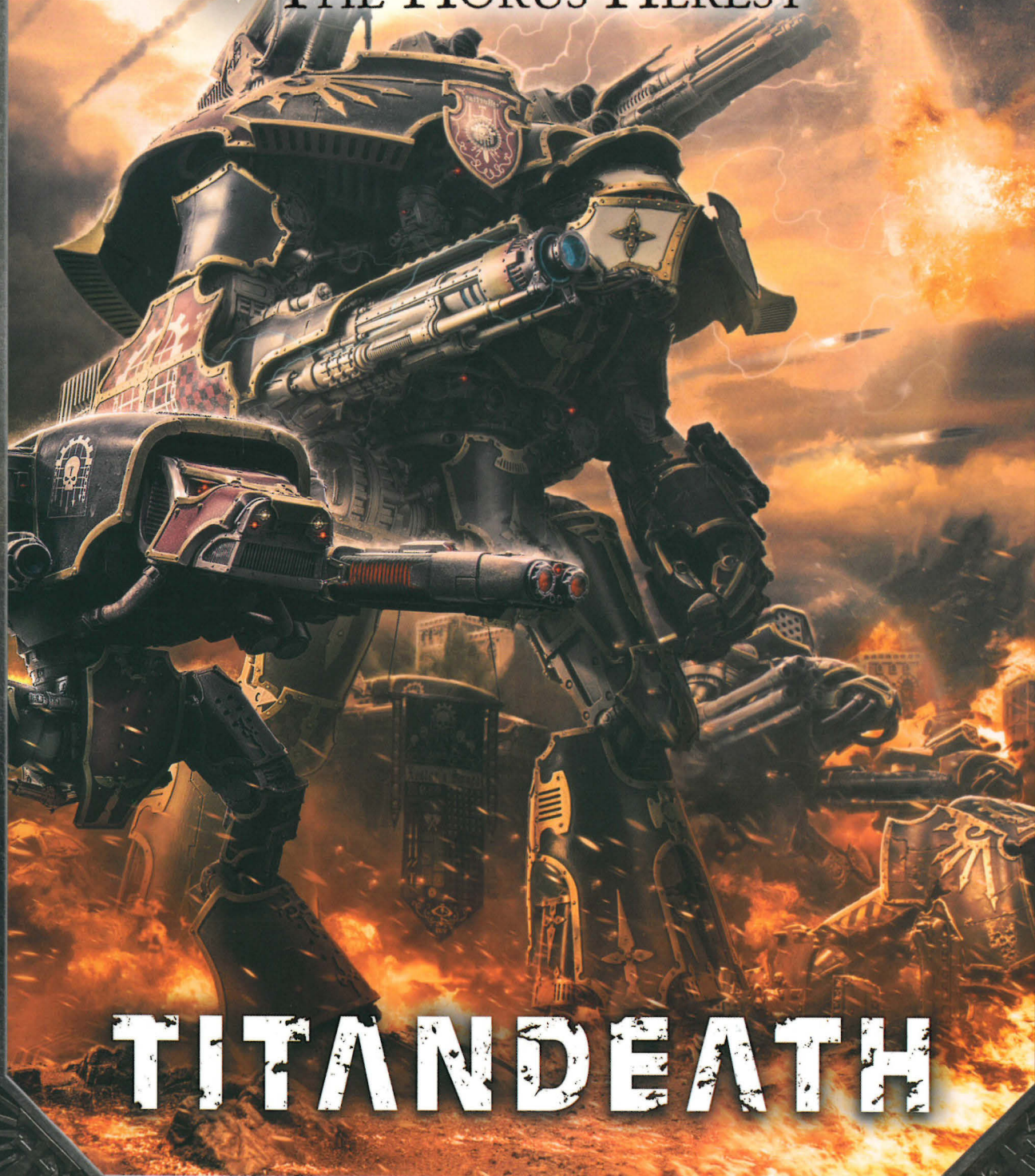


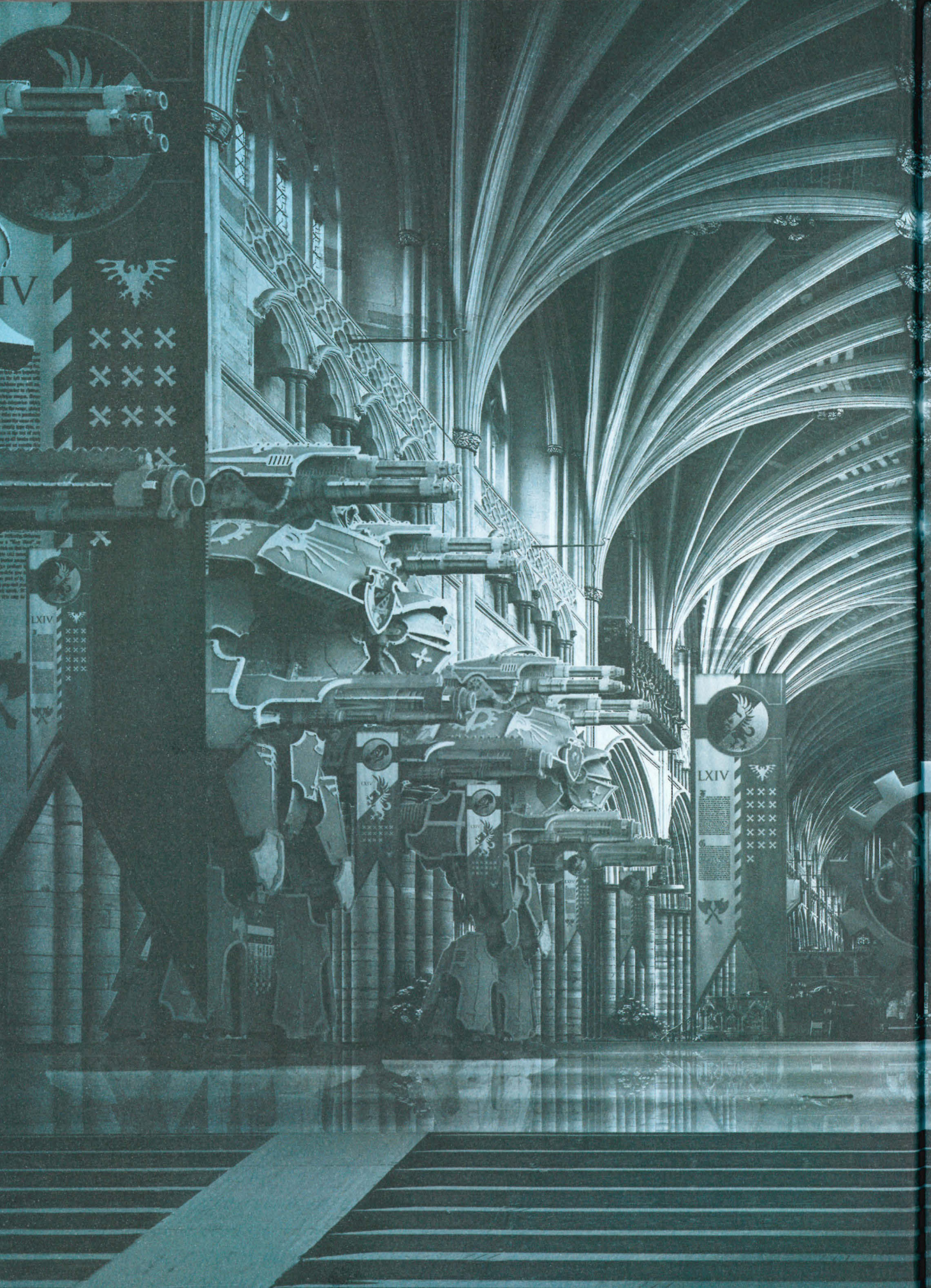
ADEPTUS

TITANICUSTM

THE HORUS HERESY[®]



TITANDEATH







HERE, BENEATH SEVEN DEAD STARS, MACHINES AND MEN MET THEIR END.
HERE, WITHIN THE EMPEROR'S SIGHT, A GRAVE FOR GODS WAS MADE.

ADEPTUS
TITANICUSTM
THE HORUS HERESY[®]

TITANDEATH

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

PRODUCED BY THE FORGE WORLD STUDIO

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THE WAR FOR BETA-GARMON

'We could not have known what waited for us there – but when the Emperor called us to war, we served without question.'

– Recollections of Doom, Princeps Seniores Helite Dae, Legio Atarus

Of all the Titan battles to mark the Arch-Traitor Horus' long and bloody march towards Terra, few can match the war for Beta-Garmon. It is not without good cause that history remembers this epic conflict as the *Titandeth*, for it was here, upon the many worlds of the Beta-Garmon star cluster, that hundreds of god-engines fell, graveyards of twisted steel and burning plasma were born, and entire Titan Legions were consumed in the fires of war.

In this, the first supplement for *Adeptus Titanicus*, players will find a wealth of new rules and missions for their games. *Titandeth* covers the background of the Beta-Garmon conflict, revealing the

triumphs and defeats of both Traitors and Loyalists, along with six narrative missions charting one of the bloodiest confrontations of the Horus Heresy. Alongside this new theatre of war are rules for fielding your Titan Legions as one of the eight major combatants for the Beta-Garmon campaign: four Loyalist Legios, including the Warp Runners, Nova Guard, Imperial Hunters and Firebrands, alongside four Traitor Legios, covering the Death's Heads, God Breakers, Tiger Eyes and Death Stalkers – plus four new maniples available to any Titan Legion. Finally, *Titandeth* includes a detailed *Adeptus Titanicus* campaign system, allowing players to play out the fate of entire worlds with their Titan Legions.

THE BETA-GARMON STAR CLUSTER

The Beta-Garmon star cluster balances on the edge of the Segmentum Solar; half a dozen star systems closely linked by stable warp routes and heavily fortified by the Imperium. Since the days of the great Ullanor Campaign, its worlds were a staging ground and munitions stockpile for the Emperor's armies setting out into the galactic north and east. Even before the rise of the Ruinstorm that clove the Imperium in two, the star cluster's place among the Imperium's domains singled it out as a vital choke point in the defence of the Segmentum Solar. During the bloody years of the Horus Heresy, it became a prize that was coveted jealously by both sides, and some of the most destructive battles of that age were waged upon its planets.

The first humans to settle the star cluster came during the Age of Expansion; Mankind's great pilgrimage to conquer the stars. These first colonies spread out among the nearby star systems, and Imperial surveys suggest that, at its zenith, the Beta-Garmon star cluster spanned over thirty inhabited worlds. While few reliable records of these early millennia remain, it is known that the star cluster was a prosperous human empire, and was ruled over by lords who claimed lineage back to those first colony fleets. Unlike many of its neighbours, Beta-Garmon survived the Age of Strife mostly intact, and many of its cities and great machines date back to the Dark Age of Technology – even though the knowledge to repair or replicate them has long since been lost.

In 811.M30, the Imperium brought the worlds of the Beta-Garmon cluster into the Emperor's growing domain. By this time, only five systems in the cluster survived, and were designated by the Imperium: Alpha, Beta, Delta, Zeta, and Theta; Beta being the largest and most valuable, it subsequently became the common Imperial name for the collected stars. Imperial Seneschals and Mechanicum Domini were sent to enforce the Pax Imperium, though the Garmonites accepted the arrival of the Imperium willingly, and so most of their lords were allowed to keep their

power – provided that they bent the knee to the Master of Mankind. These ancestor-lords would later become fertile ground for the agents of the Arch-traitor Horus to turn the systems of Beta-Garmon against the Emperor.

Each of the cluster's major planets were swiftly exploited and fortified by the servants of the Emperor, and deep vaults found beneath Beta-Garmon II and III were used to stockpile vast supplies of munitions. Thus was the Beta-Garmon cluster turned into an armoury and staging ground for the armies and fleets of the Imperium. Mars too laid claim to several of the cluster's worlds; its agents overseeing Dark Age marvels like the protective hive-shields of Beta-Garmon III, the gigantic shipyards of Theta-Garmon V and the harvest domes of Delta-Garmon II.

Not long after the start of the Horus Heresy, the Ruinstorm, a massive barrier formed of warp storms that isolated thousands of worlds from the reach of the Emperor's armies, cut the systems of Beta-Garmon off from its surrounding sectors. While inaccessible to its allies, the servants of the Traitor Horus moved freely through the Ruinstorm and it was agents of the XXth Legion that were the first to spread their lies among the Garmonite Lords. After the nearby Paramar system fell into civil war, the Beta-Garmon cluster was quick to follow.

The bitter conflicts that followed in the wake of the weakening of the Ruinstorm, and the great Titan battles that forever scarred the star cluster, were predicated upon its place as a crossroads point on the path to Terra. During this time, the cluster became the narrow of the passage, like a mountain pass, into which both sides poured men and war machines. Few battles in the history of humanity were as brutal or costly as those during the Beta-Garmon campaign – and, at the time, it was believed few would ever surpass it.



+Beta-Garmon Star Cluster Data+

++Kanth/Garmonite Sub-Sector++

++779β 12ΥX99++

++Solargraph Imperia++

++Compliance: Contested++

++Status: Conflict Grade Severatis++

● Dead System
Ref: D17

● Dead System
Ref: A06

Omega-Garmon



● Dead System
Ref: B15

++/Sanctus Vermillion//

++/Restricted by Order of the Garmonite Lords//



● Zeta-Garmon System

Zeta-Garmon X
(Penal World)

++Lorin Alpha Warp Conduit
T9Σ Solar Ascending++

++/Righteous Path to Terra//

++/Praise be to the Emperor//

++Paramar Warp Conduit
K8Ω Sidereal Descending++

Dark Sentry
(Rogue World)
Approx. Position

Delta-Garmon II
(Agri-World)

Alpha-Garmon System
(Mining World)

Delta-Garmon System

Beta-Garmon System

Beta-Garmon II-III
(Fortress/Hive Worlds)

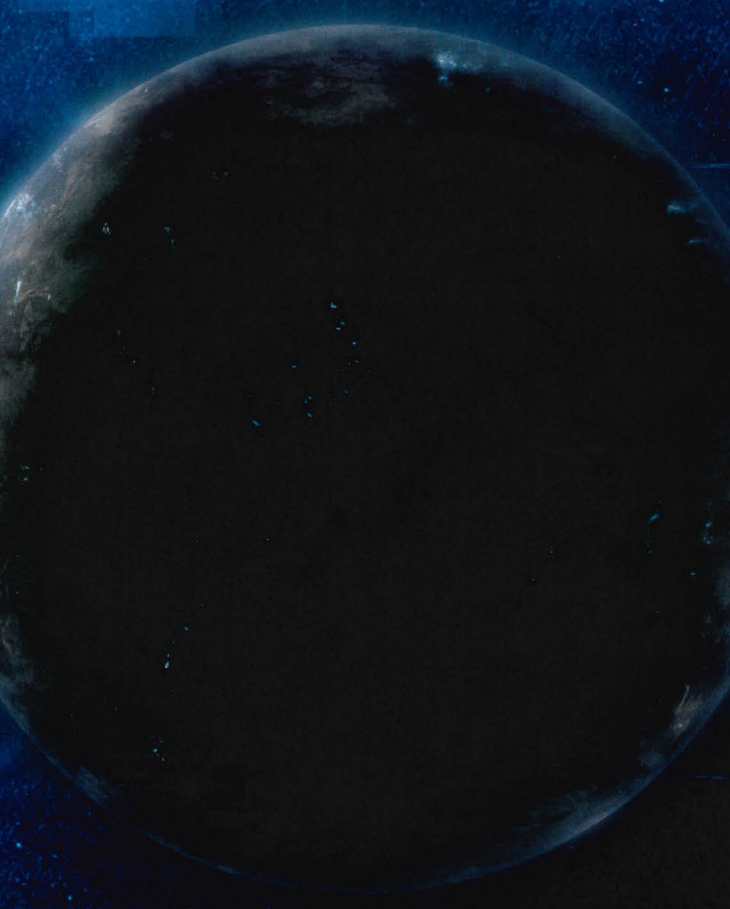
Dead System
Ref: Y12

Theta-Garmon V
(Fleet Anchorage)

Theta-Garmon System

Dead System
Ref: K27

"He who bends the knee to the Emperor is
made righteous by his compliance."



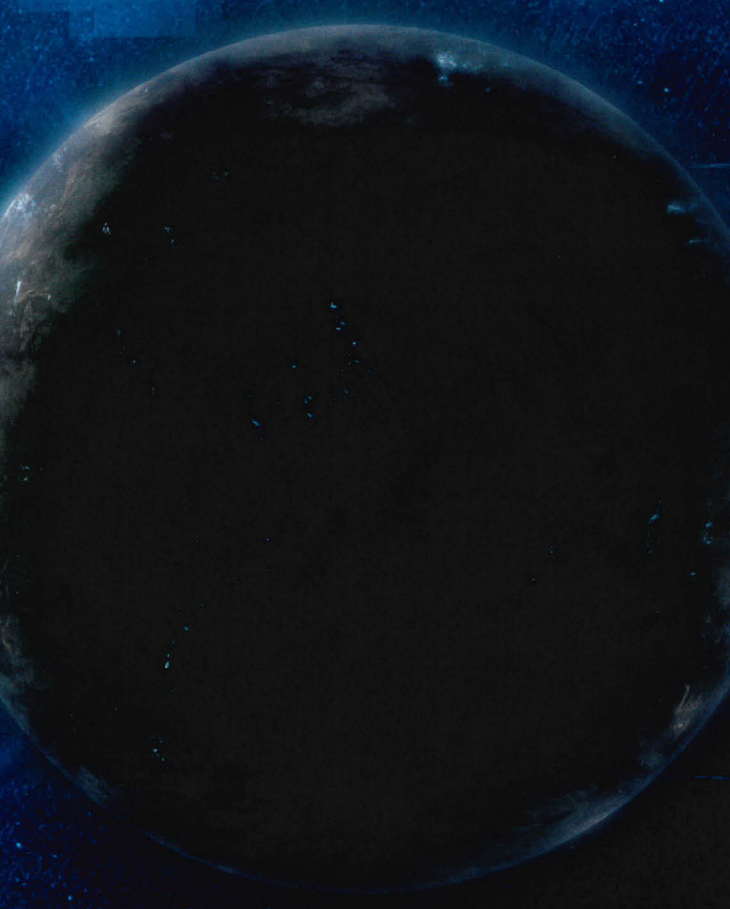
ALPHA-GARMON

The dozen worlds of the Alpha-Garmon system are all clustered within the slowly expanding corona of its bloated star. Among these molten planets, orbital outposts litter the void, their auspexes keyed to read the changing moods of the red giant, while the outermost world – Alpha-Garmon IX – has been engineered to harvest the star's ambient energies.

Alpha-Garmon IX

Classification: Mining World
(Solar/Rad Mining Sub-type)

Alpha-Garmon IX is a stronghold of the Mechanicum, its Magos commanding great multitudes of sub-human levies and servitor armies. A solar farm on a massive scale, the world's black sands are covered in thousands of kilometres of rad-mirrors and geiger-sinks – long tesla coils pointing out into space from its highest peaks like the spines of some colossal beast. Energy cores and solar vaults are endlessly filled from these photonic mirrors and thermal sinks, their bounty powering worlds and ships throughout the cluster.



BETA-GARMON

The principal system of the cluster, seven worlds orbit the weak, yellow star of Beta-Garmon. Ancient ruins on five of the system's planets hint at a more prosperous past, and the void between them is empty save for abandoned orbital stations and detritus fields formed from millennia of human habitation. Activity clusters brightly around its two remaining inhabited worlds, and Beta-Garmon II and III are the hub around which the rest of the cluster radiates.

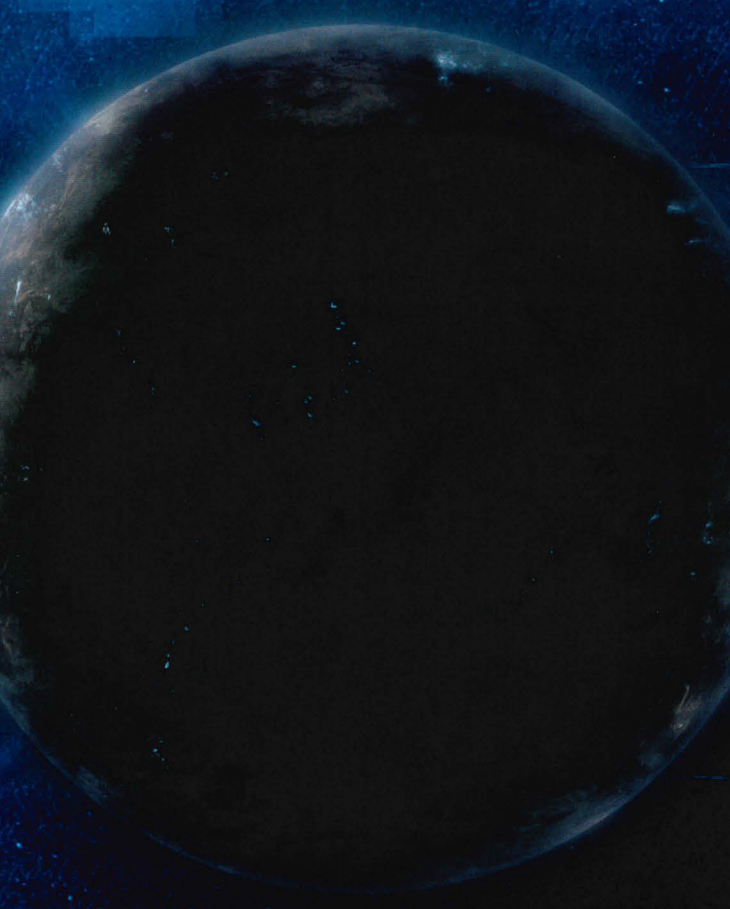
Beta-Garmon II

Classification: Industrial World/Fortress World (Garmon Majoris)

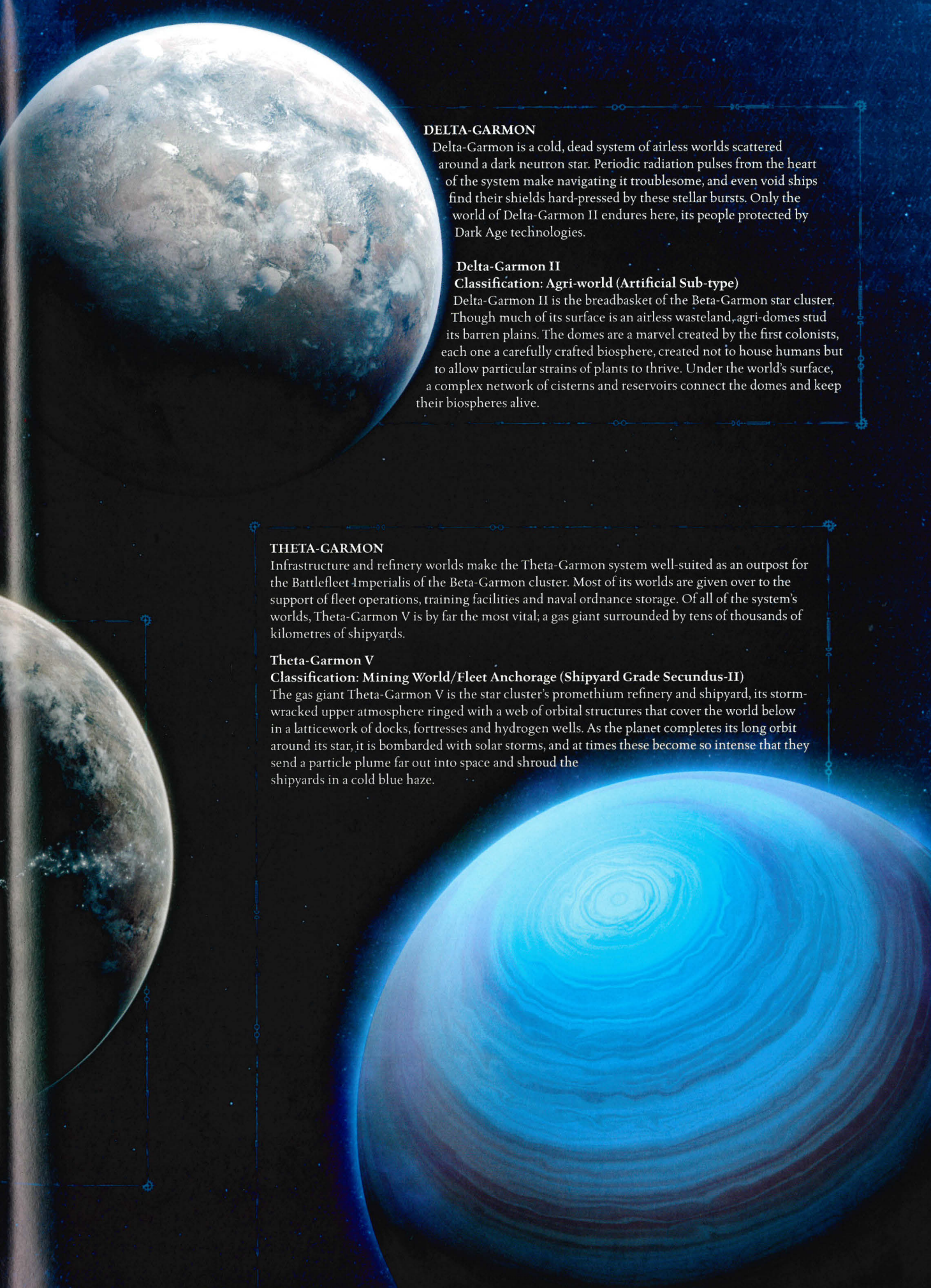
Fortress-cities ring the equator of Beta-Garmon II, and the greatest of these is Nyrcon – the command and control centre of the entire star cluster. The city and its geostationary star fortress, known as the Anvil, are the mustering points for Imperial forces. Beyond the cities, the world is a wasteland, given over to Imperial Munitorum and Mechanicum Ordinatus weapon testing – while a graveyard of decommissioned vessels in high orbit forms a firing range for the Battlefleet Imperialis.

Beta-Garmon III

Classification: Hive World



Beta-Garmon III is the most populous world in the star cluster. Cloaked in an endless toxic maelstrom, its wealth comes from storm-sail miners and hive industries. The largest hive is Caldera Primus, its spire hanging over a boiling chemical geyser and protected by a web of heavily fortified drawbridges. Perhaps the most vital asset the world possesses is the Carthega Telepathica, or Diviner's Needle, an astropathic temple upon a mountain which at its tallest point brushes the edge of the void.



DELTA-GARMON

Delta-Garmon is a cold, dead system of airless worlds scattered around a dark neutron star. Periodic radiation pulses from the heart of the system make navigating it troublesome, and even void ships find their shields hard-pressed by these stellar bursts. Only the world of Delta-Garmon II endures here, its people protected by Dark Age technologies.

Delta-Garmon II

Classification: Agri-world (Artificial Sub-type)

Delta-Garmon II is the breadbasket of the Beta-Garmon star cluster. Though much of its surface is an airless wasteland, agri-domes stud its barren plains. The domes are a marvel created by the first colonists, each one a carefully crafted biosphere, created not to house humans but to allow particular strains of plants to thrive. Under the world's surface, a complex network of cisterns and reservoirs connect the domes and keep their biospheres alive.

THETA-GARMON

Infrastructure and refinery worlds make the Theta-Garmon system well-suited as an outpost for the Battlefleet Imperialis of the Beta-Garmon cluster. Most of its worlds are given over to the support of fleet operations, training facilities and naval ordnance storage. Of all of the system's worlds, Theta-Garmon V is by far the most vital; a gas giant surrounded by tens of thousands of kilometres of shipyards.

Theta-Garmon V

Classification: Mining World/Fleet Anchorage (Shipyards Grade Secundus-II)

The gas giant Theta-Garmon V is the star cluster's promethium refinery and shipyard, its storm-wracked upper atmosphere ringed with a web of orbital structures that cover the world below in a latticework of docks, fortresses and hydrogen wells. As the planet completes its long orbit around its star, it is bombarded with solar storms, and at times these become so intense that they send a particle plume far out into space and shroud the shipyards in a cold blue haze.

ZETA-GARMON

The eerie blue light of Zeta-Garmon bathes its worlds in a ghostly hue. Once, long ago, life might have flourished here, but localised celestial anomalies have created areas of molecular stagnation, turning all biological matter into crystalline form. Diamond seas and glass rain make most Zeta-Garmon worlds hostile to settlement, and only on Zeta-Garmon X does human habitation persist.

Zeta-Garmon X

Classification: Penal World (Mining Sub-type)

The crystalline jungles of Zeta-Garmon X are a haunted landscape, filled with the remains of past settlement attempts. Its silicon flora emits an endless subsonic moan that seeps out into the void, disrupting vox communication and driving some mad. For this reason, it is used primarily as an Imperial Army training base and penal colony to respectively harden or punish Imperial soldiers or criminals.

THE DARK SENTRY

Classification: Unclassified (Dead World/Death World)

A rogue celestial body known as the Dark Sentry roams the darkness between the Beta-Garmon stars, frequently vanishing and reappearing dozens of light years from its previous location. A black mass of shadow, its form shifts between solid and liquid depending on its proximity to different stars, making permanent settlement all but impossible – only hardy nomadic fishing crews sail or drive across its surface, hunting the planet's strange burrowing creatures. At times, the planet ventures toward its sister worlds, its ghostly presence in the sky often seen as a portent of coming doom.



DEAD SYSTEMS

Thousands of years of human habitation have left their mark upon the worlds of the Beta-Garmon star cluster. Star fortresses, chartist fleets and space hulks drift or ply the void between them, while asteroids, moons and lifeless planets all show signs of previous settlement or exploitation. During the great campaigns of the Titandeth and Sea of Fire, many of these abandoned corners of the cluster would become battlefields, bases or hiding places for forces as they prepared to strike or sought refuge from their attackers.

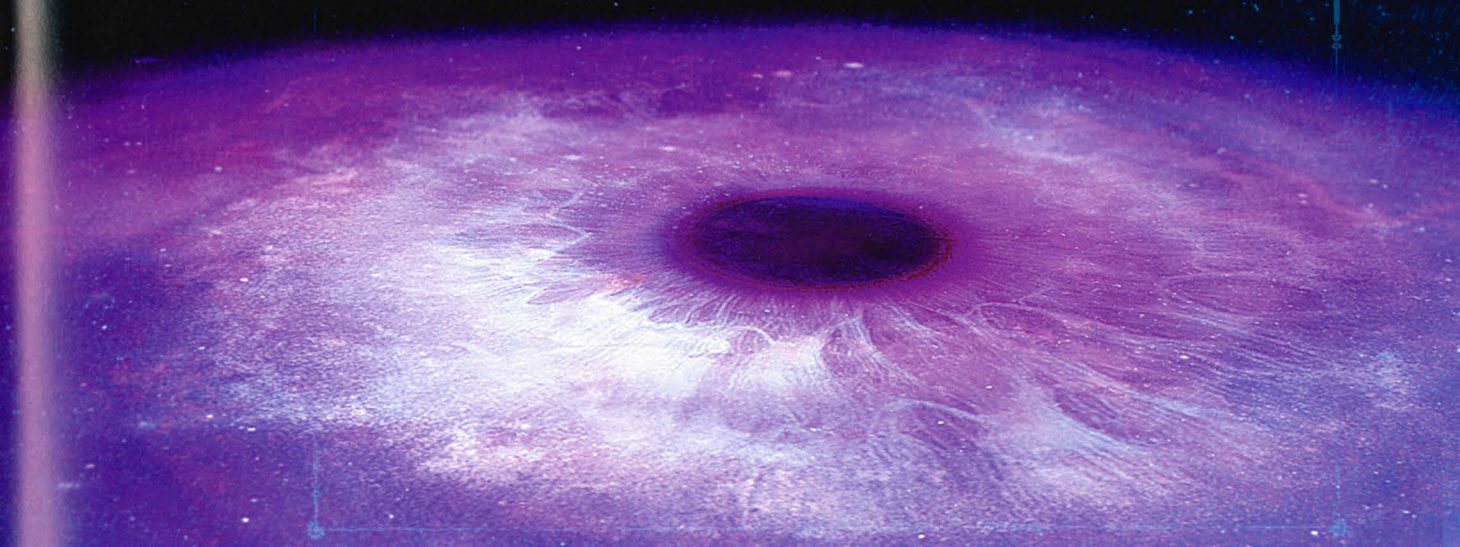
Omega-Garmon, known as the Cradle of Iapetus, is perhaps the most well-documented of the cluster's dead systems. Soon after the Garmonite Lords swore their oaths of allegiance to the Emperor, the Mechanicum began excavations on its mortuary worlds. Garmonite history hints that the Cradle of Iapetus was a burial ground for the ancestor-lords, though by 811.M30 it had fallen out of use and few visited its graveyard cities. During the Great Slaughter it became a furious theatre of war, bitterly contested by both sides, though what so many died to protect or destroy remains another mystery from this dark period of the Imperium's history.

WARP ROUTES

The Warp is a storm-wracked wilderness, anathema to interlopers from reality. And yet without it, Mankind could never have crossed the vast distances between worlds, nor laid the foundation for a galaxy-spanning domain. Despite its dangers, there are regions of the Warp that are easier to traverse than others – where the storms and currents are quiet and void ships can sail from one point to another with relative dependability. These are the great Warp routes of the galaxy, and the roads that link its worlds together.

The stars of Beta-Garmon stand astride of one of these galactic roadways, and for hundreds of years, ships have used it as a waystation on the route to Terra or out into the Ultima Segmentum and beyond. Not only does it benefit from this stable Warp route, but the worlds within its cluster lie beneath the Veil of Kanth, a calm within the Immaterium, making travel from one world to another relatively quick and reliable.

The coming of the Ruinstorm cut the Beta-Garmon cluster off from the surrounding sectors, yet its position and the effects of the veil spared it complete isolation. And, when the Ruinstorm finally began to lift, Beta-Garmon was among one of the first regions to become fully accessible to the forces of the Imperium again.



TITANDEATH TIMELINE

The long and savage Beta-Garmon campaign included hundreds of warzones across dozens of worlds. Even before the greater armies of the Warmaster reached the star cluster, the battle lines had long since been drawn, and fighting had been going on for many years. It was a cauldron of battle that would consume millions of lives before its end and see the demise of entire Titan Legions.

Presented here are some of the notable events from those bloody years of war. These selected battles and betrayals are intended to paint a picture of the great civil war as it unfolded, and also give an overview of the scale of conflict brought to Beta-Garmon, a theatre of war that saw Space Marine Legions, entire Imperial armies, Titan Legions and Primarchs all take to the battlefield.

634006.M31: War comes to Beta-Garmon

Even as the fires of Istvan III are cooling, Alpha Legion attack cruisers enter the cluster. A campaign of assassination and sabotage by the XXth Legion paves the way for an Emperor's Children Millennial, seeking to win back the favour of Fulgrim by bringing the Garmonite lords of Beta-Garmon II to heel. Meanwhile, the Traitor Titans of the Legio Mortis Reaper maniples sweep away the Loyalist Nemesis brigades defending Nyrcon City in a matter of days. After Nyrcon and the Anvil are taken, forces across the cluster declare for or against Horus and many of the cluster's worlds descend into civil war.

376007-779010.M31: Strife engulfs Beta-Garmon

Traitor forces plague the star cluster with constant attacks, while rebel armies spring up like brush fires, eroding the Imperium's defence on many worlds. During these years, the worlds and systems of Beta-Garmon fight among themselves – sometimes aided by the actions of Space Marine Legions, Titan Legions or other outside forces as they move to warzones in the galactic north and east, or retreat back towards Terra. Events such as the Great Starvation, the Soul Plague of Theta-Garmon and the Rain of Plasma are all wrought during these years of strife.

521007.M31: Trapped by the Ruinstorm

Many Imperial fleets and armies, as well as Loyalist Titan Legions and elements of Loyalist Space Marine Legions become trapped in the Beta-Garmon cluster by the Ruinstorm – the vast warp storm raised by Lorgar's ritual in Ultramar. These trapped forces lend their strength to the Loyalist forces holding out against a steady supply of Traitor reinforcements.

780010.M31: The First Battle of Nyrcon

Rogal Dorn orders sizable detachments of Imperial Fists and Salamanders Space Marines to engage the Emperor's Children Millennial garrisoning Nyrcon City, while Solar Auxilia regiments, supported by newly raised Garmonite Theta-Battalions, lay siege to the equatorial fortress cities of Beta-Garmon II. On Beta-Garmon III, the Warp Runners send their Verdis maniples against the Death's Heads Legio defending Caldrea Primus. Months of fighting sees thousands dead and dozens of Titans fall, though for now the Traitors' hold on Beta-Garmon II and III is broken.

138012.M31: The Ruinstorm Wanes

After five years of almost complete isolation, the Ruinstorm around the Beta-Garmon cluster begins to abate after the destruction of Davin. As the Immaterium clears, the Imperium sends out the call to muster at Beta-Garmon II. Countless fleets and armies that have been cut off from Terra for months, or even years, without communication, turn their ships towards the Beta-Garmon system, and the skies over Nyrcon and other Garmonite cities fill with Loyalist flotillas.

224012.M31: Shadow of the Warmaster

With the constant arrival of fresh forces, the Beta-Garmon campaign increases in tempo. Traitor forces across the star cluster find themselves reinforced by regiments and vessels from nearby systems, while many Imperial troops turn Traitor, hoping to spare themselves the Warmaster's wrath or heeding the honeyed lies of his agents. On Beta-Garmon III, the Warp Runners Warlord Titan *Gloria Rega* enforces compliance among the citizens of Caldera Primus, becoming a fixture of the hive as it stands astride the city's great gates.

277012.M31: Vanguard Fleets

Raider wolf packs and vanguard fleets are the harbingers of the Warmaster's armada. These agile strike groups attack the outlying worlds of the star cluster – sparing Beta-Garmon II and III from the initial assault, and forcing Imperial commanders at Nyrcon City to divide their forces – diminishing the defences of these core worlds.

317012.M31: Hammer of the Legio

With the Imperial armies and fleets spread out across the cluster, Horus unleashes the full measure of his Titan Legions against key targets. On Delta-Garmon II and Theta-Garmon V, sieges that have lasted years are brought to a sudden and brutal tipping point. Titans of the Death's Heads Legio lead the way against the harvest domes of Delta-Garmon II, the airless wastes growing thick with the twisted wreckage of Loyalist tanks. On Theta-Garmon V, Tiger Eyes and Death Stalkers maniples march across the great Garmonite shipyards, their guns tearing open the fortress docks and leaving clouds of frozen corpses in their wake. Only the swift arrival of Warp Runners and Imperial Hunters maniples prevents both systems falling completely into the Warmaster's hands, though both Loyalist Legios find themselves hard-pressed by the vast number of enemies arrayed against them.

361012.M31: Beneath a Blood Red Star

The God Breakers come to Alpha-Garmon IX with orders to level the world and rob the star cluster of its harvested energy. Anticipating the arrival of the Traitor Titans, the planet's Martian Domini called out to the Firebrands and Warp Runners Legios for aid, while massing their own regiments of Mechanicum Knight Houses. The resulting conflict turns the black plains of Alpha-Garmon IX to glass with the fury of battle, while Dark Mechanicum war-servitor clades and mutant levies clash in the tunnels below with the defenders. During the battle, many of the world's tesla-spines are felled – their kilometres-long spires crashing down among the fighting Titans.

403012.M31: Second Battle of Nyrcon City

The war finally comes to Beta-Garmon II in full force. Having bled the Loyalists in the outer systems, the Warmaster unleashes his maniples of Death's Heads, Tiger Eyes and Death Stalkers into the wastes surrounding Nyrcon City, while his fleet attacks the planet from above and hundreds of Traitor army regiments storm the hives themselves. In what would become known as the Second Battle of Nyrcon, Titans break through the hundred-kilometre deep defences of the PanCrypta Dust Clans, Solar Auxilia and Nemesis Brigades. Warp Runners maniples lead the Loyalist Titans to make a stand in the shadow of Nyrcon's gate, but ultimately fall, opening the way for the Traitors to flood into the city. With the city under their control, the Traitors move swiftly to conquer or destroy the rest of Beta-Garmon II.



643012.M31: Hive War on Beta-Garmon III

While Beta-Garmon II has all but fallen to the Traitors, Beta-Garmon III remains loyal to the Imperium, though its hives are under constant assault by Sons of Horus and Iron Warriors siege battalions. Nova Guard Titans muster around its hives, defending against ground assault, while other Legios patrol the storm-covered wastes repelling battlegroups sent across the void from Beta-Garmon II. On the shores of the Chymist's Sea, Imperial Hunters Titans oppose landings by neuro-slave armies of captured Garmonite soldiers, the Loyalists forced to annihilate their former allies and drive their formations into the caustic ocean.

705012.M31: Among the Omega Dead

On a special directive from the Warmaster, a maniple of Death's Heads Titans are sent to Omega-Garmon at the head of an army. There they find Firebrands Warhounds waiting for them among the ruins of a dead planet. Few records remain of the confrontation, and those Firebrands Princes to survive swear oaths of silence, vowing to never speak of events on the graveyard world.

859012.M31: War for the Outer Worlds

Fresh Traitor forces continue to pour into the star cluster, while the astropathic choirs of the Cathega Telepathica send out an almost constant cry to the Emperor's armies for aid. Across the outer systems of the cluster, the Loyalists abandon any pretence at strategy and hurl their reinforcements into the fray as they arrive. Heavily damaged Titans of the Warp Runners, Nova Guard and a dozen smaller Titan Legions continue to hold the line on Alpha-Garmon IX around the last remaining Mechanicum citadels, their exhausted crews facing the God Breakers over barricades built from fallen god-machines.

919012.M31: To Control the Void

The first great battles of the Sea of Fire begin. The void between Beta-Garmon II and III is filled with warring ships, while missiles are hurled across the dark, seeking out enemy ships or far-off cities and mustering grounds. Elsewhere in the cluster, the arrival of fresh fleets from Segmentum Solar signals that the Emperor will not let Beta-Garmon fall easily.

084013.M31: Arrival of the Primarchs

Jaghatai Khan and Sanguinius arrive at the cluster and commence pulling together the vast resources gathered there at Dorn's command. Sanguinius assumes overall command of the Imperial war effort, but owing to the multitudes of different assets, the lack of a clear command structure and the huge scope of the warzone, effective control cannot be imposed.

111013.M31: Fortress Beta-Garmon

Traitor forces are quick to fortify their gains, and with frightening coordination, the Warmaster restores recently conquered defences. On Delta-Garmon II, Dark Mechanicum hereteks bring crippled Titans back to a semblance of life as massive gun emplacements, while the hundred-metre high nemesis cannon of Nyrcon are restored and turned against the Emperor's forces. Newly arrived Loyalists find themselves walking into brutal killing grounds or facing ordnance still bearing the Aquila of the Imperium.

193013.M31: March of the Dark Sentry

The Dark Sentry enters the Beta-Garmon system, a Traitor fleet hiding in its shadow. In the midst of the fleet battle, Imperial forces make a landing on the planet to deny it to the enemy. Among their forces are Titan maniples that are soon opposed by their own kind. In the shadowy landscape, victory often goes to the side that can use the strange physiology of the Dark Sentry to their advantage.

286013.M31: On the edge of the Void

A Loyalist fleet attacks the shipyards at Theta-Garmon V, the Firebrands Legio leading the ground assault. Titans fight across the skin of the orbital shipyards as ships battle above their heads. Though the initial Loyalist assault captures key fortress docks, the Dark Mechanicum trigger a solar event that bombards the gas giant and blinds the unprepared Loyalist Titans and void craft. Tiger Eyes Titans inflict a heavy toll upon the Firebrands and their allies, though the blinded Titans fight on bravely to the end.

356013.M31: The Titandearth

More than twenty Legios and hundreds of Titans converge on Beta-Garmon II as the Loyalists seek to strike a decisive blow to reclaim Nyrcon City and clear the system of Traitors. Shoulder to shoulder, the Loyalists meet their enemies in battle like infantry formations facing off, only on a much grander scale, Knight Banners racing around their feet like hunting hounds. Many Titan Legions are extinguished forever in the days of battle that follow, and even legendary formations such as the Warp Runners and Tiger Eyes are reduced to a fraction of their initial size. By the time that the Loyalists reach the shattered walls of Nyrcon, both sides are staggering over fields of fallen god-machines, while the light from Beta-Garmon II's burning hives is visible from space.

559013.M31: A Hole in the Sky

While the war on Beta-Garmon II unfolds, the Warmaster launches his fleets and reserve Titan Legions against Beta-Garmon III. Detonating a vortex warhead in the upper atmosphere, the Traitors create a hole in the caustic storms surrounding Caldrea Primus, and for the first time in millennia the sun touches its spires. Without the constant toxic storm assailing it, the hive's ancient and esoteric void shields fall dormant. In the vacuum created by the warhead, Nova Guard and God Breakers Titans fight for the fate of the hive as the boiling storm closes back in around them.

637013.M31: No Price too High

Without orders or doctrine changed, the war shifts inevitably from one of conquest to one of slaughter. Exhausted armies bomb their own cities or trigger the destruction of hives and fortresses rather than see them fall into enemy hands. What little restraints were placed upon the Titan Legions are cast aside and the god-machines unleash their weaponry upon the ancient structures of Beta-Garmon's worlds. Many of the harvest domes of Delta-Garmon II are fractured, geysers of fire bringing daylight to the dark world for a time – while the heavily damaged shipyards of Theta-Garmon V are shrouded in a debris field that stretches out for millions of kilometres into the void.

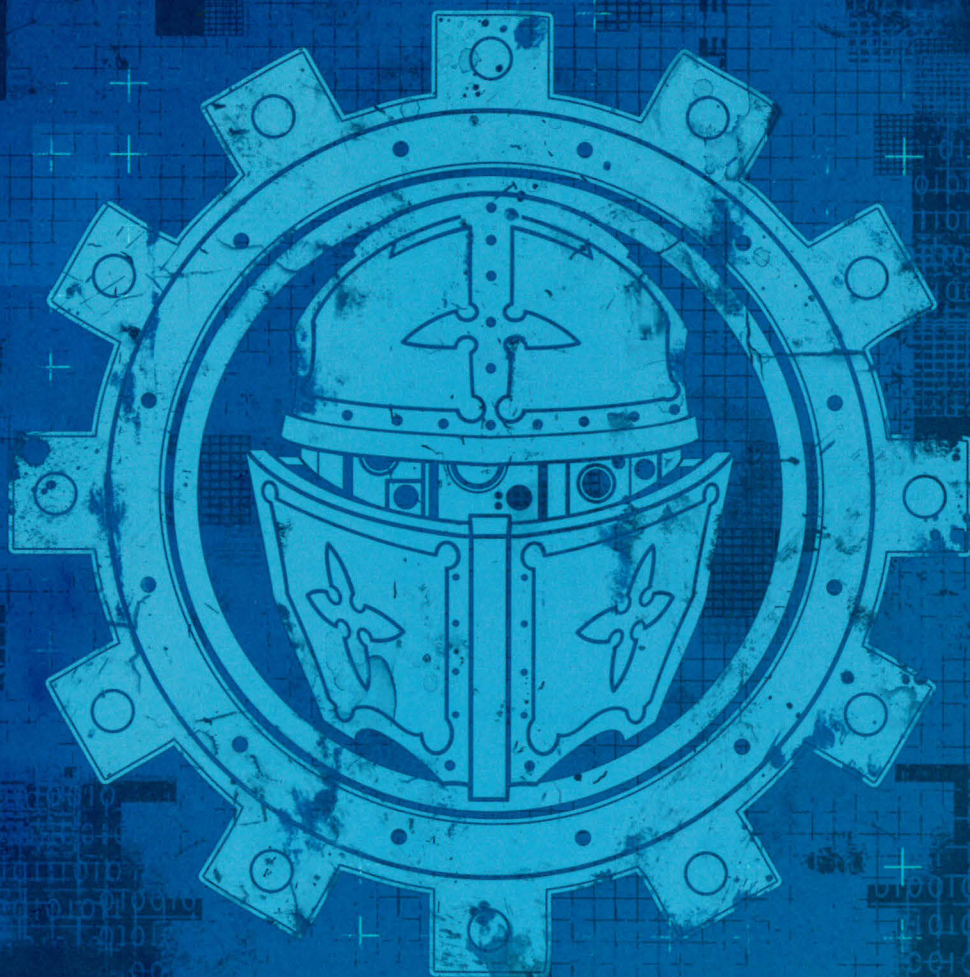
012012.M31-740013.M31: The Great Slaughter

In months of battle, millions have perished in the hives and fortresses of Beta-Garmon II and III, the subterranean tunnels of Delta-Garmon II, the void-cities of Theta-Garmon V and hundreds of other warzones across the cluster. The astropathic choirs of Terra receive a constant stream of Imperial dispatches from the Beta-Garmon cluster, each one bearing the name of another regiment, brigade or battalion of the Imperial Army obliterated in the fighting – though Horus makes no such accounting of the forces that fall in his name. Such is the scale of the destruction, and the radioactive wastelands left behind by the Titan battles, it is doubtful if any will ever know for sure the full tally of the fallen.

788013.M31: The Needle Breaks

The tipping point of the Beta-Garmon campaign comes in the shadow of the Carthega Telepathica on Beta-Garmon III, its astropaths still screaming out for aid from Terra. Having pinned the bulk of the Loyalist forces against the defences of Caldera Hive, only a handful of Loyalist Titans drawn from different Legios defend the Diviner's Needle along with their Knight allies, among them Nova Guard, Warp Runners, Firebrands and Imperial Hunters – some reduced to a single maniple of undamaged war machines. Unbroken by months of fighting, the Death's Heads Legio leads a massive host of Traitor Legios against the tower's defences, the Titans and Traitor Knights marching up through the toxic storm to battle on the mountain top, and ultimately bring the spire down. As it falls, a psychic scream reaches out across the cluster and beyond, spreading dismay and horror to all Loyalists it reaches. Though the fighting at Beta-Garmon will continue until Horus stands at the gates of Terra, and long after, history will record this as the point when the fate of the cluster was sealed, and the Warmaster's armies began their final march toward the heart of the Imperium.





TITAN LEGIONS OF BETA-GARMON

'Before Isstvan, we were as children playing at war, our rivalries no more than squabbles between siblings. After Isstvan, we learned the true meaning of betrayal, for there can be no stronger hatred than that reserved for those you once called brother.'

— *Principes Seniores Kurgan, Legio Vulpa*

Like the Forge Worlds that created them, each Titan Legion is unique, shaped by occult 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 Principes were corrupted by the baleful influence of the Warmaster and his dark allies. Much like the Space Marine Legions 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.

During the war for Beta-Garmon, dozens of Legios were drawn into the fighting – presented here are rules for eight specific Titan Legions for players to choose from, representing some of the largest that were 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 Mortis maniple with two Legio Krytos Warhounds as reinforcements, the opposing player would gain 4 bonus Stratagem points.

LEGIO ASTORUM (WARP RUNNERS)

Of all of the Titan Legions to fight in the Great Crusade, few won as much glory for themselves as the Warp Runners. During this time, they earned a reputation for their devastating spearhead attacks, claiming victory in campaigns such as Tyrrel's Lament, Kamenka Trokia and the Dagar Insurrection. By the start of the Horus Heresy, they were lauded veterans, their Princes arrogant and aloof. Despite this hubris, their crews remained utterly loyal to the Emperor, and joined battle against the Traitors more than willingly.

Legio Trait: War March

The Warp Runners are well-known for setting the tempo of war and marching swiftly to the sound of battle, their god-engines devouring kilometres beneath their massive stride. Astorum Princes call this the War March, and gladly endure the rigours placed upon both machine and mind to reach the foe sooner.

In the first and second round of the game, a Legio Astorum Titan can choose to add 2" to its boosted Movement characteristic. If a Titan uses this boosted speed, then whenever it is required to roll the Reactor dice, it must roll twice and choose the least favourable result (i.e., the result which increases the Titan's Plasma Reactor Status track by the largest amount or awakens its machine spirit).

Legio Trait: Veteran Princes

Over time, a Princeps learns to wear their Titan like a second skin, as aware of its workings and armour plates as they are of their own bones and sinew. The Warp Runners contain many old and lauded Titans of the Great Crusade, and the skilled Princeps who command them.

During the Damage Control phase, or when enacting an Emergency Repairs order, a Legio Astorum Titan may re-roll one of its Repair Action dice. If it is a Warlord Titan, it may instead re-roll two of its Repair Action dice.

Legio Specific Stratagem: Bounty of Mars (2)

Honours earned by the Warp Runners during the Great Crusade included the respect of Mars. From the armouries of the Red Planet, the Legio Astorum was gifted with rare and ancient systems for their Titans, so that they might better serve the Imperium.

This Stratagem can be purchased by any Legio Astorum player. Play this Stratagem at the beginning of the Damage Control phase of any round. Choose one type of critically damaged system or disabled weapon, i.e., Head, Body, Weapon, etc. For the duration of this Damage Control phase, the dice score required to repair this system is reduced by 1, i.e., if a dice result of 5 or 6 is normally required then for this phase, the player can use a dice result of 4, 5, or 6.

Legio Specific Stratagem: Machine Defiance (2)

A skilled Princeps can master the machine spirit of their Titan, and the Warp Runners learned many tricks for forcing the machine spirits of their war engines into action even as the ancient mechanisms rebelled against them.

This Stratagem can be purchased by any Legio Astorum player. Play this Stratagem when a Titan's void shields collapse. Immediately roll a number of D6 equal to the Titan's Servitor Clades characteristic. For each roll of 5 or 6, restore the Titan's Void Shield level by 1. Note, this is not a Repair roll and does not benefit from any effects which influence or modify Repair rolls.

Legio Specific Personal Traits

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

D3 PERSONAL TRAIT

- 1 **Hero of the Crusade:** *The Princeps is an example to all around them and few have not heard tales of their victories. As long as they show no fear in the face of the enemy, others eagerly follow their example.*
As long as the Princeps' Titan is closer to the nearest enemy unit than any of the other Titans in their maniple, then all Titans in their maniple can add 1 to any Command checks they are required to take.
- 2 **Reckless Hubris:** *Arrogance is a weakness only if it stands on a foundation of lies. The Princeps has utter faith in their abilities, and countless victories and defeated foes have done nothing but confirm this belief.*
Once each round, the Princeps' Titan can ignore the negative effects of a critically damaged system or a disabled weapon, firing the weapon as if it were functional. After the system or weapon is used, work out a single Strength 12 hit against the Titan's Body, ignoring the Titan's void shields.
- 3 **Ancient MIU:** *The ancient memories of the past commanders of the Princeps' Titan whisper tactical secrets to them in battle, though it takes a keen mind and strong will to sift through the babbling voices of dead forebears.*
Instead of making a Command check during the Strategy phase, the Princeps' Titan may be given a random Order. Roll the Order dice and apply the result to the Princeps' Titan.



LEGIO ASTORUM WARLORD BATTLE TITAN

DAUNTLESS WRATH

During the defence of Tallarn, the Legio Gryphonicus called upon their brothers in the Legio Astorum to aid them. While the majority of the Warp Runners Titans were engaged elsewhere, they were able to send several maniples to counter the combined might of the Legio Krytos and their Iron Warriors allies. *Dauntless Wrath* was one of the Legio Astorum Warlord Titans to see action on Tallarn and survive the scouring of that world. Later in the Horus Heresy, veterans of Tallarn would often recall what they had endured during the fighting on that dead world, and cite it among the greatest crimes wrought by the Warmaster.

LEGIO ASTORUM HERALDRY

The Black Sun of Lucius is central to the heraldry of the Warp Runners, representing not just the artificial sun at the heart of the hollow world, but also the isolation Lucius endured during the centuries of Old Night. Astrological precision is central to the heraldry of the Warp Runners, their logicians carefully charting the history of the Legio as solar maps and warp routes scrawled out across each Titan's armour. Likewise, campaign honours are stamped out machine-like upon the banner, each icon coded to the great lexicon of Lucius, so that its priests and Princes might read at a glance a Titan's victories and campaigns. Alongside this accounting of the Titan's war record, the *signum nobilis* details maniple and rank.

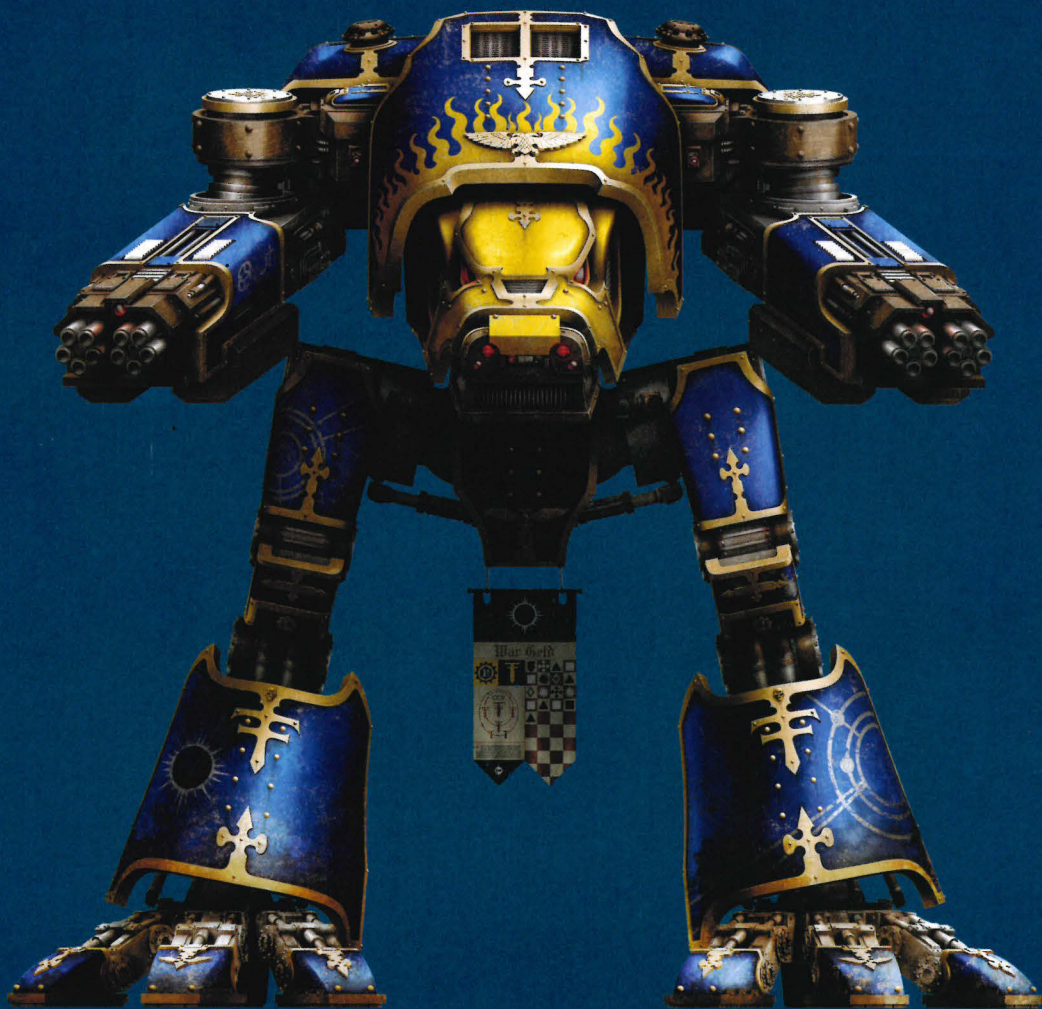




LEGIO ASTORUM REAVER BATTLE TITAN

LUCIUS PRETORIAN

At Beta-Garmon, the Reaver Battle Titan was among the most numerous of the god-engines deployed by both sides, proving as its creators had long known, its versatility as a weapon of war. *Lucius Pretorian* was among those to see some of the heaviest fighting on Beta-Garmon II, both as a defender of Nyrcon and an attacker of the ruined city. Damaged and repaired many times, *Lucius Pretorian* was repeatedly brought back to life by the skills and machine-prayers of the Mechanicum.



LEGIO ASTORUM WARHOUND SCOUT TITAN

WAR GELD

Warhound Titans are often the scouts and skirmishers of a Titan maniple, ranging ahead of their larger kin. Battle Titans rely upon Warhounds to protect them, and when squadrons of Warhounds gather, they can pose a serious threat to even the largest foes. *War Geld* fought as part of a Lupercal Light Maniple for much of the war for Beta-Garmon, earning honours in the void above Theta-Garmon and on the black sands of Alpha-Garmon.

LEGIO DEFENSOR (NOVA GUARD)

In the waning days of the Great Crusade and the first years of the Horus Heresy, the teachings of the *Lectitio Divinitatus* began to take root within the armies of the Imperium. Of all of the Titan Legions, the Legio Defensor, or Nova Guard, contained large numbers of those sworn to the nascent Imperial Creed, and its Princes were well known for their righteous wrath. Utterly devoted to the Emperor, the Nova Guard rarely gave ground in the face of Traitors, preferring to martyr themselves than fail their master.

Legio Trait: Righteous Fire

Many Legio Defensor Princes feel rage rise within them when battle is joined against a Traitor force. Communed through the MIU, this hatred reaches down into their Titan's plasma reactors, the burning heart of the god-machine beating all the faster.

In the first round of the game, a Legio Defensor Titan may fire one of its weapons twice during its activation. If they do so, advance the Titan's Plasma Reactor Status track by two places, in addition to any advances associated with firing the weapon.

Legio Trait: Indomitable Resolve

The Legio Defensor has a well-deserved reputation for standing their ground, no matter the odds. These qualities were among those that drew the praise of the Emperor Himself, and earned them many honours during the Great Crusade.

Titans in a Nova Guard maniple may add 1 to the dice roll when making Command checks, provided that at least one of the units in their battlegroup has been destroyed.

Legio Specific Stratagem: A Day of Retribution (2)

Often during the Horus Heresy, when a Nova Guard Prince recognised the heraldry of a particularly hated foe, they would ignore all other enemy in their sights and unleash a torrent of weapons fire against their chosen adversary, pushing their Titan hard to score the first hit.

This Stratagem can be purchased by any Legio Defensor player. Play this Stratagem in the Strategy phase of the first round. Choose one of your opponent's Titans. Immediately conduct a round of shooting against the Titan with one of your own Titans' weapons, counting the weapon as having double its normal range. Note that this does not increase the weapon's Short Range. Then, advance your Titan's Plasma Reactor Status track three places. Once the effects of the attack have been worked out, begin the first game round.

Legio Specific Stratagem: Blessings of the Emperor (3)

During the Horus Heresy, the Legio Defensor contained many devotees of the *Lectitio Divinitatus*. These faithful would pray to the Emperor before battle, and mark their battle stations with warding tokens and religious icons. For the most part, their prayers only functioned to irritate their brethren, though sometimes a miracle occurred...

This Stratagem can be purchased by any Legio Defensor player. Reveal this Stratagem when a hit would result in one of your Titans rolling on the Catastrophic Damage table. The hit is ignored and this Stratagem has no further effect.

Legio Specific Wargear: Devotional War Sirens

Warlord Titans of the Legio Defensor often marched into battle fitted with devotional war sirens. These blaring speakers issued forth *Lectitio Divinitatus* devotional chants and sermons on the glory of the Emperor, filling their brothers with renewed hope and purpose.

Any Legio Defensor Warlord Titan may take Devotional War Sirens for +20 points. Legio Defensor Titans within 8" of a Legio Defensor Warlord Titan equipped with Devotional War Sirens may roll two dice when making a Command check and choose the higher result.

Legio Specific Personal Traits

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

D3 PERSONAL TRAIT

- 1 **Enduring Hatred:** Death is preferable to defeat in the mind of the Princes. Even as their Titan burns around them, they will fight on if it means exacting their vengeance. The Princes Titan may re-roll Hit rolls of 1 once their Titan has suffered Critical Damage. However, during the Damage Control phase, they must spend any Repair dice to repair disabled weapons before repairing any other kind of damage.
- 2 **Crusade Veteran:** Some Princes of the Nova Guard have served since the early days of the Great Crusade, and are able to control their god-engines in ways that seem almost preternatural to their enemies. Once per game, when the Princes successfully issues an Emergency Repairs order, they may immediately issue a second order after its effects have been resolved. This second order may be another Emergency Repairs order. Note that the Titan must adhere to the restrictions to movement and activation of both orders.
- 3 **Icon of the True:** The Princes is a beacon of the cause, and when their Titan strides onto the field of battle, their allies grow ever more resolute. While the Princes Titan is on the board, all Knight Banners and Titans from other friendly Legios add 1 to the dice roll when making Command checks.



LEGIO DEFENSOR REAVER BATTLE TITAN

HORNS OF SATYRAES

After the first battles for Beta-Garmon III, the Nova Guard tightened its defensive lines around the hives. *Horns of Satyraes* was among those Titans to hunt down Sons of Horus and Iron Warriors siege battalions, the Titan's heavy weaponry powerful enough to target Termite breaching vehicles beneath the earth. For days, the Titan and its maniple hunted these interlopers, some defending against overland assault, others using their potent auspexes to track the ghostly shadows of companies tunnelling beneath their feet.



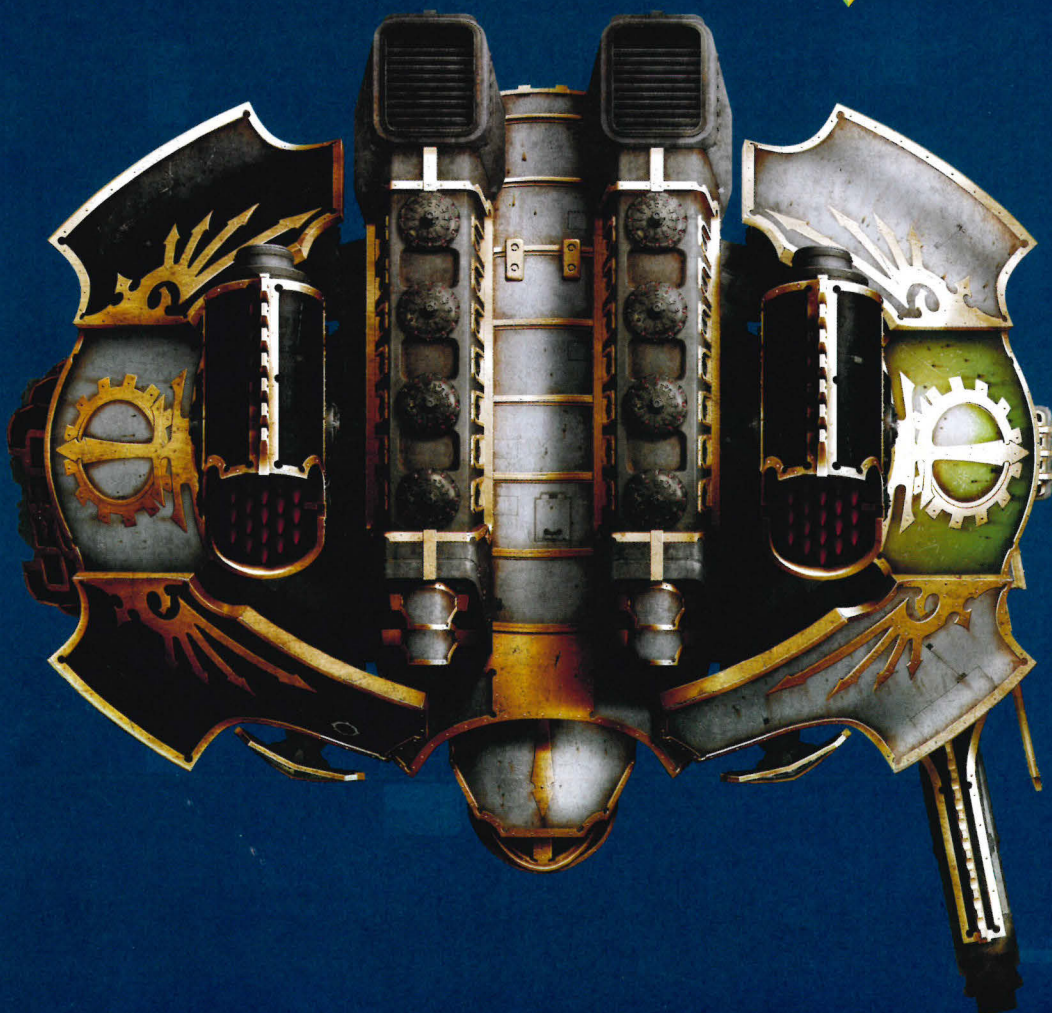
LEGIO DEFENSOR WARLORD BATTLE TITAN

VENGEFUL SCION

Vengeful Scion, as shown here before the Battle for the Carthega Telepathica, would go on to survive the horrors of Beta-Garmon and join the final defence of Terra against the Warmaster. That the Warlord endured, when so many of its brethren did not, became just another sign to the believers within the Legio that the Emperor was watching over them. The *Vengeful Scion* was to become a relic of those dark days, and centuries later, its hull resplendent in the icons of the faith, it continued to wage war for the Emperor as He sat upon his Golden Throne.

LEGIO DEFENSOR HERALDRY

Despite the rise of the *Lectitio Divinitatus* among the ranks of the Legio Defensor, the prominent displaying of its religious iconography was still strictly prohibited by the *Collegia Titanica*. While the twin sunrise motif of the Legio later became the Emperor's divine crown of light, for the battles of the Beta-Garmon campaign, the Legio bore the symbols of their home world Satyraes XII. Central to the heraldry of Satyraes was the stag, its skull lit by the Forge World's two suns. Legends among the Legio tell of a time when the people of Satyraes worshipped their great forest stags as gods, now believed by the Satyrii to be a forerunner manifestation of the Emperor. Beneath these icons of old Satyraes, skulls stamp out the Titan's battlefield victories, while the *signum nobilis* details its maniple and rank laid out in axe blades.





LEGIO DEFENSOR WARHOUND SCOUT TITAN

BEAST LORD

True to the teachings of the Collegia Titanica, in battle doctrine at least, the Nova Guard favoured the Axiom maniple for its versatility and resilience. *Beast Lord* is typical of the Warhounds of these maniples, armed with turbo laser and plasma blastgun to engage the most common enemy of the Axiom – another Titan maniple. In this capacity, the *Beast Lord* preyed upon the weak and damaged among their adversaries. Unlike other Legios, however, the Nova Guard readily embraced the virtues of sacrifice, Titans like the *Beast Lord* regularly shielding their *Principes Seniores* from harm with their hulls.

LEGIO ATARUS (FIREBRANDS)

Young by the standards of other Titan Legions, the Firebrands were formed in the latter part of the Great Crusade on the remote world of Atar-Median. Distrusted by their brethren, they have had to prove themselves time and again, gaining a reputation as being independent and headstrong. Perhaps their most defining moment came during the Shedim Drifts campaign, when Horus callously sacrificed dozens of their Titans to attain victory – a slight that the Legio would not soon forget.

Legio Trait: Seizing the Initiative

Firebrands crews need little prompting to take the initiative, and Titans within their maniples are often on the move, even before their Princes Seniores issues the order to advance or attack. Firebrands commanders have learned to exploit the independent nature of the Princes under their control, and often array their forces as aggressively as possible.

In the first round of the battle, a force that contains at least one Firebrands' maniple may re-roll the dice roll to determine who will choose the First Player, but only if they rolled lower than their opponent. If they win this roll-off then they must nominate themselves as the First Player.

Legio Specific Stratagem: Impetuous Machine Spirit (1)

Years of war and headstrong commanders have given the machine spirits of Firebrands Titans their own distinctive personalities. When the machine spirit takes control of the Titan, it is even more determined than ever to close the distance with its foes.

This Stratagem can be purchased by any Legio Atarus player. Reveal this Stratagem when a Firebrands Titan would be required to make a roll on the Awakened Machine Spirit table (see page 44 of the *Adeptus Titanicus* rulebook). Rather than rolling, the Firebrands player may instead choose to automatically apply the Impetuous result, rolling D6+2" rather than D6" to determine the distance moved.

Legio Specific Stratagem: Maniple of One (2)

Many Princes cannot see beyond the ancient tactica doctrines laid down by the Collegia Titanica – not so the Firebrands, who practise the theorems of adaptive warfare. This is most evident in their flexible approach to the concept of the maniple, individual Princes often changing their tactics in the midst of combat.

This Stratagem can be purchased by any Legio Atarus player. The Firebrands player may reveal this Stratagem at the beginning of any round. For the duration of that round, one Titan in their force may gain the benefits of any Maniple trait normally available to the Firebrands. Note that while this Stratagem is in effect, the chosen Titan loses any other Maniple trait it might have and does not count as being a part of any other maniples.

Legio Specific Wargear: Infernus Missiles

Legio Atarus Titans make extensive use of incendiary missiles, weapons that are produced in vast numbers on Atar-Median and supplied almost exclusively to the Firebrands, and that are highly effective against supporting units and terrain.

Any Legio Atarus Titan may take Infernus missiles as an upgrade to their Apocalypse missile launchers for +15 points. If a unit takes at least one hit from an Apocalypse missile launcher equipped with Infernus missiles, place a 5" Blast marker under the unit. In the End phase, any model with at least part of its base on the marker takes a Strength 4 hit, ignoring void shields and ion shields. Titans suffer this hit to their Legs. In addition, Blocking terrain touched by the template takes a Strength 4 hit (see page 52 of the *Adeptus Titanicus* rulebook for details on damaging and destroying terrain) and, if not destroyed, is set alight. In the End phase, burning terrain suffers a Strength 4 Hit, and deals a Strength 4 Hit to any models in it, as detailed above, until the terrain is destroyed and the fire goes out.

Legio Specific Personal Traits

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

D3 PERSONAL TRAIT

- 1 **Headstrong:** A stubborn streak runs deeply through the Princes and their Titan, and once they set themselves upon a task, they will press forwards, regardless of the outcome. In the End phase, the Princes Seniores may choose not to discard any orders issued to their Titan – in effect carrying forward the order into the following round without the need to make a new Command check. Note, Shutdown orders and other effects that change a Titan's current order are still applied as normal.
- 2 **Unconventional Thinker:** The Princes has training in lateral-combative reasoning and sees things in the ebb and flow of battle that others might miss. This allows them to anticipate the actions of their enemies, or make sudden manoeuvres to catch their foes off-guard. Once per battle, after an enemy Titan has declared its action, but before it moves or fires, the Princes' Titan can be moved D6" in any direction and its facing changed by up to 90°. This movement may not take the Titan through impassable terrain or other models.
- 3 **Shedim Drift Veteran:** The Princes remembers well the betrayal at Shedim Drifts, where the Warmaster used the Firebrands as cannon fodder for his favoured Legio, and is eager to make the Traitors pay in kind. During the Combat phase, the Princes may choose one of their Titan's weapons. Any Armour rolls resulting from hits by the weapon may be re-rolled this round. If the Princes is targeting a Titan from the Death's Heads or Tiger Eyes Legios, then hits from all of the Princes' Titan's weapons may re-roll their Armour rolls.



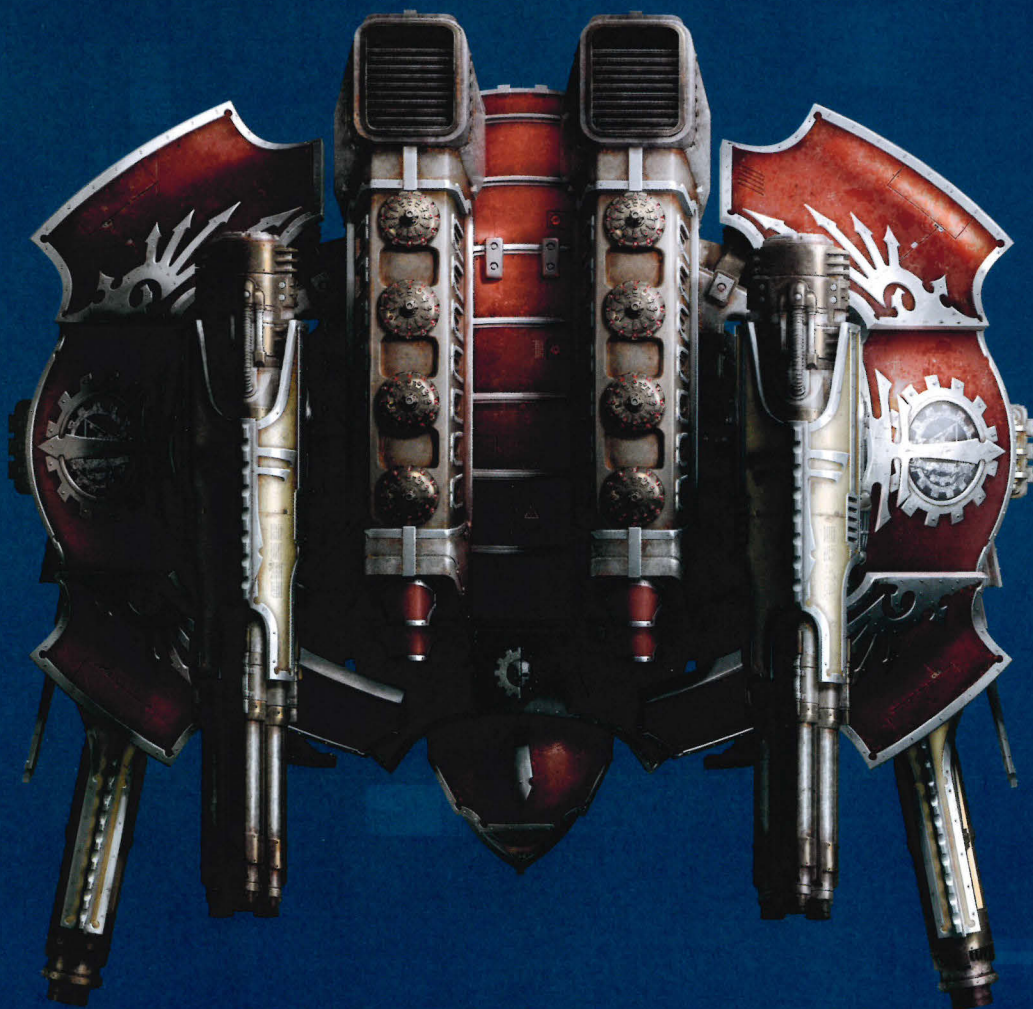
LEGIO ATARUS WARLORD BATTLE TITAN

EX NOCTIA

Paired Belicosa volcano cannon, such as those carried to war by the *Ex Noctia*, proved both popular and effective Titan weapons during the Beta-Garmon conflict. Over the years of the Great Crusade, few enemies of the Emperor could hope to face the firepower of a Battle Titan, and the excessive brutality of volcano cannon was often wasted on xenos hordes and rebel fortifications. Against other Titans, however, such a weapon stands among one of the few things that can reliably punch through the hull of such a war machine.

LEGIO ATARUS HERALDRY

Upstarts and rebels in the eyes of the Mechanicum, the heraldry of the Legio Atarus nonetheless attests to their loyalty to the Emperor with iconography of the Imperium. The cog within a cog speaks to the division between Phaeton and Mars, a dispute many within the Firebrands still consider an unnecessary act of submission, even if it did ultimately lead to the creation of their Legio and the founding of Atar-Median. Few Legio have had to fight as hard as the Firebrands to earn their place among the Collegia Titanica, and every Legio banner, like the one shown here, contains a long list of campaign honours, each one a victory for the Legio and shared by all members of the Firebrands.

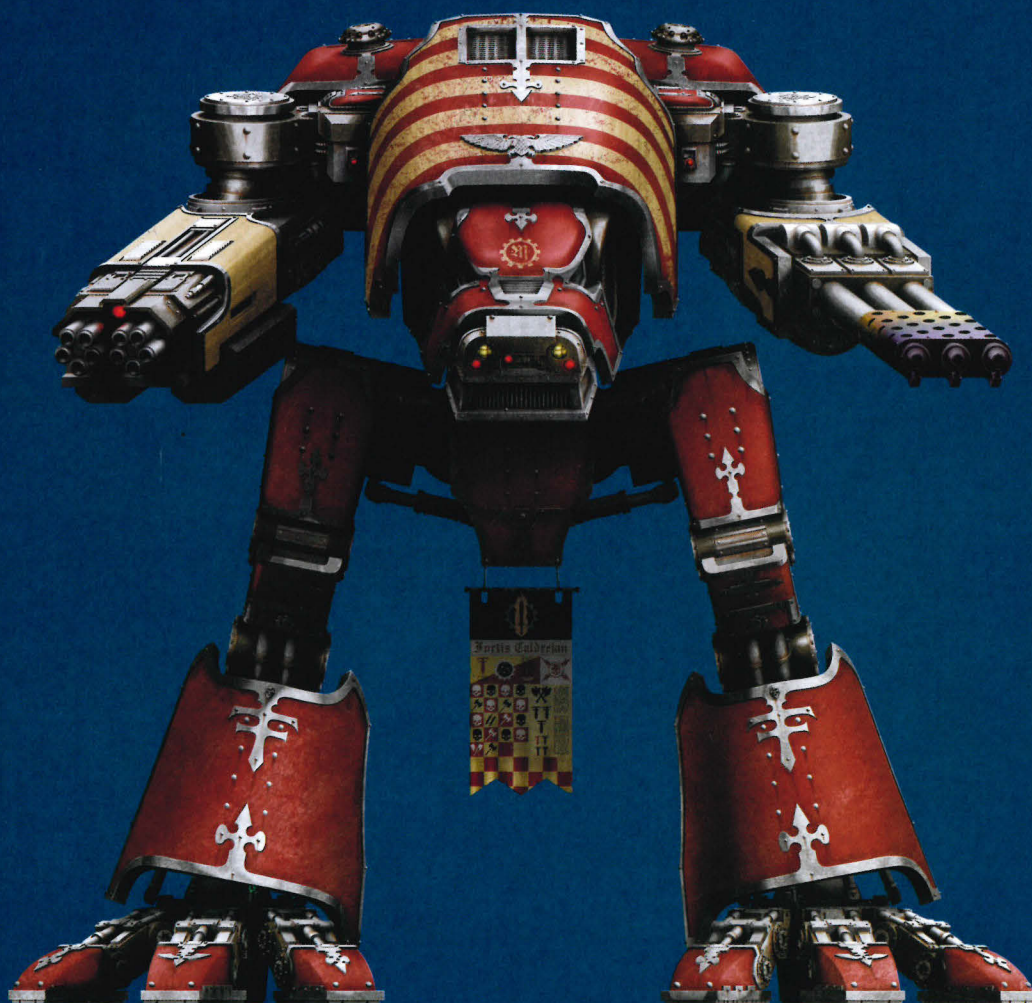




LEGIO ATARUS REAVER BATTLE TITAN

INCENDRIUM REX

Each Battle Titan is a sacred weapon of the Mechanicum, revered by its crew and cared for by an army of attendant Tech-Priests. Titan armaments, such as the gatling blaster shown here carried to war by *Incendrium Rex*, bears the seal of the Collegia Titanica, a holy mark professing the sanctity of the weapon. These purity seals are intended to keep the weapon functioning in battle, and bear prayers to the Omnissiah, victories of the Legio, along with the names of the magos and Tech-Priests who have attended the god-machine.



LEGIO ATARUS WARHOUND SCOUT TITAN

FORTIS CALDREIAN

Warhound Scout Titans, such as the *Fortis Caldreian*, are the eyes and ears of the Legio. On Beta-Garmon III, amid the thick toxic clouds where visibility was restricted to only a few hundred metres, the Legio Atarus relied on its Warhound Scouts to find threats or hunt down prey. The reduced height of the Warhound, relative to the Reaver or Warlord, also lends itself to this task, their Princes closer to the earth and the foes who might hide from the Legio's gaze.



LEGIO SOLARIA (IMPERIAL HUNTERS)

The Imperial Hunters are the noble daughters of Tigrus, and have a reputation for swift vanguard actions and devastating spearhead attacks. During the Great Crusade, this Titan Legion was often at the forefront of assaults upon rebel and alien worlds, its hunting packs of Warhound Titans running the enemy to ground or acting as scouting maniples for their brother Legios. Imperial Hunters Princes are wolfish in the application of their maniples, and are mistresses of misdirection and the quick kill.

Legio Trait: Wolf Packs

Legio Solaria Warhound wolf packs can bring down even the largest prey. As a result, they often field larger numbers of Warhounds and are much better versed in coordinating their actions.

Warhound squadrons in a Legio Solaria maniple can contain up to four Warhound Titans. In addition, any Legio Solaria maniple can select a Warhound Titan in place of any Reaver Titans as part of its mandatory components.

Legio Specific Stratagem: Fog of War (2)

The Imperial Hunters are famed for their skills at obfuscation on the battlefield. Often, smaller Titans will hide in the energy shadows of their larger sisters, shifting position unseen by the enemy.

This Stratagem can be purchased by any Legio Solaria player. Play this Stratagem in the Strategy phase of the first round. The Imperial Hunters player may redeploy a Warhound Titan for every Titan with a Scale of 7 or greater in their force. These redeployed units can be placed anywhere that they would normally be allowed to deploy by the mission being played.

Legio Specific Wargear: Fortis Motivators

Warhound Titans used by the Imperial Hunters are among some of the most formidable of all of the Legios. Speed and mobility are especially coveted traits by the Tigrus Mechanicum, and their Titans are modified with many redundancies and reinforcements to keep them moving.

A Legio Solaria Warhound Titan can be fitted with Fortis Motivators for a cost of +20 points. In the Damage Control phase, the player may discard any Repair Action dice (regardless of the number rolled) to repair a point of Critical Damage to the Titan's Legs.

Legio Specific Wargear: Cameleoline Shrouding

During the Horus Heresy, the Tech-Priests of Tigrus unearthed many ancient and forbidden technologies in their efforts to aid the armies of Emperor. Among these were the cameleoline shrouds, layers of light refractive energy cloth that could be stretched across the armour plates of a Battle Titan. While they were never fully implemented, many Princes used these shrouds to great effect in some of the pivotal battles of that dark age.

Any Legio Solaria Titan with a Scale of 6 or less can take Cameleoline Shrouding as an upgrade for +35 points. Titans with this upgrade have their outline blurred at longer distances, and when shooting at them Hit rolls suffer an additional -1 to Hit at Long Range. However, the shrouding was notoriously fragile, and as soon as the Titan suffers 1 point of Structural Damage, this bonus is lost.

Legio Specific Personal Traits

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

D3 PERSONAL TRAIT

- Spear of Tigrus:** Keeping on the move is second nature to the Princes, and they live by the axiom 'a moving blade cannot be broken'.
The Princes' Titan may go onto Full Stride orders without the need to make a Command check.
- Agile Minded:** One good hit deserves another, and the Princes reacts to incoming fire or a charge with blinding speed and precision.
Once per game, when the Princes' Titan is hit by an attack, their Titan may respond in kind, interrupting the activation of an enemy unit and immediately making a single attack back at the attacker.
- Swift Displacement:** The Princes never lets their enemies get too close, luring them in and then falling back with equal speed so that their foes can be torn apart by close range firepower.
Once per game, when an enemy Titan makes a Smash Attack as part of a Charge order against the Princes' Titan, the Princes may move their Titan D6" directly away from the attacker, after the enemy Titan has moved but before any To Hit dice for the attack are rolled. This does not change the facing of the Princes' Titan.



LEGIO SOLARIA WARLORD BATTLE TITAN

CARNIFEX NOCTIS

The tactics of the Legio Solaria favour hunting packs and swift-moving warfare, with many of the Legio's maniples made up of Reaver and Warhound Titans. The role of Warlords, like the *Carnifex Noctis*, within the Imperial Hunters is often that of an anvil upon which the enemies of the Legio are smashed by the hammer of its lighter Titans. A favoured trick of the Legio Solaria was to use Knights and Warhounds to lure enemies into the guns of its larger Titans, enemies seeking easy kills realising too late that they had opened themselves up to annihilation.

LEGIO SOLARIA HERALDRY

The winged claw of the Legio Solaria, as depicted upon their banners and armoured Titan hulls, tells a tale of oaths and allegiances between Tigrus and the Imperium. The claw is adapted from the holy symbol of Pahkmetris, the huntress goddess of Procon, sister world to Tigrus, and from whom the Imperial Hunters draw their informal name. Such pagan superstitions are seldom tolerated within the Imperium, however, and so when the allegiance between the Imperial Hunters and the Emperor was made, the wings of the Aquila were added to show the bonds between them. Below the icon of the Legio, campaign honours and oaths of alliance are often shown, such as here where a star map depicts the warzones fought in by the *Carnificor Noctis*. Below this is the *signum nobilis*, or symbol of rank, that records the Titan's place within its maniple.





LEGIO SOLARIA REAVER BATTLE TITAN

FUGOR ULTROX

The history of a Titan is a much lauded thing, its every deed is remembered within its command throne and recorded upon its war banners. The fine script upon the *Fugor Ultrox*'s banner lists the names of allies fallen and enemies vanquished, each one an honour earned in the fires of war. Given the fury of warfare that Titans are subjected to, banners seldom survive engagements intact, and before each battle are then made anew, mono-task servitors recreating the long lists of names from the Legio's roll of honours.



LEGIO SOLARIA WARHOUND SCOUT TITAN

VESTIGOR INIMICUS

Titans do not favour the close confines of city fighting, where the range of their weapons and their size often work against them. Some Titans, though, are adapted for this kind of environment, such as the Warhound Scout Titan *Vestigor Inimicus*. In this role they protect their larger kin, using weapons such as the inferno gun and mega bolter to clear buildings of lurking infantry, or purge avenues of hunting tanks with waves of flame and torrents of explosive bolts.

LEGIO MORTIS (DEATH'S HEADS)

Few betrayals of the Horus Heresy were as devastating to the Mechanicum as that of the Legio Mortis. Once the Death's Heads Legio were among the paragons of the Emperor's Great Crusade, their 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 the 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 bouquets, 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. The first time a Titan with this upgrade fires, 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 on page 55 of the *Adeptus Titanicus* rulebook, or by rolling a D3 on the table that follows:

D3 PERSONAL TRAIT

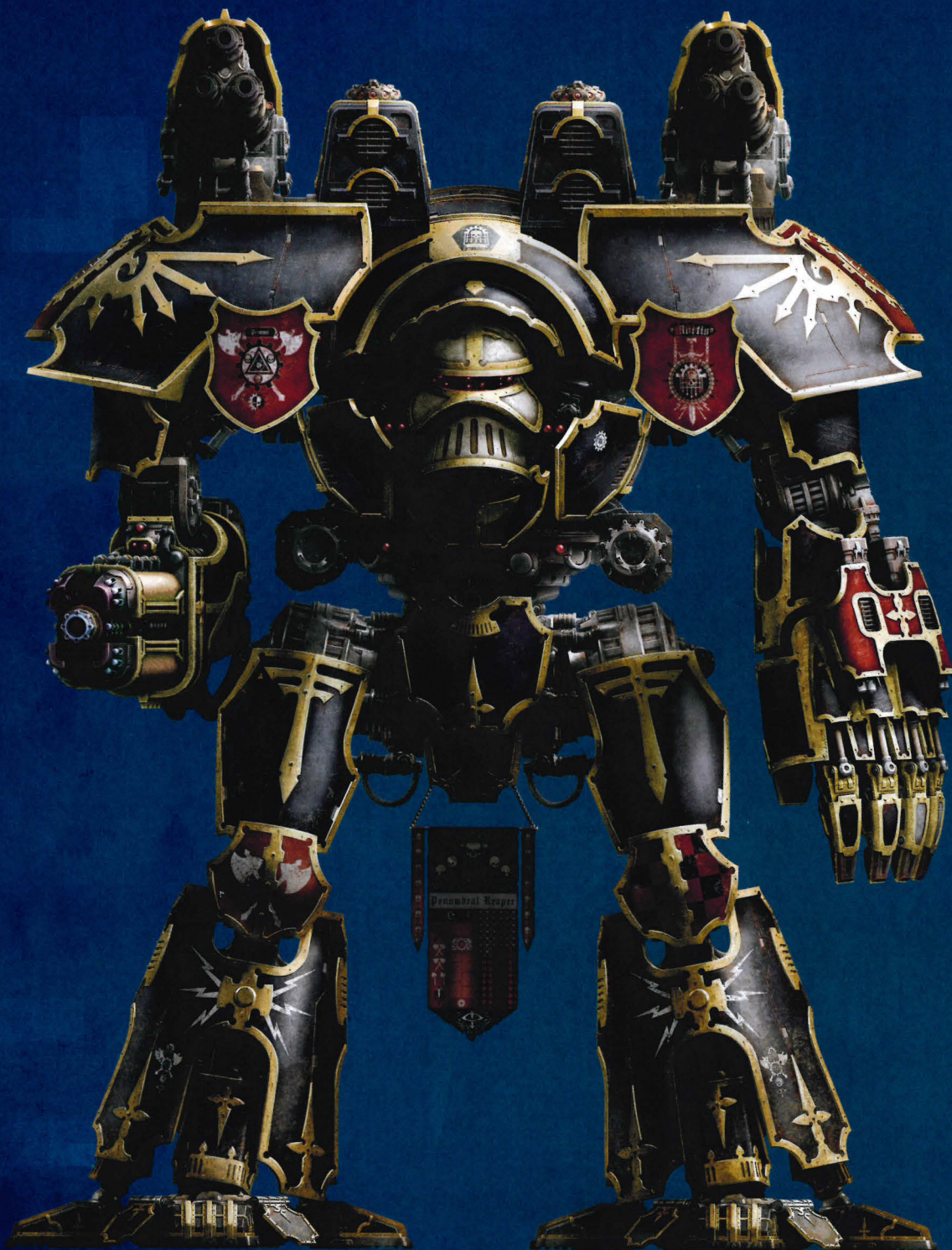
- 1 **Rotten Heart:** *The Princeps has already succumbed to the lure of the dark gods, and a festering rot has begun to hollow out their soul. Titans commanded by such a Princeps have their machine spirits likewise corrupted though the MIU connection. When the Princeps awakens the machine spirit of 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 Terra:** *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

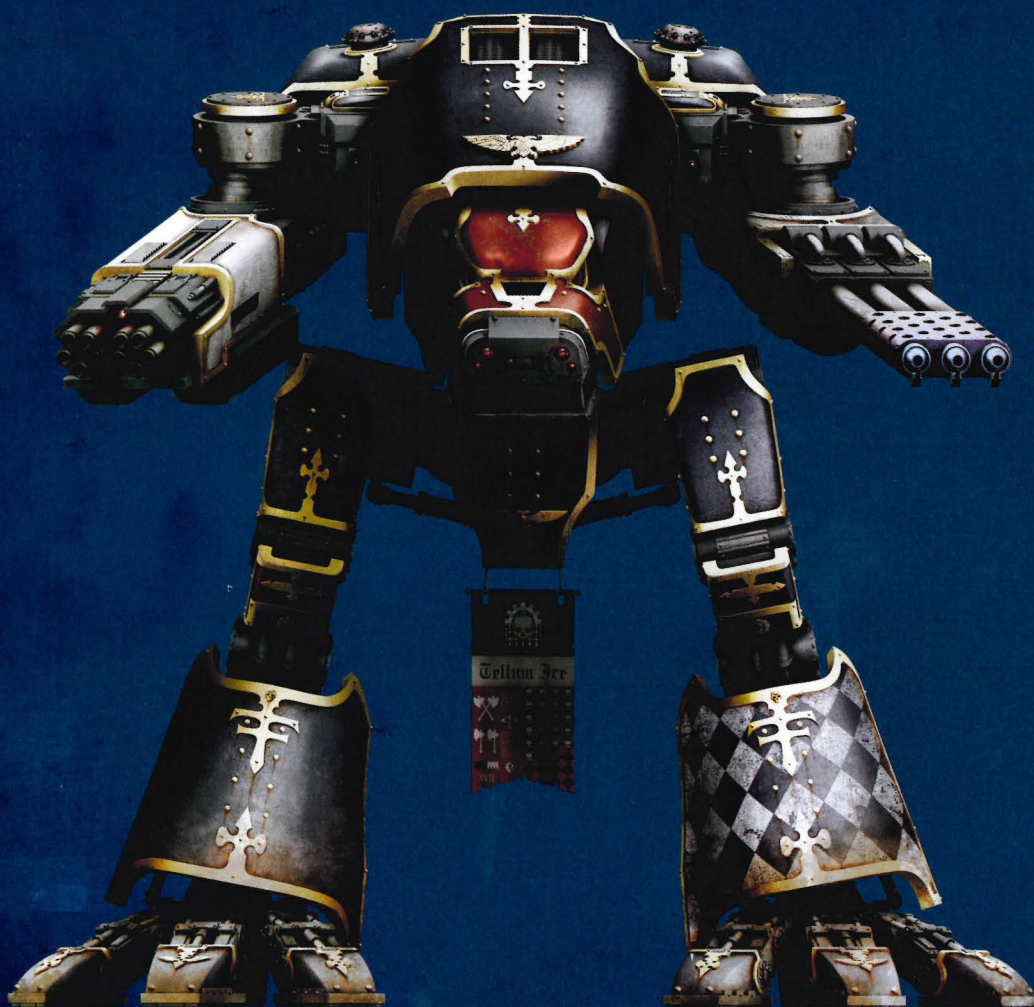
PENUMBRAL REAPER

Present at the Battle of Molech, 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. This act of restoration and retro-fitting speaks to the immense resources commanded by the 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 was perhaps the reason that many other Traitor Legios followed suit, seeing in the 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.





LEGIO MORTIS WARHOUND SCOUT TITAN

TELLUM IRE

Smaller Titans, such as the Warhound *Tellum Ire*, could take advantage of battlefield deceptions that their larger kin could not.

On the blasted wastes around Nyrcon City, where the cooling reactors of dead Titans masked their presence, Warhounds often hid in ambush among the dead. Only when Knight Banners or other Titans drew near was the ruse revealed, though for many too late, as what they believed was the corpse of a Titan suddenly sprang to life and cut a swathe through their ranks.

LEGIO KRYTOS (GOD BREAKERS)

On the savaged world of Tallarn, the Legio Krytos made their lasting mark. Even before the brutal wars that led to the destruction of that world, the Legio was known for their excesses in bringing planets to Compliance and levelling cities that dared show even a shred of defiance. As the Horus Heresy progressed, the God Breakers perfected their methods of scorched earth, often fighting alongside the Iron Warriors Legion to reduce planets to smouldering wastelands, inhabited only by guttered cities and piles of grinning skeletons.

Legio Trait: Doom of Worlds

Legio Krytos is a hammer that knows only one way of waging war – to crush its enemies utterly beneath the repeated blows of its Titans. While the Legio fielded Warhound and Reaver Titans, its commanders favoured deploying its Warlord Titans into potent battlegroups, and used their massed firepower to obliterate continents.

When fielding a Myrmidon maniple (see page 59 of the *Adeptus Titanicus* rulebook) a Legio Krytos player may take a Warlord Titan in place of a Reaver Titan as part of the maniple's mandatory components.

Legio Specific Stratagem: Scorched Earth (1)

God Breakers maniples are methodical in their destruction of the battlefield, turning forests into seas of flame and buildings into clouds of dust and ash. Over the course of the Horus Heresy, their Princes mastered the means of bringing down structures, and were experts at identifying their weak points.

This Stratagem can be purchased by any Legio Krytos player. Reveal this Stratagem in any Strategy phase. For the duration of that round, when targeting terrain, Titans of the Legio Krytos add 2 to the Strength of their weapons.

Legio Specific Stratagem: Iron Endures (1)

The swirling flames of a dying world can be a hostile environment, even for a great god-machine like a Battle Titan. The God Breakers routinely endured these adverse conditions, and developed tactics to deal with them.

This Stratagem can be purchased by any Legio Krytos player. Reveal this Stratagem in any Strategy phase. For the duration of that round, all God Breakers Titans reduce the Strength of hits suffered as a result of Dangerous terrain by 2 (to a minimum of 0).

Legio Specific Wargear: Earthbreaker Missiles

Earthbreaker missiles are designed to burrow into the ground before detonating, tearing the terrain apart in showers of broken earth. These weapons were used extensively by the Legio Krytos to bring down fortifications, but they also proved effective in slowing the advance of enemy maniples.

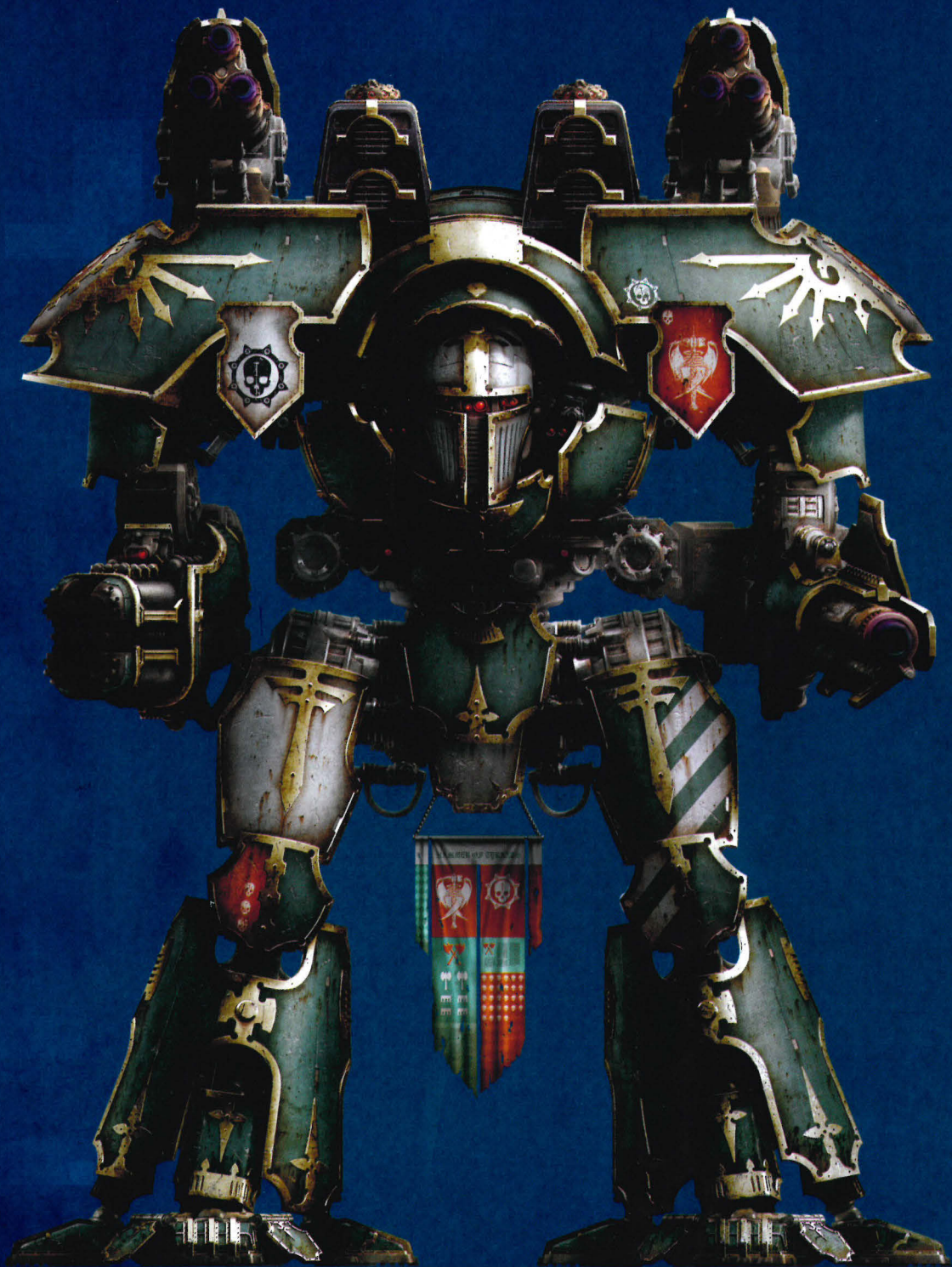
Any Legio Krytos Titan that is equipped with Apocalypse missile launchers can take Earthbreaker missiles as an upgrade for +20 points for a Warlord Titan and +10 points for a Reaver Titan. When firing the Titan's Apocalypse missile launchers, the player can choose to either use its normal profile, or reduce its dice to 2 for a Warlord Titan, or 1 for a Reaver Titan, and give it the Quake trait. Earthbreaker missiles increase their Strength by 5 when resolving damage against terrain.

Legio Specific Personal Traits

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

D3 PERSONAL TRAIT

- 1 **Godlike Contempt:** Routinely scouring worlds and extinguishing armies gave many Princes of the Legio Krytos delusions of divinity – something their allies encouraged by treating the Titans as temples dedicated to war, and their crews as the high priests that worshipped within them. The Princes think little of the units that support their maniple, and even smaller Titans are of only passing concern to them. The Princes' Titan may still make Command checks if a Knight Banner or a Titan with a smaller Scale than that of the Princes Titan has failed its Command check.
- 2 **World Bane:** It is not enough for the Princes to merely bring down cities or reduce fortresses to ruins, instead they seed the earth with unexploded munitions, or purposefully rupture fuel lines, toxic waste containers and huge energy cells to mar the battlefield. Any Blocking terrain destroyed by the Princes' Titan becomes Dangerous terrain (see page 43 of the *Adeptus Titanicus* rulebook) if it was not already.
- 3 **Path of Iron:** Lesser enemies are crushed under the feet of the Princes' Titan, their crew barely slowing their massive war machine to consider those they have destroyed or knocked aside. The Princes may make a single Smash Attack (see page 36 of the *Adeptus Titanicus* rulebook) during the Movement phase, provided it is against an enemy model of Scale 3 or less. Stop the Titan when it comes within range of its target and resolve the attack, then complete its movement as normal. When making these kinds of Smash Attacks, the Titan may move through models of Scale 3 or less, provided that they can completely cross the enemy model's base. This attack does not prohibit the Titan from making attacks in the following Combat phase.



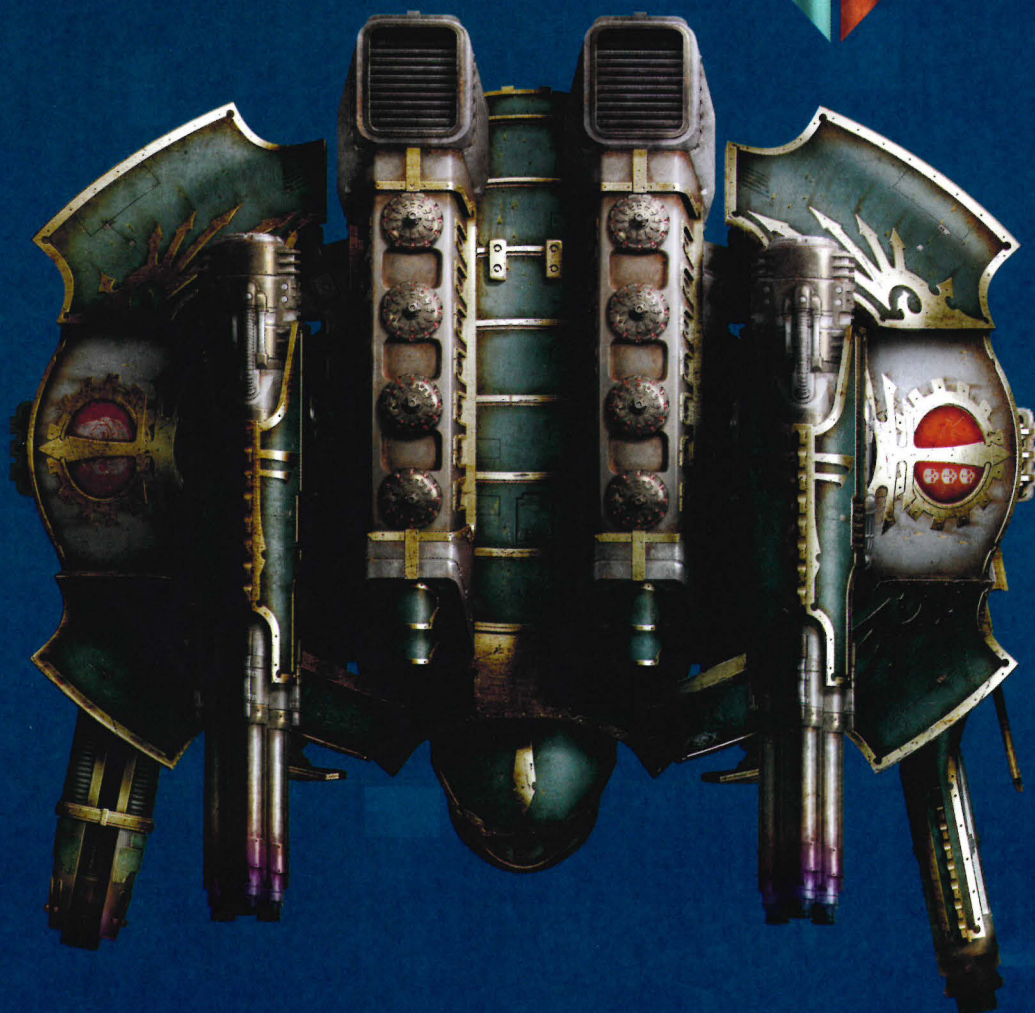
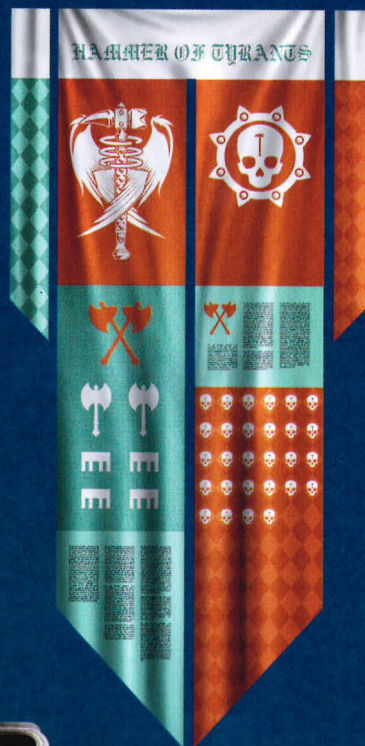
LEGIO KRYTOS WARLORD BATTLE TITAN

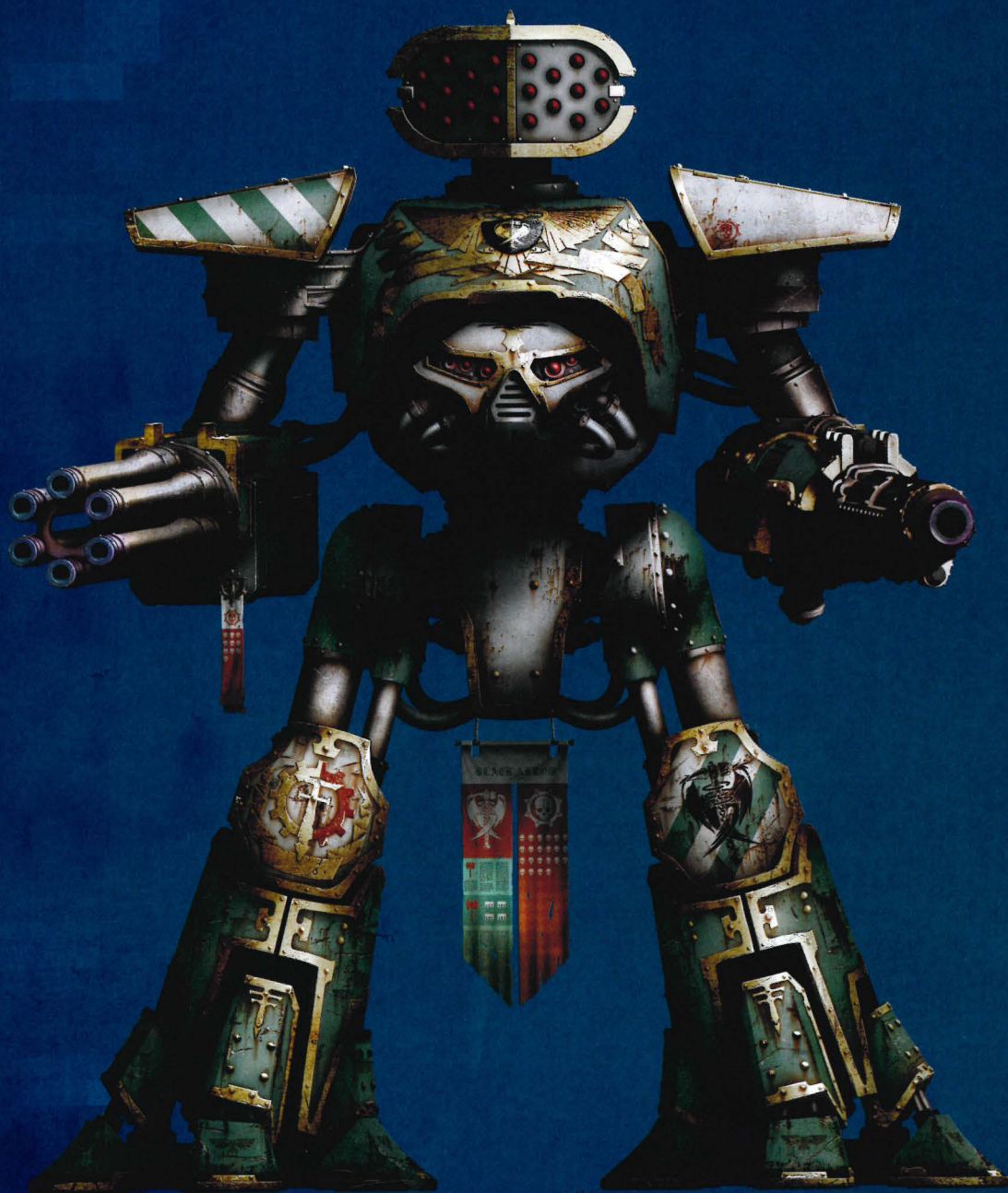
HAMMER OF TYRANTS

Warlord Battle Titans are among the greatest war machines of the Collegia Titanica, and among the God Breakers, these towering beasts are revered as deities of destruction. *Hammer of Tyrants*, shown here in the aftermath of the Delta-Garmon II landings, bears the scars of its battle plain upon its armoured plates. While other Legios busied themselves restoring the heraldry and iconography of their god-engines, the Legio Krytos allowed their enemies to see that their maniples had already tasted war, and embraced the carnage they had wrought upon their foe.

LEGIO KRYTOS HERALDRY

The winged Hammer of Krytos features centrally to the heraldry of the God Breakers. When the Legio turned Traitor, this seal was often hammered over icons of allegiance to the Emperor, masking the Aquila or symbols of Mars. It harkens back to the Legio's origins and the mythos of its Forge World, reputedly wrought from a dead rock by the Omnisiah's hook-tooth hammer. Beyond these icons of the Legio, Krytos banners bear the signum nobilis and campaign skulls of their kin, though the God Breakers like to show the scars of battle upon their maniples, and so many of their war banners show the tears and rents of recent action, with some even reduced to tattered rags bearing only a faint trace of the Legio's colours.

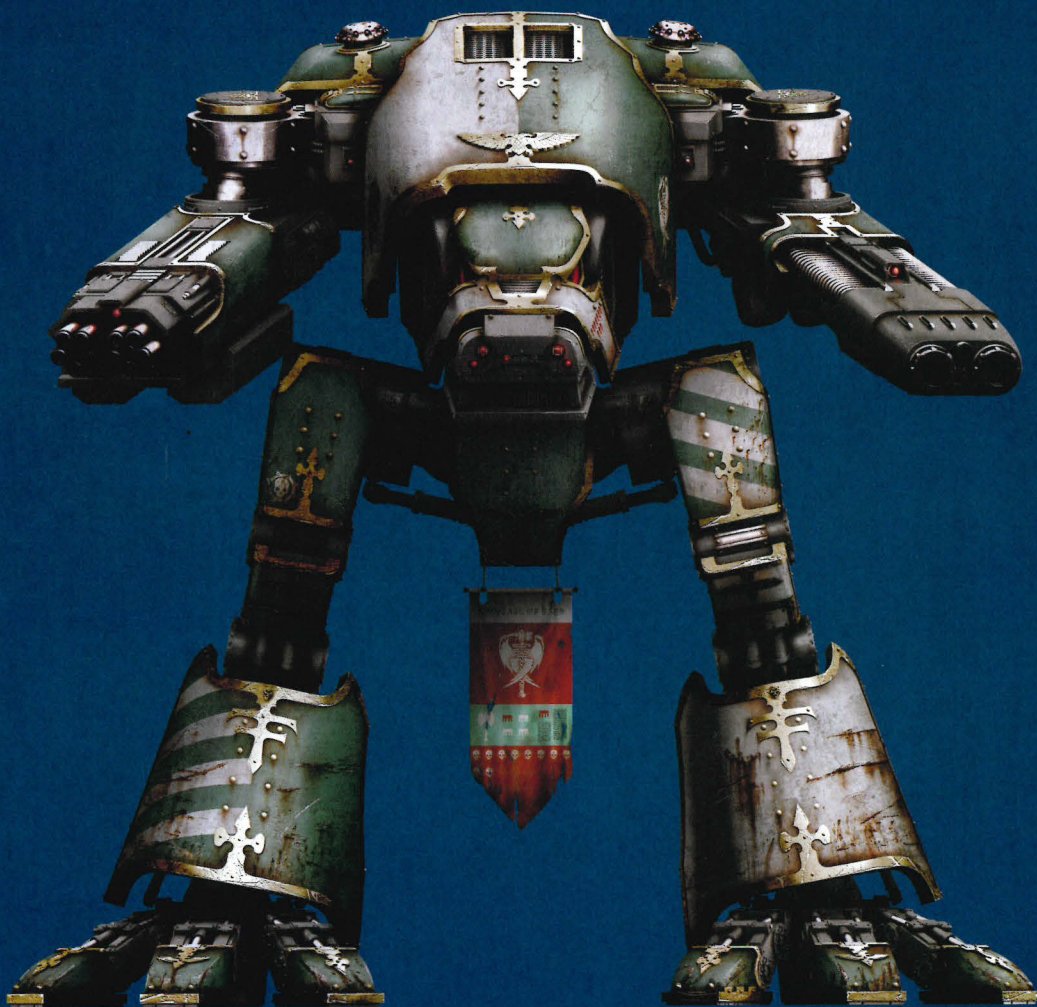




LEGIO KRYTOS REAVER BATTLE TITAN

BLACK ARROW

The Reaver Battle Titan *Black Arrow* is typical of those that the Legio Krytos used on Beta-Garmon II during the assault on Hive Caldera. In this battle, the God Breakers used their Reaver Titans as a spearhead to reach the hive's gates before the storm closed in, while Warlord Titans gave covering fire and Warhound Titans covered the flanks. It proved to be an effective tactic, the relative speed and armour of the Reaver making it well-suited to the task of creating a breakthrough and then exploiting it fully.



LEGIO KRYTOS WARHOUND SCOUT TITAN

APOSTATE OF DAYS

The Legio Krytos Warhound *Apostate of Days*, as depicted here, carries a common configuration of the Legio. The plasma blastgun was a favoured weapon for God Breakers Warhound crews, as it is among one of the most destructive weapons the Scout Titan can carry. Plasma weaponry, while undeniably effective against a variety of targets, was also the preferred method for the Legio when it came to destroying structures, the lingering plasma fires rendering entire cities uninhabitable.

LEGIO FUREANS (TIGER EYES)

The Tiger Eyes rose to power defending their Forge World of Incaladion from constant attack, and are among the most aggressive of all the Legio – always on the attack, always pressing forward, no matter the cost. The tribal humans of Incaladion's harvest worlds gave the Tiger Eyes their name – seeing the Titans as terrifying reaping gods. It is a title that the Tiger Eyes have embraced and merged with their own beliefs of the Omnissiah, who they see not as one god but hundreds; all represented by a different aspect of their great machines.

Legio Trait: Machine Rage

The tribal minds of the Tiger Eyes Princes have accumulated within the spirits of their god-machines over the centuries. This mingling of predatory instincts and plasma-fuelled fury makes Tiger Eyes Titans more prone to rage, but more focused on their prey when their machine spirits are awakened.

When rolling the Reactor dice (see page 43 of the *Adeptus Titanicus* rulebook) a Tiger Eyes player counts both the Machine Spirit symbol and blank facing on the dice as a trigger for the awakening of their Titan's machine spirit. However, if a Tiger Eyes player fails the Command check to quell the machine spirit, they may choose the result from the Awakened Machine Spirit table, rather than rolling randomly.

Legio Trait: Many Faces of the Omnissiah

Tiger Eyes crews see the presence of the Omnissiah in every aspect of the machine, from the thrumming power cables of the command throne, to the clanking chains of the autoloading. Each is venerated in its own right, and crews often beseeched them for their beneficence at the start of a battle.

In the first round of the game, any Tiger Eyes Titan may choose to forgo its activation in either the Movement phase or the Combat phase – in essence doing nothing for that phase but counting as one of the Tiger Eyes player's activations. For each phase sacrificed by a Titan, either 1 or 2, that Titan may re-roll any one dice later in the game.

Legio Specific Stratagem: Offensive Surge (3)

Attack is in the very nature of the Tiger Eyes, whose Princes Seniores teach that the striking blade triumphs over all. In Titan warfare, this doctrine is expressed as an offensive surge by a Tiger Eyes maniple, hammering their foes with a storm of weapons fire.

This Stratagem can be purchased by any Legio Fureans player. Reveal this Stratagem in any Combat phase. The Tiger Eyes player may choose one of their deployed Tiger Eyes maniples; for this Combat phase, each Titan in the chosen maniple may attack twice with one of its weapons but must increase its Reactor level by 1, in addition to any other effects.

Legio Specific Wargear: Hunting Auspex

The forges of Incaladion created many unique systems for their Titan Legions during the world's long isolation from Terra. Though most have been lost to history, some remain within the ranks of the Tiger Eyes, such as the hunting auspex.

Any Legio Fureans Titan may take a hunting auspex upgrade for +20 points. A Titan equipped with a hunting auspex is better able to pick its enemies out from the tangled wreckage of the battlefield, especially at longer ranges where it can isolate targets. When making ranged attacks at targets over 12" away, the Titan may reduce any penalty To Hit by 1, to a minimum of 0.

Legio Specific Personal Traits

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

D3 PERSONAL TRAIT

- 1 **Titan Stalker:** *The Princes is adept at taking down larger prey, knowing just how to exploit their weaknesses if they can get close enough.*
When targeting a Titan that is within 12", the Princes Seniores may add 1 to the Armour rolls of any hits, provided that the targeted Titan has a Scale either equal to or greater than their own.
- 2 **Humardu Savage:** *Some of the primitive humans harvested from Humardu by the Tiger Eyes would eventually join their ranks; although despite years of psycho-conditioning they still retained much of their savage nature.*
When the Princes Seniores Titan makes a Smash Attack (see page 36 of the *Adeptus Titanicus* rulebook), add 2 to the Strength of the attack.
- 3 **Trophy Taker:** *The Tiger Eyes are known to claim trophies from their fallen foes, their Princes going so far as to tear limbs and heads off enemy Titans as a display of their savage dominance.*
Any weapon disabled by the Tiger Eyes Princes using a Smash Attack, or a weapon with the Melee trait, is harder to repair; these require a dice score 1 higher than normal when making Repair actions.



LEGIO FUREANS REAVER BATTLE TITAN

LEYAKA VARR

The Legio Fureans Reaver Battle Titan *Leyaka Varr* is shown here on the eve of the Second Battle for Nyrcon. Melta cannon, like the one carried by this Titan, were much sought after weapons during the Beta-Garmon war for their armour penetrating power. In the aftermath of Titan conflicts, scavenger-clades scoured the battlefield for these prizes, cutting them from the wreckage of fallen god-engines so that they might be given new life on the hulls of the survivors.



LEGIO FUREANS WARLORD BATTLE TITAN

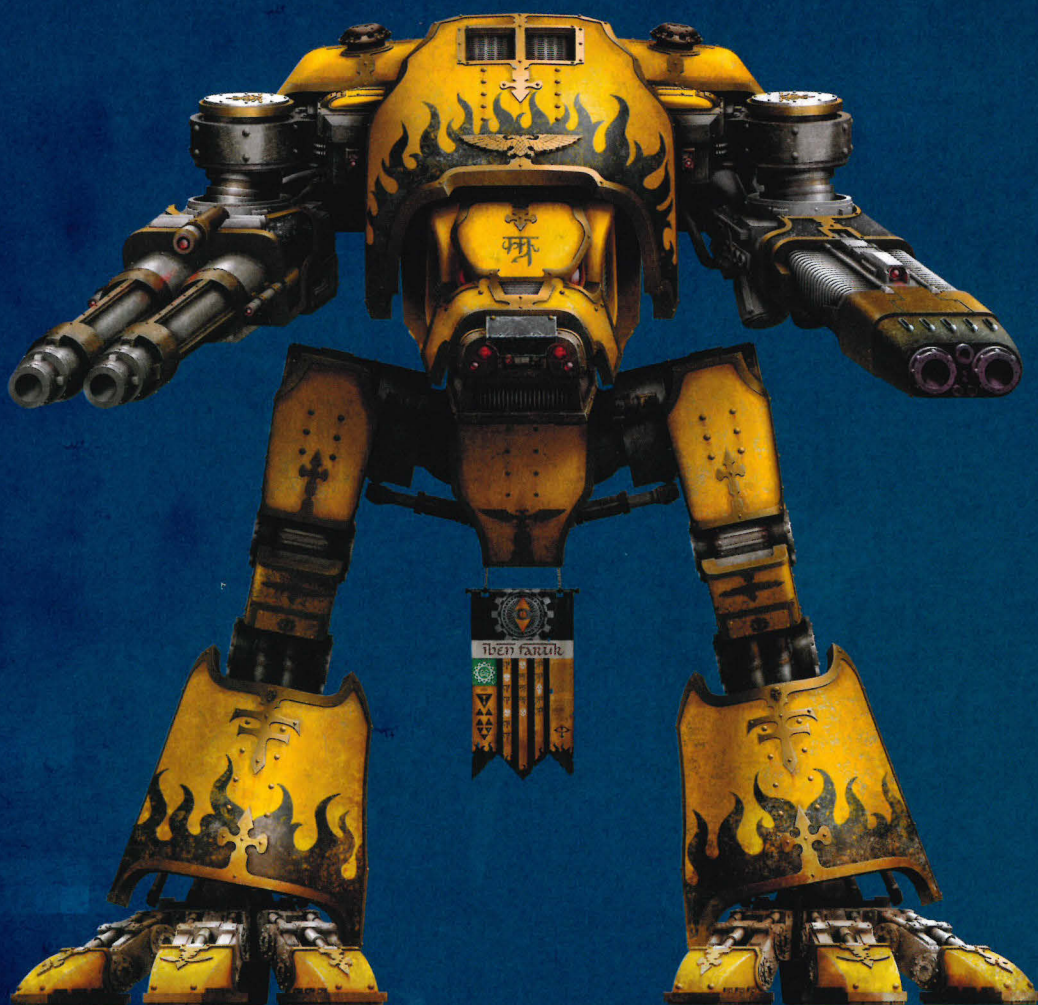
CYRA JAL

Many Titans, such as the great *Cyra Jal* shown here, retained the symbols of the Collegia Titanica even after they turned Traitor. This was because they simply viewed the Warmaster as the successor to the Emperor's Imperium, and the new overall commander of the Titan Legions. In time, the Titan Legions would fully adopt the Eye of Horus, and then even affect icons of the Chaos gods as their Princes fell to dark worship, but at least in those first years of the Horus Heresy they were often indistinguishable from their enemies.

LEGIO FUREANS HERALDRY

The baleful eye central to the war banner of the Legio Fureans is both a reminder of the Omnissiah's favour, but also His wrath. As the Horus Heresy progressed, and the Legio's worship of the Machine God was distorted by Horus' cult of personality, their own pantheon of gods and the influence of the dark gods themselves, the eye took on another darker meaning. Enemies of the Legio would come to see in that staring orb the cruelty of Horus and the Ruinous Powers he followed, while the Tiger Eyes' allies saw it as a beacon of their gods come to lead them to victory. So pervasive was the Legio's symbol to become, many of their allies would daub it on their tanks and Knights, or tattoo it on their faces to show their devotion.





LEGIO FUREANS WARHOUND SCOUT TITAN

IBEN FARUK

The Legio Fureans Warhound Scout Titan *Iben Faruk*, as depicted here, was armed for the Warmaster's defence of the Theta-Garmon V orbital shipyards. In low or null gravity environments such as Theta-Garmon V, many Titans used energy weapons, the reduced propellant gasses and flat trajectories favourable for fighting in a vacuum. In the all-consuming darkness at the edge of the void, energy weapons also proved easier to direct, with crews able to correct firing solutions based on calculations made with the naked eye.

LEGIO VULPA (DEATH STALKERS)

Another of the Titan Legions to be subverted by the Dark Mechanicum, the Death Stalkers have always been shadowed by a grim reputation for cruelty. During the Great Crusade, it was said that they took excessive pleasure in subjugation actions, bathing settlements in vented plasma or crushing rebels beneath the feet of their Titans rather than expending ammunition on them. Mankind's civil war has only drawn the Death Stalkers deeper into their blood madness; their Titans often coated in the rust red remains of their exploits.

Legio Trait: Honour and Blood

The Legio Vulpa value the honour of close quarters battle, where they can see the eyes of their foes (or in the case of Titan warfare their armoured heads) and feel the concussive force as their weapons smash into them.

A Death Stalkers Titan that is within 3" of an enemy Titan increases its Weapon Skill by 1 and decreases its Ballistic Skill by 1.

Legio Specific Stratagem: No Pity for the Vanquished (1)

Killing fury is common to many Titan Princes, the thrill of a felled foe echoed by a raging machine spirit and feeding back through the MIU. Death Stalkers Princes often give into this battle madness, riding the wave of exhilaration and letting their attacks become almost instinctive.

This Stratagem can be purchased by any Legio Vulpa player. Play this Stratagem when an enemy Titan is destroyed (i.e., makes a roll on the Catastrophic Damage table). The Titan who inflicted the killing attack may immediately make another attack with the same weapon system against a fresh target within 12" of the destroyed Titan. For all intents and purposes, this is a new attack requiring a dice roll, any increases to the Titan's reactor level, etc.

Legio Specific Wargear: Plasma Gargoyles

Few aspects of a Titan cannot be weaponised, and the Death Stalkers often fitted their plasma vents with dispersion nozzles shaped in the visage of leering gargoyles to spray the discharged scalding plasma over as wide an area as possible.

Any Legio Vulpa Titan may take plasma gargoyles for +15 points. Whenever the Titan uses Repair dice to Vent Plasma, nearby units may take damage. All units (friend or foe) within 3" take a hit with a Strength equal to 3 plus the number of levels the Titan's reactor is decreased by, i.e., if a Titan vented plasma and reduced its reactor by 3 levels then all units within 3" would take a Strength 6 hit.

Legio Specific Wargear: Disruption Emitters

The Death Stalkers quickly developed a taste for close-in combats during the Horus Heresy. Not the natural environment for many Titans, the Legion made modifications to their war machines, fixing disruption fields to armour plates and limbs to enhance the destructive potential of close encounters.

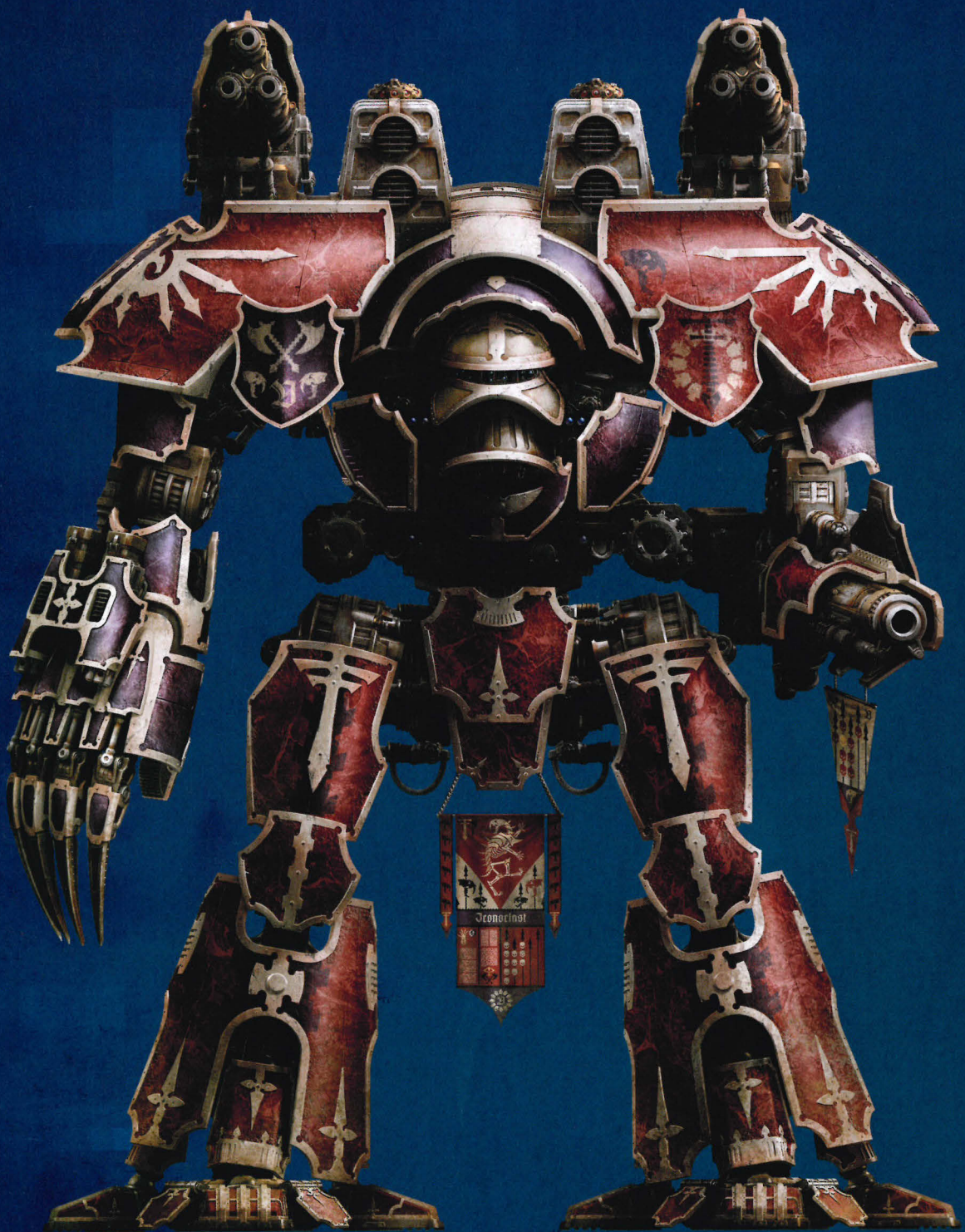
Any Legio Vulpa Titan may take disruption emitters for +30 points. The Titan adds 2 to the Strength of any of its weapons with the Melee trait, and counts its Scale as 2 higher when making Smash Attacks.

Legio Specific Personal Traits

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

D3 PERSONAL TRAIT

- 1 Razor Tongue:** The Princes is skilled at delivering biting challenges and chilling threats, unnerving their opponents even before the first blow is struck.
At the start of the round, the Princes can choose an enemy Titan within 24" of their own Titan. For the duration of the round, the chosen Titan's Command characteristic is increased by 2, to a maximum of 10.
- 2 Bloodied but Unbroken:** The more damage the Princes' Titan sustains, the more driven they become, seeking to ensure that even should they fall, their enemies are sure to fall with them.
For each point of Critical Damage the Princes' Titan has suffered (not including Critical Damage inflicted on weapons), increase the Strength of any weapons with the Melee trait and their Smash Attacks by 1, to a maximum of +3.
- 3 Cruel:** The Princes has no pity for weaklings. Unworthy foes are swiftly crushed underfoot with little thought of honour or mercy – after all, what mercy does the boot give the ant?
When making attacks against units with a Scale of 5 or lower, increase the Strength of any hits by 2.



LEGIO VULPA WARLORD BATTLE TITAN

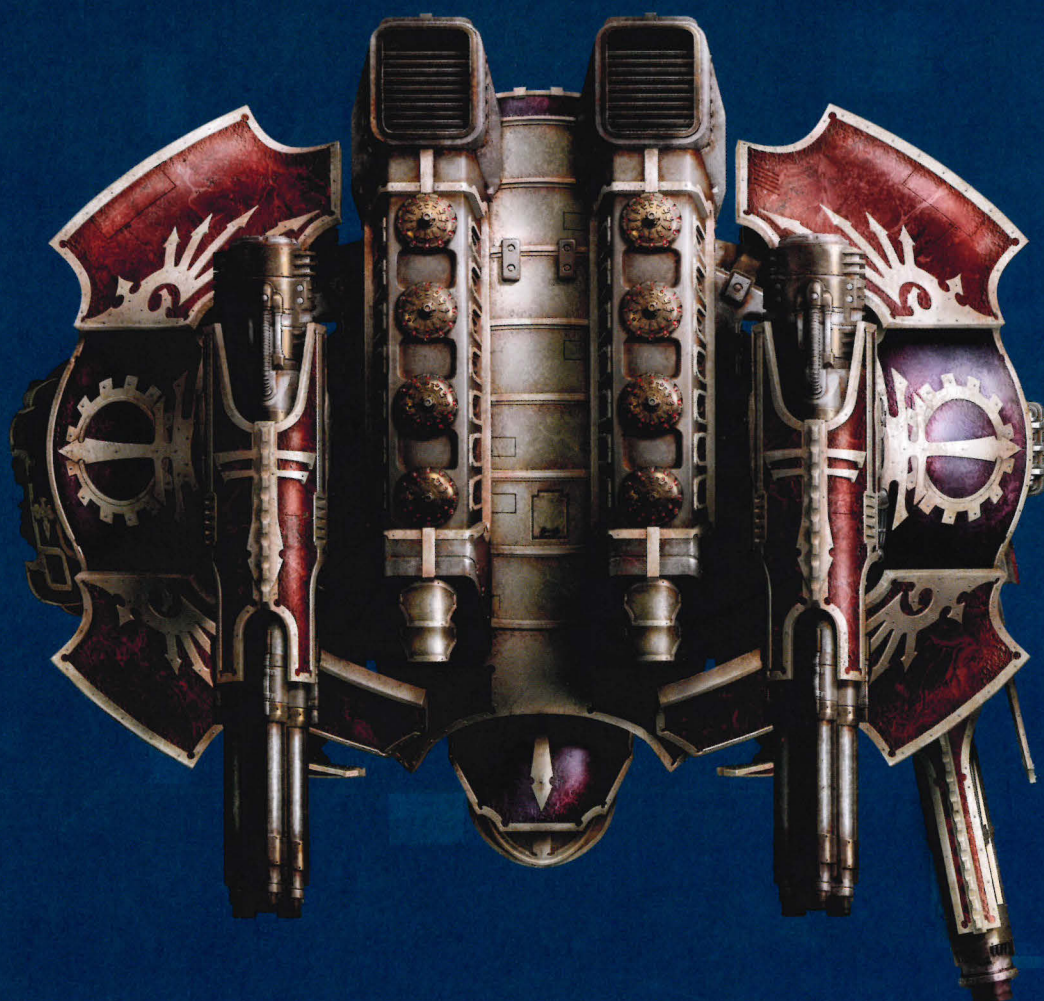
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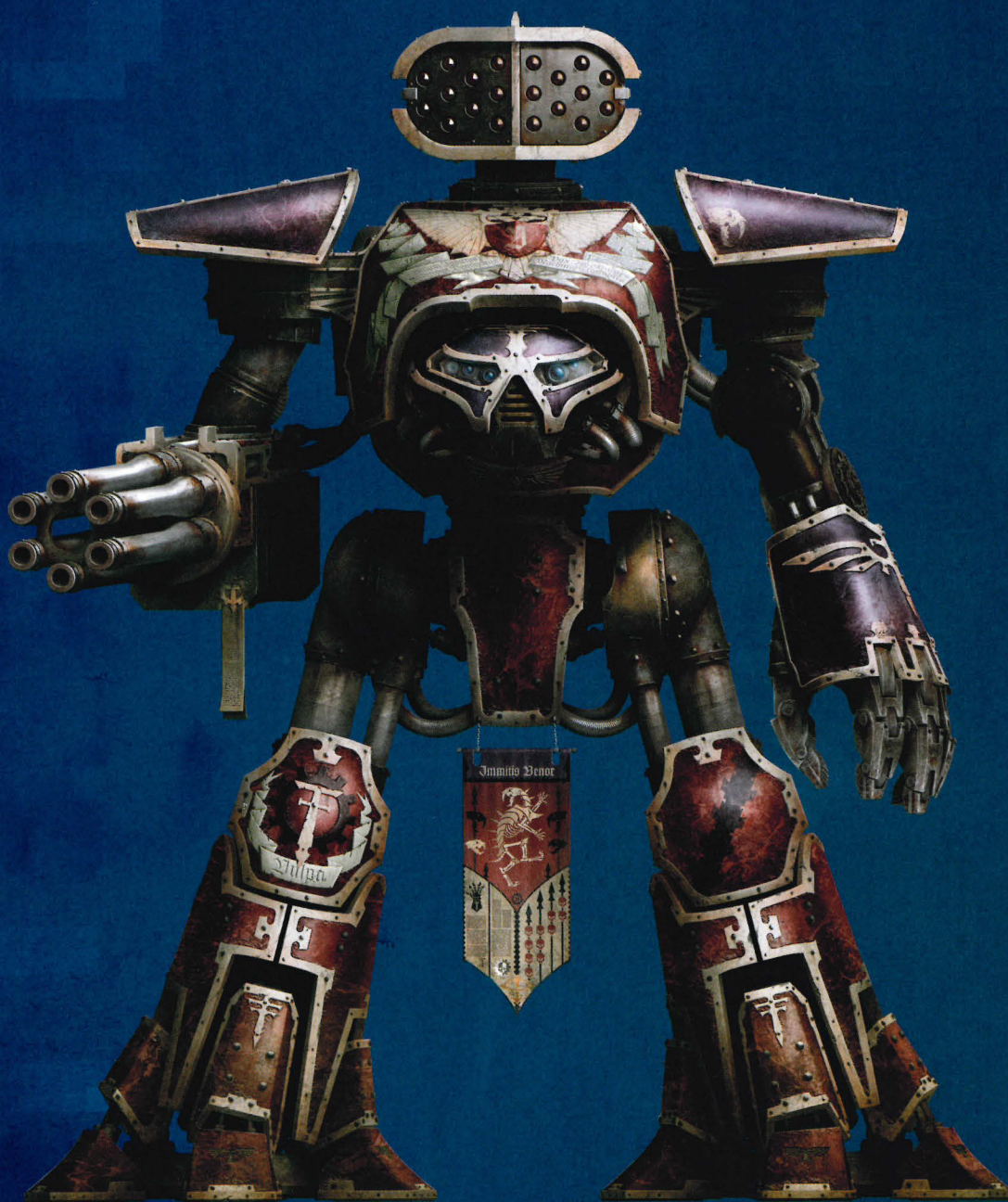
Close combat weapons are rare on Titans as large as the Warlord, such as the *Iconoclast* shown here, with most *Principes* adhering to the accepted wisdom of the *Collegia Titanica* that the role of the Titan is that of heavy fire support.

Death Stalkers are among those who do not adhere to this school of thought, favouring close quarters battle and weapons such as the *Arioch* power fist, that gives the wielder the strength to tear the plasma heart from another Titan.

LEGIO VULPA HERALDRY

The Vorpus Sabrefang of Yythe dominates the heraldry of the Legio Vulpa, its skeletal frame clad in armour. The *Libraxus Tacticae Vulpa*, the battle bible of the Death Stalkers, often references this ancient extinct creature as the epitome of the hunter's virtues – cunning in its pursuit and savage when it strikes. The elite of Vulpa's *Princeps Seniores* even keep facsimile versions of the Sabrefang as pets, creations of bio-manipulation and mecha-crafting that prowl around their feet or coil around the base of their command thrones. So pervasive is the iconography of the Sabrefang among the Death Stalkers that its skulls are incorporated into the *signum nobilis* of the maniple and used as decoration on the edges of its heraldry and even armour plating.

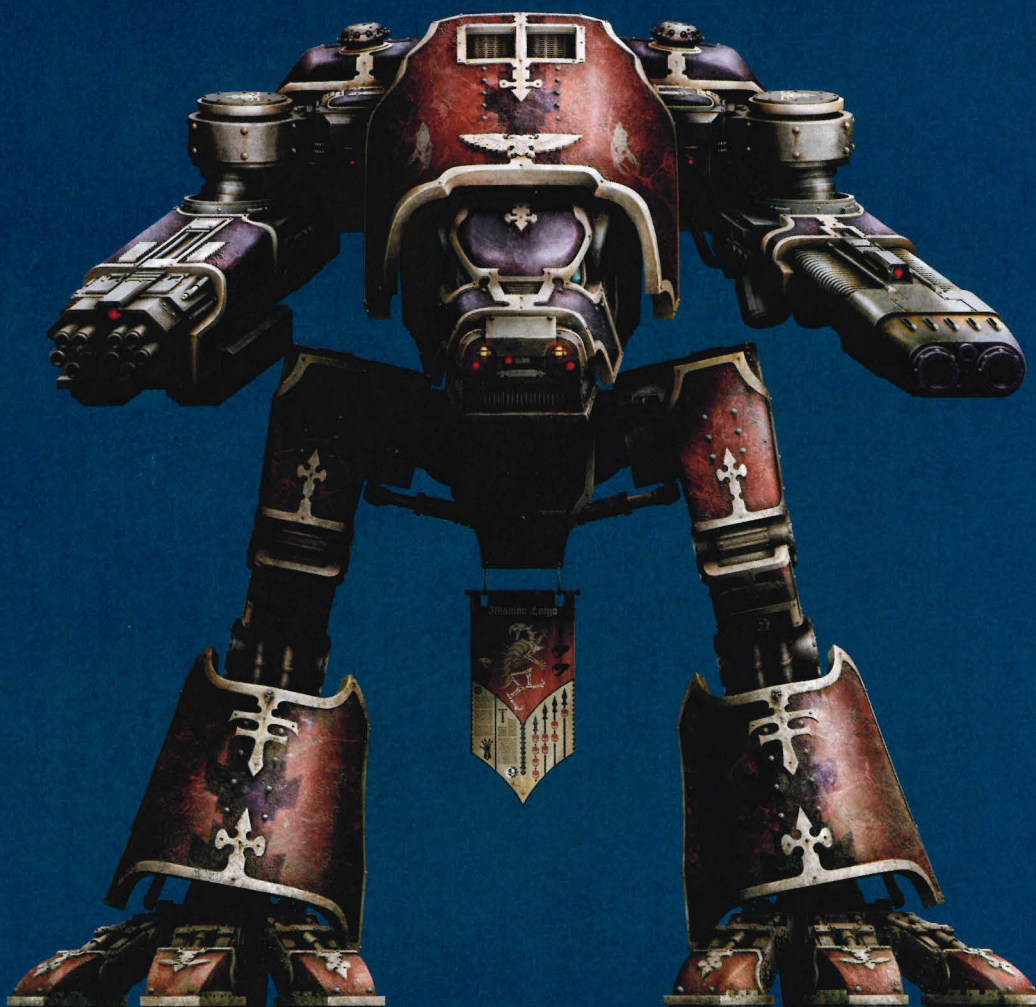




LEGIO VULPA REAVER BATTLE TITAN

IMMITIS VENOR

The Reaver Battle Titan *Immitis Venor* is typical of those deployed to Beta-Garmon by the Death Stalkers. Armed with a rapid firing gatling blaster and power fist, it would fight alongside other Reavers, often as part of a Corsair maniple, conducting punishing hit and run attacks against more conventional Titan formations. It also illustrates that few Death Stalkers Titans or Titan maniples marched to war without at least one Titan close-quarters weapon.



LEGIO VULPA WARHOUND SCOUT TITAN

ITHONIAN LORGA

Warhound Scout Titans, such as the *Ithonian Lorga* shown here, were truly the hunting hounds of the Legio Vulpa at Beta-Garmon III. Working in squadrons they excelled at luring larger Titans into killing zones and the close confines of ruined cities or broken landscapes, closing off a chance of escape once their prey was in position. On Beta-Garmon III, amid the roiling toxic storms, Loyalist Titans would simply disappear, neatly carved away from their maniples by these wolf pack tactics.

CORSAIR BATTLELINE MANIPLE

Corsair Battleline maniples are built around a raiding doctrine, its Titans chosen for both their speed and firepower. The versatility of the Reaver lends itself to this role – swift enough to extract itself from danger but tough enough to win a protracted battle.



Indefatigable Companion



Divine Triumph



Azure Zenith



Vexilla Trine



Ommissial's Lament

Mandatory Components

- Three Reaver Titans

Optional Components

- Two Reaver Titans

Maniple Trait

Fighting Withdrawal: Titans in this maniple can choose to move outside of their forward arc (see Sidestepping and Backing Up on page 30 of the *Adeptus Titanicus* rulebook) at their full movement rather than having to use 2" of movement for every 1" moved. Titans may not use their boosted speed when moving outside of their Front arc.



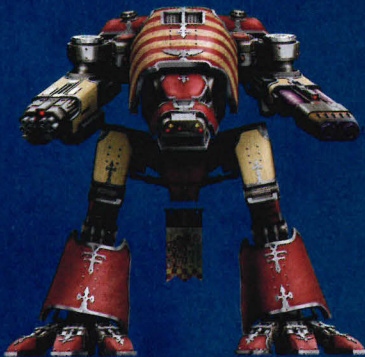
LEGIO ASTORUM REAVER BATTLE TITAN

DIVINE TRIUMPH

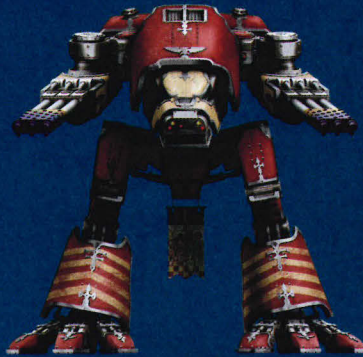
The hollow world of Lucius is home to some of the largest Titan works in the Imperium. Reaver Battle Titans such as the *Divine Triumph* are among those turned out by its factorums, constructed over a span of years to the exacting standards of the Mechanicum. Even a planet with the prodigious manufactoria of Lucius would struggle to replace the Legio's losses during the Horus Heresy, and in the end, like so many other Titan Legions, the Legio Astorum were forced to scavenge fields of dead Titans to keep their god-machines alive.

JANISSARY BATTLELINE MANIPLE

During the Great Crusade, Titans were often supported by large numbers of Knights and Questoris Banners. Janissary Battleline maniples were developed to fill this role, bringing a balanced mix of war engines and crews skilled at fighting alongside Household units.



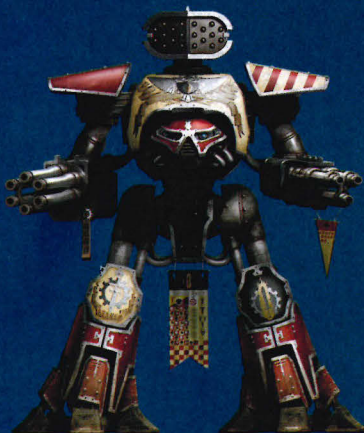
Furor Solis



Pater Inferium



Dae Canum



Aurora Ignis



Liber Bellum

Mandatory Components

- One Reaver Titan
- Two Warhound Titans

Optional Components

- One Reaver Titan
- One Warhound Titan

Maniple Trait

Close Support: Janissary Battleline maniples learn to coordinate their actions with Household Support units, and move to support them when needed. If a Titan in this maniple activates during the Movement phase, choose a Knight Banner within 6" of the activating Titan. Once the Titan has finished its movement, the chosen Knight Banner may now make its activation.



LEGIO ATARUS REAVER BATTLE TITAN

LIBER BELLUM

Titans of a Janissary Maniple were often seen in support of Knightly Households, much in the same fashion as Questoris Banners gathered in the shadow of Titan Legions. The *Liber Bellum* spent much of the war for Beta-Garmon as part of a Janissary Maniple fighting alongside the greater House Arakon Household Banners. These formations of Imperial Knights largely fought against massed infantry and armour formations, but were always thankful for the commanding presence of a Reaver Battle Titan in their midst.

REGIA BATTLELINE MANIPLE

Formations utilising paired Warlord Titans are common to many of the strategies of the Legio Titanica. The Regia Battleline maniple is perhaps the oldest of these, based upon the ancient concept of a King and Queen and their court.



Alfaer Vyr



Maeraka Hazn



Alhair Fajar



Dahk Cynal



Myphrit Hakim

Mandatory Components

- Two Warlord Titans
- One Warhound Titan

Optional Components

- Two Warhound Titans

Maniple Trait

Royal Court: The two Warlord Titans within this maniple represent the King and Queen, whose role it is to support each other in battle. While the King and Queen are within 12" of each other, if one successfully gains an order, the other may gain the same order without the need to pass a Command check.

The Warhounds are the Courtiers, whose role it is to shield the King and Queen. Courtiers can merge their void shields with the King and Queen as if they were part of the same squadron (see page 45 of the *Adeptus Titanicus* rulebook). In addition, Courtiers may merge their void shields with either the King's or Queen's while within 3" of them, rather than only while in base contact.



LEGIO FUREANS WARLORD BATTLE TITAN

ALTAIR FAJAR

Tribal bloodlust ran deep in the veins of the Tiger Eyes, their Princes embracing a primal savagery that struck fear into the hearts of all who faced them. These traits would deepen as the Horus Heresy unfolded, and Warlord Battle Titans like the *Altair Fajar* became mighty totems around which the Tiger Eyes' allies danced and cried out to the dark gods. The Regia Maniple especially had this power, and in time the ancient conceit of a king and queen at war was transplanted into two rival Chaos gods taking to battle in brutal competition.

LUPERCAL LIGHT MANIPLE

It is unclear if the Lupercal Light Maniple existed before Horus took command of the Great Crusade and its Titan Legions. However, its effectiveness was such that even after Horus' betrayal of the Emperor, both sides continued to use it extensively in battle.



Curse of Iron



Grateful Punishment



Tyrant's Torment



Wolf Scythe



Night's Hunter

Mandatory Components

- Three Warhound Titans

Maniple Trait

Hunting Pack: Working closely together, the Warhound Titans can surround and pick off foes many times their size. At the beginning of each round, any or all of the Warhounds within the maniple may be formed into a Squadron with other members of their maniple. These Squadrons last until the end of the round. In addition, when making Coordinated Strikes (see page 45 of the *Adeptus Titanicus* rulebook), Warhounds in this maniple add +2 to any Armour rolls they make, rather than +1.

Optional Components

- Two Warhound Titans



LEGIO KRYTOS WARHOUND SCOUT TITAN

GRATEFUL PUNISHMENT

Grateful Punishment, as shown here before the assault on Hive Caldrea in the closing days of the war, led one of the Legio Krytos Lupercal Light Maniples. Its Princeps, Yavar the Pitiless, at first resented his role, jealous of his peers tasked to heavier Titans and siege breaking tactics. By the end of the war though, Yavar had learned the true joy of crushing the wounded and weak beneath the tread of his Warhound, ultimately earning a dark reputation for the *Grateful Punishment* and the Lupercal Light Maniple as a weapon of war.



NARRATIVE MISSIONS: BETA-GARMON IN FLAMES

'Beta-Garmon is a cauldron into which the Cursed-Emperor has poured the greater measure of His might, feeding the hungry armies of the Warmaster. I welcome His Titan Legions, that the Legio Mortis might crush them beneath our tread, and in doing so bleed the armies of Terra dry upon these broken worlds.'

—Principes Seniores Varken, Legio Mortis

During the long war for control of the Beta-Garmon star cluster, countless battles were fought across its scattered worlds. Space fleets, armoured formations, infantry brigades and Space Marine Legions all struggled for supremacy in and around the cluster's strategically vital planets. Greatest of these battles though were those waged by the Titan Legions, their thundering tread booming across the war-torn vistas of battlegrounds from Nyrcon City to the harvest domes of Delta-Garmon II. Where the Warmaster wished the main effort of his invasion to fall, the Traitor Titan

Legions were almost always at the forefront of the fighting, and striding out to meet them were their Loyalist counterparts. Many of the bitter and brutal Titan engagements of the Beta-Garmon campaign have been lost to history or purposefully stricken from the records by the victors, their villains and heroes forgotten, but many more remain etched in the annals of the Collegia Titanica, and are still revered centuries later among those Legio to emerge from the Horus Heresy relatively intact.

PLAYING BATTLES IN BETA-GARMON

The Beta-Garmon setting offers players a diverse 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 Hostile Battlefields appendix at the end of this book, or drawing from the events of the Beta-Garmon timeline. For Open Play, the different Legio rules, mission and battlefield rules can all be applied as desired, the players adding some or all of these aspects of the setting to their games. For Matched Play, the Legio rules are balanced against each other so that they can be used in more competitive environments, while the Hostile Battlefield rules equally affect both players during the course of the game and so are equally fitting. Finally, Narrative Play brings some of the iconic moments of the Beta-Garmon campaign to life and the Narrative missions presented here can either be used as standalone games or linked together using the *Adeptus Titanicus* Campaign system presented later in this book. Players might also like to adapt the Narrative missions for different warzones, such as playing out the Beachhead on Delta-Garmon II on the radiation-soaked sands of Alpha-Garmon IX instead by simply changing the forces involved and using the Alpha-Garmon rules from the Hostile Battlefields appendix.

What follows are a collection of missions designed to be used with Narrative Play (see page 67 of the *Adeptus Titanicus* rulebook). Each mission recreates a specific action or moment from the Beta-Garmon campaign, allowing players to refight a pivotal battle between the forces of the Emperor and the Warmaster.

Battlegroup Points

Many of the Narrative missions in *Titandearth* 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 and plasma 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 play with the models they have in their collections. When altering the points level, players should retain the points ratio between Loyalists and Traitors to keep the intended balance of the mission. For example, if the mission calls for the Traitors to have 3,000 points, and the Loyalists to have 2,000 points, then when decided, a new points total for the Traitors should have a third more points than the Loyalists'.

DESIGNER'S NOTE

Loyalists and Traitors

Narrative missions focus on specific battles or engagements and often include the major Titan Legions who were present at the time. Beta-Garmon, however, was a huge campaign that spanned many different worlds and many years of bitter fighting, and drew in scores of Titan Legions from across the Imperium. When playing any of the missions, players should feel free to substitute their own Legio – either drawn from those detailed in this book, from other parts of the Horus Heresy background or one of their own creation – for those that follow, choosing one side to represent the Traitors and the other the Loyalists.



HAMMER OF THE LEGIO: THE DELTA-GARMON BEACHHEAD

'We will stand as the Emperor has bade us stand, and we will remain true even as our brothers are swayed by lies. Here among the relics of Mars, we soldiers of Terra prove our loyalty with our very lives. Let none who claim the thrice-cursed Warmaster as their lord set foot upon this world and live to see another day.'

— Order of Day, Delta-Collegia Battlegroup,
Legio Astorum Prefectus Command

This mission represents the beginning of the Warmaster's full-scale invasion of Beta-Garmon, focusing on the Death's Heads Legio's spearhead assault against the defences surrounding the Harvest Domes of Delta-Garmon II. Delta-Garmon II was one of the first worlds of the Beta-Garmon cluster to feel the Warmaster's wrath. In the opening days of Horus' assault, the Traitor fleets drew away their Loyalist counterparts, breaking apart the defensive cordons and blockades around key worlds. With the defenders stretched thin and unable to be everywhere at once, the Traitors exploited the holes torn in Loyalist defences to land forces and create footholds on strategic planets.

Desiring a sudden and overwhelming show of force, the Warmaster used his Titan maniples to spearhead these attacks. In the Delta-Garmon system, it was the Legio Mortis, or Death's Heads Titan Legion, that led the way, its supporting Traitor fleet gathering above the wastes surrounding the largest harvest domes and using their apocalyptic weaponry to create open landing zones for the Titan Legions. Amid clouds of burning dust, the Death's Heads heavy transports made their landing on Delta-Garmon II, their Titans smashing apart the Loyalist fortifications and advancing upon the harvest domes. The Traitor Titans swiftly brushed aside the tank companies of the Deltairum 276th Armoured Corps, who for years had held rebel forces at bay, and it was only the Titans of the Warp Runners who managed to slow their advance, the Loyalists desperately attempting to contain the Traitors to their landing zones.

Battlegroups

One player controls the Death's Heads forces, while their opponent controls those of the Warp Runners. Each player selects a battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. The Death's Heads player's force should have a Battle Rating of up to 2,000 points, while the Warp Runners player's Battle Rating should be up to 1,500 points. Each force must consist of at least one maniple, plus any reinforcements.

The Battlefield

The battle is played on a 4'x4' board. The Traitor player should select one of the board edges to be their landing zone. The battlefield within 12" of this edge should be clear of terrain, having been flattened by the Traitor fleet. The rest of the board can be set up to represent the largely barren wastes of Delta-Garmon II, interposed with rocky outcrops and regolith dunes.

Stratagems

The Death's Heads player has two Orbital Lance Strike Stratagems (see page 64 of the *Adeptus Titanicus* rulebook). The Warp Runners player has 4 points which can be spent on their choice of Battlefield Assets (see page 65 of the *Adeptus Titanicus* rulebook).

Mission Special Rules

BLAST SHELTERS: Having been forewarned of the Death's Heads' arrival, the Warp Runners have retreated into subterranean bunkers to survive the brutal preliminary bombardment by the Warmaster's fleet. As the ground battle begins, their Titans are now emerging to oppose the invaders.

In the first round of the game, Warp Runners units cannot be targeted by attacks, nor can they make attacks, until they have moved.

Deployment

The Traitor player deploys their maniples and Knight Banners anywhere within 12" of the landing zone edge and at least 12" from the other board edges. Then, the Loyalist player places their maniples and supporting units within 12" of the board edge opposite the landing zone.

The First Round

In the first round, the Death's Heads 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 landing zone is held and the Death's Heads forces land in force, or the Warp Runners have contained the spearhead and the Traitors must choose a new location to make their planetary assault from. 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, the Death's Heads player scores Victory points equal to the Scale of each Warp Runners unit that has been destroyed and each Death's Heads unit within 12" of the board edge opposite the landing zone.

The Warp Runners player scores Victory points equal to the Scale of each Death's Heads unit that has been destroyed, or which has not been destroyed but which is Structurally Compromised, or which, in the case of Household Support units, has lost at least half of its models.

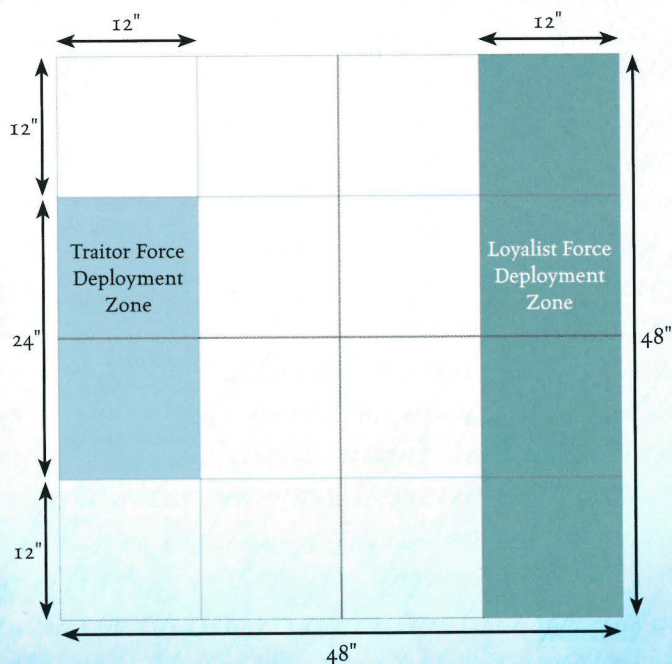
The player who scores the most Victory points claims victory.

DESIGNER'S NOTE

Blinding Dust

This is an optional rule that players can use to represent the aftermath of the Traitor orbital bombardment. In the micro-gravities of Delta-Garmon II, the regolith hung above the battlefield for days, obscuring enemies and muting the blazing lights of the harvest domes.

During the Strategy phase, the First Player should roll 2D10. For the duration of the round, the number rolled, plus a unit's Scale, is the distance at which it can be targeted with ranged attacks. For example, if the 2D10 roll resulted in a total of 9, then a Warlord Titan, with a Scale of 10, could be targeted up to 19" away.



SECOND BATTLE OF NYRCON CITY: HOLDING THE LINE

+++RANGE 1200 METRES AND CLOSING+++

Traverse right five-five degrees,
lock spinward gyro-cores, open autoloader feeds!

+++RANGE 1000 METRES AND CLOSING+++

Target the leader, I want the first shell
right between that Traitor's eyes!

+++RANGE 700 METRES AND CLOSING+++

Hit! Direct Hit... no damage! Fire Free! Repeat – Fire Free!

+++RANGE 500 METRES AND CLOSING+++

Watch that incoming! Verdius is down!

Cover his arcs – they can't reach the wall!

+++RANGE 300 METRES AND CLOSING+++

Get the gatling blaster back on-line, all power to the
void shields, we can't take another hit like that!

+++RANGE 100 METRES AND CLOSING+++

Vent! Vent! Vent or we're de-

END OF LOG

Terminus Log Scion of Terra Legio Astorum Reaver Titan,
recovered M32, Ruins of Nyrcon

This mission represents the Second Battle of Nyrcon City, when Traitor forces stormed into the city, smashing through the defences of those still loyal to the Emperor. It recreates the valiant last stand of the Warp Runners and Nova Guard, and the sacrifice they made to buy time for additional Loyalist forces to reach the beleaguered star cluster.

Of all of Beta-Garmon's battlefields, few saw as much carnage and brutality as the blasted plains surrounding Nyrcon City. Beta-Garmon II remained a key strategic location throughout the campaign, its equatorial fortresses and star forts changing hands numerous times. The city, and the Anvil fortress above it, were focal points of this fighting, and when the Warmaster's forces struck at Beta-Garmon II, it was to Nyrcon City that the blow was directed.

The Second Battle of Nyrcon, so called as it followed Rogal Dorn's retaking of the city in 010.M31, saw maniples of Death's Heads, Tiger Eyes and Death Stalkers Titans, along with supporting Knights from House Perdaxia and House Malinax, march through more than a hundred kilometres of fortifications to breach the walls of the city itself. Forced to land beyond the reach of the orbital defensive web of the Anvil star fortress – even as Space Marine Legions launched their own assault against Nyrcon's geo-stationary orbital – the Traitor Titans faced ground resistance from the PanCrypta Dust Clans, 216th Solar Auxilia 'Titan-killer' Regiment and the Garmonite Nemesis Brigades.

These lesser enemies, and the kilometres of mines, gun emplacements and trenches proved ineffective against the Titans, even the constant barrages of Nyrcon's great Nemesis cannon barely slowing their advance. Only the presence of Warp Runners and Nova Guard Titans, along with Knights of House Vyronii and House Niagma in the shadow of the city walls, gave the Traitors pause, though even then it was time bought by the Loyalists at a hefty price, and time that ultimately bore witness to the fall of Nyrcon City to the Warmaster.

Battlegroups

One player controls the Traitor forces, while their opponent controls the Loyalists. Each player selects a battlegroup, as described on page 53 of the *Adeptus Titanicus* rulebook. The Traitor player's force should have a Battle Rating of up to 3,000 points, while the Loyalist player's Battle Rating should be up to 2,000 points. Each force must consist of at least one maniple, plus any reinforcements.

The Battlefield

The battle is played on a 6'x4' board. Mark out a line across the board 12" from one of the short table edges. This line represents the walls of Nyrcon City, and can be represented by a mark on the table or any appropriate terrain the players might have in their collection. The smaller portion of the board – behind the walls – should contain four buildings, which can be placed by the Loyalist player. The greater portion of the board – outside of the city walls – is no man's land, and should be sparsely filled with terrain.

Stratagems

The Traitor player has 3 points to spend on any Stratagems they wish (see page 64 of the *Adeptus Titanicus* rulebook). The Loyalist player has 4 points which can be spent on any Battlefield Assets (see page 65 of the *Adeptus Titanicus* rulebook). These assets must be placed in no man's land. In addition, the Loyalist player has the Artillery Bombardment Stratagem to represent the effects of the Nemesis cannon.

Mission Special Rules

WALLS OF NYRCON: Towering over the surrounding wastes, the walls of Nyrcon City were a formidable barrier in their own right. The walls of Nyrcon City count as Blocking terrain and line of sight cannot be traced across them. After setting up the terrain, but before either side deploys, the Loyalist player should mark a point the width of a Warlord Titan's base anywhere along the length of the wall. This is the gateway into the city and can be freely traversed by the Loyalist forces. Walls are, of course, little defence against Titans. Any Titan, Loyalist or Traitor, may smash a hole in the walls if they spend a Combat phase in base contact with them but do not attack with any of their weapons. Players can, if they choose, mark these holes on the wall to show openings that may then be exploited by other units.

TRENCHWORKS: The wastes around Nyrcon City were riddled with trenchworks, gun emplacements and fortified tunnels. From this web of defences, soldiers of the gathered PanCrypta Dust Clans, Solar Auxilia 'Titan-killer' companies and Nemesis Brigades made their stand against the Traitor Titans and Knight Banners. After setting up the terrain, but before either side deploys, the Loyalist player should mark five strongpoints in no man's land – either using tokens or pieces of terrain to represent them. These strongpoints cannot be within 6" of the walls, nor can they be within 12" of another strongpoint. The Loyalist player can attack with any of these strongpoints in the Enact Stratagems step of the Strategy phase, using the profile below.

Each strongpoint counts as having an Armour value of 12, and a single successful Armour roll that exceeds its Armour value will destroy it, removing it from the board. Strongpoints are, however, well camouflaged, and cannot be targeted by models more than 12" away from them.

Deployment

The Loyalist player places their maniples and supporting units anywhere on the board within 12" of the walls, either in no man's land or Nyrcon City. The Traitor player then deploys their maniples and Knight Banners anywhere within 12" of the short board edge farthest from the walls.

The First Round

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

Battle Length

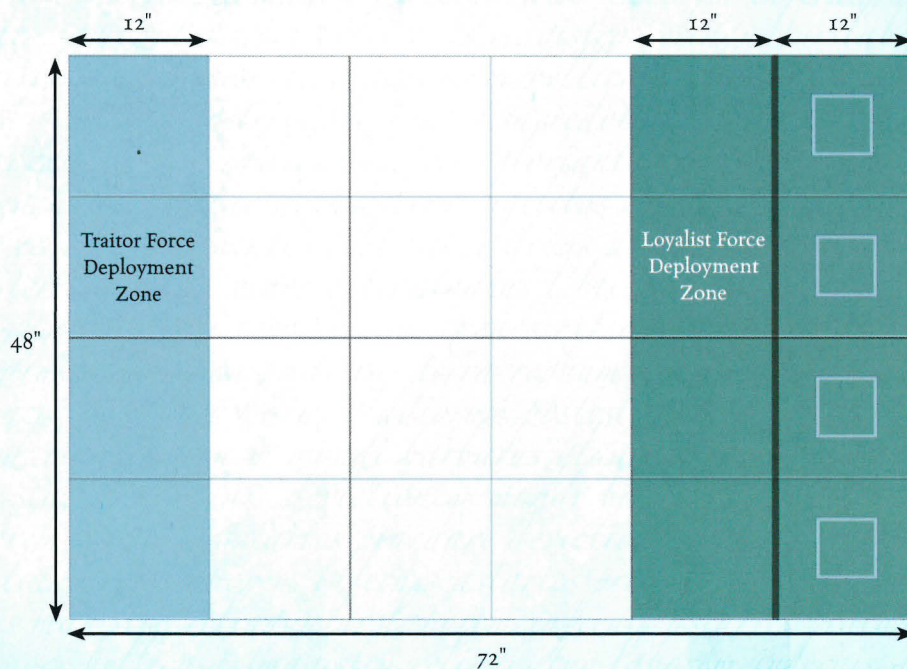
The battle lasts for six rounds. At the end of the sixth round, the Loyalist player should roll a D10. On a 5 or more, both players play a seventh round. If all of the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, the Traitor player scores Victory points equal to half the Scale of each of their units that are within 12" of the wall but still in no man's land, or the Scale of each of their units that are completely within Nyrcon City. In addition, the Traitor player scores an additional 2 Victory points for each building within Nyrcon City that has been destroyed (see page 52 of the *Adeptus Titanicus* rulebook).

The Loyalist player scores Victory points equal to the Scale of each Traitor unit that is more than 12" from the wall and still in no man's land, or which has been destroyed.

The player who scores the most Victory points claims victory.



TRENCHWORKS								
BALLISTIC SKILL/ WEAPON SKILL	FIRING ARC	RANGE		ACCURACY		DICE	STRENGTH	TRAITS
		S	L	S	L			
4+	360°	6"	12"	+1	—	4	5	—

ON THE EDGE OF THE VOID: WAR IN THETA-GARMON



"There are few battlefields as terrifying as those perched on the edge of the void. I recall the battles on Theta-Garmon not with those common terrors of Titan warfare, such as a blast hitting the command canopy, the confusing rage of a wronged machine spirit or even the warning scream of a plasma reactor about to crack. On Theta-Garmon we were all listening for one thing – the gentle hiss that told us we were venting oxygen..."

– Legio Alarus Princeps Gayran, The Titan's Graveyard

This mission recreates the Firebrands' ill-fated attack against the shipyards at Theta-Garmon V. For centuries, the shipyards of Theta-Garmon V had been a critical resource for the Battlefleet Imperialis, and vessels travelling to and from Terra. Enveloping the system's azure gas giant, so vast was the web of docks and orbitals, and the latticework of bridges between them, that a man might stand upon their hull and see a landscape of gleaming plasteel reaching out from one horizon to another. During the Beta-Garmon campaign, Titans strode the shipyard's artificial plains, fighting around their docks and fortress spires.

The Loyalist attack on the shipyards was devised to free those docks and habitats captured by the Warmaster during the initial stages of the war for the star cluster. Though fighting had raged in the orbital's corridors and chambers for months, it was hoped that the intervention of the Titan Legions, supported by elements of the Garmonite fleet, might drive the Traitors out. The Firebrands focused their attack around the Eye of Prometheus, a hydrogen-wellhead fortified by the Traitors and defended by the Tiger Eyes. Climbing the sides of the Eye's huge vapour tower, the Titans exchanged fire, often tearing apart the station underfoot to send god machines tumbling off into the void.

The Loyalists had all but taken the spire when the Dark Mechanicum detonated a cyclonic device within Theta-Garmon's star, triggering a solar event on a system-wide scale. Forewarned, the Tiger Eyes and Traitor fleet emerged unscathed, though the flash blinded the Firebrands, and what began as a glorious victory swiftly turned into a desperate fighting retreat.

Battlegroups

One player controls the Traitor forces, while their opponent controls the Loyalists. Each player selects a Battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. Each player's force should have a Battle Rating of up to 2,000 points. Each force must consist of at least one maniple, plus any reinforcements.

The Battlefield

The battle is played on a 4'x4' board. Place a marker or appropriate piece of terrain in the centre of the board to represent the peak of the Eye of Prometheus. The rest of the board should be sparsely covered in terrain, with features suited to a space station such as antennae, control towers and vox dishes.

Stratagems

Both players have an Orbital Lance Strike Stratagem (see page 64 of the *Adeptus Titanicus* rulebook). As both sides are benefiting from the close support of their fleets, this Stratagem may be used in each Strategy phase rather than only once per battle.

Mission Special Rules

EYE OF PROMETHEUS: Primarily a wellhead for one of the hydrogen refineries hidden within the upper layers of the gas giant, the Eye of Prometheus was studded with fuel tanks and pipelines for the refuelling of void ships. Though the armoured hull of the spire protected it from accidental detonations, those fighting on the Shipyard's hull were not so fortunate. Any weapon hitting a target within 6" of the Eye's peak (i.e., the centre of the board) gains the Blast (3") trait. If the weapon already has the Blast trait, then it generates one more Blast marker than normal.

THETA FLARE: The Dark Mechanicum laid a trap for the Loyalists at Theta-Garmon V, triggering a powerful solar flare from the system's star that bathed the surrounding planets in exotic energies, blinding the auspexes of Titans and void craft. In the Enact Stratagems step of the Strategy phase of any round after the first, the Traitor player may declare that they are triggering the Theta Flare. If the flare has not been triggered by the beginning of round 4, it automatically triggers. As soon as the flare has been triggered, all Loyalist units become Blinded – Blinded units suffer a -2 penalty To Hit with ranged weapons in addition to any other penalties. However, triggering the flare also changes the victory conditions for the Loyalist player and so must be timed for greatest effect.

Deployment

The Traitor player deploys their maniples and supporting units anywhere within 12" of the centre point of the board. Then, the Loyalist player places their maniples and supporting units anywhere on the board, provided that they are at least 12" from an enemy model, or the centre of the board.

The First Round

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

Battle Length

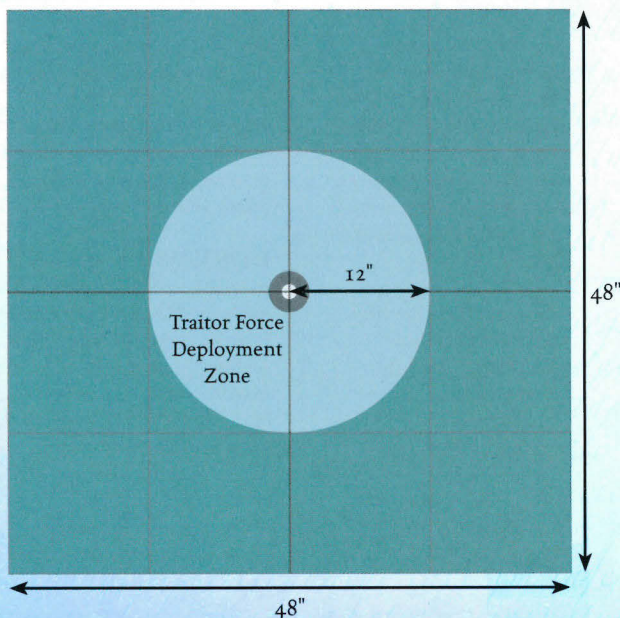
The battle lasts for five rounds, unless the Theta Flare has been triggered. When the flare is triggered, the game will last for two more rounds – the round in which the Traitor player declared they were using it, and the following round. If all of the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, the Traitor player scores Victory points equal to the Scale of each Loyalist unit that has been destroyed.

In each End phase, the Loyalist player scores Victory points equal to the Scale of each of their Titans and supporting units within 6" of the centre of the board. If the flare has been triggered, then they instead score Victory points equal to the Scale of each of their units within 6" of any board edge.

The player who scores the most Victory points claims victory.



THE TITANDEATH: TIPPING POINT ON BETA-GARMON II



Here upon the Twelfth Year of the 31st Millennium of Mankind, the Emperor's Most Glorious Legio Titanicus spilled Blood and Plasma so none might break the Union of Stars He had wrought.

— Inscription at the base of the Nyrcon Wastes' Cenotaph Titanicus

This mission represents the largest Titan battle of the Beta-Garmon campaign – the aptly named Titandearth. Though it would not earn the title until years later, when Imperial scholars sought to codify the tumultuous events of the Horus Heresy, the Titandearth was a name that became synonymous with both the Titans' role within the Beta-Garmon war, and the apocalyptic struggle for Nyrcon City.

Towards the end of the war, the Collegia Titanica sought to bring about a resolution on Beta-Garmon II. Some have surmised that this was the moment that the Warmaster had been waiting for, and it was here that the balance finally shifted in the Traitors' favour. Contemporary records, however, seem to simply indicate desperation on the part of the Collegia Titanica, and a fear that its resources would be squandered piecemeal on a dozen different worlds. There was also a hope, perhaps a vain one in hindsight, that by this point the defences of Nyrcon were so degraded as to offer the Traitor Titans little protection.

Almost every Legio and dozens of Knight Houses on both sides heeded the call of their commanders and mustered on Beta-Garmon II, the Loyalists marching across fortifications they had once help defend. In their hundreds, maniples and Knight Banners met in battle, and for days, the god-engines tore each other apart upon a battlefield littered with their kin. In the end, hundreds of Titans were silenced and countless Knights slain, the plains of Nyrcon burning under a sea of shattered plasma reactors and twisted metal.

Although official records claim the battle as a victory for the Imperium, perhaps based upon the outcome of the Horus Heresy itself, many personal accounts are more ambivalent, and it remains impossible to tell if either side could claim the Titandearth as a triumph.

Battlegroups

One player controls the Traitor forces, while their opponent controls the Loyalists. Each player selects a battlegroup, as described on page 53 of the *Adeptus Titanicus* rulebook. Each player's force should have a Battle Rating of up to 3,500 points. Each force must consist of at least one maniple, plus any reinforcements.

The Battlefield

The battle is played on a 6'x4' board. By this time, months of sustained fighting had turned the wastes surrounding Nyrcon City into a scrapyard of fallen war machines and shattered fortifications. The board should be set up with a moderate density of appropriate terrain.

Stratagems

Both players have 6 points to spend on any Stratagems they wish (see page 64 of the *Adeptus Titanicus* rulebook).

Mission Special Rules

TITANIC WAVES: *Hundreds of Titans fought in and around Nyrcon City, more than in any other theatre of the Beta-Garmon campaign. Titans would attack in waves, those behind often striding over the wreckage of those which had been ahead, with even more war machines in reserve, should those too fall.* In this mission, when a Titan or Knight Banner is destroyed, place it to one side. At the beginning of the round, before determining the First Player, both players may roll 2D10 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 with their full complement of models, in the case of Knight Banners.

When a unit arrives from reserves, it can be placed within 6" of its own deployment area and activate normally this round. Titans returned to the battlefield may be formed into maniples (as long as they meet the maniple's required components) or squadrons.

Players should keep track of the number of units in their force that have been destroyed and whether they are returned to the battlefield or not, as this will have an effect on which side is victorious.

FALLEN TITANS: *With little hope of rescue or mercy from their enemies, many Titan crews continued to fight from the dying hulks of their war machines.* When a Titan suffers a Silenced, Laid Low or Wild Fire result on the Catastrophic Damage table (see page 36 of the *Adeptus Titanicus* rulebook), after working out the damage effects, mark the location where the Titan fell. Randomly choose one of the fallen Titan's weapons. In the Stratagem phase, the fallen Titan can fire this weapon, following all of the normal rules for shooting, though counting its arc of fire as 360° and ignoring any effects that force it to push its reactor. A successful Strength 10 hit or any Strength hit from a range of 3" or less will silence the Titan for good and remove the fallen Titan marker from the battlefield without the need for an Armour roll.

Deployment

The Traitor player deploys their maniples and supporting units anywhere within 12" of one of the short board edges. Then, the Loyalist player deploys their maniples and Knight Banners anywhere within 12" of the opposite short board edge.

The First Round

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

Battle Length

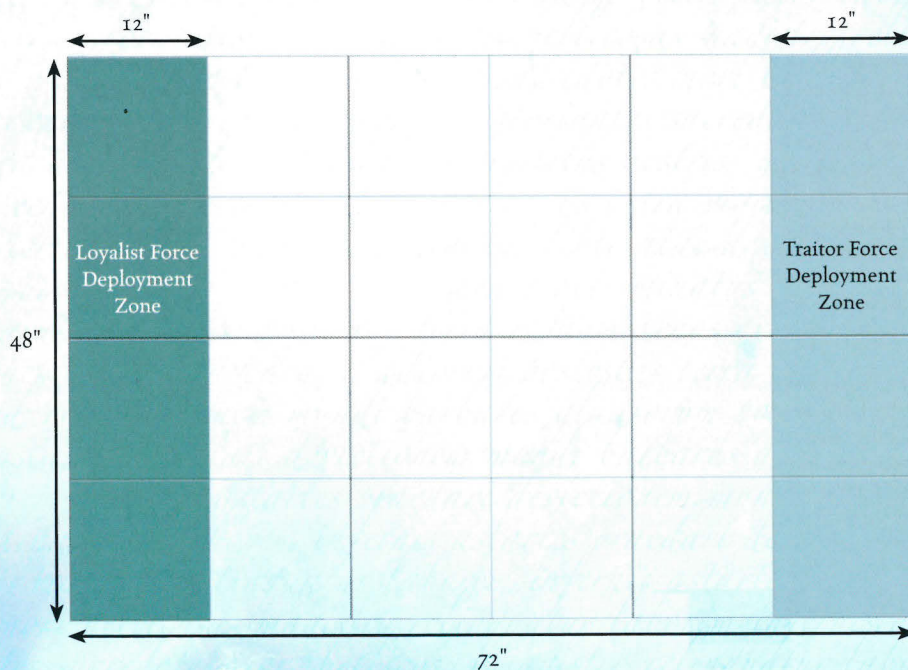
The battle lasts for six rounds, after which either the Loyalists have smashed their way into the ruins of Nyrcon City, or the Traitors have blunted their assault.

Victory

At the end of the battle, both players score Victory points equal to the Scale of each enemy unit that has been destroyed. Note that a unit may give up Victory points multiple times if it has been destroyed and returned to the battlefield more than once.

In addition, the Loyalist player scores Victory points equal to the Scale of each of their Titans within 24" of the Traitor board edge, or half the Scale (round down) for any Fallen Titans. The Traitor player scores 3 Victory points for each Traitor Titan in reserve at the end of the battle. Finally, if in the End phase of any round, one player's total Titans on the battlefield outnumber their opponent's Titans by at least two to one, they score 5 Victory points.

The player who scores the most Victory points claims victory.



A HOLE IN THE SKY: BATTLE FOR CALDERA PRIMUS

'That hateful eye in the sky; it stared down at us throughout the battle, like some cruel god taking pleasure in our suffering. The only thing more awful than the sight of it was the sound of the oncoming storm, like a mag-train coming down a tunnel at breakneck speed – and there we were, tied to the tracks, just waiting for it to hit...'

– Scion Herld of Vossilian, House Sterlund

This mission recreates the God Breakers' attack on the hive city of Caldera Primus. While the Titandearth raged around Nyrcon City, Traitor forces sought to take advantage of the reduced defences of Beta-Garmon III. God Breakers maniples assembled in their heavy landing craft above Caldera Primus, their orders to level the planet's principal hive city and send its remains crashing down into the magma geyser below. The main defence against the Titans' assault were the shields that protected the ancient hive from the world's acidic winds – Dark Age technology proof against all but the most devastating of weaponry. And yet the Traitors had learned the secrets of these strange devices, and how their function was keyed to the storm itself, something that not even the Lords of Caldera knew.

Around the hive, maniples of Nova Guard stood sentinel, confident in the strength of Caldera's shields, and the storm that concealed them from orbital attack. These illusions of security were dispelled when the Traitors detonated a vortex warhead in the upper atmosphere over the hive. The bomb blasted a hole in the storm, opening an area over one hundred kilometres in diameter to the sky – with Caldera right in the centre. Without the constant assault of the storm, forgotten fail safes within the hive's reactors awoke, and its void shields fell silent. Naked against the advancing God Breakers, the hive's defence fell to the Nova Guard, with both sides seeking a quick victory as the roiling maelstrom relentlessly closed in around them.

Battlegroups

One player controls the Traitor forces, while their opponent controls the Loyalists. Each player selects a battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. The Traitor player's force should have a Battle Rating of up to 3,000 points, while the Loyalist player's Battle Rating should be up to 2,000 points. Each force must consist of at least one maniple, plus any reinforcements.

The Battlefield

The battle is played on a 4'x4' board. The Loyalist player chooses one board edge to represent the gates of Caldera. The rest of the board can be set up to represent the broken crater below the hive, with rocky outcrops, lava pools and any other appropriate terrain.

Stratagems

Both players have 4 points to spend on any Stratagems they wish (see page 64 of the *Adeptus Titanicus* rulebook).

Mission Special Rules

THE COMING STORM: The Traitors are in a race against time to breach the gates of the city before the storm closes in and Caldera's impenetrable shield returns to life. Each round, in the Stratagem phase, the First Player should roll a D6 to determine the effects of the oncoming storm. If the dice roll is equal to or less than the current round, place a Storm token on the edge of the board. After this dice roll is made, count up the number of any Storm tokens and apply the storm effects as detailed below. Note, each of these effects are cumulative so, for example, if there are currently three Storm tokens then the effects for Getting Darker, Acid Rains and Toxic Fog apply.

Storm Table

STORM TOKENS	EFFECT
1	Getting Darker: The air is thickening, reducing visibility to a few thousand metres. Reduce the range of all weapons by 6", unless their range is already 6" or less.
2	Acid Rains: Heavy caustic rain pelts the battlefield. When a Titan activates, it must immediately make a Void Shield save as if it had taken a single hit. If the Titan does not have functioning void shields, it loses 1 Structure point on a randomly determined location – note that this may disable weapons or cause Critical Damage. Knight Banners are affected in the same manner as Titans, though may make Ion Shield saves against Acid Rains, counting the rain as having a Strength of 8.
3	Toxic Fog: Banks of toxic fog roll across the battlefield. In the Stratagem phase, each player, starting with the First Player, places three markers anywhere on the battlefield at least 12" from an already placed marker. Roll a Scatter dice for each marker. If Hit is rolled, leave it in place. Otherwise, move it D10" in the direction indicated and then place a 5" Blast marker centred on the marker. Units touched by the marker immediately suffer the effects of Acid Rain as detailed above. These markers remain in place for the remainder of the round and completely block line of sight drawn through them.
4+	The Storm Breaks: The full force of the storm comes crashing down upon the battlefield, and Caldera's void shield begins flickering back to life. At the end of this round, the battle ends.

MAGMA GEYSERS: The area below the hive is ravaged by geological activity and sections of the crater are constantly breaking open in plumes of magma. In the Stratagem phase of each round, each player, beginning with the First Player, places three markers anywhere on the battlefield. These markers must be at least 12" from an already placed marker. The players should then number these markers 1-6 and roll a D6. The marker indicated then explodes in a geyser of magma. Place the 5" Blast marker so it is centred on the marker, and work out a Strength 8 hit to any unit touched by the template; Titans are struck on their Legs. This hit bypasses void shields.

Deployment

The Loyalist player deploys their maniples and supporting units anywhere within 12" of the gates of Caldera and at least 12" from the other board edges. Then, the Traitor player places their maniples and supporting units within 12" of the opposite board edge.

The First Round

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

Battle Length

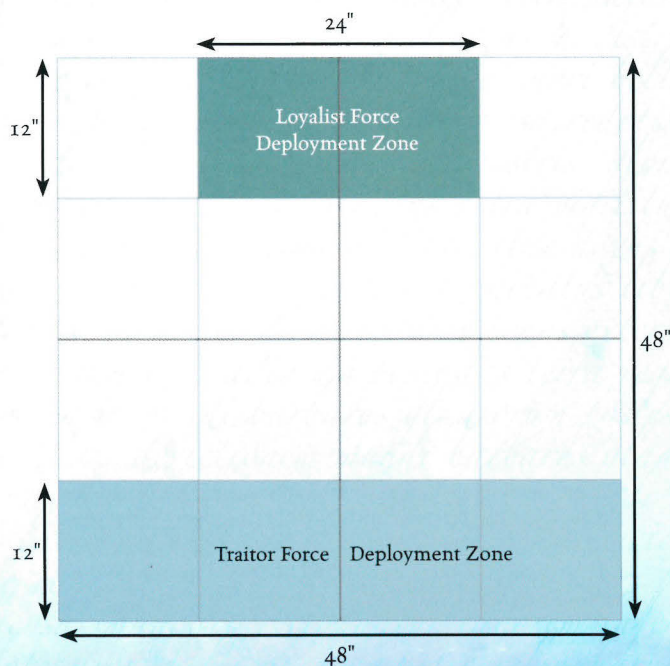
The battle lasts for six rounds, unless the storm breaks, after which either the Traitors have breached the gates of Caldera, or the Loyalists have successfully held the line. If all of the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, the Traitor player scores Victory points equal to the Scale of each Loyalist unit that has been destroyed and each Traitor unit within 12" of the gates of Caldera.

The Loyalist player scores Victory points equal to the Scale of each Traitor unit that has been destroyed, or which has not been destroyed but which is Structurally Compromised, or which, in the case of Household Support units, has lost at least half of its models.

The player who scores the most Victory points claims victory.



THE NEEDLE BREAKS: BETA-GARMON ENDGAME

'All at once the screams from Beta-Garmon ceased. The eerie silence that followed was more terrifying than the cries from a million damned souls, as it spoke to us of suffering swallowed whole by the emptiness of space. Perhaps most horrifying of all was what it said without words: Beta-Garmon had fallen.'

— Astropathica Quintus Eolas Shylor

In the closing days of the Titandeth campaign, Traitor forces sought to silence the Carthega Telepathica. This mission represents the Battle for the Diviner's Needle, and one of the Imperium's last attempts to halt the Warmaster's inexorable advance on Terra. While the Imperial commanders were focused upon the war raging in Nyrcon City, and the unfolding fate of Caldera Primus, the Warmaster sent his veteran Titans to destroy his true objective – the Carthega Telepathica, Beta-Garmon's link to Terra. Only a handful of damaged Loyalist Titans and battered Knight Banners defended the spire, the greater measure of the Legios drawn away to defend Beta-Garmon II. Though conventional forces and fortifications covered the slopes leading up to the Needle, these were as nothing to the Death's Heads maniples and the maniples of other Traitor Legios that followed in their wake.

On the treacherous mountain top the two sides met, the boiling storm clouds rolling around the peak and concealing everything below it. The Traitors used this to their advantage, emerging from the clouds at different points to divide the already weakened Loyalist defences. To even the odds arrayed against them, Warp Runners, Imperial Hunters, Firebrands and many other Loyalist Titans made their stand on the spurs of mountain ridges, where only individual war engines could face each other at a time. All the while, the astropathic choirs of the Diviner's Needle cried out for aid, until the mountain top became flooded with psychic screaming.

Some Loyalist maniples and Knight Banners would find their way to the battle before the end, their craft smashing through the blockading battlefleets around Beta-Garmon III and making reckless landings on the mountain's slopes, their Titans and Knights smashing their way out of the tangled wreckage of their landing craft to join the fray. In the end, however, the defences of the Diviner's Needle were broken by the Legio Mortis and their allies, and the spire itself was brought down amid a screech of twisted metal and the piteous wails of the astropaths within.

Battlegroups

One player controls the forces of the Traitors, while their opponent controls those of the Loyalists. Each player selects a Battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. The Traitor player's force should have a Battle Rating of up to 3,000 points, while the Loyalist player's Battle Rating should be up to 2,500 points. Each force must consist of at least one maniple, plus any reinforcements.

The Battlefield

The battle is played on a 4'x4' board. Mark out a 12" area in the centre of the board to represent the mountain top and the Diviner's Needle. The rest of the battlefield represents steep slopes and mountain spurs and can be covered with sparse terrain such as rocky outcrops and isolated ruins.

Stratagems

Both players have 3 points to spend on any Stratagems they wish (see page 64 of the *Adeptus Titanicus* rulebook).

Mission Special Rules

THE BRAVE FEW: Only a handful of Loyalists were on hand to defend the Diviner's Needle, and though some reinforcements reached them before the end, theirs was as much a defiant last stand as a battle where they had any hope of victory. The Loyalist player begins the game with no more than 1,500 points of Titans and Knight Banners on the battlefield. Many of their Titans and Knight Banners have already suffered damage, and after deployment, the Loyalist player must roll a D6 for each Loyalist Titan and Knight Banner on the battlefield. On a result of 4 or 5, randomly determine a location on the Titan and reduce the location's Structure points by D3 (if the location rolled is a weapon, the weapon becomes Disabled). Knight Banners reduce their number of Knights by one. On a roll of 6, randomly damage two locations on the Titan instead of one or reduce the number of Knights in the Banner by two.

The remainder of the Loyalist force is held in reserve and will drop into the battlefield during the battle. In the Stratagem phase, the Loyalist player chooses one of their Titans or Knight Banners currently held in reserve. Place the chosen model(s) anywhere on the board more than 12" from any board edge and 1" from another model. Then roll a Scatter dice, moving the model(s) 2D6" in the direction indicated. If the model touches another model after it has been moved, both the scattering unit and any other units contacted suffer a Strength 12 Hit to a random location. After working out the effects of the hit, if the models' bases are still in contact, move the scattering unit so it is at least 1" away from other models. Models that arrive from reserve cannot move in the round in which they arrived but may be placed facing any direction.

BORN OF THE STORM: Toxic storms surround the Diviner's Needle, and during the battle provide cover for the attackers. Titans and Knight Banners wholly within 12" of any board edge are harder to hit, and attack rolls made against them suffer a -1 penalty. In addition, any unit within 12" of the board edge may be removed from the battlefield at the end of their movement activation. Place this model to one side. In the following Movement phase, as an activation, the model may be placed anywhere on the battlefield wholly within 12" of any board edge and facing in any direction, though may not move this round.

Deployment

The Loyalist player deploys their maniples and Knight Banners anywhere within 12" of the centre point of the board. Then, the Traitor player places their maniples and Knight Banners anywhere on the board, at least 12" from an enemy model or the centre of the board.

The First Round

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

Battle Length

The battle lasts for five rounds, after which either the Traitor forces have felled the Needle or it still stands. If all of the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

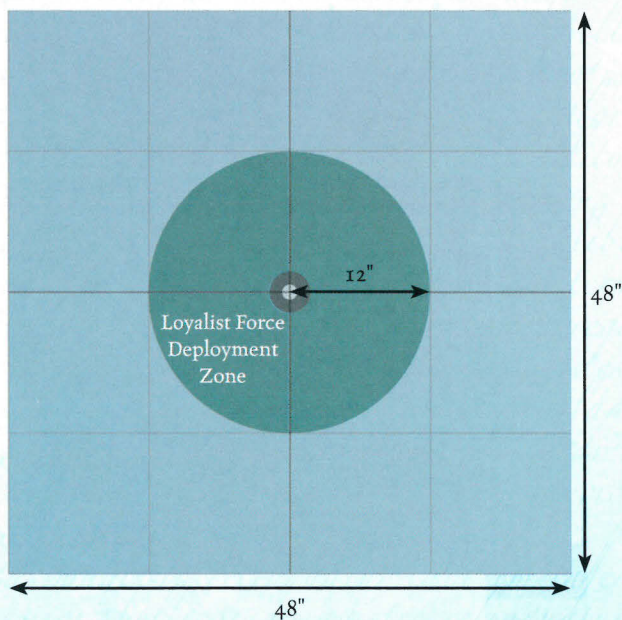
In the End phase of each round, the Traitor player scores Victory points equal to the Scale of each Traitor unit within 6" of the centre of the board. The Loyalist player scores Victory points equal to the Scale of each Traitor unit that has been destroyed.

The player who scores the most Victory points claims victory.

DESIGNER'S NOTE

A Scream into the Void

The constant psychic screaming from the Diviner's Needle saturates the mountain top, clouding the minds of Princes and making machine spirits restless. If both players feel like making this mission more challenging, they can use the rules for A Scream into the Void. This has the effect that Princes find it more difficult to convey their orders and must roll two dice when making Command checks and choose the lower of the two results. In addition, machine spirits are more prone to rages. When rolling the Reactor dice, the blank side counts as the Awaken Machine Spirit symbol and risks awaking the machine spirit.





ADEPTUS TITANICUS CAMPAIGNS

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

— Treatise on Titanic War, Arch-Magos Hexagalos

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

Adeptus Titanicus is a game that lends itself to campaigns, and with a few extra rules players can link their games together to chart the fate of a world or star system. What follows are rules for building and maintaining a Titan battlegroup from one game to the next, including systems that allow players to repair, refit and replace Titans damaged or lost in battle, as well as rules for earning crew experience, and the benefits of veteran crews. In the map campaign system section, you will find rules for playing using maps, where players can fight to control hive cities and spaceports, fortify their territories and march across the battle-scarred face of a planet to defeat their opponents.

PLAYING A CAMPAIGN

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

DESIGNER'S NOTE

Organising a Campaign

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

Choose a Titan Legion

At the beginning of a campaign, each player must choose a Titan Legion to represent. Each Legio comes with its own set of traits, allowing for the creation of different kinds of maniples, access to unique Stratagems, additional Personal traits for Princes and specific wargear. Once a Legio has been chosen, all of the player's maniples will be drawn from this Legio for the duration of the campaign – though they may field supporting Titans from Legios they are allied with. In addition to the two Legios – the War Griffons and the Storm Lords – represented on page 89 of the *Adeptus Titanicus* rulebook, eight more Legios are presented from page 18 of this book: the Warp Runners, the Nova Guard, the Firebrands, the Imperial Hunters, the Death's Heads, the God Breakers, the Tiger Eyes and the Death Stalkers.

DESIGNER'S NOTE

Creating your own Titan Legions

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

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

Choose an Allegiance

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

DESIGNER'S NOTE

Betrayal!

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

Create a Campaign Roster

In a campaign, players record all of their Titans and Knight Banners on a campaign roster. This allows them to record damage, crew experience and other details for each Titan or unit as it progresses through the campaign. When a Titan or unit is destroyed, remove it from the roster, although in the case of Titan crews they may survive and can be assigned to a new Titan or kept in reserve until a new war machine is ready for them.

At the beginning of a campaign, players will have a certain amount of points with which to build their campaign roster, based upon the agreed Armoury points level. To build their campaign roster, players should select units, including weapon options for Titans and other upgrades, just as if they were creating a battlegroup for a game. When preparing for a campaign battle, each player then assembles a battlegroup from the Titans and units on their campaign roster using the guidelines for Matched Play on page 53 of the *Adeptus Titanicus* rulebook. Note, when assembling a battlegroup, a player need not include all of their available units – thus fresh troops may be sent into the fray while damaged units can be taken off the line until they can be repaired.

Choose a Mission

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

Create a Battlegroup

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

Rewards

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

Ending the Campaign

When starting a campaign, the players or organiser should decide how long it will run. While it might be tempting to leave it open ended, the reality is that after a while some Legios will clearly be on the ascendant while others will be struggling to field even a handful of battle-damaged Titans. To keep your games interesting and challenging, it is recommended that a campaign run for a set number of weeks or games – perhaps centred on how often the players get together, whether this is every other week at their gaming club or whenever they gather at a friend's house. As a general rule, 4-6 weeks is a good length for a campaign.

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



PLAYER

LEGION

HONOUR POINTS

ARMOURY POINTS

BATTLE RATING

TITANS

TYPE

CREW EXPERIENCE

COST

WEAPON

TYPE

LOCATION

COST

QUESTORIS BANNERS

UNIT SIZE

WEAPONS

COST

Armoury Points

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

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

Salvaging the Battlefield

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

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

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

Repairing Titans

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

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

Repair Table

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

Retrofitting Weapons

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

Reinforcements

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

Crew Experience

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

Starting Crew Experience

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

Each level of Crew Experience provides a number of re-rolls. These re-rolls can be applied to any dice roll, provided that the result is directly related to the actions of the crew's Titan – the only exception is the dice to determine the result of Catastrophic Damage, which does not benefit from crew experience. Each re-roll can only be used once per battle.

Crew Experience Levels

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

Crews may increase in experience over the course of a campaign, as detailed under Experience points, as follows.

Gaining Experience Points

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

Experience Points

RESULT	EXPERIENCE POINTS
Crew Survived the Battle	1
Crew Destroyed a Titan of Scale 9 or Higher	3
Crew Destroyed a Titan of Scale 7 or 8	2
Crew Destroyed a Titan of Scale 6 or Less	1

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

Crew Survival

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

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

Gaining Honour Points

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

Honour Points

RESULT	HONOUR POINTS
Win (Player was the Underdog)	3
Win (Opponent was the Underdog)	2
Loss (Player was the Underdog)	1
Loss (Opponent was the Underdog)	0
Draw	1

MAP CAMPAIGNS

Titans are strategic weapons of the highest order, and their deployment always marked a point of main effort for the Loyalists or Traitors. The following rules add maps to the campaign system presented previously, allowing players to mark the progress of the Legios as they capture territories, defend their own lands and progress with their allies to conquer an entire world for either the Emperor or the Warmaster.

DESIGNER'S NOTE

Commanding Multiple Titan Legions

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

Each player simply creates a number of campaign rosters, as described on page 84, each one for a different Legio or for a different part of the same Legio. Each campaign roster is in effect a different 'player', able to attack a territory and claim Armoury points, though controlled by a single player.

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

Campaign Maps

Campaigns can make use of a map to represent the world or system the players are fighting to conquer or defend. The map will be made up of a number of territories, some starting in the possession of a player, others unclaimed and considered neutral when the campaign begins. There are five different kinds of campaign territories: Hive City, Spaceport, Wastes, Ruins and Fortress. When creating the map, Hive Cities are the most important feature, and each one should be placed next to either a Spaceport or Fortress and then surrounded by two areas of Wastes and one area of Ruins, so that it is clear that these are all part of the same Hive Cluster. If the organiser wants Hive clusters to be on different planets, then this should be noted if it is not clear on the map.

The map should include a Hive Cluster for each player. The organiser can either allow each player to choose if their Hive cluster has a Fortress or a Spaceport, or assign the clusters at the start of the game. Each player begins in control of the Hive City and either the Spaceport or Fortress within their cluster. All other territories begin the game unclaimed.

While this is the default set-up for a map campaign, the organiser should feel free to create their own variations on maps if they would like – adding more Hives, perhaps even some that are unclaimed for a game where more Armoury points are up for grabs, or more Ruins for Legios fighting over the shattered remains of a broken world.

Campaign Map Summary

- Include a Hive Cluster for each player
- Each player begins in control of a Hive City and a Spaceport or Fortress
- All other territories begin unclaimed

DESIGNER'S NOTE

Hex Maps

Grid paper or hex grids make a handy basis for a campaign map, allowing players to simply fill in the spaces to create the map of a world or system. Each hex or grid counts as a different territory, and provides a rough guide to where they lie in relation to each other. In addition, circles or lines can be drawn around groupings of territories to denote that they are different Hive clusters or on different planets. Thus, a single piece of hex or grid paper could contain enough hexes or squares to plot out an entire star system.

Campaign Movement

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

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

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

Campaign Movement Summary

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

DESIGNER'S NOTE

War of the Worlds

The campaign map and the effects of the territories are purposefully kept simple so as to minimise bookkeeping between games of Adeptus Titanicus. However, if the players want to add some more detail to the campaign, they can use the following rule to represent the difficulty of fighting a system-wide war. In a campaign across a star system, players are required to control a Spaceport before they can attack planets on which they have no territories.

Capturing Territories

After the players have completed the battle for a territory, it may change hands depending on the outcome. If the attacker won the game, or no defender opposed them, they take control of the territory, otherwise it remains under the control of its current owner. In the case of games involving more than one player, the attacker with the most Honour points can choose who among the attacking Legios takes control of the territory if the attackers won, or if two or more attackers have the same amount of Honour points, they roll off to see who takes control of it.

It is possible that a player might lose all of their territories. In this case, they are not automatically out of the campaign, provided that at least one other member from their side holds a territory. However, they will not gain any Armoury points, except for those given to them by their allies, until they capture at least one territory again.

Capturing Territories Summary

- Undefended territories are automatically captured by the attacker.
- If the attacker won their battle then they take control of the territory they attacked.
- If more than one attacker was attacking the same territory then the attacker with the most Honour points chooses who takes control of the territory.
- If the defender won the battle then it remains under the control of its current owner.

DESIGNER'S NOTE

Scorched Earth

To encourage attackers to spread out their assaults and defenders to protect their territories wherever possible, players can use Scorched Earth rules. Scorched Earth tactics allow a player who attacks a territory without opposition the choice to raze it, using the massed firepower of their Titans. After working out which territories the attackers are striking at, and which of these territories the defenders are defending, if there are any territories only containing attackers, they can be razed at the discretion of the attackers instead of being captured. A razed Fortress, Hive City or Spaceport becomes a Ruins territory, while a razed Ruins territory becomes a Wasteland. Wastelands suffer no effects from being razed.

Armoury Points

In a map campaign, Armoury points are gained from a player's territory rather than as a set amount after each game. When a player completes a campaign game, tally up the Armoury points for all of the territories that they currently control – including any for territories that have just been captured. The player then gains this total to add to their pool of Armoury points which can then be spent on repairs, refitting and reinforcements.

Terrain Type

The type of terrain being fought over affects the amount of scenery players should include in their games – open wastelands are much easier to transverse than the crowded outer reaches of a hive city. Games played in Open terrain should include only a light scattering of scenery, whilst games in Rugged terrain can have a balanced mix of scenery pieces. Finally, games in Dense terrain have lots of scenery, creating a battlefield with plenty of Blocking terrain.

Defensive Rating

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

Planetary Terrain

TERRITORIES	ARMOURY POINTS	TERRAIN TYPE	DEFENSIVE RATING
Hive City	500	Dense	+2
Spaceport	300	Rugged	+2
Wastes	50	Open	+0
Ruins	100	Rugged	+1
Fortress	150	Dense	+3

DESIGNER'S NOTE

Fortifying Territories

If players want to add some additional detail to the territories in their campaigns, they might allow them to be fortified, representing the building of trenchworks, bunkers and the laying of minefields. Players can improve the defences of a territory, paying 500 Armoury points to improve its Defensive Rating by 1 (up to a maximum Rating of +3). Additionally, for a cost of 1,500 Armoury points, a Ruins territory can be turned into a Fortress territory. A player can only create one Fortress in each campaign round.

Winning a Map Campaign

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

Invasion

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

Hive War

In a Hive War campaign, one side is defending a vital Hive City. The map contains a single Hive City (collectively controlled by the defending side and providing its Armoury points to each player as if they alone owned it) and one Fortress or Spaceport for each defending player. The rest of the map should contain three Ruins or Wastes for each defending player. The defending side begins in control of all of the territories. In a Hive War, do not roll each round to see who is the attacker or defender, the side defending the Hive City is always the defender, and once a territory has been captured, it cannot be re-captured. Before the attacking side can attack the Hive City, they must control at least half of the other territories on the map. If the Hive City is captured before the end of the campaign, the attacker wins the campaign. Otherwise, the defender is the winner.

Domination

In a Domination campaign, each territory is worth Honour points in addition to Armoury points. A Hive City is worth 5 Honour points, a Spaceport is worth 4 Honour points, a Fortress is worth 3 Honour points, a Ruins is worth 2 Honour points and a Wastes is worth 1 Honour point.

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

APPENDIX: KNIGHTS AT BETA-GARMON

'Knight Houses speak endlessly of honour and courage, but it is easy to be brave when you are a giant among ants. The true test of a Scion is to fight alongside the Titan Legions, striding across the battlefield shrouded in the shadows of gods. To fight with the Legio is to know the meaning of total war and face it without fear. So it was on Beta-Garmon when the Warmaster made his graveyard for giants, and we gave our lives to stop him.'

— Scion Seniores Corellia Geld, House Hawkwood

When the Traitor Titan Legions joined the Warmaster's rebellion, they brought with them hundreds of vassal Knight Houses. Some of these joined Horus' cause willingly, eager for their piece of glory alongside the Space Marine Legions, while others came begrudgingly, honouring ancient oaths. Others still fought for years alongside their allied Legios until they discovered the extent of the lies they had been sold. On the opposing side it was the same, and though many Knight Houses upheld their oath to the Emperor above their accords with the Collegia Titanica, some did so only reticently, waiting for their chance to side with the Traitors. Among both Traitor and Loyalist Knight Houses, both those of the Mechanicum closely allied to a Forge World, and the Imperial Knights who held oaths principally with the Imperium, some were bonded to a Titan Legion. Bonded Knights would bear the heraldry and the colours of their Titan Legion, giving up that of their House while they served under a Princeps Seniores. Others came of their own accord, retaining the heraldry of their home world and fighting independently alongside the Legios, or if they chose, offering up their services to commanders they believed were righteous or just in their cause.

On the following pages is a selection of some of the Knight Houses that fought in the war for Beta-Garmon, and the Titan Legions they fought alongside. The colours indicated are those of the House itself, which would then be replaced with the colours of the Legio, in the case of bonded Knight Banners.

In future supplements, we will be taking a closer look at the Questoris Familia and its role within the game of Adeptus Titanicus, covering such things as additional types of Knights, rules for Barons and Scion Seniores, as well as different ways to field Knight Banners.

Questoris Knights

The core of most Knight Houses is made up of Questoris Knight suits. Each one is a rare and potent piece of technology, usually fielded in small numbers to supplement conventional forces, though gathered en masse for Titan warfare. During the fighting for Beta-Garmon's worlds, thousands of Knights fought as part of Questoris Banners. Among these the Imperial Knight Paladin, Imperial Knight Errant and Imperial Knight Warden were the most common, often mixed together into units where their combinations of battle cannon, thermal cannon and gatling cannon allowed them exceptional flexibility in combat. Less common were the Imperial Knight Gallants and Imperial Knight Crusaders. Focused on close combat and ranged firepower respectively, these suits were often piloted by Barons as well as Scion Seniores.

Cerastus Knights

Imperial Knights were often supported by Banners of more esoteric Knight suits drawn from the Mechanicum's vaults. Cerastus Knights were an example of these rare weapons, built upon a battle chassis largely lost during the Age of Strife. Faster than their smaller cousins, they often ranged out on the flanks of the Titan formations, or quickly closed with enemies, catching them out as they prepared for battle. The Cerastus Knight Lancer saw extensive combat at Beta-Garmon, and was arguably the most commonly encountered Cerastus variant. Often, Lancers were grouped into shock lance-armed units, operating as a single fast ranging strike force. By contrast, the Cerastus Knight Acheron, Cerastus Knight Castigator and Cerastus Knight Atrapos favoured mixed units like the Imperial Knights, where their range of weapons could be deployed against myriad foes.

DESIGNER'S NOTE

Choosing Knight Banners

The collection of Knight Houses listed over the following pages is intended as a guide for players wishing to field one of the Titan Legions present during the Beta-Garmon campaign. This list is far from exhaustive, though it provides some of the most common alliances between different Knight Houses and Titan Legions, along with their personal heraldry. Of course, just as with the Titan Legions, there was a huge amount of variety within the Knight Houses, and many largely pledged to the Warmaster contained splinter groups still loyal to the Emperor as well as vice versa. Players should feel free to use the information presented here when choosing Knight Banners to support their Legios, but also adapt it for their own needs if a particular colour scheme or name appeals to them.



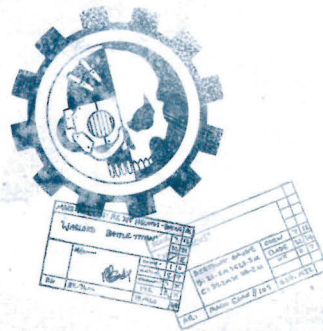
HOUSE VYRONII CERASTUS KNIGHT-LANCER

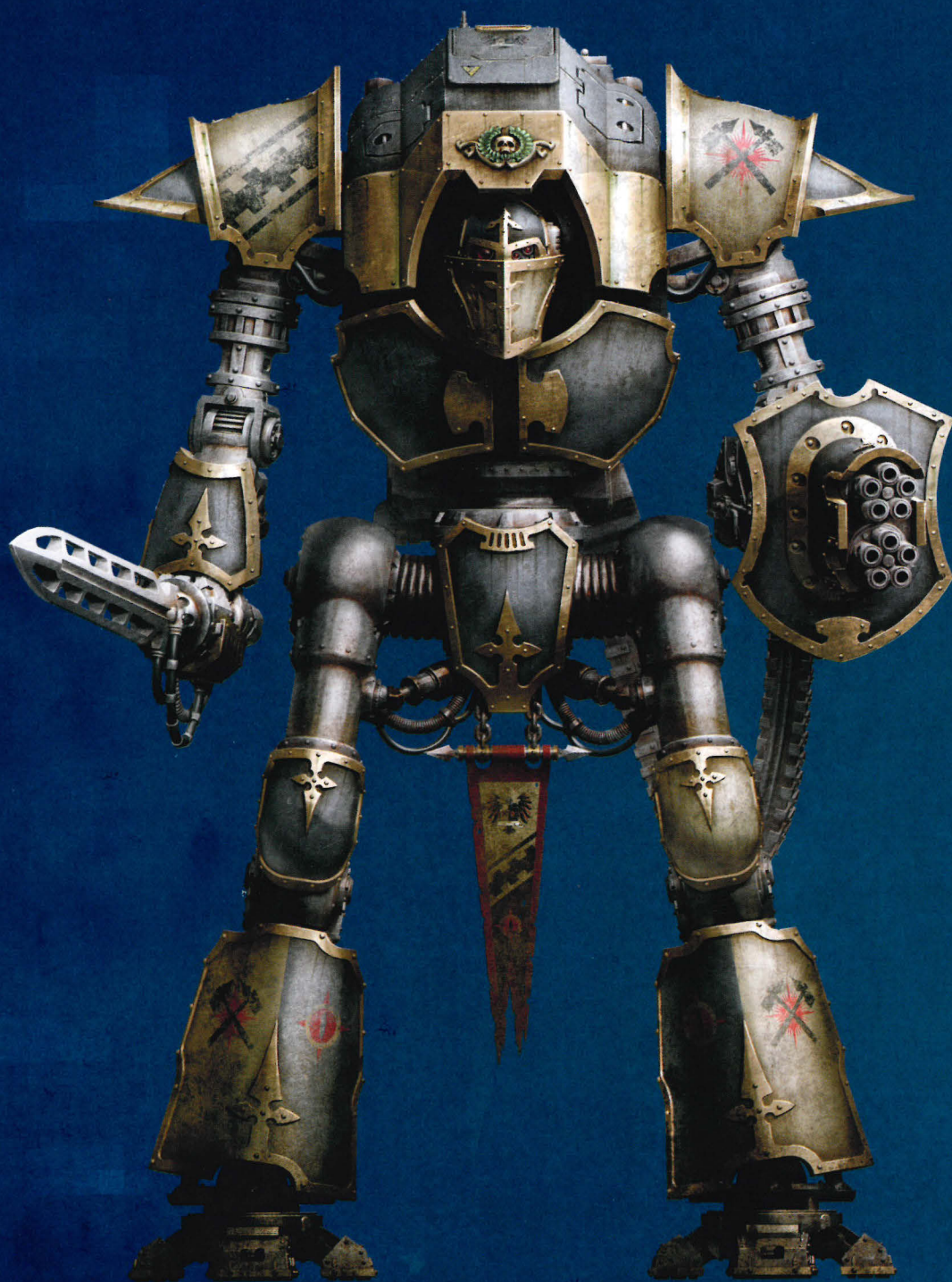
COMITAS ZENITH

Piloted by Scion Acclaimed Rothnarl, the *Comitas Zenith* saw action during the first battles for Nyrcon City. Operating in pairs, or quartets, Banners of Cerastus Knight-Lancers often hunted wounded Warhound Titans. It was both a great honour and a perilous duty to be among these Knights, and even should a Banner bring down a Titan, it was likely they would join it in the radioactive dust of the battlefield. During the Warmaster's assault on Nyrcon, *Comitas Zenith* acquitted itself well, and to this day Rothnarl's personal heraldry still hangs in House Vyronii's Hall of Heroes.

LOYALIST KNIGHT HOUSES AT BETA-GARMON

House	Allegiance	Heraldry	Legio Allies
Arakon	Mechanicum	Yellow/Green	Atarus
Beaumaris	Mechanicum	Purple/White	Defensor
Cadmus	Imperial	Green/Yellow	Gryphonics
Col'khak	Mechanicum	Red/Black	Atarus
Coldshroud	Imperial	Blue/Yellow	Gryphonics
Fvaber	Imperial	Grey/Blue	Gryphonics
Hawkwood	Mechanicum	Red/Yellow	Astorum
Hermetika	Imperial	Red/Black	Ignatum
Hyperion	Mechanicum	Red/White	Venator/Solaria
Klaze	Imperial	Silver/Red	Gryphonics
Lakar	Mechanicum	Blue/White	Metalica
Megron	Imperial	Silver/White	Solaria
Moritain	Imperial	Black/Grey	Astraman
Mortimer	Mechanicum	Yellow/Purple	Astorum
Orhlacc	Imperial	Blue/Gold	Destructor
Sterlund	Imperial	Red/Green	Defensor
Terryn	Imperial	Blue/Red	Astorum
Procon Vi	Mechanicum	Silver/Black	Solaria
Vornherr	Imperial	Red/Yellow	Honorum/Atarus
Vyronii	Imperial	Green/White	Gryphonics





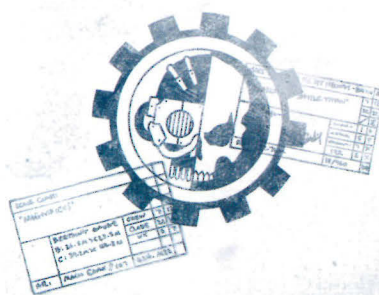
HOUSE MAKABIUS CERASTUS CASTIGATOR

SEEKER'S GRAVE

The savage purge of the House elders of Makabius had left its banners commanded by young and ambitious Scions. *Seeker's Grave*, piloted by Scion Erodoth, typified the cruelty and thirst for vengeance of this new guard, and was among the vanguard of the Delta-Garmon II landings. Erodoth made a name for himself carving a path through the defending Garmonite armoured divisions, his Cerastus' tempest warblade and bolt cannon gutting the slow moving Loyalist tanks. In time, *Seeker's Grave* saw all of Beta-Garmon's battlefields, before joining the Warmaster in his final march against Terra.

TRAITOR KNIGHT HOUSES AT BETA-GARMON

House	Allegiance	Heraldry	Legio Allies
Ærthegn	Imperial	Red/White	Suturvora/Fureans
Atrax	Mechanicum	Black/Red	Magna
Caesarean	Imperial	Yellow/Black	Krytos
Devine	Imperial	Purple/Gold	Vulpa/Mortis
Gotrith	Imperial	Grey/White	Mortis
Hyboras	Imperial	Red/Orange	Vulpa/Fureans
Ioeden	Mechanicum	Purple/Blue	Vulpa
Kepsydra	Imperial	White/Gold	Krytos
Malinax	Mechanicum	Grey/Black	Tempestus
Makabius	Imperial	Blue/Grey	Interfector
Morbidia	Mechanicum	Red/Gold	Mortis
Mordred	Mechanicum	Black/Red	Suturvora
Niagma	Mechanicum	Grey/Orange	Vulpa
Oroborn	Mechanicum	Grey/Green	Mortis
Perdaxia	Imperial	Yellow/Blue	Fureans
Rajha	Imperial	Orange/Black	Fureans
Turbidos	Imperial	Silver/Blue	Tempestus
Vextrix	Mechanicum	Black/Green	Mortis
Vyridion	Imperial	Black/Yellow	Vulturum
Xerathon	Mechanicum	Purple/Black	Mortis



APPENDIX II: HOSTILE BATTLEFIELDS

The planetary environments of Beta-Garmon range from radiated deserts and crystalline continents to toxic maelstroms and airless wastes. During the Warmaster's conquest of the star cluster, infantry and armoured units were largely restricted to combat within the shielded walls of hives or deep subterranean vaults. Beyond these sheltered battlegrounds, it was Titans that ruled the wastes. Fighting across Beta-Garmon's myriad worlds, the god-engines endured caustic environments and perilous terrain in their struggle for supremacy.

To recreate the unique battlefields of Beta-Garmon, players can use the rules for Hostile Battlefields presented here. If players are using one of the Beta-Garmon Narrative missions – these rules can add an additional challenge to their game – simply match the environment below to the world where the mission takes place. They can also be used with the Campaign system, to represent each of the different key worlds in the cluster. Finally, Hostile Environments can also be used in Matched Play games (see page 84 of the *Adeptus Titanicus* rulebook), provided both players agree.

DESIGNER'S NOTE

Using Hostile Battlefield Effects

As a general guideline, both players should agree before the game whether or not they wish to use the rules for Hostile Battlefields as, while they are a lot of fun, they can have a significant impact on the course of the battle. Players may also choose to use just some of the rules rather than all of them, so, for example, if playing a game on Alpha-Garmon IX, they might decide to use the rules for Solar Interference to limit their communications, but not the ones for Radiation Barrage or Skies on Fire, thus limiting the environment's effect on their game.

Alpha-Garmon IX

Caught within the corona of its star, Alpha-Garmon IX is a burning wasteland that is constantly hammered by hard radiation. Only specially shielded vehicles can survive for long on its surface, and even void shields strain under the constant assault. Titans fighting in the planet's black deserts found their plasma reactors burning hot to ward away the barrage of solar rays. Battles fought on Alpha-Garmon use the Hard Radiation rules.

Hard Radiation

RADIATION BARRAGE: When a Titan activates in its turn, immediately reduce its Void Shield level by 1. If the Titan has no active void shields, reduce the Structure points on its body by 1. This may cause Critical Damage as normal. Knights may make ion shield saves against this damage, counting the radiation barrage as having a Strength of 8.

SKIES ON FIRE: The Blinding light of Alpha-Garmon's star makes long range targeting difficult. Ranged attacks at targets more than 30" away reduce the dice roll to hit by 1.

SOLAR INTERFERENCE: When a Titan or supporting unit makes a Command check and the dice results in a 9 or 10, the dice must be re-rolled and the second result applied.

Beta-Garmon II

Beta-Garmon II was a war world long before Horus turned against the Emperor. Centuries of use as a Munitorium testing ground, combined with the kilometres of defences surrounding its equatorial fortress cities, have seeded the earth with countless mines, unexploded ordnance and forgotten ammunition stockpiles. Titans traversing this terrain often ran afoul of these explosives, some merely scarring their armour, others tearing their legs out from under them. Battles fought on Beta-Garmon II use the Buried Munitions rules.

Buried Munitions

MINE FIELDS: Each time a Titan moves, after it has completed its activation, roll a D6. On a 6, the Titan has stepped into an ancient minefield and suffers the effects of Thermal Mines (see page 64 of the *Adeptus Titanicus* rulebook).

CHAIN REACTIONS: After working out the effects of a hit from a weapon with the Blast trait, roll a D6. On a 6, the blast has set off buried munitions. Immediately work out a second hit from the weapon as if it has successfully scored an additional hit against the same target.

PITFALLS: When a Titan moves using its Boosted speed, after it completes its movement, roll a D6. On a 5 or 6, the Titan has hit a pitfall and stumbles D6" in a direction indicated by the Scatter dice. This does not change the Titan's facing.

Beta-Garmon III

Constant clouds of acid rain, poisonous gas and pollution envelop Beta-Garmon III. Armies fighting in the hellish fog found their vehicles and equipment melting under its assault, and their vision was restricted to a few hundred metres or less. Titans, protected by potent void shields, fared better, but even these behemoths found their auspexes severely reduced, and in those instances when their shields failed, their hulls were eroded by the acidic gales. Battles fought on Beta-Garmon III use the Toxic Storm rules.

Toxic Storm

POISONOUS FOG: Thick acidic fog rolls across the battlefield, revealing and then concealing enemies. When a Titan or supporting unit activates, roll 3D10 and add the unit's scale. This is distance in inches it can make ranged attacks this round.

CAUSTIC WINDS: When a Titan or Knight Banner takes damage for any reason, it suffers one more point of Damage than it normally would. This may cause Critical Damage as normal.

LIGHTNING STRIKES: In the Stratagem phase, the First Player should roll a D6 to determine the number of lightning strikes in the area. Starting with the First Player, both players alternate choosing a unit in their force (beginning with the largest Scale models and working down) and roll a D6. On a 4 or more, it has been hit by lightning and suffers a Strength 10 hit. Continue rolling until all of the lightning strikes have hit units or there are no more units to test for.

Zeta-Garmon X

The ethereal wail of Zeta-Garmon X's crystalline wilderness is an endless shriek that claws at the minds of all who battle there. Even the heavily shielded command chambers of a Titan are not proof against the noise, which disrupts vox communication and puts crews on edge. The brittle landscape is equally dangerous, easily broken by the tread of Titans with jagged shards large enough and sharp enough to punch through armoured plate. Battles fought on Zeta-Garmon X use the Haunted Wilderness rules.

Haunted Wilderness

VOX GHOSTS: Phantom orders and incessant chatter fill the vox. If a unit rolls a 9 or 10 when making a Command check, it gains a random order instead of choosing. Roll the Order dice to see what order the unit has received.

BRITTLE BATTLEFIELDS: The crystalline forests and structures of Zeta-Garmon X were easy to destroy. If players are using the rules for Destroying Terrain (see page 52 of the *Adeptus Titanicus* rulebook), a piece of terrain will be destroyed on a dice roll of a 3 or more rather than a 5 or more.

SHATTERED TERRAIN: All terrain counts as Dangerous terrain (see page 43 of the *Adeptus Titanicus* rulebook) to units with a Scale 5 or less, in addition to any of its other effects.

Theta-Garmon V

Titans are completely enclosed environments, sealed against the outside world and further protected by layers of void shielding. On the shipyards of Theta-Garmon V, this protection allows Titans to battle on the surface of the gas giant-spanning web of dock fortresses. Even so, fighting in vacuum is not without peril for a Titan, the lack of any kind of atmosphere and the greatly reduced gravity affecting its weapons and movement. Battles fought on Theta-Garmon V use the Hard Vacuum rules.

Hard Vacuum

AIRLESS ENVIRONMENT: In the End phase, any Titan with unrepaired Critical Damage to its Head will suffer 1 point of Critical Damage to its Head. If this results in the destruction of the Titan do not roll on the Catastrophic Damage table, instead count it as having rolled a Silenced result.

LOW GRAVITY: Titans must move an additional D6" when using their boosted speed. The Titan may not change its facing before moving this extra distance. If this movement brings them into contact with a piece of terrain or other models, use the rules for collisions (see page 31 of the *Adeptus Titanicus* rulebook).

ARTIFICIAL BATTLEFIELD: Units can target the ground with their weapons. Pick a point on the battlefield and make an attack as if targeting a unit, with the exception that the weapon hits automatically. Count the ground as having an Armour value of 14. If its Armour value is exceeded, place a 5" Blast marker centred on the point targeted. Until the end of the round, count this area as line of sight Blocking terrain, though units may move through it without restriction.

Delta-Garmon II

On Delta-Garmon II, Titans fought across the dark airless plains between the ancient harvest domes, but at times, and towards the end of the war, sometimes fought within the domes themselves. Oft times this was a battle to preserve an intact dome, the Titans wading through towering crop fields and pollen clouds, other times they faced each other in the dying husks of shattered domes, surrounded by flame and ruin. Battles fought on Delta-Garmon II use the Artificial Environment rules.

Artificial Environment

HYPER-OXYGENATED: Weapons with the Firestorm trait count their Strength as 2 higher than normal. Detonations from disabled weapons with the Firestorm trait count their Strength as 2 higher.

LUMINOUS: Under the dome lumens, targets are either in deep shadow or brilliant light depending on their location. Hit rolls made against units within 12" of the centre of the board add 1 to the dice roll, while hit rolls made against units within 12" of a board edge subtract 1 from the dice roll.

POLLEN DUST: Titans with a Scale of 5 or more create lingering clouds when they move through the dense crop fields. These clouds extend out from the Titan's base up to a number of inches equal to the Titan's Scale. The Titan does not benefit from its own cloud, but ranged attacks against units of a smaller Scale than the Titan within this radius subtract 1 from the dice roll to hit.

The Dark Sentry

Fighting on the Dark Sentry was difficult for both sides, the rogue world's strange geology swallowing armies and leaving little trace. Despite these dangers, for a time it was a critical battlefield, and both sides committed Titans to control it. These mighty machines fared better than their lesser kin, but still suffered from a landscape that hungrily sucked at their tread, and living shadow that clouded their sensors. Battles fought on the Dark Sentry use the Shadowy Realm rules.

Shadowy Realm

UNNATURAL DARKNESS: Units can only fire weapons at units within 12", unless their chosen target fired its weapons this round or vented plasma.

STRANGE GEOLOGY: If a unit does not move during the Movement phase, mark it with a token. Each token reduces the unit's movement by 2" and all tokens are discarded from a unit at the end of a phase in which it moves. If a unit is reduced to 0 Movement or less (factoring in its Boosted speed), remove it from the battlefield at the end of its activation.

ILLUSION OF SPACE: In the Strategy phase, the First Player rolls a D6. On an even result, weapons use their normal profiles. On an odd result, weapons switch the accuracy modifier for their Long and Short Range.

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