but a memory, the standard of the Household's lord counts for only one thing: a witness to the murder wrought by its Scions.

Once per game, at the start of the Strategy phase, the Knight carrying the Bloody Standard can activate it. If they do so, Knight Banners within 6" of the Lance Standard can be issued Charge orders without the need to make a Command check.

Standard of Valour – 40 points

No matter how tall it stands, no matter how fearsome its visage, a Scion should never stray from their duty and never compromise their honour.

Once per game, at the start of the Combat phase, the Knight carrying the Standard of Valour can activate it. If they do so, Knight models within 6" of the Lance Standard can add 1 to the Dice value of a single weapon of their choice with the Melee trait for the remainder of the phase.

Standard of Defiance – 10 points

None can claim to be courageous lest he has faced terrible things and refused to balk, no matter the fear held within his heart. Those are the deeds that will be remembered.

Once per game, at the start of the Strategy phase, the Knight carrying the Standard of Defiance can activate it. If they do so, all Knight Banners in the Lance that are Shaken are no longer Shaken, and can be issued Orders this phase.

Standard of Perspicacity – 35 points

Knowledge is power and many are the victories won by the Household through clarity of mind and sound tactics.

Once per game, at the start of the Movement phase, the Knight carrying the Standard of Perspicacity can activate it. If they do so, until the end of the following round's Movement phase, Knight Banners within the Lance suffer no penalties for being outside Lance Coherency. However, during the following round's Strategy phase, any Banner from the Lance that has not maintained Lance coherency cannot be issued Orders via Lance Orders.

Standard of Dawn (Questoris Imperialis Household Force only) – 50 points

The standard speaks not of past deeds but of future ones and the glory that awaits once the Warmaster falls and the Imperium stands tall.

Once per game, at the start of the Strategy phase, the Knight carrying the Standard of Dawn can activate it. If they do so, when a friendly Questoris Imperialis Banner within 6" of the Lance Standard suffers a Critical Hit, roll a D6. On a 5+, the Critical Hit becomes a Devastating Hit. Each Banner within the Lance can benefit from this ability once per round.

Blackened Standard (Questoris Mechanicus Household Force only) – 30 points

Some standards are weaved with esoteric technology from a bygone age, clear evidence of the pacts of knowledge the Household can call upon.

Once per game, at the start of the Strategy phase, the Knight carrying the Blackened Standard can activate it. If they do so, until the end of the round, friendly Questoris Mechanicus Banners within 4" of the Lance Standard always count as at least 50% obscured against attacks made against them.

Withered Standard (Questoris Traitoris Household Force only) – 35 points

This standard is no longer immaculate, bearing decades of apparent decay, sickening to all who look upon it.

Once per game, at the start of the Strategy phase, the Knight carrying the Withered Standard can activate it. If they do so, until the end of the round, subtract 2 from the result of all Repair dice rolled for all units (friend or foe) within 6" of the Banner.

Icon of Conquest (Questor Oblitus Household Force only) – 35 points

The strong will always rule the weak and the standard tells a tale of conquest that proves the Household is stronger than all.

Once per game, at the start of the Combat phase, the Knight carrying the Icon of Conquest can activate it. If they do so, until the end of the phase, friendly Questoris Oblitus Banners within 6" of this Standard add +1 to the Strength value of all their weapons.

HIGH KING OF THE HOUSEHOLD

Whether they have but a handful of Knight armours, or hundreds of Knights wearing their colours, each Household has a hereditary leader for whom it is named. For Imperial Knight Households, i.e., those who are independent of Forge Worlds or the Titan Legions, regardless of their actual affiliation within the greater Horus Heresy, this is typically a High King. The names may vary, some Households led by Caliphs, Barons, Kaisers, Daimyos or any of a hundred other noble titles from Ancient Terra and beyond, but the role of the High King remains the same.

Any Knight Household force can, if it chooses, upgrade its Seneschal to a High King at a cost of 50 points. High Kings count as Seneschals in regard to any rules that reference a Seneschal, with the following exceptions:

- **Challenges:** A High King's own Knight must make Targeted Attacks with Melee weapons against enemy High Scions, Seneschals and other High Kings.
- **Unshakable:** A High King's Banner cannot become Shaken, and ignores any effects or rules that would require it to become Shaken.
- **Master of Battle:** Orders can be issued to a High King's Banner without the need to make a Command check during the Strategy phase, even if a friendly unit has already failed a Command check while being issued Orders in that phase. Master of Battle cannot be used in conjunction with Lance Orders.
- **Warlord:** A High King adds 3 Stratagem points to a Knight Household instead of 2 Stratagem points.

APPENDIX I – BATTLEFIELDS OF RYZA

RYZA

As a major Forge World, much of Ryza's surface was given over to expansive forge complexes, plasma fanes and manufactoria. These centres of industry were heavily contested during the invasion of Ryza, with both sides seeking to leave as much of the infrastructure intact as possible. Games taking place on Ryza (or another similar Forge World) can use the rules for Manufactoria or Plasma Infrastructure.

MANUFACTORIA

Much of Ryza's surface was devoted to manufacturing, churning out weapons of war for the Great Crusade, with many using towering machinery capable of damaging a Titan caught in their way.

Rumbling Machinery: Whenever a unit ends their movement within 2" of a building, roll a D10. On a 1 or 2, that unit takes D3 S4 hits, bypassing void shields, as if resolving an attack from a weapon with the Concussive trait.

Gas Pocket: Whenever a weapon with the Blast trait misses its target and scatters, there's a chance that it might ignite a gas pocket. After working out the effects of the weapon's attack leave the Blast marker on the table and roll a D6. On a 4+, place the Flame template so the narrowest part is touching the Blast template's central hole and the template is pointing in a direction indicated by a Scatter dice. Any unit underneath the Flame template suffers D6 S5 hits.

Industrial Quarries: After a Titan moves in the Movement phase, roll a D10. On a 1, the Titan has hit a quarry. Move the Titan D6" in a direction indicated by a Scatter dice, though do not change the Titan's facing. This movement may result in a Collision (see the *Adeptus Titanicus* rulebook).

PLASMATIC INFRASTRUCTURE

Ryza was famed for its plasma technology, capable of producing both weapons and reactors of a calibre of greater quality than those of other Forge Worlds.

Reactor Detonation: Whenever a Blast marker is placed on the battlefield, roll a D10 for each building under the Blast marker or within 3" of the marker's edge. On a 1, the plasma reactor in the building explodes. Every unit within D6" of any part of the building suffers D6 S6 hits, bypassing void shields and ion shields. The building then collapses; remove it from the board and replace it with an area of Dangerous terrain of equal size.

Auxiliary Plasma Reactors: At the start of the game, before either player deploys a unit, both players should roll a D3 and subtract 1 from the result (to a minimum of 1). Each player then nominates a number of buildings equal to the result of their roll to contain an Auxiliary Plasma Reactor. The chosen buildings follow the rules for the Plasma Generator Battlefield Asset found in the *Adeptus Titanicus* rulebook.

Destroying a building containing an Auxiliary Plasma Reactor follows the same rules as destroying terrain (see the *Adeptus Titanicus* rulebook) with the exception that, when destroyed, the building suffers a Catastrophic Meltdown as if it had rolled a 10+ on the Catastrophic Damage table. The building is presumed to have four holes on its Plasma Reactor Status tracker and a Scale equal to its height in inches (rounded up to the nearest whole number).

Plasma Offrun: By-products from plasma production are siphoned off into reservoirs of hazardous material where disposable teams of servitors extract anything of use for further processing. During battlefield set-up, players may designate portions of the battlefield as Offrun Reservoirs – these can be represented by appropriate pieces of terrain such as water features. Offrun Reservoirs count as Dangerous terrain. In addition to the normal Dangerous terrain rules, any unit that ends their activation in the Movement phase or Combat phase within an Offrun Reservoir immediately suffers D3 S7 hits, ignoring void shields (but not ion shields). Titans suffer these hits to their Legs.

RYZA SECUNDUS

The largest of the space stations orbiting the Forge World, Ryza Secundus was closer in size to a planetary satellite than a man-made structure, with hallways capable of allowing passage to Knights and Titan-scale engines of war.

Automated Defences: After a unit moves in the Movement phase, roll a D10. On a 1 or 2, the Titan has triggered the facility's Automated Defences. That unit suffers D6 S4 Hits, as if resolving an attack from a weapon with the Shieldbane trait.

Hull Breach: Whenever a weapon with the Blast trait misses its target and scatters, there's a chance that it might cause a minor hull breach. After working out where the Blast marker scatters to, roll a D6 after the attack has been resolved. On a 6+, all units within 12" of the central hole of the Blast marker move towards it; units of Scale 5 or lower move D6" towards the central hole while units of Scale 6-10 move D3" towards it. Units of Scale 11+ do not move. Resolve each unit one at a time, starting with the unit furthest from the hole. This may cause a unit to collide with other units, as described in the *Adeptus Titanicus* rulebook.

Toppling Cargo Containers: If a model collides with a piece of terrain, roll a D6. On a 4+, place the 5" Blast marker over the centre of the colliding model. After resolving the effects of the collision, any unit under the marker suffers D3 S7 hits, ignoring void shields.

APPENDIX II – NEW STRATAGEMS

EXPERIMENTAL WARFARE

Stratagem: Homing Warheads (2)

Play this Stratagem in the first Strategy phase of the game. The player chooses one of their Titans armed with an Apocalypse missile launcher or paired Apocalypse missile launchers, so long as that Titan does not already have an upgrade affecting that weapon. Subtract 3 from the Dice Value of the weapon (to a minimum of 1). For the remainder of the game, attacks with that weapon do not suffer negative modifiers when attacking an obscured target or when attacking a target out of line of sight via the Barrage trait.

Stratagem: Enhanced Coolant (2)

Play this Stratagem during any Strategy phase. The player chooses one of their Titans; for the remainder of the game, roll a D6 each time that Titan would increase its Reactor level. On a 5+, increase the Reactor level by one less hole than normal, to a minimum of zero holes (e.g., if two symbols were rolled on the Reactor dice, a 5+ would increase the Reactor level by one, not two). If an effect results in multiple increases, such as rolling multiple 1s while using the Maximal Fire trait, roll individually for each increase.

Stratagem: Redundant Systems (2)

Play this Stratagem in any Strategy phase. The player chooses one of their Titans; the first time Critical Damage is suffered by that Titan it is ignored – do not move the marker up the tracker. Any other effect, such as loss of Structure points, still occurs. If a Titan is forced to move the Critical Damage marker more than once for an attack, move it one fewer space. Then, discard this Stratagem.

Stratagem: Experimental Locomotors (1)

Play this Stratagem in the first Strategy phase of the game. The player chooses one of their Titans; for the remainder of the battle the Titan may use its boosted Speed characteristic without pushing its reactor. During every End phase roll a D10 for this Titan. On a 1, the Titan suffers a Devastating Hit to its Legs and this Stratagem is discarded.

Stratagem: Override Signal (1)

Play this Stratagem when a Titan (friend or foe) within 12" of a friendly Titan suffers Catastrophic Damage, before rolling on the Catastrophic Damage table. When rolling on the Catastrophic Damage table for the chosen Titan, add 4 to the result.

TRICKS AND TACTICS

Stratagem: Dusk Attack (2)

Play this Stratagem in the first Strategy phase of the game. During the End phase of Turn 3, the First Player must roll (D6+1)x5 to determine how many inches every unit on the battlefield can see for the remainder of the battle – only enemies within this range can be targeted by an attack. Units that have made an attack with a weapon without the Melee Trait previously in a round can be targeted, regardless of the distance a unit can see.

Stratagem: False Intel (1)

Play this Stratagem after all objectives have been deployed. Pick any objective on the battlefield. Move that objective D6" in any direction – this can take it outside its normal deployment area. The objective cannot be moved off the board, nor can it overlap with a piece of Blocking terrain.

Stratagem: Reactor Surge (2)

Play this Stratagem when activating a Titan in the Combat phase. If the chosen Titan has a Shield level of X, this Stratagem is immediately discarded. Otherwise, increase the Titan's Reactor Status level by any number of holes – you cannot voluntarily advance it further than the end of the Status tracker. For each hole the marker is moved along the Reactor Status level, repair the Titan's Void Shield level by 1. This counts as the Titan's activation for this round.

Stratagem: Partial Shutdown (1)

Play this Stratagem at the start of any Movement phase. Choose a friendly Titan to initiate Partial Shutdown. The chosen Titan is immediately issued Shutdown orders, replacing any Order previously given. The void shields of a Titan that has initiated a Partial Shutdown do not collapse. In addition, a Titan issued Shutdown orders as part of the Partial Shutdown Stratagem reduces its Reactor level by 1 instead of 2 during the Damage Control phase and Reactor rolls can be made for the Titan if forced to do so. Barring these exceptions, a Partially Shutdown Titan follows all other normal rules for the Shutdown order as described in the *Adeptus Titanicus* rulebook.

Stratagem: Tactical Assessment (2)

Play this at the end of the deployment phase, before rolling to see who is the First Player. The player may immediately discard their current objective and determine a new one by rolling two D6 on the Mission Objective table as described in the *Adeptus Titanicus* rulebook.

Stratagem: Last Ditch Effort (1)

Play this Stratagem when a friendly Titan falls due to the Laid Low or Wild Fire Catastrophic Damage effect. The controlling player may choose the direction the Titan falls, rather than determining it by rolling a Scatter dice. If, for whatever reason, both players are allowed to choose the direction the Titan falls, randomly determine the direction as normal and discard this Stratagem.



Occidentalis-Eurytus
Ordo Sinister Psi-Titan



Patriarch of Death
Legio Mortis Warbringer Nemesis Titan



Sangius Rex
Legio Audax Warhound Titan



Unfurled Rage
Legio Mortis Reaper Titan





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