

The cover art features a central figure of a Titan, a massive war machine, standing amidst a field of fire and smoke. The Titan is primarily red and gold, with a large, ornate helmet and a shield on its left arm. In the background, another Titan is visible, partially obscured by the flames. The overall scene is one of intense battle and destruction.

ADEPTUS
TITANICUSTM
THE HORUS HERESY[®]

DOOM OF MOLECH



BEFORE THE WARMASTER ALL HOPE DIES,
A DEVINE BETRAYAL OF BLOOD AND LIES.

ADEPTUS
TITANICUSTM
THE HORUS HERESY[®]

DOOM OF MOLECH

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

PRODUCED BY THE GAMES WORKSHOP SPECIALIST DESIGN STUDIO

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CONTENTS

THE BATTLE OF MOLECH..... 6	
The Warmaster's Invasion 7	The Knight World of Molech..... 12
TITAN LEGIONS AT MOLECH..... 16	
Legio Crucius (Warmongers) 17	Legio Vulcanum (Dark Fire/Lords of Ruin)..... 23
Legio Fortidus (Dauntless)..... 20	Legio Interfector (Murder Lords)..... 26
TITAN MANIPLES	
Fortis Battle Maniple 30	Ferrox Light Maniple..... 31
THE HOUSEHOLD MARCHES..... 32	
Mustering the Household 34	Household Forces in Matched Play..... 41
Household Stratagems 39	Meeting Engagement Objectives..... 42
KNIGHT HOUSES OF MOLECH 44	
Rise of the Knight Houses 45	House Kaska 52
House Devine..... 46	House Kaushik..... 54
House Donar 48	House Mamaragon 56
House Indra..... 50	House Tazkhar 58
NARRATIVE MISSIONS: DOOM OF MOLECH..... 60	
Playing Battles in Molech..... 61	Into the Wolf's Jaws: The Lupercalia Vanguard..... 68
Balmorn's Charge: Defending the Preceptor Line 62	Death of a God: In the Aftermath of the Imperator's Demise..... 70
Fortidus' Last Stand: Delaying Action at Avadon..... 64	Devine's Final Betrayal: The Burning of Lupercalia 72
Fires from Heaven: The Battle for Iron Fist Mountain 66	
APPENDICES	
Appendix: Battlefields of Molech..... 74	Appendix II: New Stratagems 77
Matched Play Mission: Beast Hunt 76	



THE BATTLE OF MOLECH

'Horus had called forth the dark and savage furies latent in the most ruthless, contradictory and ill-starred power of the Immaterium. He had conjured up the fearful idol of an all-devouring Molech, of which he was the priest and incarnation. All of his powers, hitherto dissipated and scattered, were now concentrated and directed with dark energy to one terrible aim.'

From The Age of Revolution: Suppressed Monographs of Choirmaster Nemo Zhi Meng

Molech marked a turning point in the Horus Heresy. While far greater battles had come before it, and would come after, the import of what Horus achieved there set the stage for his final assault on Terra. As well as granting Horus the power he needed to face the Emperor, it was also witness to one of the war's darkest treacheries. In a conflict saturated in tales of betrayal, that of Molech is one that would have lasting ramifications long after the Horus Heresy had reached its bloody conclusion.

In this supplement for *Adeptus Titanicus*, players will find a collection of new rules and missions for their games. In addition to background on the Knight World of Molech and the Warmaster's

invasion, this supplement includes six Narrative missions focusing on the war's major conflicts. *Doom of Molech* also provides rules for four new Titan Legions to *Adeptus Titanicus*: the Loyalist Legio Crucius (Warmongers) and Legio Fortidus (Dauntless), and the Traitor Legio Vulcanum (Dark Fire/Lords of Ruin) and Legio Interfector (Murder Lords), plus new maniples available to any Titan Legion. Finally, *Doom of Molech* includes extensive rules for fielding entire Knight Households as battlegroups in their own right, either with or without Titan support, as well as background on each of the major Knight Houses that fought at Molech.

THE WARMASTER'S INVASION

Molech. Once a footnote in the *Cartograph Galaxia*, it was but one more world claimed for the Master of Mankind as the Great Crusade spread out across the stars. Lying on the edge of the Segmentum Solar, it had endured the long tyranny of Old Night largely unscathed. Ruled over by Knight Houses, the planet had welcomed the Imperium's return, bending the knee before the Emperor. But unknown to its inhabitants, a terrible secret lay hidden beneath their feet, a secret known only to the Emperor and a select few. So it was that when the Emperor departed the Compliant world of Molech, He left a great garrison in His wake, its ranks populated not just by hundreds of Imperial Army regiments, but companies of *Legiones Astartes* of the IXth and XIIIth Legions, and contingents of Titans from no less than three Legios, including the mighty Imperator Titan *Paragon of Terra*. That such a grand army should be tasked to defend such a remote world no one questioned, for the word of the Emperor was ever above reproach.

By the third year of the Horus Heresy, the treachery espoused by Horus had spread across the stars. Even on far Molech, discontentment simmered among the Knight Houses. Devine, the ruling House, harboured secret cults and malcontents among its nobles, even as it outwardly pledged its loyalty to the distant Emperor. The presence of the huge garrison, dedicated Space Marines and Titan Princes, however, ensured Molech's obedience and, at least at first, it suffered not from the maladies of betrayal begun by Horus' actions on Istvan III. Perhaps, if the Warmaster's gaze had not fallen upon it, it might have weathered the storm of Mankind's civil war unscathed. Alas, for Molech and its defenders, this was not to be.

TO BECOME A GOD

In the aftermath of the Battle of Dwell, the Warmaster and his allies once again mustered their forces for the advance on Terra. Utterly loyal to Horus' vision of a galaxy freed from the tyranny of the Emperor, Space Marine Legions, naval and Imperial Army battlegroups and Titan Legions awaited his marching orders. His commanders competed with each other for his attention, proffering their own plans of attack or offering to lead the advance. Some spoke loudly for an immediate assault on Terra, before the Emperor could further fortify the Sol System against invasions. Others advised turning on the scattered Loyalists that were left to the Emperor, isolating and destroying them before they could organise. Many also pushed their own agendas, seeking retribution against long-despised foes, slyly suggesting worlds and systems where they might have their revenge against a noted Space Marine Legion, Imperial garrison or Titan Legion.

All of these petitions the Warmaster ignored, brushing aside even the suggestions of his fellow Primarchs Mortarion and Fulgrim. While outwardly Horus was no one's master but his own, in the depths of his mind dark voices whispered their plots and plans. Horus knew that if he were to defeat his father and cast Him down, uniting the galaxy under his rule, he would need the power the voices offered and the secrets they shared. It was at this time that Horus was to learn of one more of his father's betrayals – or so he supposed them to be. He recalled a world, remote and of little strategic value in the ongoing civil war, but somehow important nonetheless. Tellingly, his memories of this world were incomplete, vague and indistinct, something anathema to a mind as great as Horus'. Only the hand of his father could have affected his memories so. This was all the evidence he needed, and prompted by his own dark dreams and voices, he ordered his armies gather. He would find this secret that the Emperor had hidden from him, for surely it must be a weapon he could turn upon the Master of Mankind. And so, acquiescing to the vision of their Warmaster, the Traitor fleets set out for Molech.

FIRE IN THE SKY

The Emperor's battlefleet was the first to feel the wrath of the gathered Traitors. In the void around Molech, more than 60 Loyalist vessels, including at least eight massive capital ships, waited. Behind this blockade, a vast orbital defence net hung in high orbit, its rows of cannon and torpedo batteries ready to see off any invaders bold and strong enough to penetrate the fleet's defensive lines. Rather than meeting Horus in open space as the smaller Traitor fleet sailed in-system, Lord Admiral Brython Semper, master of the Molech battlefleet, sought to draw his foe into the killzone of the planet's defensive networks. It was, like so many plans penned by so many commanders, intended to destroy the Traitors in one savage exchange before so much as a single enemy boot set down upon the planet. And like so many before him, Semper underestimated his foe's strategic genius, and in this case, the brutal effectiveness of the Legionaries under Horus' command.

Hidden in the holds of powered-down ships, thousands of Space Marines of the Sons of Horus Legion preceded the Traitor assault. As Semper, his captains and defence platform commanders held their gaze on the advancing enemy fleet, the silent Traitor ships slipped by undetected. Only when they began their attack against the orbital arrays did Semper realise the danger, though by then it was too late. All too swiftly, the defenders found themselves caught between the guns of the Warmaster's fleet and those of their own orbital platforms, now in the hands of the Sons of Horus. With the planet at their backs, there was nowhere for Semper to run.

From the ground a fearful populace watched the skies burn. Despair at the loss of the fleet, and fear of the invasion which must surely follow, ruled across the world; though it lasted only until the first burning debris of Semper's fleet began crashing to the ground, and then fear was replaced with blind panic. The Warmaster had come to Molech.

THE FULGURINE PATH

Still wrestling with thoughts of the Emperor's secrets, Horus sought to retrace His steps to re-create his fractured memories of Molech. This journey began on the Island of Damesek, near the northern tip of Molech's largest continent. Local legends had it that here began the Fulgurine Path, the trail walked by the Emperor so long ago, and so it was here Horus came to remember. When the Warmaster made his landing on the island, the defenders could not comprehend his plans – after all, why would Horus, greatest commander of the age, confine his beachhead to a tactically worthless island connected to the mainland by a narrow and easily defensible causeway? Smart enough not to question their good fortune, the Loyalists entrenched themselves on the beaches of nearby Avadon, ready for the Traitor advance.

Of course, they were not the only ones confounded by the remote location of Horus' landing site. Eager for battle, the master of House Devine, Lord Raeven Devine, clad in his Knight armour, marched across the continent to meet the invaders. At his side were his two sons, as eager as their father to enter the fray. As the Sons of Horus stormed the beaches of Avadon, Raeven sought out the Warmaster, driven by his thirst for glory. Only by the intervention of Daemonic powers was Horus saved from Raeven's killing blow, and the Warmaster made sure that the Lord of House Devine would never land another. Raeven managed to escape with his life, though his sons were not so lucky, nor were the Imperial defenders, whose positions were overrun and obliterated by the savagery of the XVIth Legion.

With the landing zones around Avadon cleared, the rest of Horus' army descended from the heavens. With them came four Titan Legions: Legio Mortis, Legio Vulcanum, Legio Vulpa and Legio Interfector. Maniples of god-engines began their march against Avadon, their orders to lay the city to waste. Refugees streamed from it, desperate to get ahead of the Traitors' advance.

From Zanark Deep, closest of the Legio fortresses, the salvation of the refugees came. Titans of Legio Fortidus, orphaned by the Martian civil war, made their stand against the far greater numbers arrayed against them. For hours, the two sides duelled in the outer districts of Avadon, setting the city ablaze with their apocalyptic weaponry. And though in the end Legio Fortidus was broken, they had bloodied the Traitor Titan Legions and bought precious time for the citizens of Avadon to flee.

A LINE IN THE SAND

While the Warmaster set out upon the Fulgurine Path, laying his sights on far Lupercalia, Molech's capital, Mortarion and his Death Guard made their landing near the city of Ophir thousands of kilometres to the east. Against the relentless brutality of the Legiones Astartes, the city swiftly fell, its promethium refineries and docks turned to flaming ruin. As with Horus' own beachhead, Titan Legion maniples drawn from the four Traitor Legions marched with the Death Guard, spreading out into the surrounding countryside and laying waste to civilian and military targets with equal disdain.

Despite the destruction of Ophir, it was so far from Lupercalia and the Western Marches, and shielded from these heartlands by the vast and seemingly impenetrable jungles of Kush, that the defenders focused their attentions on the Warmaster. The only concession to Mortarion's presence was the manning of the Preceptor Line; an ancient series of fortifications stretching from the edge of the Untar Mesas along the western edge of the Kush jungle, to the coastline just east of Larsa. Constructed to defend the continental heartlands against the macro-fauna of the jungles, it had not been intended to repel an attack from anything like the Legiones Astartes, let alone a Titan Legion.

Upon this wall, men and women of the Imperial Army gathered, overseen by the master of House Donar, Lord Balmorn Donar. The old Scion led his House's Banners, each one commanded by a member of the family line. Like the soldiers watching the jungle, Balmorn did not believe the enemy could breach the Kush, having hunted in its savage green hell himself. He was to be proven fatally wrong.

What the defenders did not count on, nor could have known, was the dark sorcery contained within Ignatius Grulgor of the Death Guard, who drew upon the blessings of the Chaos gods in his actions. Against the jungles of Kush, he unleashed the life-eater virus, a curse so virulent that it carved a rotting path through the wilds in an instant, reducing plants and beasts caught in its way to decaying ruin. Through this miasma of bio-matter, the Death Guard and their Titans advanced upon the Preceptor Line, churning up the black goo that was once verdant rainforest teeming with life. The first Balmorn and his warriors knew of the Death Guard's advance was an exodus of beasts from the jungle. As the horizon darkened with the destructive work of the life-eater virus, creatures of all shapes and sizes stormed the Preceptor Line. The defenders' fire cut through the beasts like a bloody scythe, but it was not enough to stem the tide. By the time the last gigantic monster had been driven off towards the distant Untar Mesas, and the Tazkhar Steppes beyond, the defences were in disarray. Worse still, Balmorn's soldiers and Knights had expended a great deal of their ordnance in a battle they need not have fought. Then the Death Guard and Traitor Legions arrived.

With little hope of holding back the invaders and staying their advance on Lupercalia from the east, Balmorn did the only honourable thing – he charged. Though the battle was brief, the Knights acquitted themselves well, engaging the Titans of Legio Mortis and Interfector at close range, and making sure that the Traitors would not soon forget the name of House Donar.

INTO THE WESTERN MARCHES

By the time the Preceptor Line fell, Horus' army was already rampaging into the heart of the Western Marches. Here, edged in the east by the vast remains of the Kush jungles, and in the south by the mountains of the Untar Mesas and the wastes of the Tazkhar Steppes, the great fertile heartlands of Molech lay. Hundreds of kilometres of farms and towns, scattered around several major metropolitan centres and linked by road networks, the heartlands stretched all the way from the coastal city of Avadon to Lupercalia. The Warmaster's forces spread out to consume it all. Traitor Legiones Astartes and Imperial Army regiments struck out along the coastlines, reaching Desqua in the west and Larsa in the east, both cities flooded by tsunamis caused by wreckage from Battlefleet Molech falling into the northern ocean. Loyalist forces moved up to defend against the Traitor advance on Lupercalia, fortifying the cities of the Western Marches as best they could, and lying in ambush among its agri-lands. Among these defenders were Knights of some of the other great Houses of Molech, their Scions using the urban environments to strike at columns of armour and unwary Titans. House Indra and Kaushik led their Banners against the invaders as they reached the plateau city of Leosta, already choked with those fleeing the ruins of Avadon. Warhounds of Legio Crucius stalked alongside the Knights, facing multiple maniples of Legio Vulcanum and Legio Vulpa Battle Titans. Amid the burning city, the Loyalists slowed the Traitors as best as they could, their orders clear: bleed the enemy for each step they take. It was at the capital that the Princeps Magnus of Legio Gryphonicus and Legio Crucius had agreed that they would shatter the Traitor Titan Legions, under the guns of the Legio Crucius Emperor Paragon of Terra.

Even so, the invaders' advance was contested across the Western Marches, and both Knights and Titans met in battle in scores of bitter engagements. Even as Leosta was being reduced to rubble, invading Titans marched into Luthre, its sister fortress city. The Sons of Horus reduced its Imperial Army defences methodically, while Titans of the Legio Mortis and Interfector turned the surrounding city to smoking ruin. Knights of House Mamaragon with Legio Gryphonicus Battle Titans met the invaders across this burning landscape, their presence staying the assault but for a time. In the end, as in dozens of other battles across the Marches, the Loyalists were eventually forced to retreat, falling back towards the fortifications of the capital.

Savage battles such as these marked the Sons of Horus' and Traitor Legions' advance, though advance they did, nothing stopping them for long. In the east, the Death Guard, having breached the Preceptor Line, entered the city of Imperatum, repeating the bloody scenes playing themselves out across Molech. By the time Scout Titans of Legio Mortis and their allies were entering the highlands leading up towards Lupercalia, dozens of cities burned in the Warmaster's wake. It was also at this time that the two great invading hosts combined, Horus greeting his brother Primarch before turning his gaze upon the capital and the final stage of his invasion.

BATTLE OF LUPERCALIA

Despite the damage wrought upon Molech so far, the Loyalists remained confident that Lupercalia could not be taken. Tyana Kourion, Lord General of the Grand Army of Molech, had massed her armies around the capital, hundreds of regiments, super-heavies and armoured companies entrenched throughout the agri-belt that ringed its northern reaches. At the general's back stood dozens of Knight Banners, led by the newly reinstated lord of House Devine, Albard Devine, in the Knight armour *Banelash*. Meanwhile, a full company of Blood Angels, commanded by Captain Vitus Salicar, stood ready to take the fight deep into the enemy's vanguard.

Formidable as these assembled armies were, they paled in comparison to the might of the Legio standing guard over Lupercalia. Maniples of the Legio Gryphonicus, having marched north from their southern fortress of Kalman Point, stood arrayed around the agri-belt; mighty Warlords, Reavers, and Warhounds casting long shadows over hastily evacuated hamlets and farming combines. In the defence of the capital, however, the War Griffons were the least of the Collegia Titanica. Rising like a watchful god from the mountains behind Lupercalia, Iron Fist Mountain stood sentinel as protector of the city. Greater even than the Dawn Citadel, home of the ruling Knight House Devine, the mountain protected the city's flanks and any thought of assault from the south. Within that great edifice, the Titans of the Legio Crucius waited the call to war, shielded by hundreds of metres of living rock. More Titans still had taken to the field, commanded by Crucius Princeps Etana Kalonice, standing with their brothers and sisters in defence of the city. Greatest of these by far was the Emperor Titan *Paragon of Terra*. Astride the city gates, the great god-engine's guns covered the approaches to Lupercalia, its crew confident that no enemy would survive once the Emperor's vengeful gaze fell upon them.

Against such formidable defences, even the massed infantry and armoured companies of the Sons of Horus and Death Guard seemed outmatched. The Princeps of the Traitor Legions knew all too well what could happen should their own Titans come under the guns of the Emperor. Equally, the Legio Crucius' reserves held beneath Iron Fist Mountain meant that any breakthroughs would be met with fresh Titans, a difficult prospect even for the numerous maniples under Horus' command. And yet the Warmaster approached the city that bore his name without doubt in his ability to subdue it.

Into the Loyalists' meat grinder first went the mortal armies in thrall to the Warmaster, their regiments marching under banners bearing the Eye of Horus. Against a weaker defence, or one without the spectre of Titans to contend with, these massed infantry and tank formations may well have overwhelmed the city on their own. Against the guns of the *Paragon of Terra*, they were as paper targets.

Even as the Loyalists hammered the invaders' vanguard into torn wreckage and broken bodies, the Warmaster sent Sons of Horus companies against Iron Fist Mountain. Coming in low over its craggy peaks in Thunderhawks and Storm Eagles, the Legiones Astartes engaged the outer defences of Legio Crucius' stronghold. Here they were countered by companies of Ultramarines, held back from the line for just such an attack. The Ultramarines commander had rightly surmised that an elite force might be able to penetrate the fortress and attack its precious Titan reserves before they reached the field. Unbeknownst to the defenders, the Sons of Horus were only there to hold the Ultramarines in place. The mountain itself faced another fate.

THE IRON FIST CRACKS

High above Lupercalia, system ships dragged the orbital defence platform *Var Zerba* into position. Captured during the initial stages of the void war, the star fortress had been taken into high orbit to protect it from ground attack. Now Horus brought it back into play, its macro cannonades and lance turrets swivelling to point down towards the battle far below. As a tactical weapon, orbital strikes were unreliable at best, their inaccuracies making them as likely to hit friendly troops as enemy ones. Against a target the size of Iron Fist Mountain, however, there was ample room for error.

The first barrage hit the mountain like a spear of light cast down from heaven. High-yield energy beams stripped away rock in seconds, as megatonnes of explosives shattered apart the remains. Titans still in their battle cradles, their reactors only now stirring for war, were torn apart or crushed as their bunkers crashed in around them. Even before the roiling boom of *Var Zerba's* attack had faded from the mountain passes, Traitor Titans were moving in to finish off the survivors, Sons of Horus advancing in their shadows. Back down in the trenches ringing the northern reaches of Lupercalia, the defenders could only watch their flank collapse, unable to break away from the constant assault of the enemy, now joined by cohorts of Traitor Skitarii and the war constructs of Horus' Dark Mechanicum allies.

Despite the brutal destruction of their fortress, some of the surviving reserve Titans of Legio Crucius climbed from the wreckage of the mountain to face Legio Mortis and Legio Vulcanum maniples. Across the crumbling, molten landscape, Warhounds and Reavers duelled, their weapons further savaging the terrain. It was a fight, however, that the Warmongers could not win unless aid was forthcoming from Lupercalia itself. And as they were about to discover, the Crucius and Gryphonicus Titans defending the city were about to face their own crisis.

CORRUPTION OF HOUSE DEVINE

Long before Horus and his armies set foot upon Molech, the seeds of corruption had been sown within House Devine. Proud and noble, its Scions had risen to rulership of the world in the wake of the old High King's death, and counted themselves as first among the Knight Houses. Ultimately, this pride would be Devine's undoing, and through it corrupting forces found their way into their ranks. By the time of Cyprian Devine, last true Lord of House Devine, the so-called Serpent Cult had infiltrated much of the Knight House.

The arrival of Fulgrim, alongside the Warmaster's invasion fleet, was to be the catalyst that completed House Devine's corruption. In the depths of the Kush, the Daemon Primarch met with Cyprian's son, Raeven, and tempted him with the power of Chaos. Though Raeven resisted, his Knight armour, *Banelash*, was infected by the touch of Slaanesh, and ultimately the fate of House Devine was sealed.

DEATH OF AN IMPERATOR

While Iron Fist Mountain burned, the defences of Lupercalia still held strong against the attack from the north. Without enemy Titans to oppose them, the firepower of the Legio there blunted the invaders' assault with burning plasma and explosive shells. At the Titans' feet, the Loyalist infantry and armour too had their hands full, for while the larger war machines and more formidable formations fell to the Titans, the god-engines largely ignored armoured transports and foot-bound soldiers, which they left to the tanks and men of the Imperial Army. Here the super-heavies under the Imperial Army's command made their presence known, blasting apart spearheads of enemy tanks, while the bunker networks and fire teams of the Loyalists cut down any opposing infantry bold enough to come within range.

Not all of the defenders were content with the progress of the battle though. The Knight Banners, held by Tyana Kourion in reserve against any breakthroughs, rankled at their position, especially as they felt that the true glory of victory was being denied them. None felt this more keenly than Lord Albard, the half-mad ruler of House Devine. Having only recently killed off his step-mother, half-sister and half-brother (the trio having imprisoned and tortured him for the previous four decades), Lord Albard was tormented by visions seeded by Fulgrim in his role as an emissary of Slaanesh, Chaos god of Excess and Pride. Weak of body and sick of soul, Albard was an easy conquest for the dark gods, his own Knight armour *Banelash* subsuming him to its will.

When Albard finally collapsed into total madness, the corrupted spirit of his Knight armour showed him the Imperator guarding the city gates as a great dragon, and urged him to bring it down. When the Knights of House Devine attacked the *Paragon of Terra* from behind, its Princeps was taken completely by surprise. Massing their thermal lance fire, the Knights of House Devine, following the example of their lord, struck from within the radius of the great Titan's void shields, targeting the casing of its plasma reactors. It was a betrayal that was both shockingly swift and horrifically effective. Before the Imperator could properly react, call for aid or even announce the treachery of its former allies, melta beams laid bare the volatile energies at its core. The resulting plasma overload gave Albard and his Traitors only moments to flee the scene of their betrayal before a new sun erupted in the midst of the Loyalist lines. The destruction of the *Paragon of Terra* obliterated the landscape in all directions. Anything caught in the path of the super-heated explosion was reduced to ash or molten metal. Even other Titans were consumed by flame and debris, their own shields collapsing under the assault.

Now Horus unleashed the full measure of his invasion force, the Death Guard Legion and the Legio Mortis leading the way into the gap blasted in the defenders' line. Without the reserves of Iron Fist Mountain to call upon, the Loyalist Titans and Knights were forced to fall back into the streets of Lupercalia for cover, where they were met by the traitorous Knights of House Devine. What for most of the day had been a largely one-sided confrontation became a desperate city fight as Traitor forces poured into Lupercalia from all sides.

DOOM OF MOLECH

The city's defences broken, the Warmaster and his personal guard made their way towards his true prize, the warp gate hidden beneath its streets. There, beneath the burning city, a greater doom than that unfolding upon Molech was sealed, and Horus claimed at last for himself the power of ancient gods to unleash upon the Emperor, his memories finally restored to him. It was at this point that Horus seemed to pay no more mind to the conquest of the world, and even as House Devine and Traitor Titans were reducing Lupercalia to ruins, the Warmaster emerged from beneath the city and left it to his armies to destroy.

The departure of the Warmaster and the Sons of Horus Legion, along with the larger portion of his forces, was not the end of the fighting on Molech. Those mortal armies to have survived the *Paragon of Terra's* guns took their revenge upon Lupercalia, but also spread out into the surrounding regions to bring its populace completely to Dark Compliance. Titans of the Traitor Legios remained too for a time, sometimes encountering others of their ilk as the Traitors razed resistant cities and fortresses. Perhaps cruellest of all, however, were the excesses of House Devine. Led by the corrupted Knight armour *Banelash*, the Traitor Knights hunted down the remaining Knight Houses of Molech, exterminating any who would not swear allegiance to the Warmaster. It was a great testament to the integrity of those who remained that not a single Knight Household sided with House Devine.

As the fires of its broken cities cooled to ash, and its survivors struggled on under the lash of the garrison left behind in the Traitors' wake, the Horus Heresy moved on. Many of the horrors to come later could be traced back to the war for Molech: Horus' ascension to a champion of the dark gods, the corruption that in time turned Traitor Legios into armies of Daemonic engines, and of course, the murderous rebirth of House Devine. Ultimately, Molech would be liberated by the Imperium in the aftermath of the Siege of Terra, though it would never be the same; the taint of betrayal and Chaos forever soaked deep within its soil.

DESIGNER'S NOTE

Further Battles on Molech

The account just described follows the major engagements of the Warmaster's invasion and its immediate aftermath. Of course, after Horus returned to the stars, a war of pacification and annihilation carried on. This ongoing war of resistance by the surviving Knight Houses and their fragmented Legio allies against House Devine and its own Traitor Legio allies has been left purposefully untold. Players are encouraged to play out their own campaigns or missions on Molech, pitting Knights and Titans against each other over the planet's ruined remains to ultimately decide the fate of the fallen Knight World.



THE KNIGHT WORLD OF MOLECH

'The Emperor might claim Molech as part of His infinite domain... but, of course, He isn't here right now.'

Raeven Devine, House Devine

Molech has a long history as a frontier world; its Knight Houses protecting it from the darkness of Old Night during long centuries of isolation. Though it lies within the borders of the Segmentum Solar, that most civilised centre of the galaxy within which Terra rules, its position at the very end of the Elliptical Way makes its planets difficult to reach via the Warp. That Horus was able to bring the greater part of two Space Marine Legions and elements from four Traitor Titan Legions to its shores speaks much to the Warmaster's determination to uncover its secrets.

These were secrets unknown even to the inhabitants of Molech itself. The ruling elite, led by House Devine, believed that the large garrison left by the Emperor, after the world was reclaimed by the Imperium in 869.M30, was merely to ensure their Compliance. The egotistical lords of Molech's Knight Houses could not countenance that they were immaterial in the eyes of the Emperor, and that the real reason for the heavy defences of their world was something altogether more sinister. Suppressed accounts and obscure documents hint at a grandiose event in the planet's past. These sources suggest that the Emperor Himself had visited the planet long before the ships of the Great Crusade appeared in Molech's skies. This visitation is placed centuries before even the Unification Wars of Ancient Terra, and before the Imperium itself existed, and seem to suggest that the Emperor came to Molech to claim some eldritch power it harboured.

MAJOR CONTINENTS

Molech is close to Terra in terms of size and orbit, sitting as it does within the primary biosphere of its star system and orbiting its bright yellow star once every 50.7 standard Terran weeks. Doubtless this was what attracted the first colonists so many millennia ago, along with the promise of a virginal wilderness to tame, so different from the crowded and polluted planets of the Sol System. Similar to Terra, Molech also has a large moon. Though not as influential as Luna, it regulates the tides and seasons on the world below, making the planet more habitable for humans. In time, as the planet was developed by humanity, this moon, as well as several of Molech's smaller celestial bodies, would become outposts for orbital defence networks and fuelling stations for void ships contributing to its impressive defences.

Four major continents grace the surface of the planet, divided by clear warm waters at the equator all the way to frozen seas at each pole. The two smallest continents, Estara and Neuropia, remain rugged wilderness realms, home to hunters and remote mining operations. These undeveloped lands lie far to the east and north of Molech respectively, and were of little interest to the invaders during the Warmaster's attack. Next in size and importance is the southern continent of Arcanius, an industrialised landscape of manufactoria and smoke-shrouded cities. Centred around the vast metropolis of Clockwork City, Arcanius produces the wealth of Molech's manufactured goods and is home to its tinker guilds and tech-slaves. The Knight Houses tolerate Arcanius for it is here that many of their Sacristans receive their training in the ways of maintaining Knight armours.

Molechari is Molech's principal continental landmass, the seat of power of its Knight Houses and Titan Legions. Sprawling across the equator of the planet, its thousands of kilometres of landscape comprise the southern steppes of Tazkhar, the high mountain peaks of the Untar Mesas, the jungles of Kush and the huge agri-belts arrayed around the planet's capital city – Lupercalia. These heartlands of the Knight World were where the war for Molech would be fought.

WESTERN MARCHES

The Western Marches stretch out along the western edges of Molechari. Its coasts are dotted with major cities such as Avadon, Desqua and Larsa, connected to the inland regions by extensive roadways and mag-lev lines. These cities bring in trade goods from the planet's other continents, and like the edges of a spider's web, represent the far points of Lupercalia's domain. Across from Avadon, connected to the city by a tidal causeway, stands another landmark of Molechari: the island of Damesek. A holy site to the locals, it was here legend had it that the Lord of Storms, as the myth of the Emperor had become, began His pilgrimage to far Archmaga, the place that would later become known as Lupercalia.

The coastal regions of the Western Marches are also home to the Zanark Deeps, fortress of the Legio Fortidus. East of the city of Avadon, the Deeps began their life as sea caves, bored out from the craggy cliffs of Molechari by northern ocean currents. By the time of the Warmaster's invasion, these dank caverns had become an extensive underground network of armouries and hangars, powered by tidal reactors and oceanic plasma coils.

Moving inland across the Western Marches, the wind-lashed coasts give way to hills and forests broken up by verdant farmland. These agri-belts are further divided by great cities such as Khanis, Goshen and Imperatum, each rising up from a crossroads of the road networks to dominate the horizon. And yet, even among these farms and teeming metropolises, Molech is still a world fortified against invasion. While each city and town is constructed around ancient designs to confound and repel attackers – as are all Imperial settlements – the cities of the Western Marches stand alongside forbidding fortresses. The greatest of these are Leosta and Luthre, which flank the Ambrosius Radial, gateway to the hinterlands and the Untar Mesas beyond. Constructed following the exacting standards of the Emperor's finest generals, these bastions command the land around them for hundreds of kilometres, their guns and missile batteries able to reach out and strike at any advance from the coast or orbital incursion into the Western Marches.

While the oceans border the Western Marches in the north and west, the Untar Mesas mark much of its southern and eastern borders. Here, as the hinterlands rise up into foothills and finally towering peaks, lies the capital city of Lupercalia. No less impressive than the city itself is the silhouette of Iron Fist Mountain that rises at its back. A formidable fortress hardened against artillery and Titan assault, its cavernous interior houses the war cohorts of the Legio Crucius. Sister to Iron Fist Mountain, and located across the valley from the great peak, is Mount Torger. Though not as large or well-defended as the home of the Legio Crucius, the mountain concealed the armouries of Ordo Reductor and enough ordnance to wage a planetary war.

As heavily defended as Lupercalia was, its outer walls guarded by both mortal men, bunker networks and Knight armours, the presence of these two peaks, their god-engines and vast stores of war materiel marked the capital out as nigh-on impregnable.

LUPERCALIA

It is a great coincidence of the Warmaster's invasion that the ultimate prize he sought bore his name. This was the doing of the Emperor, who was also the reason the city existed at all. A site of hidden eldritch power, Lupercalia had begun life as an unwitting garrison set in place by the Emperor to protect this dangerous secret. One of the first structures to stand on the site was the Dawn Citadel, a towering edifice constructed from the hull of the Emperor's ancient starship, placed at the apex of the mountain valley in which the capital sat. In time, the Dawn Citadel became the ancestral home of Molech's ruling Knightly House, House Devine, though not even its lords suspected the great import of the palace that they now ruled.

By the time of Horus' invasion, Lupercalia was among Molech's largest cities, a centre for the ruling elite and a meeting place for the planet's many peoples and cultures. It was also heavily defended, its districts surrounded by garrison towers and gun pits, manned by hundreds of thousands of soldiers. As with so many aspects of Molech, its citizens and rulers gave no mind as to why their city and their world should elicit such favour from the Emperor when it came to its protection. Even the lord of House Devine, if pressed upon the matter, would doubtless reply that it was nothing less than his noble lineage was due.



SOUTHERN STEPPES

On the far side of the Untar Mesas, the lush greenery of the Western Marches gives way to the desolation of the Tazkhar Steppe. A savage and barren land, it covers thousands of kilometres of southern Molechari like a parched canvas. The peoples of this rugged land are for the most part nomadic, traversing it in long snaking convoys of land crawlers and riding beasts. Those few settlements that do exist are influenced by the seasons, swelling from ghost towns of a few hundred souls to thousands in those times when convoys converge to feed their beasts and farm the soil. The people of the Tazkhar also have a long history as raiders, and think nothing of attacking each other's caravans beyond the agreed safety of the settlements.

Two of Molech's major Knight Houses call the Southern Steppes home. House Kaushik dwells on the edges of the great wastes, their agri-arcology clinging to the side of the Untar Mesas. Considered insular by their peers, they still maintain numerous Knight armours and claim both a substantial area of the near-steppe and the Kush jungle as their ancestral hunting ground.

Then there is House Tazkhar, with its well-deserved reputation for savagery. Commonly dismissed as barbaric by the more refined Knight Houses, the Scions of House Tazkhar claim the greater measure of the steppes as their own, duelling amongst themselves in their Knight armours as much as they hunt down the beasts of the wastes. During the invasion and subsequent betrayal by House Devine, House Tazkhar would rise to become one of the focal points for the remaining Loyalist Knights, and the Tazkhar Steppe became a heartland for the resistance.

Another factor makes the Southern Steppes important to the defence of Molech. This is the presence of Kalman Point, fortress of the Legio Gryphonicus – another mark of Molech's importance is that it boasted Titans among its defenders. Situated at the southernmost point of Molechari, as equidistant from Iron Fist Mountain as Zanark Deep was in the north, the three Legio strongholds completed the defence of the equatorial continent. A bluff jutting out into the clear blue waters of the southern oceans, Kalman Point is defended from the north by the kilometres of swampland that dominate the south-eastern regions of Molechari. Further strengthening the defences of Kalman Point is the presence of House Indra, their fortresses standing sentinel against attack while their Knight armours are ready to march alongside the War Griffons should they be summoned to battle.

KUSHITE EASTINGS

East of Lupercalia, the trackless jungles of Kush rise up, a tangled wilderness prowled by dangerous beasts. As effective a barrier as any fortress walls, the jungles effectively divide Molechari in two. No human settlements stand within them, and only when the wilds thin towards the easternmost coasts do refineries and ports appear, though these are walled against predators from the west. As long as humans have lived upon Molechari, the jungles of Kush have defined their existence. A nightmare realm of dark animal kingdoms and bestial lairs, any settlement erected too close to the jungle risked extinction. Even great cities such as Archmaga once suffered attacks by raiding beasts from the Kush, and only the presence of Knight armours kept it safe. For a long time, the Kushite Eastings were a no-man's-land to the people of Molech. Eventually though, as humanity asserted its influence over the world, the dangers of the Kush were driven back into its jungles.

The Preceptor Line was constructed along the Kush's western edge, and House Donar was granted the honour of its maintenance and defence. Designed as a barrier against the predatory creatures of the Kush, the wall was upgraded over the years to include gun towers and watch fortresses, its great ramparts widened and reinforced so that a Knight armour could mount them. Despite these improvements, the great scale of the wall and the disregard House Devine had for the other Knightly Houses meant in time large sections of the Preceptor Line fell into disrepair. By the time of the Warmaster's invasion, it was a defensive line largely in name only.

Part of the reason for the wall's neglect was the presence of the jungles. The defence had proven adequate to hold the small numbers of predators at bay that once raided the Western Marches, but against a conventional foe advancing overland from the east, it was believed that the jungle itself was a far greater barrier than anything the defenders could hope to construct. Even the Knightly Houses only entered the shadowy labyrinth of ancient trees in numbers, supported by heavily-armed retainers and clad in their Knight armours. As dangerous as the indigenous beasts of the rainforest were, the jungles themselves were filled with perilous terrain, from vine-choked chasms and deep brown rivers to bottomless fens and quicksand flats. During the invasion, a vast swathe of the jungle was consumed by the life-eater virus, and while this blackened ruin became a battlefield, so too did what little was left of the jungle itself in the battles that followed.



Beyond the jungles themselves, the east coast of Molechari is a desolate and haunted dead zone. Cut off from the rest of the continent by the rainforests, it is home only to isolated mining stations and the industrial ports that serve them. Ophir, known as the City Without Shadows, is perhaps the greatest of these. Permanently illuminated by its flame-belching promethium works, the city can be seen for kilometres in all directions. During the invasion, cities like Ophir would become consumed by conflagrations, while the eastern seas grew dark with spilled promethium.

BEASTS OF MOLECH

Many strange and savage creatures are indigenous to the world of Molech. In the ancient accountings of the Knight Houses, their ancestors fought a constant war of survival against these beasts, and it was only after many generations that they were finally driven back into the remote mountain regions, steppe wastelands or dense jungles. Some, such as the lizard-like azhdarchid, or the bloodthirsty xenosmilus, could be taken on by groups of specially equipped soldiers or even a well-trained hunter on foot; others, however, were equal in power and strength to a Knight armour and had to be dealt with accordingly. The most notorious of these was the mallahgra, a towering simian beast with eyes arranged around its massive cranium and claws powerful enough to punch through adamantium plating. Bringing down such a beast was the ambition of many a Knight Scion, though more than one met their end hunting the creatures, either underestimating the cunning of their opponent or blundering into the lair of a mated pair.

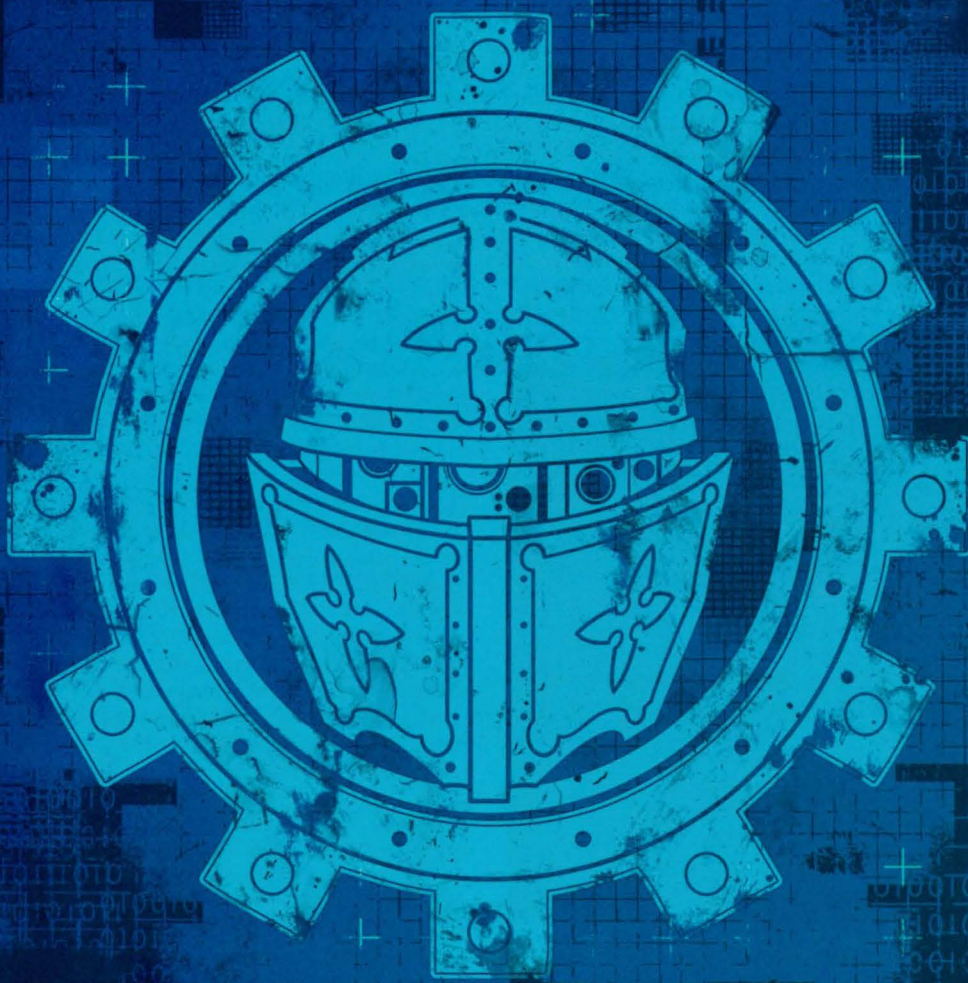
NORTHERN OCEANS

Outlying the shores of Molechari stretches the Northern Oceanic zones, the collective term for the continent's nearby island chains, isolated peninsulas and sea-rigs. Busy shipping lanes criss-cross the region, connecting Molechari to the rest of the planet. The industries of Arcanius flow towards Lupercalia and its Knight Houses, while raw materials from Estara and Neuropia feed both of Molech's principal continental land masses. Likewise, food is carried from the agri-belts of the Western Marches out across the oceans to feed the far communities of the planet.

Despite its diffuse nature, the Northern Oceanic zones are well defended. Imperial Army fleets ply its waters and the Knight House of Mamaragon consider it their domain. Mamaragon's great sea fortress rises up from the ocean depths a hundred kilometres off the coast of Hvitha, guiding vessels with the Light of Dagos, which burns perpetually from its highest tower.

This area was devastated during the invasion, first from the debris of the broken battlefield, the remains of its ships crashing down into the ocean and on the islands, and then from a campaign of heavy bombing. Horus was concerned only with the path between his landing zone and Lupercalia, having no interest in capturing the cities and fortresses of the Northern Oceans. Even so, he did not want his forces outflanked by the armies stationed on Molech's other continents or from its most northern reaches. Starships and atmospheric craft both savaged the landscape with their ordnance, filling the sea lanes with wreckage and turning ports into gutted ruins.

The Hvitha coastal distribution hub on Aenatop Peninsula, a lynchpin of the intercontinental trade routes, was among the first to be hit. For generations, its sprawling dockyards and towering administration structures had directed Molech's fleets, acting as a last port of call for vessels coming from Ophir or Larsa heading out to the Clockwork City and beyond, or as a first port of call for travellers on their way to Lupercalia. In the span of a few hours, this ancient lineage was washed away in a storm of flame. Later, Knights and Titans would fight through its flooded and burning streets, as they would across the scarred remains of the once-prosperous region, long after the Warmaster had moved on to new conquests.



TITAN LEGIONS AT MOLECH

'If the hallowed Titans of the Legio made us into giants, then it was the will of the Warmaster that made us into gods.'

Principes Seniores Aedurn Kaurn, Legio Interfector

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

During the war for Molech, several Titan Legions were part of the fighting. Presented here are rules for four specific Titan Legions for players to choose from, representing some of the Legios present. When assembling a battlegroup, a player can declare that any of the Titans in their force are part of a particular Titan Legion. Maniples must all be made up of members of the same Titan Legion, but they can be reinforced by members of another. For each set of Titan Legion rules that are part of a battlegroup, the opposing player gains 2 bonus Stratagem points. For example, if a battlegroup is made up of a Legio Crucius maniple with two Legio Fortidus Warhounds as reinforcements, the opposing player would gain 4 bonus Stratagem points.

LEGIO CRUCIUS (WARMONGERS)

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

Legio Trait: Forgeborn

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

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

Legio Trait: Pride of Ryza

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

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

Legio Specific Wargear: Terminus Override Mechanisms

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

Any Legio Crucius Titan may be equipped with a terminus override mechanism for +30 points. The first time a Legio Crucius Titan with a terminus override mechanism would be required to roll on the Reactor Overload table (see page 43 of the *Adeptus Titanicus* rulebook), instead of rolling, give the Titan a Shutdown order instead. Once triggered in this manner, a terminus override mechanism has no further effect on the game.

Legio Specific Wargear: Bi-folded Power Containment

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

Any Legio Crucius Titan may be equipped with a bi-folded power containment system for +30 points. When firing a weapon with the Draining trait (see page 39 of the *Adeptus Titanicus* rulebook), a Titan equipped with a bi-folded power containment system can roll a D6 to mitigate its effect. On a 4+, the Titan can roll the Reactor dice twice and choose the result they want. On a 1, however, they must roll the Reactor dice twice and choose the result that would advance their Reactor marker by the most or, if both results would advance it by the same amount, the result that would Awaken the Machine Spirit.

LEGIO SPECIFIC PERSONAL TRAITS

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

D3 PERSONAL TRAIT

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



LEGIO CRUCIUS WARLORD BATTLE TITAN

DEUS PRAESITOR

Arioch power claws are a less commonly seen armament designed to allow a Warlord Titan to shatter enemy fortifications. During the Battle of Molech, they proved unexpectedly beneficial to *Deus Praesitor* when it lay buried underneath the ruins of the Iron Fist Mountain. Able to dig itself from the rubble with the aid of its power claw, the *Deus Praesitor* emerged to engage the Traitor Legions in close combat in an effort to avenge the wrong wrought against their Legio, both on Molech and across the galaxy.



LEGIO CRUCIUS REAVER BATTLE TITAN

ASTRAMOS MORTIS ÆTERNEM

Legio Crucius had long predicted that a war between Titans would come to pass and had undertaken numerous wargames in preparation for such a time. Many Legio Crucius Reavers, including *Astramos Mortis Æternem*, were often employed as shield breakers and area deterrents. A favoured tactic of the Legio Crucius against more cautious foes was to create a no-man's land with a screen of Reavers that tore apart any who dared venture close and subjected those who stayed back to bombardments from supporting Warlords.

LEGIO FORTIDUS (DAUNTLESS)

One of the ancient Legios of Mars, Legio Fortidus was among the first targeted after the Death of Innocence. Though the civil war on Mars claimed the majority of their god-engines and the oldest of their Princes, outposts of the Legio and those still fighting on the fringes of the Great Crusade endured out among the stars. These small battlegroups forged a fearsome name for themselves on dozens of worlds across the galaxy. Often outnumbered, their Princes fought on relentlessly against Traitor forces, driven by the betrayal that had doomed them to a slow but inevitable extinction.

Legio Trait: Children of Mars

Legio Fortidus are among one of the oldest of the Titan Legions and are rightly proud of their heritage. Even those who had never laid eyes upon the red sands of their home world stood firm in the face of danger, the glory of Mars theirs to uphold.

Legio Fortidus Titans never suffer penalties to their Command checks and may ignore effects that force them to re-roll successful Command checks. Knight Banners bonded to Legio Fortidus may re-roll Command checks to avoid becoming Shaken provided they are within line of sight of at least one Legio Fortidus Battle Titan.

Legio Trait: Lost Sons

With the majority of their Legio destroyed, the surviving Princes Seniores of the Dauntless were forced to become more flexible in their tactics and use whatever Titan assets they could call upon to aid them.

A Legio Fortidus battlegroup may alter one of the mandatory Titan components of any or all of its maniples. Note that for the purposes of the maniple's rules, the replacement Titan still counts as the Titan type it replaced (i.e., if a Legio Fortidus Venator maniple replaced one of the maniple's mandatory Warhound Titans with a Reaver Titan, the replacement Reaver Titan would still count as a Warhound for the Opportunistic Strike special rule and so not gain extra attacks against a Titan whose shields had been collapsed by a Warhound).

Legio Specific Stratagem: For the Red Planet (2)

Conviction in their cause drives the Princes of Legio Fortidus, and when needs must, they could throw off the distracting pains of the MIU and force their Titans to respond to their commands no matter the damage they might suffer.

This Stratagem can be purchased by any Legio Fortidus player. The Dauntless player may reveal this Stratagem when activating a Titan. Until the beginning of the following game round, the Titan ignores the damage effects of Critical Damage to its Head, Body or Legs, as chosen by the player when the Stratagem is revealed.

Legio Specific Stratagem: Red Skies (1)

Such was the wound inflicted on the Dauntless by the Traitors that Princes were often more than willing to sacrifice themselves if it meant grievous injury could be dealt to the followers of the Warmaster.

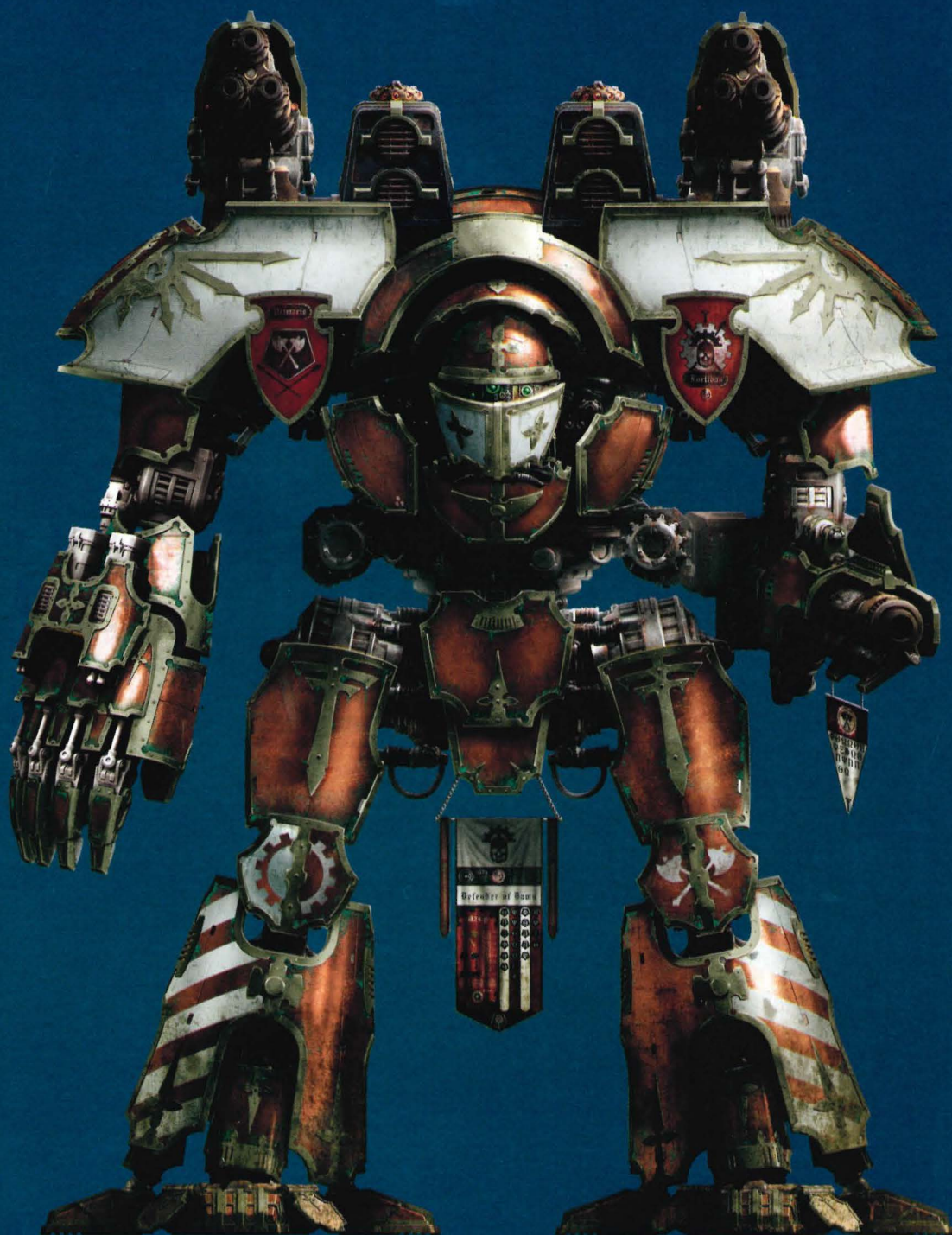
This Stratagem can be purchased by any Legio Fortidus player. The Dauntless player may reveal this Stratagem when one of their Titans suffers a Magazine Detonation or Catastrophic Meltdown result on the Catastrophic Damage table (see page 36 of the *Adeptus Titanicus* rulebook). When resolving the Catastrophic Damage effects, add 5 to the Titan's Scale.

LEGIO SPECIFIC PERSONAL TRAITS

A Legio Fortidus 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

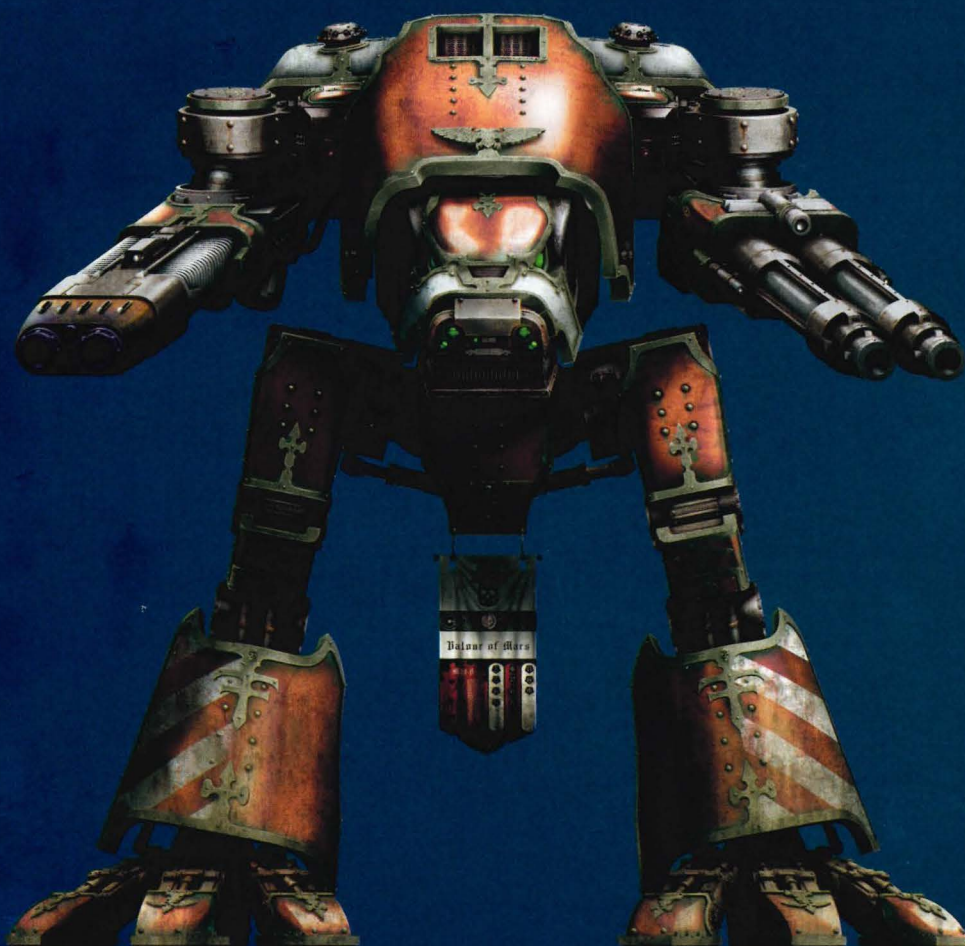
- 1 Broken by Treachery:** *The Princes has become filled with despair at the destruction of their kin, seeking out the largest among the enemy so they might bring them down or meet their own end.*
When targeting a Titan with a Scale equal to or larger than the Princes' own Titan, you may re-roll the dice for its first attack roll of the game. Note that in the case of weapons with multiple attack dice, all of the dice must be re-rolled or none of them.
- 2 Immortal of Mars:** *Arrogance drives the Princes, who believes they were spared the betrayal on Mars by divine providence, and that they cannot die.*
The Princes counts the effects of Critical Damage to their Titan's Head as one level lower than it is (i.e., Moderati Wounded and Princes Wounded counts a Moderati Wounded and MIU Feedback, while Moderati Wounded and MIU Feedback counts only as MIU Feedback, while MIU Feedback alone is ignored).
- 3 Soldier of the Crusade:** *The Princes is the commander of a self-contained Great Crusade battlegroup, of the Legio but apart, and able to call upon its own devoted supporting units.*
The presence of the Princes adds one additional Stratagem point to their battlegroup that may be used before the battle to purchase Stratagems.



LEGIO FORTIDUS WARLORD BATTLE TITAN

BASTION OF SORROW

Scattered across the galaxy and heavily depleted after the Schism of Mars, many Legio Fortidus battlegroups firmly believed they were the only survivors of their ancient Order. Many Princes underwent marked changes because of this. The Princes of Bastion of Sorrow became so focused on avenging the wrongs dealt to their Titan Legion, they altered their god-engine's name and sacrificed some of its long range firepower in favour of weapons better suited to deliver its vengeance directly.



LEGIO FORTIDUS WARHOUND BATTLE TITAN

HOUND OF MARS

Originally conceived as scouts and skirmishers, catastrophic losses saw many Warhounds pushed into roles normally reserved for their larger brethren. Depicted here during the defence of Lupercalia, the *Hound of Mars* is noted for utilising tactics deemed hazardous by many observers. Leading a squadron of Warhounds similarly armed with weapons that taxed the smaller reactor of the Titan, *Hound of Mars* led numerous sorties through the ruins of Lupercalia that proved instrumental in driving the Traitors from the world.

LEGIO VULCANUM (DARK FIRE/LORDS OF RUIN)

The Forge World of Stygies VIII is rare in that it is home to two Titan Legions, both bearing the High Gothic name Legio Vulcanum, but more commonly known by their respective Low Gothic names: the Dark Fire and the Lords of Ruin. Located close to the ruinous hole in reality known as the Eye of Terror, the Legio stood watch against invaders from the galactic north. When the Warmaster turned upon the Emperor, the majority of both of the Forge World's Legios were fighting at Horus' side in the Great Crusade, and they quickly swore their allegiance to him.

Legio Trait: Two-faced God

The Dark Fire and Lords of Ruin have a long history of competition. This is fuelled by the shared genetic ancestry of their princes, who are created using ancient cloning techniques, and see in their brothers and sisters dark reflections of themselves.

When fielding a Legio Vulcanum battlegroup, a player may nominate two Legio Vulcanum Titans to be commanded by a Princeps Seniores (see page 55 of the *Adeptus Titanicus* rulebook). These Titans may not be part of the same maniple. If one of the Princeps Seniores' Titans is destroyed, for the remainder of the game count the other Princeps Seniores' Titan as having suffered an unreparable Princeps Wounded damage effect.

Legio Trait: For the Fallen

Corrupted clone crews link a Legio Vulcanum maniple together in a disturbing way mere technology cannot, and each Titan that falls is keenly felt by its brothers and sisters.

For each Legio Vulcanum Titan in the battlegroup that has been destroyed, the Legio Vulcanum player gains a single re-roll that may be used once each round. This re-roll may be used to re-roll the result of any single dice roll made by a Legio Vulcanum Titan.

Legio Specific Stratagem: Symbiotic Commands (1)

So interlinked were the two Legio that their command structures blended together, and in battle, Princeps Seniores could share tactical information and guide each other's battlegroups without fear of become subsumed by another Titan Legion.

This Stratagem can be purchased by any Legio Vulcanum player. Play this Stratagem in the Strategy phase after successfully issuing an Order to a Legio Vulcanum Titan. The player may, if they choose, immediately issue this same Order to any or all of the Legio Vulcanum Titans in their battlegroup without the need to make further Command checks.

Legio Specific Wargear: Twinned Machine Spirits

Just as Legio Vulcanum was said to have cloned its greatest Princeps to command their Titans, so too were notable Titans replicated, their machine spirits divided and enshrined in different god-engines by dark technological rituals.

Any two Legio Vulcanum Titans may take twinned machine spirits for +20 points each. Legion Vulcanum Titans with twinned machine spirits count as being part of a squadron with each other (see page 45 of the *Adeptus Titanicus* rulebook). However, should a Titan with a twinned machine spirit roll the Machine Spirit symbol on the Reactor dice, both it and its paired Titan must make a Command check to see if their Titan's machine spirit awakens. Note that multiple pairs of Titans in a Legio Vulcanum Battlegroup may be equipped to have twinned machine spirits, each forming their own squadron of two.

Legio Specific Wargear: Janus Pattern Missiles

Janus pattern missiles were not exclusive to Stygies VIII, though the Forge World had amassed great stores of these weapons before the Horus Heresy, and its Legio was always well supplied with this specialised form of ordnance.

Any Legio Vulcanum Titan armed with an apocalypse missile launcher or paired apocalypse missile launchers may take Janus pattern missiles for +20 points. Legio Vulcanum Titans with Janus pattern missiles may split the dice of their missile launchers between more than one target as the Janus warheads disperse in flight. The Titan chooses a main target for its missiles, which will either be the same target as the rest of its weapons or one of its targets if it has the Split Fire order. At least one dice must then be allocated to the Titan's main target. The rest of the missile launcher's dice can then either be applied to the main target or any other target within 12" of the main target, provided that they are in range and line of sight of the weapon.

LEGIO SPECIFIC PERSONAL TRAITS

A Legio Vulcanum 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 True Born:** The Princeps is a rare true-born son or daughter of Stygies, stronger and genetically purer than their kin, though isolated and prone to destructive rages. The Princeps adds 3 to Command checks when issuing Orders to their own Titan, rather than 2. If you roll a 1 when making a Command check, no further Command checks can be made for their Battlegroup, regardless of re-rolls or other special rules.
- 2 Divided of Mind:** The Princeps is the host of a shard personality, their mind constructed from MIU ghosts and clone brain-tapes, giving them a great wealth of knowledge to draw upon but sometimes making their actions unpredictable. If the Princeps fails a Command check when issuing an Order to their Titan, roll the Order dice. The rolled Order is then applied to the Princeps' Titan, unless it is a Shutdown order, in which case it may either be applied or ignored.
- 3 War's Orphan:** The Princeps is the last of their line, their clone brothers and sisters slain in past battles, making them reckless and hungry for the embrace of death. The Princeps Titan may push its reactor while the Reactor marker is in the last hole on its track, gaining the benefits of pushing the reactor as normal. The Reactor level does not advance – however, for each time it should have advanced, the Princeps' Titan will suffer a Strength 9 hit to its Body, bypassing void shields.



LEGIO VULCANUM WARLORD TITAN

VENGEANCE'S MESSENGER

Warlord Titans of Legio Vulcanum, such as *Vengeance's Messenger* shown here, are often crewed by Princes that reflect the dual nature of the Titan Legion themselves. Crewed by one half of a cloned pair, *Vengeance's Messenger* suffered catastrophic damage during the invasion of Molech after engaging in a series of increasingly reckless manoeuvres. Such illogical tactical decisions were fuelled by the demise of its paired Titan, *Herald of Wrath*, both Princes having been grown in a single clone batch.



LEGIO VULCANUM REAVER TITAN

ENCROACHING FURY

The Legio Vulcanum Reaver *Encroaching Fury* carries a common configuration of the Legio seen during the latter years of the Horus Heresy. Competition between the Dark Fire and Lords of Ruin, both titled Legio Vulcanum in High Gothic, grew fiercer as the war progressed. With Princes from both Titan Legions fighting over every kill, the use of devastating close combat weapons became favoured to ensure the most valuable trophies could be claimed for all to see. These contests saw a marked increase in god-engine loss, leaving only the hardest and most skilled crews standing.

LEGIO INTERFECTOR (MURDER LORDS)

Formerly known as the Lords of Valour, the Legio InterfeCTOR were a young Titan Legion, raised from the Forge World of Valeous II during the first years of the Great Crusade. During that most august undertaking, the Lords of Valour acquitted themselves with honour and bravery, adding numerous campaign triumphs to their war banners. All that changed on Istvan III, when they were subverted to the will of the Warmaster. After that dark day, the Legio InterfeCTOR were known by a new name: the Murder Lords.

Legio Trait: Creeping Madness

Madness has taken root within the ranks of the Legio InterfeCTOR. Those Princes not purged by the Warmaster have been driven insane by the knowledge of their deeds, turning in desperation to the voices whispering in their mind.

When a Legio InterfeCTOR Titan is activated in the Movement phase, its player may choose to allow the madness of its Princes to take over. When this madness takes over, roll on the table below:

InterfeCTOR Insanity Table

- | D3 | MADNESS |
|----|---|
| 1 | Dark Embrace: The Titan gains the Charge order. It must move towards the nearest enemy Titan or Knight Banner by the shortest route possible, stopping if it reaches base contact with another model, and then make a Smash attack, or an attack with a weapon with the Melee trait. |
| 2 | Weapon Overload: The Titan gains the First Fire order. When the Titan would fire in the Movement phase, randomly choose one of the Titan's weapons and make an attack with this weapon against the nearest enemy Titan or Knight Banner, counting the weapon's Strength as 2 higher than normal and its Dice as 1 higher than normal. After the attack has been resolved, disable the chosen weapon. |
| 3 | Static Scream: All Titans and Knight Banners, both friend and foe, within 12" of the Titan must remove their Orders, unless they are on Shutdown orders or Emergency Repair orders. Titans who lost their Orders before they activated are not subject to any of the lost Order's restrictions. |

Legio Specific Stratagem: Portents of Doom (2)

Gibbering prayers of darkness and murder spill forth from the Legio's Titans, their war sirens broadcasting the insanity of the crews within. In battle, Legio InterfeCTOR Titans can scream out this stream of corrupting static from their war sirens, overwhelming their enemies with madness.

This Stratagem can be purchased by any Legio InterfeCTOR player. Reveal this Stratagem during the Strategy phase. Any enemy Titan or Knight Banner within 12" of a Legio InterfeCTOR Titan may not be issued Orders this round.

Legio Specific Stratagem: Tormented Machine Spirit (1)

The roots of Chaos have dug deep into the workings of the Legio InterfeCTOR's Titans. Daemonic energies coil around the machine spirits of their god-engines, driving them to extremes of rage and madness.

This Stratagem can be purchased by any Legio InterfeCTOR player. Reveal this Stratagem when a Legio InterfeCTOR Titan would roll on the Awakened Machine Spirit table (see page 44 of the *Adeptus Titanicus* rulebook). Instead of rolling on the table, make an attack with each of the Titan's weapons. These attacks must be made against the closest model, whether it is friend or foe.

Legio Wargear: Static Rounds

The forges of Valeous II were once known for their extensive use of static technologies, weapons created to disrupt and destroy energy barriers. The Legio can still call upon great stores of these weapons, though their shells are now covered in profane icons to guide their flight.

Any Legio InterfeCTOR Reaver or Warhound Titan armed with a Vulcan mega-bolter may take static rounds for +15 points. A Titan equipped with static rounds uses a modified version of the Rapid trait when firing its mega-bolter. Against a target with active void shields, each Hit roll of 5 or 6 causes 2 hits, rather than 1. If a roll of 6 To Hit was required, this rule has no effect. Static rounds have no additional effects against targets without active void shields, although the weapon will retain the normal effects of the Rapid trait.

LEGIO SPECIFIC PERSONAL TRAITS

A Legio InterfeCTOR 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

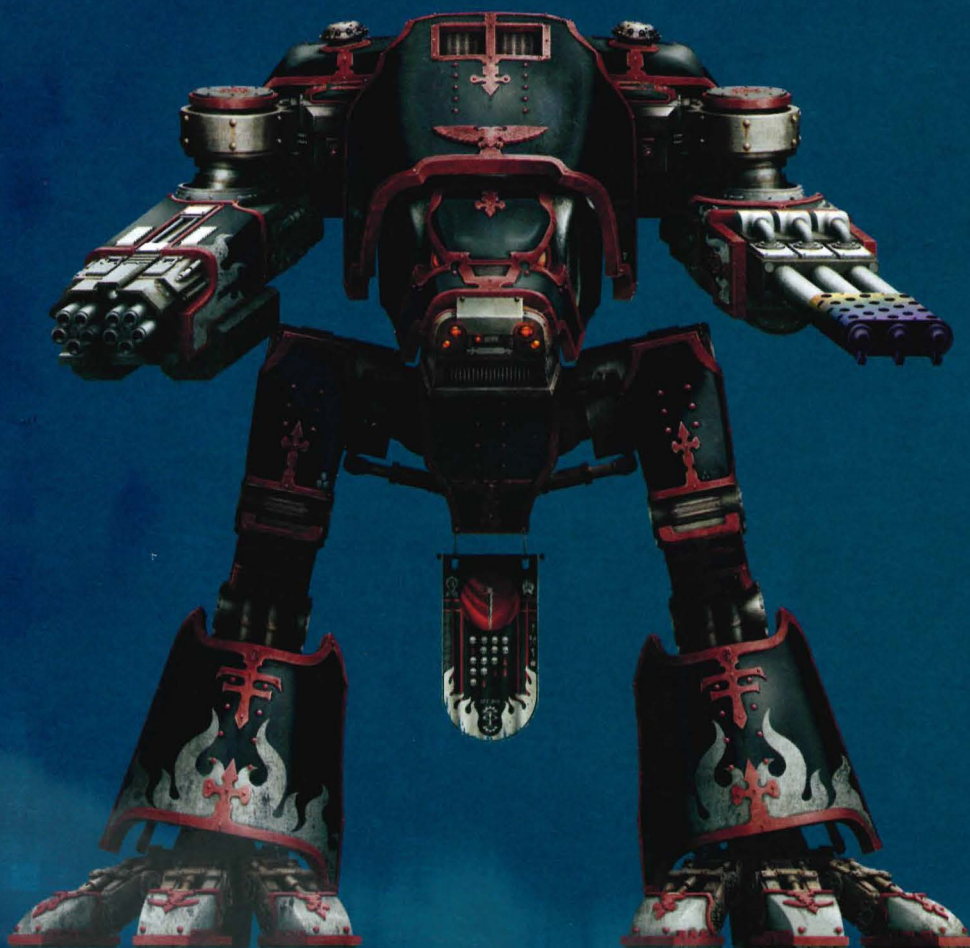
- | | |
|---|--|
| 1 | Dark Fanatic: The Princes has heard the call of a higher power, and become filled with a dark determination that governs all of their actions.
The first time the Princes Titan suffers Catastrophic Damage, roll a D10. On a 6, 7, 8 or 9, it is ignored and has no effect. On any other result, count the Catastrophic Damage roll as a Catastrophic Meltdown. |
| 2 | Raving Madman: The Princes is completely insane, their perceptions bearing little relation to reality.
When rolling a D10, such as to determine the First Player or when making a Command check, the Princes' battlegroup can count any roll of 9 as a 6, or any roll of 6 as a 9. |
| 3 | Hollowed Out: The Princes is little more than a shell propped up in their command throne; a puppet to the Daemonic will of the Titan's machine spirit.
The Princes' Titan does not add 2 to its Command checks for being a Princes Seniores. However, the Princes' Titan also ignores all damage effects resulting from Critical Damage to the Titan's Head. |



LEGIO INTERCEPTOR WARLORD BATTLE TITAN

ABHORRENT

The *Abhorrent* was once known as the *Exemplar*, a name gifted to it after its heroic actions during the Great Crusade. When Legio Interceptor was forced to side with the Warmaster, their centuries of valour were cast aside. This very act drove many of Interceptor's Titans mad, twisting their machine spirits until they stood as nothing more than pale mockeries of their past selves. Whether out of acceptance or shame for their new path, the *Exemplar* took a new name as the Legio fought to tear down everything it once helped build.



LEGIO INTERFECTOR WARHOUND BATTLE TITAN

FIRE OF BETRAYAL

The sheer ferocity exhibited by Legio Interfector during the latter years of the Horus Heresy was in stark contrast to their past record. Warhound Titans of the Legio, such as the *Fire of Betrayal* shown here, became infamous for their cruel tactics. Small groups of Interfector Warhounds armed with inferno guns would set entire city blocks ablaze in order to divert their foes' attention away from the front line. Such tactics proved effective against the more honourable Titan Legions, who valued the lives of innocents; a virtue Legio Interfector once possessed themselves.



FORTIS BATTLE MANIPLE

Titans are mobile fortresses as formidable to bring down as any redoubt of steel and stone. The Fortis Battle maniple was created as a defensive formation, allowing Titans to resist assaults from numerically superior foes or the massed firepower of enemy war engines.



Mandatory Components

- One Warlord Battle Titan
- Two Reaver Battle Titans

Optional Components

- One Warlord Battle Titan
- One Reaver Battle Titan

Maniple Trait

Titanic Fortress: Standing shoulder to shoulder, the Titans of a Fortis Battle maniple shrug off devastating hits with overlapping void shields and locked armoured plates. When a Titan in a Fortis Battle maniple is in base contact with another Titan in the maniple, and neither Titan moved in the Movement phase, the Titan ignores Armour roll modifiers resulting from Structural Damage or being attacked in the flank or rear (see page 34 of the *Adeptus Titanicus* rulebook). In addition, Titans in a Fortis Battle maniple may merge their void shields (see page 45 of the *Adeptus Titanicus* rulebook).

FERROX LIGHT MANIPLE

Collegia Titanica tactical doctrine teaches that lighter Titans must either support larger Titans or mass their firepower from the safety of cover. The Ferrox Light maniple subscribes to a different tactical school of thought, striding in close for quick and destructive kills.



Mandatory Components

- One Reaver Battle Titan
- Two Warhound Scout Titans

Optional Components

- One Reaver Battle Titan
- One Warhound Scout Titan

Maniple Trait

Knife Fighters: Titans that are part of a Ferrox Light maniple excel at close quarters combat. When a Titan in a Ferrox Light maniple makes attacks against a target that is no further away than its Scale in inches (i.e., within 10" of a Warlord, 8" of a Reaver, etc.), they add 1 to any Armour rolls they cause. Titans in a Ferrox Light maniple may also choose to use either their Weapon Skill or Ballistic Skill when within 2" of an enemy.



THE HOUSEHOLD MARCHES

'Consider the scions and their Knight armours. Though they be far beneath the immortal gaze of a Titan, only the fool discounts their contribution to the titanic battlefield, for what they lack in stature, they more than make up for in courage and numbers.'

Ur-Nungan, Princeps Seniores, Legio Fortidus

Formations of Knights fought for the Emperor and the Warmaster throughout the Great Crusade, bringing their might to bear against vile alien and wayward human civilisation alike. When the Warmaster rebelled, many Knightly Houses rallied to his banner even as others drew their ranks tight in defence of their Emperor and His hard-won domain.

When an army of Knights takes to the battlefield, it does so with tremendous fanfare; warhorns blare in triumph and bright heraldry flutters and billows. In battle it employs formations and tactics honed over the many millennia of war, from Mankind's earliest exploration of the stars, when Knights protected settlers from the hostile galaxy, through the long, dark aeons of the Age of Strife, when the Knight worlds stood alone against the horrors of Old Night arrayed against them.

Rarely was a Knightly Household mustered in great numbers, usually a single Banner or Lance of questing Knights was seen supporting elements of the Great Crusade. But the terrible wars of the Horus Heresy were to change that. During this dark time, many Households marched to war, their full might deployed and the very earth trembling beneath the march of serried engines. Many knew that they were marching to their death, walking alongside the massed ranks of the Legiones Astartes and Imperial Army into the terrible jaws of Ordinatus and the inconceivable might of the Titan Legions, forces that they had never dreamed of facing in anger, but that now were arrayed against them as the most bitter of foes. But march they did, their sworn duty to the Emperor or the Warmaster outweighing petty concerns for their own mortality.

Smaller and lighter than the god-machines of the Legio Titanicus, Knights are nonetheless mighty creations of the Omnissiah. A single Knight is capable of delivering enough firepower to annihilate an infantry platoon in an instant, massing sufficient might, speed and skill at arms to duel with much larger foes, and piloted by a noble warrior, the veteran of many campaigns and skilled beyond measure in the art of war.

Knightly Houses adhere strictly to their own martial traditions and chivalric dogmas, traits that often seem archaic to outsiders but that to the warriors of the Household form the code by which they prosecute war. When acting alone, the Scion that pilots each armour is prone to acts of great heroism and individual sacrifice. But when deployed in support of other forces, Knight pilots act with a staggering discipline that seems to many allied commanders in stark contrast to their bombastic nature and argumentative mien, traits that all Knight pilots bear and that, upon first meeting, make allied commanders dread the prospect of collaboration. Yet once battle is joined, well-drilled and practiced formations work in perfect unison with their comrades. As a massed force, Knights bring some unique abilities to bear, their choreography in combat and their precision-timed volleys of fire converging on a single point, enabling them to quickly overcome and conquer all but the mightiest of foes.

When deployed en masse, in sufficient numbers and with strong command, large formations of Knights can prove even a match for the forces of the Collegia Titanica. Against such mighty foes, a Knight army must act quickly. Massed firepower is employed from numerous vectors, converging in a storm to overpressure and collapse the heaviest of void shielding. Simultaneously, fast moving Banners in Lance formations will outflank the slower moving Titans, getting close and rendering carapace weapons futile, reducing the effectiveness of the largest of god-machines at a stroke, forcing them to shuffle backwards and turn ponderously as they react to the threats lest they find their weaker rear armour exposed or enemies within their void shields. Meanwhile, other flanking forces stream forward to separate out and surround smaller Scout Titans, cutting them off and bringing them down, much in the same way that the Knight's noble pilots would bring down the ferocious macro-fauna they hunt for sport on their home worlds. Once all of the elements are in place and the foe suitably disordered, the Banners will quickly close in for the kill, their massed attacks and firepower able to fell even the largest of god-machines.

And yet, for a Knightly Household to face the might of a Titan Legion is still more a gesture of defiance in the face of the impossible than a fair fight between equals. During the Horus Heresy, many Households were annihilated, their noble lineages wiped out in a single action, facing the unfettered power of a Legio of the Collegia Titanica marching to war. The Scions and Seneschals commanding such ill-fated actions knew that their forces would be lost, yet committed them to the fray regardless, honour demanding they fight and die to fulfil their duty.



MUSTERING THE HOUSEHOLD

In most battles, Banners of Knights act in support of a Titan Legion battlegroup. They fulfil the role of lightly armed and highly manoeuvrable skirmishers, harrying the flanks of enemy battlegroups, seizing important terrain features and objectives, and dealing directly with enemy Knights as they in turn attempt to fulfil the same roles.

When the forces of a Knightly Household march to war en masse, however, they do so with far more splendour and regimented discipline. Banners are formed up into Lances; formations of Knights, usually drawn from the same keep, used to fighting alongside one another under their High Scion. Sometimes several such Lances will be drawn together, fighting under the supreme command of a Seneschal – a high ranking noble, perhaps even the High King, given command in the field due to their long experience. To see the massed ranks of a Household march is a spectacle indeed, and an army of such might as to be nigh unstoppable. Even full maniples of Titans can be bested by the might of a Household deployed for war, able as it is to bring a devastating convergence of weapons that will fell even the mightiest of Titans when enough are used, combined with the speed and agility to keep larger Titans occupied and almost unable to retaliate.

ASSEMBLING A HOUSEHOLD FORCE

In Open Play (see page 66 of the *Adeptus Titanicus* rulebook), assembling a Household is as simple as deciding which models from your collection you wish to use, taking a Command Terminal for each one and getting the battle started. In Matched Play (see page 84 of the *Adeptus Titanicus* rulebook) and Narrative Play (see page 67 of the *Adeptus Titanicus* rulebook), the rules for assembling a battlegroup are a little more structured. In either of these play modes, a Household must consist of at least one Lance, made up of three Banners, plus a number of reinforcement units as described as follows. Each unit (whether it is part of a Lance or chosen as reinforcements) has a points cost, which is made up of the unit's base cost plus the cost of any weapons and upgrades it takes. The total points cost of all of a Household's units is referred to as the Household's 'Battle Rating'.

Household Force Roster

Players should record the details of their Household on a Household roster, which could be a piece of paper, an online document or anything similar. This should include details of each Lance – the Noble that commands it and each Banner within it, including weapon loadouts within each Banner – along with any reinforcement units. It should also include the Household's Battle Rating, as described previously.

BANNER COMMAND TERMINALS



Each Banner has a Command Terminal, in the same way as a Titan. Most of the information on the Command Terminal will be familiar (Class, Scale, Order space, Characteristics, and so on), but as Knights are much smaller than Titans, they do not have multiple Hit locations. Instead, they have a single Damage table and Structure Points Status track. As such, it is never necessary to roll the Location dice when attacking a Banner. Also, instead of void shields, Knights have ion shields, which are described on page 37 and summarised on their Command Terminal. Note that Knights do not have plasma reactors, so can never make Reactor rolls.

COMPOSITION OF A BANNER

A Banner is made up of a number of Knights acting as a single unit. The reverse of a Banner's Command Terminal describes its exact composition, along with any options. When a Banner is activated, all of the Knights within it act; individual Knights cannot be activated alone (unless of course they are the sole survivor of their Banner!).

Household Banners

Household Knights are formed into tightly-knit Banners that function as a highly effective fighting unit. Well-drilled warriors that act as one, such units share much in common with the mounted knights of Old Earth from whom their name and noble traditions derive.

Unlike Household Support Banners added to a Titan battlegroup, the Knights forming a Banner in a Household force must all be equipped in the same way.

For example, a Household Support Banner of Knights Questoris attached to a Titan battlegroup may consist of three Knights – one equipped with a thermal cannon, one with a rapid-fire battlecannon and one with an avenger gatling cannon. The Banners that constitute a Lance in a Household force must contain Knights that are armed alike, therefore, in a similar Questoris Banner in a Household force, all three Knights would have to be equipped with the same weapon, rather than a combination.

Where there are additional options, such as, for example, the stormspire rocket pod or meltagun upgrades available to Knights within a Questoris Banner, any number of Knights may take any or all of the options listed as the controlling player wishes – there is no obligation for all of the Knights in the Household Banner to take the same optional upgrades.

Freeblades

When a Household marches to war, it is not uncommon for it to be accompanied by ad hoc Banners of Freeblades. These might be questing Knights attached to local elements of the Great Crusade or, particularly during the brutal wars of the Horus Heresy, survivors of larger forces allying with another Household as they seek vengeance for their fallen brethren.

Units of Freeblades are added to the Household force just like Household Support Banners are added to a Titan battlegroup:

- A Freeblade Banner consists of one Support Banner.
- The Knights in a Support Banner can be armed in any combination.
- A Freeblade Banner cannot join a Lance or benefit from any of the rules that apply to Banners within a Lance.
- A Freeblade Banner cannot be given Coordinated Strike orders.
- Freeblade Banners cannot be formed into Lances (see below).

LANCES

By tradition, a Lance is made up of three Household Banners, with multiple Lances combining to form a Household force. Command of a Lance is generally granted to the most experienced noble present, the highest ranking Knight of the Household taking natural and easy command over their juniors. The commanding Knight is given the rank of High Scion, and is charged with dictating the Lance's strategic and tactical approaches. Their personality will shape the way that the Lance functions and fights, and such command is highly sought after by ambitious young Knight Scions who wish to prove their worth.

Where several Lances are brought together, the most senior noble will assume the rank of Seneschal and take command of all forces in the field. Their decades of experience as both a warrior and statesman prove invaluable in melding the forces under their command into a seamless and efficient fighting force. Knight Scions are bombastic and cantankerous, and Lances drawn from different keeps are often prone to letting competition and internal politics interfere. Without the strong leadership of a respected Seneschal, a Household army risks losing much of its discipline and martial might.

Designating Lances

When assembling a Household force, all Household Banners must be formed into Lances, which in battle operate much like a squadron of Titans would:

- A Lance must consist of three Household Banners.
- A Lance may not contain any Freeblade Banners.
- At least two Banners within a Lance must be of the same type (for example, a Lance may contain two Questoris Banners and one Cerastus Banner, but not one Questoris, one Cerastus and one Acastus).
- The Knights within each Banner must be armed alike, as described previously, but each Banner within the Lance may be armed differently.
- One Banner within the Lance must be designated as the High Scion's Banner (see page 37).
- All of the Banners within a Lance count as a single unit for the purposes of deployment and activation.

Activating Lances

Banners in a Lance are activated as a group, i.e., at the same time. In other words, when it is a player's turn to activate a unit, they will activate a Lance:

- When a Lance is activated, each Banner in the Lance is activated in turn, in an order chosen by the controlling player.
- The first must complete its activation before the second is activated, and so on.
- The controlling player can change the order in which Banners in a Lance are activated each time they activate the Lance.
- If a Banner in the Lance cannot be activated for any reason, this does not prevent the rest of the Lance from being activated.

THE STRATEGY PHASE

A Lance or an individual Banner can be issued orders in the same way as a Titan. Banners cannot be issued Damage Control or Shutdown orders. A Banner that is part of a Lance can be issued orders as part of the Lance rather than alone, as described below, and can receive a special Coordinated Strike order (see page 36), that is available only to the Banners that make up the Lances of a Household force.

Lance Orders

In the Strategy phase, all of the Banners that make up a Lance can be activated together and issued the same Order at the same time – this is referred to as a Lance order:

- When issuing Lance orders, use the highest Command value of the Banners that are being issued the Order.
- If the Order is successfully given, put an appropriate Order dice on the Command Terminal of each Titan that was issued the Order.
- If the Order is not successfully given, each Banner within the Lance must act on its own initiative.

Note that not all of the Banners in the Lance need to be issued the Lance order. For example, within one Lance of three Banners, Full Stride could be issued as a Lance order to two of the Banners, leaving the third to act on initiative or be issued a different order as the controlling player wishes.

THE MOVEMENT PHASE

In the Movement phase, the Banners that make up a Lance are activated together and will move in turn, in an order chosen by the controlling player, whilst Freeblade Banners are activated alone:

- When a Banner is activated in the Movement phase, it must move as a group, with each Knight moving up to the Banner's Speed characteristic in inches.
- Knights are considered to have a 360° Front arc.
- Unless acting under Charge orders, Knights can make as many turns as they wish when moving.
- When a Banner has finished moving, it must form a group with every Knight within 3" of at least one other Knight within the same Banner – this is called Banner coherency. If anything causes a Banner to become split up, it must re-establish coherency the next time it moves.
- Until Banner coherency is re-established, the Banner becomes Shaken (see page 37).
- When all of the Banners within a Lance have finished moving, at least one Knight from each Banner must be within 6" of a Knight that is within another Banner that forms part of the same Lance – this is called Lance coherency. If anything causes a Banner to become separated from its Lance, it must re-establish coherency the next time it moves.
- Until Lance coherency is re-established, any Banner that is out of coherency becomes Shaken.

CHARGE ORDERS

When a Banner of Knights moving under Charge orders activates, it does not act in the same way that a Titan would; Knights are smaller, lighter and are less able to use their momentum on a charge than a Titan. The following Charge order is for all Knight Banners and replaces the one on page 42 of the *Adeptus Titanicus* rulebook:

Charge: *With warhorns blaring and battlecries on their lips, the Knight pilots rush forwards, seeking to engage the foe at close quarters.*

In the Movement phase, all Knights within a Banner acting under Charge orders may move up to their full Speed and are considered to have a 360° Front arc as normal, but they cannot make any turns. However, once they have finished moving, each Knight that is within range can immediately make either a Smash Attack (see page 36 of the *Adeptus Titanicus* rulebook) against units that are of the same Scale or a smaller Scale than themselves, or an attack with a weapon that has the Melee trait regardless of Scale. For each full 3" that the Banner moved before attacking, one Knight may add 1 to the Dice value of one of its weapons.

For example, if a Banner of Questoris Knights moved 4", one Knight may add 1 to the Dice value of a single weapon. If, however, the Banner moved 6", one Knight may add 2 to the Dice value of a single weapon, or two Knights may each add 1 to the Dice value of a single weapon.

Note that this option exists because Support Banners, be they Freeblade or otherwise, may include Knights that are armed differently.

Note also that this does not stop the unit making a Smash Attack in the Combat phase.

BANNERS IN THE DAMAGE CONTROL PHASE

Banners cannot be activated in the Damage Control phase.

BANNERS IN THE COMBAT PHASE

When a Banner is activated in the Combat phase, it follows the Combat Sequence (see page 33 of the *Adeptus Titanicus* rulebook) as if it were a Titan. However, instead of attacking with each Knight individually, make an attack with each type of weapon within the Banner in turn:

- Unless acting under Coordinated Strike orders (as follows), for each weapon type within the Banner multiply the Dice characteristic by the number of Knights in the Banner that are equipped with that weapon, and which are within range and line of sight of the target. For example, if a Banner has two Knights armed with rapid fire battle cannon (Dice 2) it would roll four dice when attacking with the battle cannon.
- If some Knights are within 2" of the target and others are further away, roll using Ballistic Skill for those that are further away, and Weapon Skill for those that are within 2".

Line of Sight: When determining line of sight for a Banner, Knights within the Banner do not block the view of others. Also, remember that Knights have a 360° Front arc, so their weapons can fire in any direction. All of the weapons in a Banner must be fired at the same target, unless the Banner has Split Fire orders, at which point each weapon can be directed at a different target.

Smash Attacks: Banners can only make Smash Attacks against other units that are of the same Scale or a smaller Scale than themselves. For example, a Banner that is Scale 4 can make Smash Attacks against a Banner that is Scale 3, but the smaller Knights cannot retaliate in kind.

Note that this is a change to the rule in the *Adeptus Titanicus* rulebook, introduced due to the presence of Knights of varying Scale within the game.

COORDINATED STRIKE ORDERS

Knights are at their most effective when working in unison against the same target. Questoris and Cerastus Knights in particular are renowned for their prowess at operating in close formations, their rigid discipline enabling them to take on much larger foes. This is represented by the Coordinated Strike order:

- When a Lance is activated during the Issue Orders step of the Strategy phase, Banners within it may be issued Coordinated Strike orders, either as a Lance order or an order issued to an individual Banner, as described previously.
- If the Command check is successful, an Order dice is placed on the 'Order' space on the Command Terminal of each Banner to receive the order. A Banner with Coordinated Strike orders is marked by using the Emergency Repairs symbol on the Order dice.

When a Banner with Coordinated Strike orders is activated in the Combat phase, the controlling player selects an enemy unit to be the target of the Coordinated Strike, following all of the normal rules as described in the Combat Sequence on page 33 of the *Adeptus Titanicus* rulebook. The Banner makes one attack as described below. Weapons with the Melee trait cannot be used to make this attack:

- When checking the Firing Solution, line of sight and distance is measured as usual for each individual Knight in the Banner. Any Knight that is within 2" of the target that does not have line of sight or that is out of range cannot participate in the Coordinated Strike.
- When making the Hit roll, nominate one Knight within the Banner that is participating in the Coordinated Strike and roll a number of D6 equal to the Dice characteristic of the weapon being used for the attack.
- When Resolving a Hit, add 1 to the Strength of the weapon for each Knight participating in the Coordinated Strike.

For example, a Banner of three Knights Questoris armed with avenger gatling cannon make a Coordinated Strike. All three are in range and have line of sight. The controlling player will roll 8D6, equal to the Dice characteristic of a single avenger gatling cannon. Five of these 8D6 score hits. These hits are then resolved at Strength 6 – this is the Strength of the avenger gatling cannon (3) plus 1 for each Knight that participated in the Coordinated Strike. If one of the Knights within the Banner had been unable to participate due to range or line of sight, the hits would be resolved at Strength 5.



In a Household force, the Emergency Repairs symbol on the Order dice is used to denote those Banners that have received Coordinated Strike orders.

ATTACKING BANNERS

When attacking a Banner, pick a single Knight in the Banner to be the target of the attack. This model is used for purposes of range, line of sight, and so on. However, any damage that is caused is applied to the Banner as a whole. As Banners do not have Side or Rear arcs, these do not cause modifiers to the Damage roll.

Ion Shields

When fighting in a Banner, Knights align their ion shields, granting them greater protection as a group than individually. Ion shields are different to void shields; if a rule refers specifically to void shields, it does not affect ion shields, but if it refers to Shield saves, it will affect both. Note that, unlike void shields, ion shields can be used against attacks that originate from within 2".

If a Banner is hit by a shooting attack, hits are resolved (at Step 5 of the Combat Sequence) as follows:

- Target's controlling player makes Ion Shield saves.
- The attacking player makes Armour rolls for any remaining hits.
- To make an Ion Shield save, look up the Ion Shield level on the Banner's Command Terminal, which varies depending on the number of Knights currently in the Banner and the Strength of the attack. Then roll a D6 for each hit that was scored. For each dice that equals or beats the Ion Shield level, the hit is discarded. Then, for each remaining hit, the attacking player makes an Armour roll, as described on page 34 of the *Adeptus Titanicus* rulebook.

DAMAGING BANNERS

Direct Hits, Devastating Hits and Critical Hits affect Banners differently to Titans, as follows:

Direct Hit

When a Banner suffers a Direct Hit, it loses 1 Structure point. If this reduces the Banner to 0 Structure points, one Knight in the Banner is destroyed.

Devastating Hit

When a Banner suffers a Devastating Hit, it loses 2 Structure points. If this reduces the Banner to 0 Structure points, one Knight in the Banner is destroyed.

Critical Hit

When a Banner suffers a Critical Hit, the Banner loses 2 Structure points and one Knight in the Banner is destroyed. If this reduction in Structure points reduces the Banner to 0 Structure points, the Banner will lose two Knights simultaneously – one as a result of the Critical Hit, one from the loss of Structure points as normal.

Destroyed Knights

When a Knight is destroyed:

- The controlling player chooses one model to remove.
- If there are still models remaining in the Banner after destroyed Knights have been removed, the Banner's Structure points marker is then immediately reset to the first hole of the track.
- If a Targeted Attack destroys a Knight, the attacking player can choose which model to remove instead of the controlling player.

Blast Markers, Flame Templates and Area Effects

When a Banner is hit by a Blast marker or Flame template, total the number of hits scored on the models in the Banner, then apply that many hits to the Banner as a whole. This also applies to attacks with an area effect – catastrophic reactor overloads, environmental effects, and so on.

Shaken Banners

Each time a Knight is removed from a Banner, the Banner must make a Command check. If it is failed, the Banner is Shaken. It immediately loses any Orders and an Order dice showing the Shutdown symbol is placed on its Command Terminal to show that it is Shaken. Shaken Banners subtract 3" from their Speed and will suffer a -1 modifier to all Hit rolls.

When the Banner is activated in the Issue Orders step of the next Strategy phase, make a Command roll for the Shaken Banner. If it is passed, remove the dice. Otherwise, it stays where it is. In either case, the Banner cannot be issued Orders.

NOBILITY

When a Household marches to war, it does so under the command of its nobility.

High Scions

Individual Lances are often drawn from a single keep. They will contain Knights that are accustomed to one another and that have trained and fought together for many years. The distinctions of rank and importance between the Banners are subtle, often all but invisible to an outsider, but of the utmost importance to the Knightly Households themselves. A Lance is commanded by the most senior noble present, taking the title of High Scion in the field and commanding unswerving respect and duty from their underlings:

- One Banner within each Lance must be designated as containing the High Scion in command of that Lance, rather than a Lord Scion.
- The controlling player must make it clear to their opponent(s) which model represents the High Scion in command of each Lance.
- While the High Scion is part of the Banner, add 2 to the result of any Command checks for it.

Strategist: Before forces are deployed, when choosing Stratagems, the Household force gains +1 Stratagem point for each High Scion present in the force.

Warrior Born: A High Scion is a mighty warrior. Knights in their Banner may re-roll Hit rolls of 1 when using their Weapon Skill.

The Seneschal

When several Lances form together, the most senior of the High Scions is awarded the honour of acting as supreme commander in the field. Such Seneschals, as they are called, are potent warriors with many years of experience, and are invariably accompanied by their most trusted and veteran of companions. The honour of such a prestigious command is a heavy weight, but one all Knight Scions aspire to one day achieve. In some rare cases, when the entire Household is arrayed in massed ranks for war, the rank of Seneschal may be foregone. There is little point nominating a Seneschal from amongst the Lord Scions when none other than the High King of the Household stands at the head of their loyal followers:

- One Lance within the force must be designated as belonging to the Seneschal, rather than a Lord Scion or High Scion.
- One Banner within this Lance must be designated as containing the Seneschal, in the same way as a Banner within another Lance would be designated as containing a High Scion.
- The controlling player must make it clear to their opponent which model represents the Seneschal in command of the force.
- While the Seneschal is part of the Banner, add 3 to the result of any Command checks for it.

Strategist: Before forces are deployed, when choosing Stratagems, the presence of the Seneschal adds +2 Stratagem points.

Warrior Elite: The Seneschal is the mightiest warrior in the force. Knights in their Banner may re-roll Hit rolls of 1 when using their Ballistic Skill or Weapon Skill.

The Baronial Court: Unlike other Banners that are part of a Lance in a Household force, the individual Knights within the Seneschal's Banner may be equipped differently, following the options available to a Support Banner of the same type of Knight. This allows the player to better represent the unique, elite warriors that make up the Seneschal's companions. However, if this option is taken, the Banner may not be issued with Coordinated Strike orders.

Noble Sacrifice: If the Seneschal is removed as the result of a Targeted Attack, the controlling player rolls a D6. On a 6, the Seneschal is saved by the sacrifice of one of the Knights in their Banner. The controlling player chooses one other Knight in the Banner to remove instead. If the Seneschal is the last remaining model in the Banner, this rule has no effect.

The Battle Standard: The Seneschal will invariably march to war in great splendour and accompanied by the most treasured battle standards of their Household. These honoured relics bear the heraldry of the Household and its home world, alongside campaign and battle honours beyond number. Their presence on the battlefield provides a rallying point for one and all:

- One Knight within the Seneschal's Banner may be upgraded to carry the Battle Standard at a cost of 50 points.
- The Battle Standard must be clearly displayed on the model that carries it.
- As long as the Knight carrying the Battle Standard is part of the Banner, any Banner or Lance within 12" of that Knight may re-roll any failed Command checks to see if the Banner becomes Shaken.

Knightly Qualities: Each Seneschal has a Knightly Quality, a unique aspect of their personality which typifies their style of command. This quality is in effect for as long as they are on the battlefield. Immediately before deploying their force, the player controlling the Household force should roll a D6 on the table below to see what their quality is. If both players agree then they can each pick a Knightly Quality instead of rolling a D6.

If the Household is drawn from one of the Households covered in more detail later in this book, the Seneschal may instead roll on the appropriate Household Specific Knightly Qualities table.

D6 KNIGHTLY QUALITY

- 1 First Born:** *Familiar since childhood to both their inherited duty and the unquestioning respect of others, the Seneschal is a skilled, if unpopular, commander.*
The Seneschal may issue Full Stride orders to Banners within their Lance without the need to make a Command check. However, deduct 1 from the results of any Command checks to see if any Banner within the Seneschal's Lance becomes Shaken.
- 2 Elder Patriarch:** *Many years of commanding impetuous young Knights has taught the Seneschal great patience. They exude a calm that belies their righteous fury.*
When making a Command check to see if they become Shaken, all Banners within 12" of the Seneschal add 1 to the dice roll.
- 3 Young Blood:** *The Seneschal is young and new to such high command. They are eager to be proven worthy, but are hot-headed and prone to bravado.*
The Seneschal may issue Charge orders to Banners within their Lance without the need to make a Command check.
- 4 Second Son:** *The Seneschal has lived their life with little responsibility, their days spent hunting and perfecting their martial skills rather than their skill as a leader.*
Any Banner within 12" of the Seneschal's Banner may re-roll results of a 1 when making a Ballistic Skill check. However, the Seneschal's Banner does not add 3 to the result of any of its Command checks, as described earlier on this page.
- 5 Former Freeblade:** *The Seneschal has recently returned to their Household from the Great Crusade, where they have learned the value of individual acts of valour.*
The Seneschal may issue Split Fire orders to Banners within their Lance without the need to make a Command check.
- 6 Outcast Bloodline:** *Despite their seniority, the Seneschal belongs to an ill-favoured bloodline. Though their grip on command is weak, their ability is beyond compare.*
The Seneschal may issue Coordinated Strike orders to Banners within their Lance without the need to make a Command check. However, the Seneschal's Banner does not add 3 to the result of any of its Command checks, as described earlier on this page.

HOUSEHOLD STRATAGEMS

It takes more than weapons to win a battle. Stratagems represent the other elements that a Seneschal in command of a Household force may bring to bear when waging a war, such as support from ground units, emplaced weapons, artillery strikes and unusual strategies.

There are several categories of Stratagems. Each individual Stratagem costs a number of Stratagem points, as shown in brackets after its name. In Matched Play and Narrative Play, the mission that has been chosen will give each player a number of Stratagem points to spend, which are added to the number of Stratagem points generated by each High Scion and the Seneschal. In Open Play, players should decide before the battle starts whether they will have access to Stratagem points, and if so, how many. Stratagems are a good way to assist an outmatched force – in Matched Play, it is generally the case that the player with the lowest Battle Rating gains a bonus Stratagem point for every 200 points of difference in ratings, so a similar system could be used in Open Play.

CHOOSING STRATAGEMS

Immediately before forces are deployed, each player chooses their Stratagems. They spend their Stratagem points secretly, either taking cards from the Stratagem deck with the relevant total, or choosing them from the lists of Stratagems that follow and writing them down. Unless otherwise stated, each Stratagem can only be taken once.

Stratagems are kept secret from the other player until they are used, at which point they are revealed.

Keen-eyed players will notice that many of the following Stratagems are similar to those available for Titan Legions. This is deliberate, as the Stratagems available to Titans of any Scale remain similar (and Knights are, after all, a type of Titan, albeit far smaller than those of the Collegia Titanica). The ones listed here have been modified to work in conjunction with the smaller Scale of Knights themselves and the larger numbers within a Household force. Note that Stratagems are not interchangeable – a Household force may only choose from the Stratagems listed here and a Titan Legion may only choose from the Stratagems listed in the *Adeptus Titanicus* rulebook.

NOBLE TACTICS

Vengeful (1): A player can enact this Stratagem during the Strategy phase. To do so, they pick a Banner from their force which has been reduced to a single remaining Knight. This Banner immediately receives Charge orders. When it charges, the Knight may make a Smash Attack, as described on page 36 of the *Adeptus Titanicus* rulebook, resolved at Scale x2. Once this is resolved, the Knight is removed from play. At the end of the battle, the enemy gains a number of Victory points equal to half the Scale of this unit, rather than the full amount.

Outflank (X): When this Stratagem is chosen, the player secretly nominates one of their Freeblade Banners. The cost of the Stratagem is equal to half of the unit's Scale, rounding up. Play this Stratagem at the start of deployment to set that unit to one side and state that it is outflanking (it is not deployed at the same time as the rest of the Household force). Write down which of the battlefield's neutral flanks it will arrive on, but do not reveal this to the opposing player. While the unit is not on the board, it cannot be activated, and so cannot be issued Orders.

At the start of the Movement phase of the first round, the Banner appears on long range auspex – reveal to the opposing player which neutral flank was chosen. During the Movement phase of the second round, the outflanking Banner can be activated. When it is, it is set up so that the bases of all models within the Banner are touching the chosen flank. It cannot move any further during the phase.

Interference (2): Play this Stratagem at the start of the Strategy phase. Pick a single enemy unit. This unit cannot be given any Orders this round and must instead act on its initiative.

Plasma Mines (2): Play this Stratagem immediately after an enemy unit finishes moving or making a turn. That unit suffers D3 Strength 10 hits. If the unit is a Titan, these will be to its Legs. Void Shield saves cannot be made against the hits, but Ion Shield saves can be made.

Voidbreaker Field (2): Play this Stratagem immediately after an enemy unit with active void shields finishes moving or making a turn. Roll a D6. On a 2 or more, the opposing player must immediately make a number of Void Shield saves equal to the number rolled on the D6. On a 1, no Void Shield saves are made this turn, but the Stratagem can be used a second time in a subsequent turn.

RANGED SUPPORT

Fire Support Bombardment (3): Play this during each Strategy phase. Place the 5" Blast marker anywhere on the battlefield then scatter it D10". Any unit touched by the marker where it eventually lands suffers a single Strength 8 hit, or 2 Strength 8 hits if the central hole of the Blast marker is entirely over its base.

Orbital Lance Strike (2): Once per battle, play this during the Strategy phase. Place the 3" Blast marker anywhere on the battlefield, then scatter it D6". Any unit touched by the marker where it eventually lands suffers D3 Strength 10 hits, or 2D3 Strength 10 hits if the central hole of the Blast marker is entirely over its base.

Smoke Screen (1): Once per battle, play this during the Strategy phase. Pick a single Banner on the battlefield. Any attacks that target it or are made by it suffer a -2 To Hit penalty for the duration of the round. When the attack is made with a weapon that has the Melee trait, this penalty does not apply.

TERTIARY OBJECTIVES

These Stratagems can only be selected during Matched Play.

Fight for every Step (2): Play this at the end of the battle. Score 2 Victory points for each enemy Titan that has not been destroyed, but which is Structurally Compromised.

Decapitating Strike (2): Play this at the end of the battle. If the opposing player's Princeps Seniores' Titan has been destroyed, score Victory points equal to half its Scale (rounding down). Alternatively, if the opponent's Seneschal and their entire Banner have been destroyed, score 3 additional Victory points.

Vengeance (1): Play this at the end of the battle. At the start of the battle, secretly nominate one enemy unit and make a note of this. At the end of the battle, reveal the nominated unit. If the nominated unit is a Titan, score 2 additional Victory points if it is Structurally Compromised, 3 additional Victory points if it is destroyed. If the nominated unit is a Knight Banner, score 1 additional Victory point if it is below half of its starting strength (rounding up), or 2 additional Victory points if it is destroyed.

A Glorious Death (1): This stratagem can only be played on a Freeblade Banner. Play this card at the end of the battle. Nominate one Freeblade Banner that was completely destroyed. The opposing player gains no Victory points for this unit.

BATTLEFIELD ASSETS

These Stratagems are represented on the battlefield by models (as shown below) and give ongoing benefits to the owning player. A Battlefield Asset Stratagem can only be chosen by a player who has an appropriate model to represent it. A player with one or more Battlefield Assets sets them all up immediately before deploying their first unit at the start of the battle. Each one must be set up so that it is fully within the controlling player's deployment zone.

Battlefield Assets can be targeted by attacks, and are hit by Blast markers, Flame templates and area effects (such as exploding reactors) in the same way as a unit. Hit rolls against Battlefield Assets have a -1 penalty at Short Range and a -2 penalty at Long Range. Attacks against Battlefield Assets use the following Damage table:

- **12-15: Glancing Hit.** Roll a D6. On a 5 or 6, the Battlefield Asset is destroyed.
- **16+: Critical Hit.** Roll a D6. On a 3 or more, the Battlefield Asset is destroyed.

Units can move across Battlefield Assets without penalty. If the base of a Titan (but not a Knight) crosses a Battlefield Asset as it moves, there is a chance it will crush it underfoot. If it does so, roll a D10, or a D6 if the Titan's move ends with its base over the Battlefield Asset. If the result is lower than the Titan's Scale, the Battlefield Asset is destroyed.

Apocalypse Missile Strongpoint (2): In the Enact Stratagems step of the Strategy phase, the owning player can make an attack with the strongpoint's apocalypse missile launcher, using the profile which follows. The strongpoint has a Ballistic Skill/Weapon Skill of 4+ and a 360° firing arc.

RANGE		ACCURACY		DICE	STRENGTH	TRAITS
S	L	S	L			
30"	120"	—	+1	5	4	Barrage

Command Bastion (1): A command bastion allows the owning player to issue one more Order after they fail a Command check when issuing Orders in the Strategy phase. The Order must be issued to a unit within 18" of the command bastion. Note that this does not allow more than one Order to be issued to a unit.

Communications Relay (2): Subtract 1 from the result of any Command checks for units that are within 18" of a communications relay that is owned by the enemy.

Ion Shield Relay (2): Failed Ion Shield saves can be re-rolled for units that are within 2" of a friendly ion shield relay.

Macro Cannon Battery (2): In the Enact Stratagems step of the Strategy phase, the owning player can make an attack with the battery's macro cannon, using the profile that follows. The battery has a Ballistic Skill/Weapon Skill of 4+ and a 360° firing arc.

RANGE		ACCURACY		DICE	STRENGTH	TRAITS
S	L	S	L			
12"	24"	—	-1	2	10	Ordnance

Power Relay (1): When the owning player activates a unit within 1" of the power relay in the Movement phase, they can declare that it will draw power from it. The unit gains +D3" of Speed.



Macro Cannon Battery



Apocalypse Missile Strongpoint



Command Bastion



Power Relay



Ion Shield Relay



Communications Relay

HOUSEHOLD FORCES IN MATCHED PLAY

Matched Play focuses more on introducing balance to battles. It is ideal for those who wish to play in a competitive spirit, and is also useful for those who wish to play against opponents they do not regularly play, ensuring a more-or-less fair fight. This makes it ideal for leagues and tournaments, but also for battles fought at gaming clubs and pick-up games in local gaming stores.

The full rules for Matched Play can be found on page 84 of the *Adeptus Titanicus* rulebook. The rules that follow here cover the areas in which a Household force differs from a Titan battlegroup.

MEETING ENGAGEMENT

This is the standard Matched Play mission for *Adeptus Titanicus*. The players will decide a Battle Rating and plan their forces accordingly, as described previously in this book for a Household force, or in the *Adeptus Titanicus* rulebook for a Titan battlegroup.

The first step in fighting a Meeting Engagement is deciding the Battle Rating, which will determine the size of the battle, the number of Stratagem points available to each player and how long the battle will last, as described on page 84 of the *Adeptus Titanicus* rulebook.

Selecting Mission Objectives

Once each player has assembled their Household force or Titan battlegroup, they will then each need to select a mission objective. In a Meeting Engagement each side has its own objective, and players must aim to achieve their objective while stopping their opponent from doing the same.

A player using a Household force rolls two D6 and looks their result up on the table below to see which objectives are available, re-rolling any duplicates until they have two different objectives available. The player then secretly writes down which of their two available objectives they will be attempting – the other is discarded, presumably to be handled by a different battlegroup. The objectives for Household forces are detailed as follows. The objectives for Titan battlegroups are detailed on page 85 of the *Adeptus Titanicus* rulebook.

The players then reveal their chosen objectives simultaneously, before choosing Stratagems and moving on to deployment.

D6	MISSION OBJECTIVE
1-2	Engage and Destroy
3	Glory and Honour
4	Valiant Defiance
5	Hold the Line
6	Protect the High King

MEETING ENGAGEMENT OBJECTIVES

ENGAGE AND DESTROY

Overview

An enemy battlegroup has been sighted on long range auspex. Your task is simple – seek them out and eradicate them, while suffering minimal losses to your own battlegroup, of course.

Scoring Victory Points

At the end of the battle, score Victory points for each enemy unit that is Structurally Compromised or completely destroyed. Structurally Compromised units grant a number of Victory points equal to their Scale. Destroyed units grant a number of Victory points as follows:

SCALE	VICTORY POINTS
1-3	4
4-6	6
7-9	10
10+	15

Secondary Objective: Minimise Losses

At the start of the battle, each player calculates the total Scale of their units. If they still have at least half their starting total at the end of the battle, they score 5 Victory points.

GLORY AND HONOUR

Overview

Morale is as vital to the war effort as military might – arguably, even more so. Your battlegroup has been tasked with striking a blow to enemy morale by laying low one of their mightiest god-engines.

Scoring Victory Points

At the start of the battle, determine which enemy unit has the highest points cost. If two or more units are tied for the highest points cost, the opposing player must choose one of them when this objective is revealed. Score 20 Victory points if that unit is destroyed in the first round, 15 Victory points if it is destroyed in the second and 10 Victory points if it is destroyed in the third round or later.

Secondary Objective: Dominate

At the end of the battle, divide the battlefield into four 2'x2' quarters. The player with this objective scores 3 Victory points for each quarter which contains at least one of their units and no enemy units.

VALIANT DEFIANCE

Overview

During the dark days of the Horus Heresy, many Knight Houses were tested in ways they never had been before. Very few were found wanting and the tales of their noble sacrifice became legend.

Scoring Victory Points

Any Banner of Knights destroyed as a result of an enemy Titan rolling a 5-7 Wild Fire, 8-9 Magazine Detonation or 10+ Catastrophic Meltdown result on the Catastrophic Damage table scores 1 less Victory point for the enemy and 1 extra Victory point for the scoring player.

Secondary Objective: Reckoning

Any Banner of Knights destroyed as a result of an enemy Titan rolling a 2-4 Laid Low result on the Catastrophic Damage table scores 1 less Victory point for the enemy and 1 extra Victory point for the scoring player.

HOLD THE LINE

Overview

The enemy has advanced into territory which they cannot be allowed to control. Your battlegroup will move out and either destroy the opposition's war engines or force them back.

Scoring Victory Points

At the end of the battle, score 5 Victory points if there are no enemy units within 12" of the scoring player's battlefield edge. Score another 5 Victory points if there are none within 18" of that battlefield edge, another 5 Victory points if there are none within 24" and another 5 Victory points if there are none within 30".

Secondary Objective: Reprisal

At the end of the battle, score Victory points equal to half the Scale of each destroyed enemy unit (rounding down).

PROTECT THE HIGH KING

Overview

When the High King takes to the battlefield, their warriors will sacrifice everything for their protection. The death of the High King is a loss the Household may never recover from.

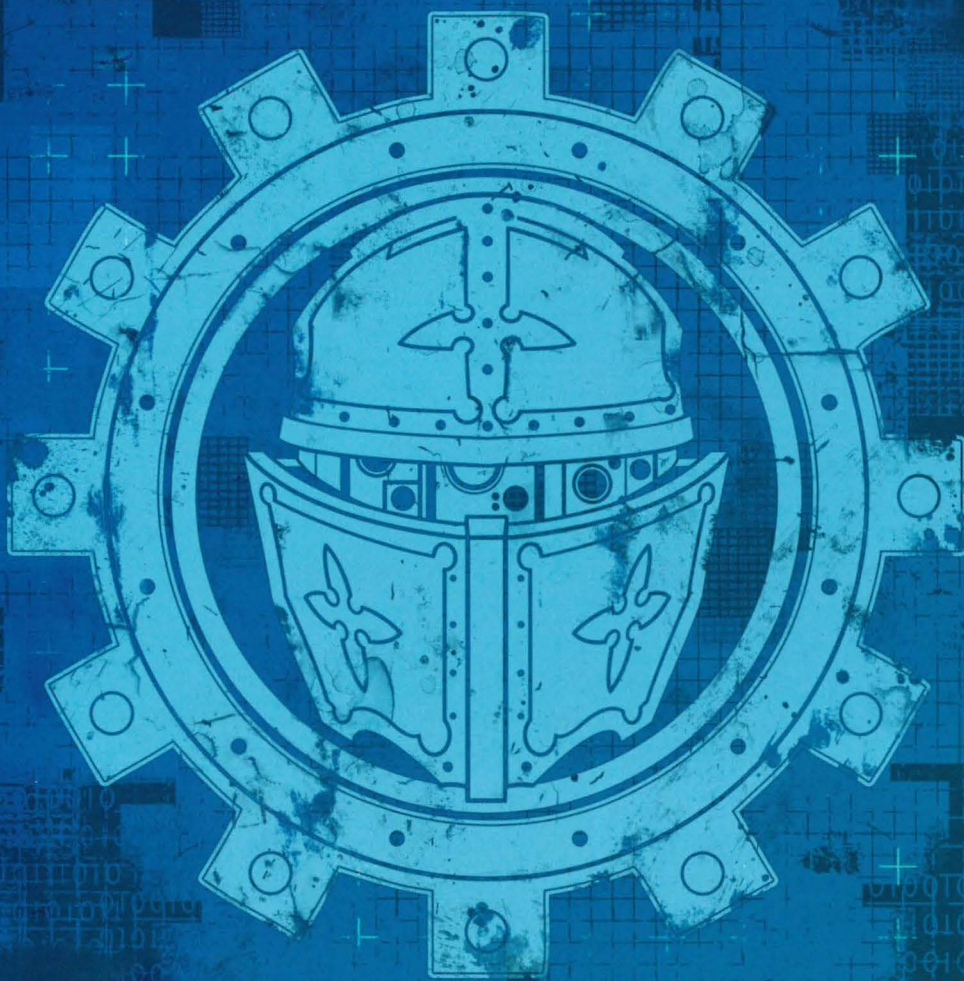
Scoring Victory Points

At the end of the battle, score 5 Victory points for each High Scion that was not Destroyed and is still on the battlefield. If the Seneschal has not been destroyed and is still on the battlefield, score 10 Victory points.

Secondary Objective: Vengeance

Keep track of enemy units destroyed or Structurally Compromised by an attack originating from the Seneschal's Banner. At the end of the battle, score 1 extra Victory point for units Structurally Compromised and 2 extra Victory points for units destroyed by the Seneschal's Banner.





KNIGHT HOUSES OF MOLECH

'We are the sons and daughters of Molech, her finest children and greatest citizens. It falls to us to lead the people of our world by example, for there can be no finer or more righteous souls than those gathered here today.'

Cyprian Devine, Seneschal of House Devine, in an address to the Assembly of High Scions, 998.M30

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

By the time that the Imperium reclaimed Molech as its own, more than a dozen Knight Houses made up its ruling elite. Molech, a world once dominated by savage beasts, owed much of the survival

of its civilisation to the Knights, the only warriors strong enough to defend the settlers. Centuries later, these Knight Houses still protected the cities of Molech, though the threat from the planet's great beasts was much reduced. Among these ancient Houses, seven possessed the Knight armours and Scions to field significant forces, and one, House Devine, held the title of High House of Molech, its Seneschal the de facto lord of his world. Though the Knight Houses played at politics and fought amongst themselves, sometimes in tournaments, sometimes to settle debts of honour, they bent the knee to the High House. When House Devine turned Traitor, the ancient system was broken, and the other Knight Houses of Molech were swift to turn against their old feudal lord.



DESIGNER'S NOTE: KNIGHTS IN HORUS HERESY

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

RISE OF THE KNIGHT HOUSES

Like countless human colonists sent out into the void during the Age of Expansion, the settlers of Molech were expected to fend for themselves. So vast were the distances between civilisations and so scattered the domains of Mankind that it would take years for help to reach the settlers, if it came at all. From this time of self-reliance grew the first Knight Houses, peopled by men and women willing to stand against the darkness and carve a home from the remote rock fate had deposited them on.

A Time of Beasts

Without a doubt, the greatest threat to the fledgling colony of Molech was the macro-fauna that teemed upon its wild continents. Nowhere were these massive beasts found in greater numbers than on Molechari, the world's principal landmass and home to its richest farmlands and most easily accessible mineral deposits. In those first dark years, the colonists were forced to survive within the battered hulls of their spacecraft, turning farming tools and mining automata into makeshift weapons to hold back constant predatory assaults. Only those settlements fortunate enough to boast a small cadre of Knight armours grew at all in this time, with the roots of the first Knight Houses finding purchase in the Western Marches, the Tazkhar Steppes and the lonely reaches of the Aenatop Peninsula.

Despite crusades into the wilds to purge bestial breeding grounds, the populations of azhdarchid, eurgorgons, gorzular, mallahgra and countless other deadly species continued to flourish. From this time of blood and darkness arose the first High King. Archebric Tormand, first of House Tormand, founded the city of Luperclia – then known as Archmaga. Gathering together the Scions of each of Molech's major settlements, he created the first true alliance of Houses. These Scions and their Knight armours would exist solely to ensure the protection of the people of Molech, and for their service they would hold the highest status among the world's citizens.

Fall of the High King

For centuries, the rule of the High Kings of House Tormand kept peace upon Molech. Through the long taming of their world, the High King maintained a balance between the Houses, and ensured prosperity for all. By and large, the threat of the beasts was contained, if not dispelled, with the macro-fauna driven back into the jungles or mountains, and sentries set against future incursions. The best training and resources were given to the Scions and their Knight armours, and what had begun as a gathering of lone warriors evolved into a formidable fighting force. Each year, the Knight Houses and their lords gathered in Archmaga to renew their oaths of allegiance and test their battle skills. It was also a forum for the Houses to settle their differences, and in time this exchange of knowledge and challenges became the Grand Tournament of Archmaga.

From the dozen or more major Knight Houses to visit Archmaga's Grand Tourney each year, the savage House of Tazkhar and the devious House Devine both coveted the mantle of the High King. So far the wealth of House Tormand and the long war to drive back the macro-fauna had forestalled any question of the High King's absolute power. However, as the people of Molechari grew complacent and House Tormand took the oaths of its vassals for granted, the two Houses made their move. During an annual tournament, Kharnak Jor, the lord of House Tazkhar, challenged High King Archetor Tormand to combat. Unbeknownst to Jor, House Devine assassins had poisoned Archetor's command throne with naga venom, and during the duel, the High King collapsed and died. Jor's victory over the High King was short-lived, however, as Devine immediately revealed the poisoning and accused their rivals of treachery. The act divided the Knight Houses of Molech in a single bloody day, and they retreated to their domains threatening war. Even as the Houses departed, House Devine made sure that House Tormand would not rise again, ending Archetor's line with swift and brutal efficiency.

Rise of the Serpent God

For decades the Knight Houses kept to their own regions of Molech. Without the guiding hand of the High King, the macro-fauna grew in strength once more, and the planet's people despaired that their world might fade from history all because of the arrogance of the Knight Houses. Of course, House Devine had no intention of letting that happen. Presiding over the shattered alliances of the High King's realm, House Devine set about creating new methods of control to take power. Manipulating the superstitions of Molech's people, many of whom already worshipped the macro-fauna as vengeful gods, the lords of House Devine gave rise to the Serpent Cult. Like a slow poison, the cult seeped into Molechari and its cities, until Devine was ready to reveal itself as the High House, taking the mantle of first among the Scions of Molech. Still tarnished by the death of the last High King, House Tazkhar was in no position to muster the allies to stop House Devine, though they made no secret of their resentment.

By the time the Imperium set foot on Molech, House Devine was still wrestling with the distrust and disobedience of the other Knight Houses, and saw the arrival of this new power not as a threat but an opportunity to finally cement its power. With Imperial recognition, any challenge to their rule was quelled, and though the Serpent Cults were driven underground, House Devine was the undisputed master of Molech.

HOUSE DEVINE

Even before the Warmaster's corruption on Davin, and long before the horrors of Istvan III, House Devine was descending into decadence and madness. For centuries, it had held the position of High House of Molech, its Seneschals ruling the world from the spires of the Dawn Citadel, but at the same time harbouring dark secrets. Over a century of rule by the Imperium had largely stamped out the superstitious practices of Molech's people, principal among them the worship of the Serpent god, a primitive naga deity of excess and vengeance. Of course, the implementing of the Imperial Truth only drove the Serpent god's cults underground, and into the protective embrace of their ancient sponsors, House Devine. Once House Devine had been the Seneschals of the High King of Molech, legendary First Scions of the Knight World, and was unmatched in honour and bravery. However, when the High King's bloodline was broken and the Knightly House fragmented, Devine's journey into darkness truly began. Some whisper, well out of earshot of any members of the High House, that Devine's ancestors had a hand in the ending of the High King's line, perverted even then by the Serpent god. It was certainly no accident that House Devine claimed the Western Marches and what would one day become the city of Lupercalia as their own, donning the mantle of High House long before the Imperium ratified it by recognising them as the rulers of Molech.

Despite this poison that festered at the heart of the Knight House, it maintains the outward appearance of nobility and honour. In fact, the last true Seneschal of Devine, Cyprian Devine, had little clue as to the machinations perpetrated by his wife and second son in the name of the Serpent god. Perhaps if he had been more aware, the fate of his House might have been different, though like so many of his peers he was blinded by tradition and his own bombastic sense of righteousness. In the end it was Cyprian's ignorance that spelled his doom, and he was murdered by his son Raeven, thus beginning the House's descent not just into forbidden practices but ultimately into treachery.

Ironically though, when House Devine turned Traitor, and brought down the *Paragon of Terra* during the battle for Lupercalia, it was not Raeven piloting his Knight armour *Banelash*, but Cyprian's first born son, Albard, a man once as strong and righteous as Cyprian himself. The plots and schemes of Raeven and his mother had seen Albard rejected by his Knight armour and held captive for decades as a gibbering wreck, tortured and tormented by his step-relatives. During the Warmaster's invasion, Albard was able to at last escape, reclaiming his birthright and killing his half-brother, but ultimately becoming the last pilot of *Banelash*. However, no sooner had Albard merged his broken mind with the Knight armour, he was subsumed by the corruption Raeven and the dark gods had planted there.

Household Specific Knightly Qualities

A House Devine High Scion or Seneschal Knightly Quality can either be generated from the table on page 38, or by rolling a D3 on the table that follows:

D3 KNIGHTLY QUALITY

- 1 **Serpent Cultist:** *The Seneschal is a secret member of the forbidden Serpent Cult, their personality warped and their bravery increased by its dark and disturbing rituals.*
When making a Command check to see if they become Shaken, all Banners within the Seneschal's Lance add 1 to the dice roll.
- 2 **Prideful Hunter:** *The Seneschal is drawn to the glory of the kill and cannot resist when the opportunity presents to bring down the largest and most impressive prey.*
The Seneschal may issue Charge orders to Banners within their Lance without the need to make a Command check. Additionally, Banners within the Seneschal's Lance add D3" to their Speed when acting under Charge orders. However, Banners in the Seneschal's Lance cannot be issued First Fire orders.
- 3 **Old Guard:** *The Seneschal is one of Cyprian Devine's old inner circle and doggedly adheres to their duty and the traditions of the House no matter the cost.*
Banners within the Seneschal's Lance can never become Shaken. However, at least one Banner within the Seneschal's Lance must be given Charge orders in every round from round 2 onwards.



HOUSE DEVINE CERASTUS KNIGHT-LANCER

BALEFIRE

Decorated in the livery House Devine adopted after their claim to power over Molech was ratified by the Imperium, *Balefire* fought valiantly in the initial defence of Lupercalia. When House Devine turned against their allies, *Balefire* acted without hesitation, falling upon those it was previously assigned to defend. Depicted here accompanying the Warmaster on his march to Terra, the Knight soon exemplified the wanton decadence practiced by House Devine. Favouring brutal strikes against a Household's leadership, long is the list of Knight Houses that bear a grudge against *Balefire* and its pilots.

HOUSE DONAR

Known as the Preceptor House, the Knight Household of Donar was the warden of the Western Marches since the time of the High Kings. The history of the House records that the first Donar Scions were descended from the Guardian Preceptor, bladesmaster to the High King. In those lost days, the people of Molechari were plagued by the beasts of Kush, the huge monsters ranging out into the Western Marches to hunt among the scattered human settlements. When the old High King passed, the Preceptor walked into the east to face these beasts. On the edge of the great jungles of Kush, the Preceptor planted his blade in the ground and vowed that as long as his House endured, the lands of Mankind would be defended.

Centuries later, the Scions of House Donar ruled over the Western Marches and the Preceptor Line. An ancient defensive wall erected against the jungle macro-fauna, it ran hundreds of kilometres from the peaks of the Untar Mesas in the south all the way to the storm-lashed Azure Coast in the north. Along its length, watch towers stood sentinel against the deep jungle beyond, while ramparts, each large enough to accommodate a Knight armour, provided firing platforms. It was a matter of pride for House Donar that as long as the wall had stood, the Western Marches lived free of the horrors of the savage mallahgra and other beasts that had once ranged deep into their lands.

Over the years, House Donar became one of the pre-eminent hunting Houses, often competing with House Devine for the venator's glory during Lord Cyprian's beast hunts. These hunts served a dual purpose, both honing the skills of the Scions and thinning the numbers of monsters living close to the edge of the Kush. Lord Balmorn Donar and his firstborn, Robard Donar, Seneschal and Lord Scion of House Donar respectively were principal among these hunters. They regularly sallied forth from their watch upon the Preceptor Line to exterminate nests of arcanodons or xenosmilus, dragging the creatures' carcasses back to their fortress as trophies, each kill having honoured the Guardian Preceptor's ancient oath.

Household Specific Knightly Qualities

A House Donar High Scion or Seneschal Knightly Quality can either be generated from the table on page 38, or by rolling a D3 on the table that follows:

D3 KNIGHTLY QUALITY

- 1 **Guardian Preceptor:** *The Seneschal is a direct descendant of the ancient Preceptor himself and holds themselves to impossibly high standards.*
Banners within the Seneschal's Lance may re-roll any failed Command checks.
- 2 **Kush Veteran:** *The Seneschal is a veteran of many expeditions into the Kush and now few things slow them or those who fight at their side.*
Banners within the Seneschal's Lance treat Deadly terrain as if it were Dangerous terrain. Note that even Banners with the Agile rule must test as if for Dangerous terrain should they move through Deadly terrain.
- 3 **Beast Killer:** *The Seneschal has killed almost every beast that walks, flies or slithers through the jungles of Kush, and knows just where to land a killing blow.*
Banners within the Seneschal's Lance may re-roll Hit rolls of a 1 when attacking an enemy unit with a Scale that is higher than theirs.



HOUSE DONAR QUESTORIS KNIGHT ERRANT

DAVARD

Shunning the practice of naming their suits, Knight Scions of House Donar marched to battle under their own name. Pictured here shortly before the fall of the Preceptor Line, Davard was a rising figure in the hierarchy of House Donar. Known for successfully hunting the deadliest of beasts even when the odds were stacked against him, Davard ultimately escaped Molech after its fall and offered his services as a Freeblade. Upon his heraldry, skulls traditionally representing kills instead represented those of his banner that fell upon Molech. Though his eventual fate is not recorded, Davard was reported to have moved towards Terra intent on slaying the greatest beast of them all – the Warmaster himself.

HOUSE INDRA

House Indra has a strange reputation among its kin, the other Knight Houses often wary of their far-southern neighbours. Hailing from the vast swamplands beyond the Tazkhar Steppes, the Indarii, as the swamp people are known, are far removed from the machinations of the other major Knight Houses. This distance, and the odd practices of those who live in the swamps, meant that their peers regarded them somewhat warily, and gave House Indra the rather unflattering moniker of the 'Mad House'. This name was closer to the truth than the Indarii liked to admit.

The ancient records of the House tell of a time when the 12 original Knight Houses ruled in the heartlands of Molechari under the High Kings. Before the coming of the Lord of Storms, these 12 Houses each held an office of the High King, one acting as his Oathward, another as his Preceptor, another as his Seneschal, and so forth. The Indarii House were given the honour of carrying the colours of the High King, and holding aloft the ancient royal standard. When the last High King died, and the Houses fractured, many retreated to the far corners of Molechari to make an empire for themselves. House Indra sought a home among the southern steppes, though was driven further south by the ascendant bloodlines of House Tazkhar. Ultimately, the High King's Bannermen, as the Indarii were known in that bygone age, carried their lord's colours into the uncharted southern swamps. There they forged a new settlement, defending the locals from the gigantic mire serpents who had for so long ruled the region uncontested.

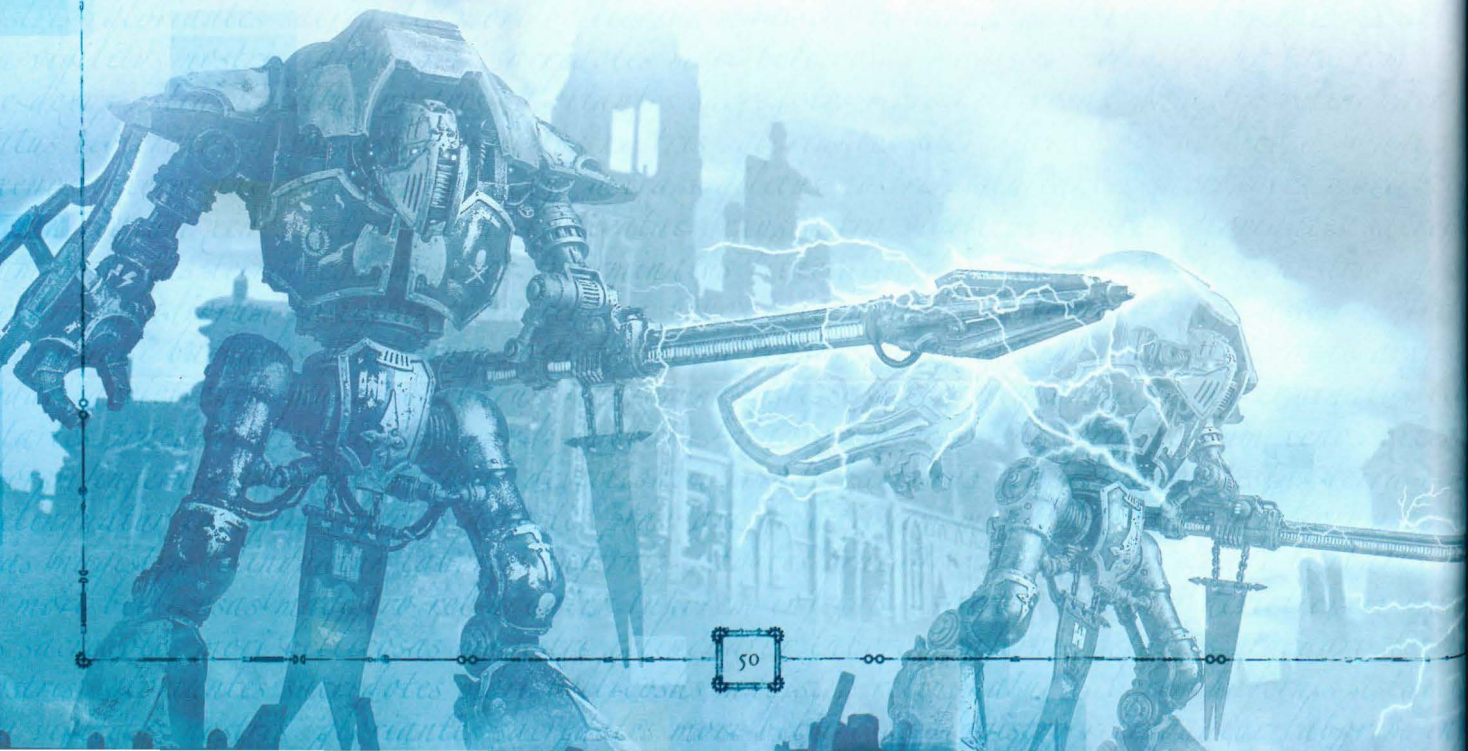
Though centuries passed, and the bloodline of the Indarii was polluted by the fen tribes who ruled the swamps before them, the Knight House never forgot that they once carried the standard of the High King. Many of the traditions lost to the rest of the people of Molechari lived on among the Indarii, such as the Carnival of Killers or the Courts of the Bladedancers. A pale shadow of their former grandeur, the House held tournaments and festivals under the dripping boughs of their marshy forests. Dancing and duelling both on foot or clad in Knight armour, they honed their skills against the time when the High King would return.

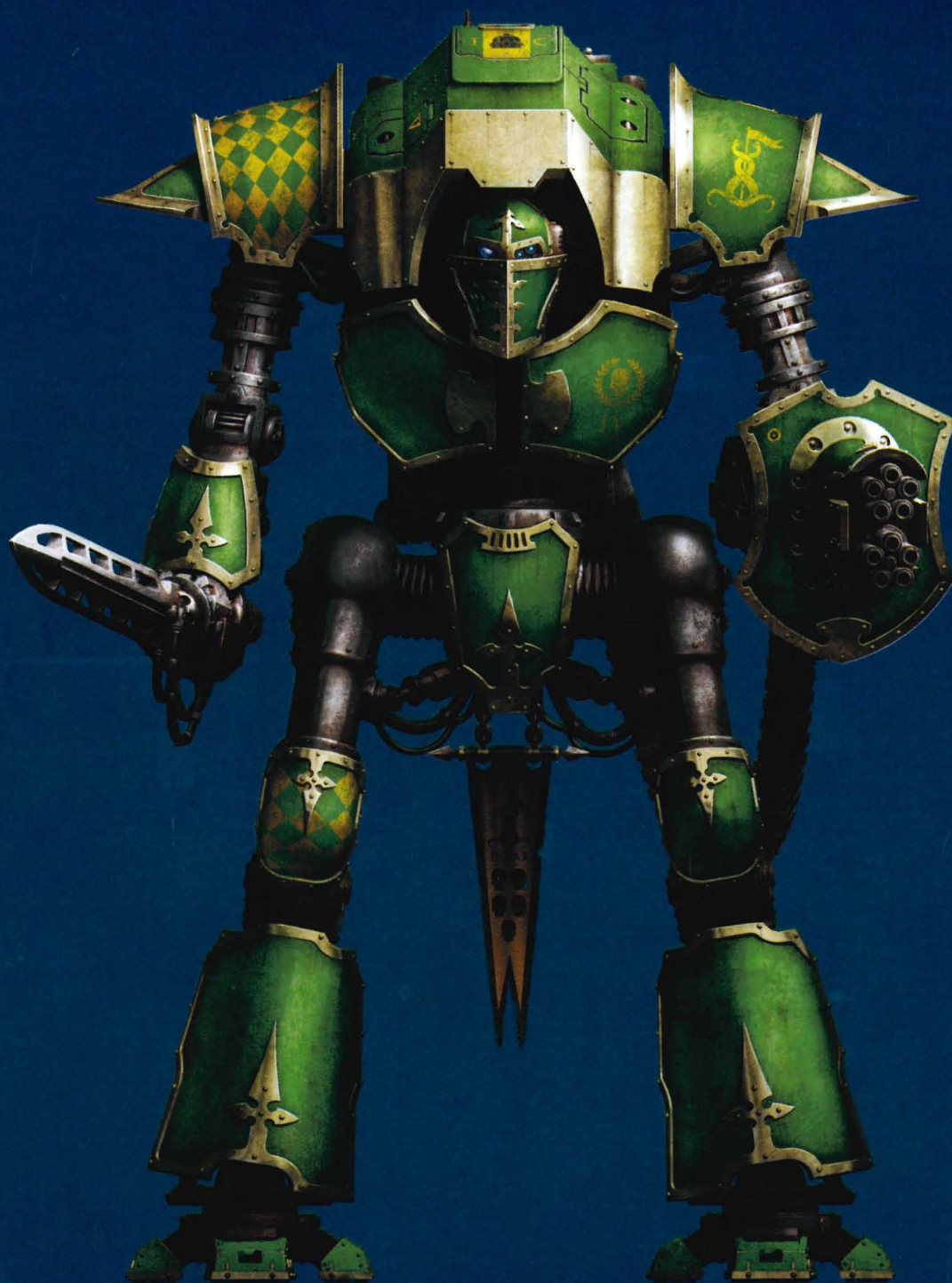
Household Specific Knightly Qualities

A House Indra High Scion or Seneschal Knightly Quality can either be generated from the table on page 38 or by rolling a D3 on the table that follows:

D3 KNIGHTLY QUALITY

- 1 **Dancing Blade:** *The Seneschal is one of the famed Indarii Blade Dancers, bringing their skill to the command throne of their Knight armour.*
Knights within the Seneschal's Banner may re-roll any Hit roll of a 1 when using a weapon with the Melee trait.
- 2 **Forsaken Indarii:** *The Seneschal is from one of the corrupted Indarii bloodlines, carrying with them some of the madness of those ancient Knight Scions.*
The Seneschal may issue Charge orders to Banners within their Lance without the need to make a Command check. However, if a Banner within the Seneschal's Lance fails a Command test when being issued with any other order, it does not act on its own initiative; instead, it must act under Charge orders.
- 3 **Banner of the High King:** *The Seneschal has the honour of carrying the colours of the ancient High King of Molech, the first Knight Scion to walk the world.*
The Seneschal's Banner may include a Battle Standard for free. However, if the Banner is destroyed, the enemy will earn an extra D3 Victory points for claiming the Battle Standard.





HOUSE INDRA CERASTUS KNIGHT-CASTIGATOR

BLADE OF MOLECH

Recognised as the foremost Blademaster of House Indra, both on foot and clad in Knight armour, Scion Akana, pilot of the *Blade of Molech*, was an ardent supporter of House Indra traditions. Ancient records speak of House Indra's role as bearers of the High King's standard and their fervent belief that one day the High King would return to fight alongside them. The invasion of the Warmaster was seen by many within House Indra as the catalyst for this event. In anticipation, every Knight banner was mustered to repel the invasion. Few returned to their homes after Molech fell, the *Blade of Molech* not among them, and those that did found the lands they once protected ravaged by the mire serpents House Indra once held back.

HOUSE KASKA

On the westernmost point of Molechari, the Kasha Peninsula thrusts out into the northern ocean. A temperate wilderness, these heavily forested highlands are ruled over by House Kaska. The Scions of House Kaska are haughty frontiersmen and endure in rain-soaked keeps and overcast provinces, seldom making the trek down into the warmer climes of the Western Marches. Their halls are islands of civilisation amid forests filled with arboreal xenosmilus and massive gorzular, distant cousins to the mallahgra beasts of Kush. Houses such as Devine and Donar look down on the Kashaii, considering them drunkards and vagrants, barely worthy of their place among the Knightly Households. The reality is that the bearded lords of Kaska adhere to a different set of codes than their kin. It is not enough for them to just be a skilled Knight armour pilot, or exhibit a bond between human and machine. A Kashaii Scion must be able to climb the storm-slick peaks of Kasha, wrestle a xenosmilus cub to the ground and drink their weight in Kashaii ale. The Scions of Kaska also care little for the trappings of honour or nobility, bowing down to the rulership of House Devine only grudgingly, and only playing the games of the Knightly Houses when they are forced to journey to Lupercalia. To the Kaska, the only honour is victory and the only nobility are those who can prove themselves worthy to lead.

The story of the Kaska, at least as they reckon it to be, is carved in the rune stones of Caulder Keep, ancestral home of House Kaska. It recounts the journey of the Lord of Storms and how He came to the Kasha Peninsula years after the fall of the High King, when the Knightly Houses were as bandit lords ruling over scattered realms. At that time the wild walker tribes held sway, and thought to slay the Lord of Storms for trespass upon their lands. It was only the intervention of the then Seneschal of House Kaska who stayed the tribes' hand, though to placate them he bade the Lord of Storms complete a series of gruelling challenges. It was upon the recounting of these challenges, each one the Lord of Storms passed without pause or effort, that the tenets of House Kaska were laid, and to this day they strive to live up to the standards set down by this ancient and mysterious figure.

Household Specific Knightly Qualities

A House Kaska High Scion or Seneschal Knightly Quality can either be generated from the table on page 38, or by rolling a D3 on the table that follows:

D3 KNIGHTLY QUALITY

- 1 **Drunken Lord:** *The Seneschal is often deep in their cups and views the world through a haze of Kashaii ale, slowing their reactions but inuring them to both danger and pain.*
When the Seneschal's Banner suffers a Direct Hit, roll a D6. On a 5 or 6, the hit is ignored. However, the Seneschal's Banner does not add 3 to the result of any of its Command checks, as described on page 38.
- 2 **Lord of Rain and Ruin:** *The Seneschal hails from the wild walker tribes, their connection to their surroundings allowing them to swiftly navigate the world even from the throne of a Knight.*
Banners within the Seneschal's Lance treat Deadly terrain as if it were Dangerous terrain. Note that even Banners with the Agile rule must test as if for Dangerous terrain should they move through Deadly terrain.
- 3 **Scion of the Storm:** *The Seneschal claims ancestry with the Lord of Storms, and all within their Household view them with awe and fear.*
When making a Command check to see if they become Shaken, all Banners within 12" of the Seneschal add 1 to the dice roll.



HOUSE KASKA QUESTORIS KNIGHT ERRANT

PEERLESS HUNTER

Dismissive of the trappings of nobility and honour, House Kaska placed their faith in trials of strength and skill rather than title. Scion Morvam, pilot of the *Peerless Hunter*, was famed for hunting two xenosmilus without the aid of his Knight suit and was well respected for these feats. Though they disdained engaging in the politics of Molech, House Kaska fought alongside the other Knight Houses during the invasion. When Molech fell, House Kaska found itself particularly suited towards engaging in guerrilla warfare owing to their experience navigating the thick forests of their homeland. For many Knight Scions of House Kaska, the occupation of Molech was the perfect crucible to test their skills.

HOUSE KAUSHIK

Beneath the towering Untar Mesas, hundreds of kilometres of caverns and caves twist their way through the ground. This cold under-realm is the domain of House Kaushik, who rules its depths from the Pyros Mountain. The arcology is a wonder of Dark Age technology, built by the first colonists to sustain them on a strange and alien world. Other arcologies, each one once a complete self-contained city, dot the surface of Molech, though most are little more than ruined shells, stripped for parts when the initial settlers built their first true structures. House Kaushik have, however, remained within the earth, and turned their gaze inward rather than out into the wilderness of Molechari, fighting the creatures of the deep earth, such as the maw-craggadon stone serpents or the arcanodons, which prowl the underground ways. These beasts are less common than they once were, the House having driven them off time and again, though the people of Kaushik still hunt them for both sport and food.

The people of House Kaushik are deeply insular, leaving the safety of their ancient fortress only to hunt or occasionally visit the capital of Lupercalia. Surrounded by artefacts of a lost age, they have also fallen into a debased form of tech worship, with little understanding of how the mechanisms of their technology work, only that they do – for the most part. The Knight armours especially hold a sacred place for them. However, House Kaushik Sacristans know little of the workings of the Knight armour, only that through prayer and ritual can they be awoken and maintained. As systems fail or are forgotten, other means of rousing the Knight to readiness are found, fusion cranks, muscle driven cog-generators and magma-pumps all means of keeping the Knight's power plant alive.

Of course, the true strength of a Knight is its pilot, and for Kaushik Scions, the bond between them and their machine is considered a spiritual pairing. In fact, the greatest state a Knight pilot can attain is known as the Great Quiet, when their soul has been cooled by its proximity to the dead whispers of the Throne Mechanicum and their emotions stripped away. The upper echelons of the House are ruled over by those who have succumbed to the Great Quiet, their emaciated faces and fever-bright eyes hinting at their discarded humanity. It is a quality that serves these lord Scions well in battle, and despite their poorly maintained armour, they fight with the fury of those who have cast off mortal fears.

Household Specific Knightly Qualities

A House Kaushik High Scion or Seneschal Knightly Quality can either be generated from the table on page 38, or by rolling a D3 on the table that follows:

D3 KNIGHTLY QUALITY

- 1 **Stoneblind:** *The Seneschal has spent their life in the caverns beneath the Untar Mesas and knows the importance of detailed reconnaissance to help form a plan of battle.*
When rolling off to determine who will seize command of the battlefield, the Seneschal's controlling player may re-roll the dice.
- 2 **Iron of the Earth:** *The Seneschal has worked the stone forges of the Sacristans and knows the intricacies of their Knight's armour like their own skin.*
Knights within the Seneschal's Banner may re-roll any Hit roll of a 1 when using a weapon with the Melee trait.
- 3 **Hardened Soul:** *The Seneschal's mind has entered the Great Quiet of the Kaushik, guided to a cold and unfeeling place by the ghosts of their command throne.*
Banners within the Seneschal's Lance can never become Shaken. However, all Knights within the Seneschal's Banner have their Speed characteristic reduced by 1".



HOUSE KAUSHIK QUESTORIS KNIGHT ERRANT

SHADOW'S GRASP

Bearing the signs of ill-maintenance common amongst the suits of House Kaushik, *Shadow's Grasp* is pictured here with a configuration suited for hunting beneath the Pyros Mountains. When a beast was located, Kaushik Knights would draw out their prey with barrages of missiles that caved in portions of their lair. When the beast emerged to confront its assailants, sustained barrages would weaken the creature enough to engage in melee. During the invasion of Molech, House Kaushik suffered greatly as both their tactics and poorly maintained armour were little match for the Traitor forces, although their courage in the face of such adversity is well documented.

HOUSE MAMARAGON

North of Molechari, thousands of islands are scattered across the vast Azure Sea. House Mamaragon claims dominion over these specks of land and all trade that passes between them. Much like their standing among the leaders of Molech, control of this realm is an ancestral right passed down from the days of the High King. In ancient times, the forefathers of House Mamaragon were explorers and seafarers, their ships responsible for reaching the shores of distant continents and charting Molech's vast oceans. Later they would become sea wolves, hunting the trade routes that they had a hand in creating, and targeting the realms of the other Knightly Households. When House Devine finally united the fragmented Houses and claimed Lupercalia as the world's capital, the Scions of Mamaragon were relegated to wardens of the outer reaches, the far lands and the open seas.

The Seneschal of House Mamaragon at the Battle of Molech was Lord Erol Vor Mamaragon. Afflicted with a monstrous arrogance and reckless nature, he was a constant annoyance to House Devine and House Donar whenever his retinue of Paladins made landfall. Whip-thin and wearing a perpetual sneer, Lord Erol enjoyed baiting his fellow Knightly Houses, making offhand comments over dinner about their ancestry, associations with the Serpent god or loyalty to the Emperor. Lord Erol and his Mamaragon Scions also mocked the hunting trophies of the land-bound Houses by displaying the carcasses of great, toothy sea beasts on their Knight armours. These massive coiling serpents are bigger than the largest of Molechari's macro-fauna and must be bested in gruelling deep-sea hunts that make the forays into the jungles of Kush seem simple by comparison.

Despite their irreverent nature, the Scions of Mamaragon were fiercely loyal to Molech, and held the safety of their world above their oaths of obedience to the High House. In the aftermath of the Warmaster's invasion, Mamaragon would be among the first to organise the surviving Houses against House Devine, continuing the fight even as the remaining Traitor forces spread out, first across Molechari and then out across the oceans. And, years later, when finally the Traitors' lash was lifted from Molech during the bloody years of the Scouring, the handful of surviving Scions of House Mamaragon would be there to meet their liberators, and rebuild the shattered remains of their world.

Household Specific Knightly Qualities

A House Mamaragon High Scion or Seneschal Knightly Quality can either be generated from the table on page 38, or by rolling a D3 on the table that follows:

D3 KNIGHTLY QUALITY

- 1 **Sea Lord:** *The Seneschal is adept at commanding the fleets of Mamaragon in battle and is just as at home on the rolling deck of a war barge as dry land.*
Banners within the Seneschal's Lance may re-roll any failed Command checks.
- 2 **Prince of the Waves:** *The Seneschal is one of Lord Erol's offspring and is infected with their sire's insufferable arrogance and reckless overconfidence.*
Banners within the Seneschal's Lance can never become Shaken. However, at least one Banner within the Seneschal's Lance must be given Charge orders in every round from round 2 onwards.
- 3 **Reaver Lord:** *The Seneschal believes in the piratical ways of their forebears and adheres to their more flexible codes of honour and concept of allies.*
When making a Command check to see if they become Shaken, all Banners within the Seneschal's Lance add 1 to the dice roll. However, the Seneschal's Banner may not include a Battle Standard.



HOUSE MAMARAGON CERASTUS KNIGHT-LANCER

ENVELOPING TIDE

Infamous for arrogance even in a Household known for developed egos, Scion Yarramanda, pilot of the *Enveloping Tide*, often hunted the sea beasts of his homeland alone. Striding across the depths, the *Enveloping Tide* used its increased manoeuvrability to chase down creatures through underwater valleys, often far outpacing any who followed. During the Battle of Molech, Yarramanda attempted to use similar tactics when engaging with the Traitor Titan Legions. Separating from his Banner, the *Enveloping Tide* would dart between ruins in an attempt to surprise any Titan traversing the battlefield. Alone and outmatched, it was Yarramanda's arrogance which proved his downfall, for the beasts of the sea proved poor opponents compared to the might of a Titan.

HOUSE TAZKHAR

The savage nomads of Tazkhar are among the best fighters on all of Molechari. That their House has never claimed the position of High House of Molech speaks more to their fractious nature than their fighting ability or bravery. Life on the Tazkhar Steppe is hard, and breeds hard people as a result. Water, grazing and farming land are incredibly scarce, and most Kharii, as the people of the steppes are known, must remain on the move if they hope to survive. House Tazkhar is no exception, their Knight armours marching at the head of great desert caravans, weighed down with the Scions' baggage. Tribes gather around the Knight armours for more than just leadership, as they provide protection against the giant flying skyragg carrion beasts and the ur-lyons that burrow beneath the Tazkhari sands. Tazkhar Sacristans are among the few inhabitants of the steppe who hold permanent dwellings, their great stone temples acting in the same manner as wells or grass fields, and servicing the Knight armours of a Tazkhar caravan when it passes through their lands.

While many other Knight Houses sought to shake off the primitive practices of their ancestors, the Scions of House Tazkhar were little changed from ancient times. Their caravans were still led by the Dervish Lords and no single Seneschal had power over the tribes. These warriors claimed an ancestral link back to the champions of the High King, the seven legendary swordsmen who served as part of his inner circle, and these lords also had to prove their right to lead through feats of arms during the ritual combats of the Feast of the Storm Lord. This annual gathering of the tribes celebrated the Lord of Storms' journey across the steppes, when He gave His blessing to the Kharii tribes. At this great gathering, the leadership of tribes could change, with sons or daughters besting their fathers or mothers in single combat from the command throne of a Knight armour, or in the old way, unarmed save for shield and blade. The Scions were also invited to test their strength against each other, and the Kharii who could defeat all comers could claim the title of Vizier of Blades, mightiest warrior of the steppes, until the next gathering, when they had to test their right to hold the title once more. All of these reasons made House Tazkhar one of the most formidable Knight Households of Molech, rightly feared and respected in equal measure by the other nobles of their world.

Household Specific Knightly Qualities

A House Tazkhar High Scion or Seneschal Knightly Quality can either be generated from the table on page 38, or by rolling a D3 on the table that follows:

D3 KNIGHTLY QUALITY

- 1 **Dervish Lord:** *The Seneschal fights in the style of the ancient Dervish Lords, striking like the desert wind before falling back out of their enemy's grasp.*
The Seneschal may issue Coordinated Strike orders to Banners within their Lance without the need to make a Command check. However, the Seneschal's Banner does not add 3 to the result of any of its Command checks, as described on page 38.
- 2 **Kharii Savage:** *The Seneschal is from the deep desert Kharii tribes, still primitive and savage despite the rights of their blood and the gifts of the Becoming.*
The Seneschal may issue Charge orders to Banners within their Lance without the need to make a Command check. Additionally, Banners within the Seneschal's Lance add D3" to their Speed when acting under Charge orders. However, Banners in the Seneschal's Lance cannot be issued First Fire orders.
- 3 **Vizier of Blades:** *The Seneschal has earned the title Vizier of Blades by besting the finest swordsmen of the Tazkhar Steppes during the Feast of the Storm Lord.*
Knights within the Seneschal's Banner may re-roll any Hit roll of a 1 when using a weapon with the Melee trait.



HOUSE TAZKHAR CERASTUS ACHERON

DUNE STRIDER

Prior to the invasion of Molech, *Dune Strider*, piloted by Scion Oktillo, stood as protector of one of the many caravans that traversed the Tazkhar Steppe. During the battles that followed the invasion, Oktillo acquitted himself well, surviving several engagements and escaping the fall of Lupercalia. After the end of the Horus Heresy and the reclamation of Molech, Imperium forces found *Dune Strider* still protecting the population of the world, scouring the Traitors with flame fuelled by salvaged promethium.



NARRATIVE MISSIONS: DOOM OF MOLECH

'Let the Warmaster come and loose his weapons against our plasteel skins and ceramite hearts, and see what glory it gets him. We are the children of the Machine God, and what is he? A spoiled son and a damned traitor to his people.'

Princeps Magnus Elana Kalonice, Legio Crucius

The Battle for Molech focused primarily on the Warmaster's advance on Lupercalia, the war in many ways a side effect of Horus' monstrous ambition and hunger for forbidden power. Despite this singular motivation in the mind of Warmaster, the war spilled out across the continent of Molechari to encompass scores of cities and almost all its main provinces. Horus' march from the northern island of Damesek in particular passed through numerous massive metropolitan areas, from the coastal sprawl of Avadon to the inland cities of Khanis and Imperatum. These became rubble-choked combat zones into which Loyalist and

Traitor Titans marched to duel among the fiery ruins. In the east, the advance of Mortarion and his Death Guard, along with their Titan allies, sparked an equal number of conflicts, this time among the rotting remains of the jungles of Kush and into the broad Western Marches beyond. Even after the fall of Lupercalia, and the Warmaster's departure with the greater sum of his Legiones Astartes, fighting continued on Molech, and would continue in fits and starts for years afterwards until the Imperium finally reclaimed the world as one of their own.

PLAYING BATTLES IN MOLECH

The Doom of Molech setting offers players a range of battlefields, missions and stories to bring to life in their games of *Adeptus Titanicus*. Each of the *Adeptus Titanicus* styles of play can be adapted to the setting using the missions presented on the following pages, the Battlefields of Molech appendix at the end of this book, or drawing from the events of the Doom of Molech background. For Open Play, the different Legio, mission and battlefield rules can all be applied as desired, the players adding some or all of these aspects of the setting to their games. For Matched Play, the Legio rules are balanced against each other so that they can be used in more competitive games, while the Battlefields of Molech rules equally affect both players. Finally, Narrative Play brings some of the iconic moments of the Molech campaign to life and can be used as either standalone games or linked together using the *Adeptus Titanicus* campaign system presented in *Titandearth*.

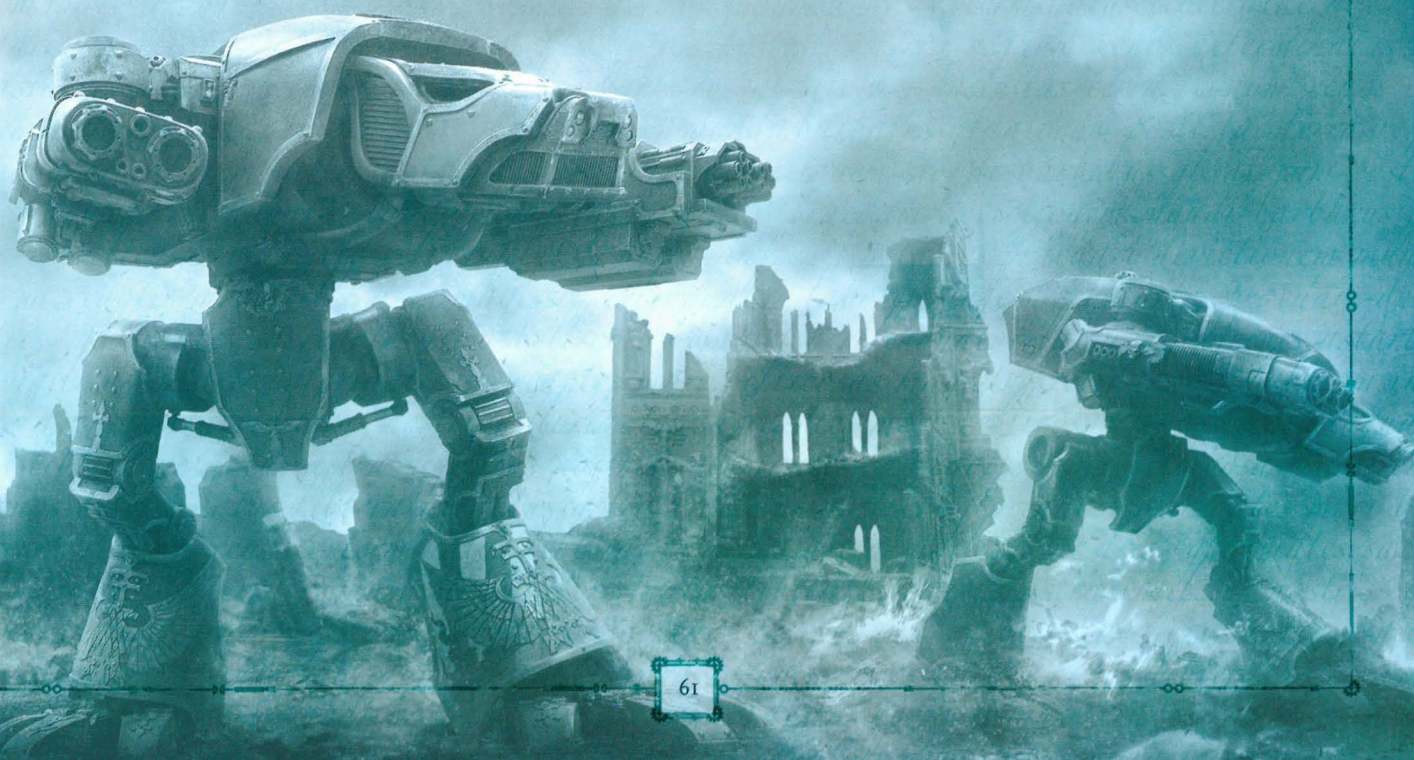
In this section is a collection of missions designed to be used with Narrative Play (see page 67 of the *Adeptus Titanicus* rulebook). Each mission recreates a specific action or moment from the Molech campaign, allowing players to refight a pivotal battle between the defenders of Molech and the Warmaster.

BATTLERGROUP POINTS

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

DESIGNER'S NOTE: LOYALISTS, TRAITORS AND KNIGHTS

Narrative missions focus in on specific battles or engagements, and often include the major Titan Legions who were present at the time or in some cases pitting Knight Households against Titan maniples. Planetary invasions, such as the one that took place on Molech, were however played out across the galaxy during the course of the Horus Heresy, involving forces from numerous armies and hundreds of different Titan Legions and Knight Houses. When playing any of the missions in this section, players should feel free to substitute their own Legio for those referred to in the mission, choosing one side to represent the Traitors and the other the Loyalists. In the case of missions pitting Knights against Titans, players can alter them so that both sides are fielding Knights or both sides are fielding Titans, should they desire.



BALMORN'S CHARGE: DEFENDING THE PRECEPTOR LINE



'If men should remember our House in times to come, let them not say we were cowards, let them not say we fled before the foe, and let them not say we died with our backs to the enemy, for we are the sons of Molech, and Molech stands with the Emperor!'

Lord Balmorn, Baron of House Donar

This mission represents the defence of the Preceptor Line against Mortarion's advance on Lupercalia. It had long been held that the jungles of Kush, a formidable natural barrier populated with dangerous beasts, effectively denied an invader ingress from the east. To this end, Tyana Kourion, Lord General of the Grand Army of Molech, had kept her best troops back for the defence of Lupercalia and committed only second line Imperial Army companies to hold the Preceptor Line. Fortunately for the defenders, its protection was not the responsibility of the Imperial Army alone. House Donar, one of the ancient Knightly Houses of Molech, held dominion over the lands bordering the great Kush, and their Household fortress was incorporated into part of the ancient defensive wall. When news came of invaders landing on the eastern shore of Molechari, the Knight armours of Donar massed upon the Preceptor Line. Unbeknownst to the defenders, Mortarion was forging a path through the jungle even as they waited, fell warp magicks turning its once verdant reaches into a sea of death. Driven forth before the destruction of the jungle, tens of thousands of creatures stormed the Preceptor Line, emerging in a frenzied rush to fall upon the defenders.

Ravaged by hordes of beasts driven from the jungles, the already crumbling defences had taken further damage to the point that they represented little more than a line in the sand against the advancing Traitor Titans. Despite having expended large amounts of ordnance on destroying the rampaging packs of azhdarchid, xenosmilus and stone serpents, among other macro-fauna, the Knights of House Donar stood their ground. Even as the jungle fell into blackened ruin before their eyes, devoured by the life-eater virus, Lord Balmorn, Baron of House Donar, bade his Knights hold the line. That they faced the vanguard Titans of the Legio Mortis did not diminish their courage and when the first Titans were sighted emerging from the miasmic clouds that had once marked the jungle's edge, Lord Balmorn mustered his Knights and issued the order to charge.

Battlegroups

One player controls the Legio Mortis forces, while their opponent controls those of House Donar. The Legio Mortis player selects a battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook, while the House Donar player selects a Knight Household as described on page 34. Both players' forces should have a Battle Rating of up to 1,000 points. The Legio Mortis battlegroup cannot include any Knight Banners, while the House Donar Knight Household may not have any supporting Titans.

The Battlefield

The battle is played on a 4'x4' board. The House Donar player chooses one board edge. This is the Preceptor Line. The area within 12" of this board edge should be clear of terrain to represent the kill zone between the jungle and the wall. The rest of the board should have a moderate amount of terrain, such as rotting copses of trees, hills representing mounds of dead beasts, or lakes of dark, reeking liquids.

Stratagems

The Legio Mortis player has 2 points to spend on Stratagems (see page 64 of the *Adeptus Titanicus* rulebook). They may not choose the Outflank, Orbital Lance Strike or Tertiary Objectives Stratagems. The House Donar player has 4 points to spend on Noble Tactics from page 39, with the exception of Orbital Lance Strike and any Tertiary Objectives.

Mission Special Rules

The Preceptor Line: A crumbling length of fortifications, the Preceptor Line offers no real defence against the advancing Titans. Instead, the Traitor Titans are attempting to move past it and deeper into the Western Marches. From the end of the third round, if a Traitor Titan is in contact with the Preceptor Line at the conclusion of the End phase, remove it from the battlefield. The Titan does not count as destroyed, but takes no further part in the game.

Life-eater Virus: This mission uses the Virus Infected Battlefield rules from page 75.

Honour of the Household: The Scions of House Donar know full well that they face their doom, though are sworn to sell their lives dearly. For the duration of this game, all Loyalist Knight forces ignore the rules for being Shaken.

Deployment

The Legio Mortis player deploys their Titans anywhere within 12" of the board edge opposite the Preceptor Line. Then, the House Donar player places their Knight Banners anywhere within 12" of the Preceptor Line.

The First Round

In the first round, the House Donar player automatically takes the Opus Titanica and is the First Player.

Battle Length

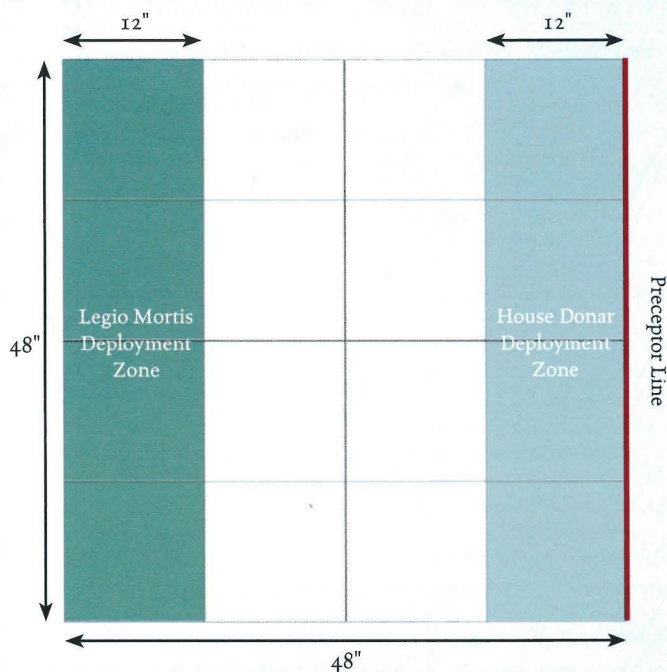
The battle lasts for five rounds, after which Lord Balmorn's charge has either exacted its toll upon the enemy or they have been completely crushed under the pitiless tread of the Legio Mortis. If all of the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, the Legio Mortis player scores Victory points equal to the Scale of each Titan that was removed from the board after reaching the Preceptor Line.

The House Donar player scores Victory points equal to the Scale of each Legio Mortis Titan that has been destroyed or which is Structurally Compromised.

The player who scores the most Victory points claims victory.



FORTIDUS' LAST STAND: DELAYING ACTION AT AVADON

'Leave none alive. If they flee, cut them down without mercy, if they hide, crush them to paste beneath your tread, and if they stand, reward their courage with annihilation!'

Principes Seniores Kabis Harr, Legio Vulpa

This mission represents the delaying action fought by Legio Fortidus against the massed Traitor Titans of the Warmaster. After the Sons of Horus broke through the defences erected to hold them on Damesek Island, they advanced uncontested upon the coastal city of Avadon. Such was the suddenness and brutality of their victory, the people of Avadon had barely begun their evacuation; long columns of citizens and retreating Imperial Army regiments stretched out from the city towards the heartlands of the Western Marches and the relative safety of Lupercalia hundreds of kilometres distant. These survivors were horribly exposed to the Traitors, and risked annihilation.

In the vanguard of the Traitor forces were the Titans of the Legio Mortis, Legio Vulcanum, Legio Vulpa and Legio Interfector, with orders to reduce the city to ash and exterminate every last inhabitant. Only the arrival of a Regia maniple of the Legio Fortidus stayed the Traitors' assault. Led by Princeps Uta-Dagon, the Fortidus maniple was but two Warlord Battle Titans and four Warhound Scout Titans. In any other circumstances this represented an abundance of firepower, though against the massed Traitor Titans, numbered in their dozens, it could barely hope to hold the line perhaps long enough for the survivors of Avadon to escape to the south. That the Loyalist Titans had come at all was a miracle in itself, Uta-Dagon defying the orders of Princeps Magnus Etana Kalonice, the commander of all Collegia Titanica forces on Molech, to get there. Unwilling to leave Avadon to its fate, the Princeps and his Titans had quit the relative safety of the Zanark Deep, their cavernous fortress, and marched north to meet the enemy. Though the Traitors were to win the day, and Avadon was wiped from the face of Molech, the actions of Uta-Dagon could be counted in the many thousands of Imperium lives he saved.

Battlegroups

One player controls the Traitor forces, while their opponent controls those of the Legio Fortidus. Each player selects a battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. The Traitor player's force should have a Battle Rating of up to 2,500 points, and can include Titans from the Legio Mortis, Legio Interfector, Legio Vulpa and Legio Vulcanum, while the Legio Fortidus player's Battle Rating should be up to 1,250 points. Each force must consist of at least one maniple, plus any reinforcements. Neither side may include Knight Banners.

The Battlefield

The battle is played on a 4'x4' board. The Legio Fortidus player chooses one of the board edges to represent the outskirts of the city of Avadon – this is the Avadon board edge. The area within 24" of this edge should have a moderate amount of terrain, such as buildings, roads and urban structures to represent the outer reaches of the city. The rest of the board can be set up with a moderate amount of wilderness terrain such as trees and hills.

Stratagems

The Traitor player has no Stratagems for this battle. The Legio Fortidus player has the Noble Sacrifice Stratagem (see page 64 of the *Adeptus Titanicus* rulebook), and may use this Stratagem more than once in any Strategy phase.

Mission Special Rules

Servitor Overload: The servitor clades of Legio Fortidus are working furiously to maintain their Titans in the face of overwhelming odds. For the duration of the battle, Legio Fortidus Titans do not need to make a Command check to be issued Emergency Repair orders.

Tide of Traitors: The bulk of the Traitor Titans have now turned away from Avadon to meet the Legio Fortidus threat. In the End phase of each round, the Traitor player chooses up to 500 points worth of their Titans not already on the battlefield and places them on the battlefield so that their bases are in contact with the Avadon board edge. These Titans may then activate as normal in the following round.

Avadon Burns: Legio Fortidus must buy time for the refugees to escape Avadon. Depending on which round a Legio Fortidus Titan is destroyed determines how many Victory points it is worth to the Traitor force.

ROUND	TITAN VICTORY POINTS
1	3 x Scale
2	2 x Scale
3	2 x Scale
4	1 x Scale
5	1 x Scale

Deployment

The Traitor player deploys up to 1,000 points of Titans 12" from the Avadon board edge. The rest of their force is then put to one side and will arrive later, using the Tide of Traitors special rule. Then, the Legio Fortidus player places their maniples and supporting units anywhere within 12" of the board edge opposite Avadon.

The First Round

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

Battle Length

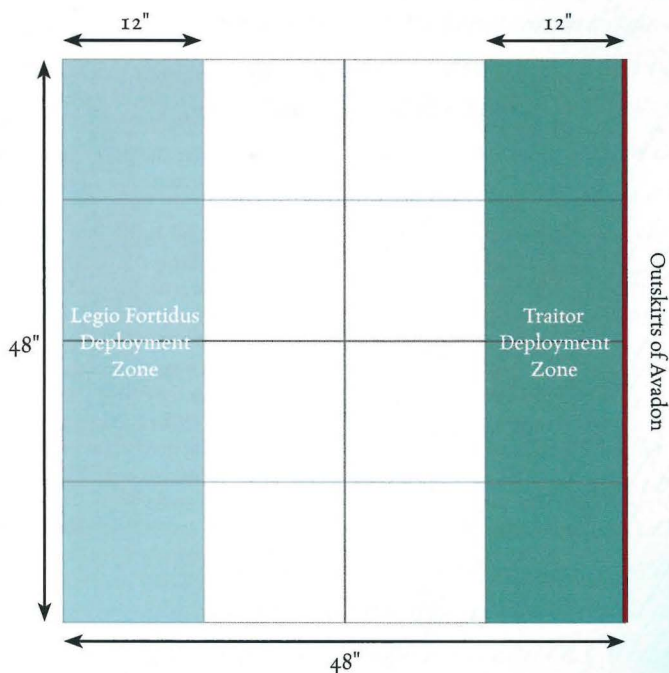
The battle lasts for five rounds, after which either the majority of the refugees have escaped or the Traitor forces have completed their encirclement of the city. If all of the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, the Traitor player scores Victory points depending on how quickly they destroyed their enemies as detailed in the Avadon Burns special rule.

The Legio Fortidus player scores Victory points equal to the Scale of each Traitor Titan that has been destroyed and Victory points equal to half the Scale of each Traitor Titan which has not been destroyed but which is Structurally Compromised.

The player who scores the most Victory points claims victory.



FIRES FROM HEAVEN: THE BATTLE FOR IRON FIST MOUNTAIN

'...TARGET LOCK DETECTED... ..SCANNING
EXLOAD DATA... ..SCANNING EXLOAD DATA... ..
WARNING... ..ORBITAL THREAT DETECTED... ..ALL
SECTORS BRACE FOR IMP-'

Crucius Skitarii Vox Intercept, Battle of Lupercalia

This mission represents the battle for Iron Fist Mountain as part of the larger assault on Lupercalia. Guarding the western flank of the great city, Iron Fist Mountain was a forbidding fortress, its chambers hollowed out from the rock of the peak and covered in hundreds of massive guns, missile batteries and anti-aircraft towers. The true might of Iron Fist lay not in its defences but the scores of Titans that sheltered within its depths. These were the god-engines of the Legio Crucius, principal Loyalist Titan Legion of Molech and the greatest obstacle to the Warmaster's victory. While many of the Legio's Titans, most notably the *Paragon of Terra*, were stationed at the northern approaches to Lupercalia, the bulk remained within their protective bunkers, waiting to respond to any breakthroughs made by the Sons of Horus or their Traitor Titan allies.

Initial landings made by the Traitors, their Legionaries deployed by Thunderhawk and Storm Eagle gunships, were held in check by the defences of Iron Fist Mountain. The Ultramarines kept the Traitor infantry pinned down with a steady stream of disciplined fire, while even the vanguard Titans of the Legio Interceptor were forced to tread warily around the massive cannon covering all approaches to Iron Fist itself. It seemed, at least to the defenders, that Lupercalia's western flank would hold strong, though they had not counted upon the cunning of the Warmaster.

After the battle in the void, the Traitors laid claim to many of Molech's orbital defence platforms. These they dragged into higher orbits, denying them as targets for the ground based batteries. When the battle for Lupercalia began, one of these space fortresses, *Var Zerba*, was brought back into low orbit, its macro cannon and lance turrets aimed down at the mountain fortress below. In an instant of fire and carnage, the Iron Fist was gutted, dozens of its Titans buried beneath tonnes of rock. For the survivors, the battle had turned, and those few Legio Crucius Titans to smash their way free of the wreckage found themselves immediately engaged by a savage assault led by the Legio Interceptor.

Battlegroups

One player controls the Legio Interceptor forces, while their opponent controls those of the Legio Crucius. Each player selects a battlegroup, as described on page 53 of the *Adeptus Titanicus* rulebook. The Legio Interceptor player's force should have a Battle Rating of up to 1,500 points, while the Legio Crucius player's Battle Rating should be up to 2,500 points. Each force must consist of at least one maniple, plus any reinforcements. Neither side may include any Knight Banners.

The Battlefield

The battle is played on a 4'x4' board. Mark the centre of the board with a dice or token. The area in an 8" radius from this point represents the crater made by the *Var Zerba*, and can be represented by broken ground, rubble or a massive crater. The rest of the board represents the shattered remains of Iron Fist Mountain, and can be set up with rocky outcrops, cracked ground and piles of shattered rock.

Stratagems

The Legio Interceptor player has the Artillery Bombardment Stratagem (see page 64 of the *Adeptus Titanicus* rulebook), representing the Traitor guns arrayed around Lupercalia. The Legio Crucius player has the Thermal Mines Stratagem (see page 64 of the *Adeptus Titanicus* rulebook) to reflect the remnants of Iron Fist Mountain's defences.

Mission Special Rules

Savaged Landscape: The area surrounding the broken mountain has been transformed into a hellscape of shattered earth. This mission uses the Volcanic Ground Battlefield rules on page 75.

A Grave for Titans: The remaining Legio Crucius Titans emerging from the ruin of Iron Fist Mountain are badly damaged by the orbital strike and still gathering their senses to fight back. After deploying their Titans, the Legio Crucius player should roll the Hit Location dice three times for each Titan. Each of the locations indicated suffers D6 Structure points of damage, or if it is a weapon, it is disabled. This damage can cause Critical Damage if there are no Structure points left at the location indicated but cannot result in Catastrophic Damage. If a roll would cause Catastrophic Damage, any excess damage is ignored. In addition to the damage suffered, all Legio Crucius Titans begin the game with their void shields collapsed.



Deployment

The Legio Interceptor player deploys their Titans anywhere on the battlefield within 6" of a board edge. The Legio Crucius player then places their Titans within 8" of the centre of the board. After deploying their Titans, the Legio Crucius player must then roll the Scatter dice for each one to determine the direction it is facing.

The First Round

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

Battle Length

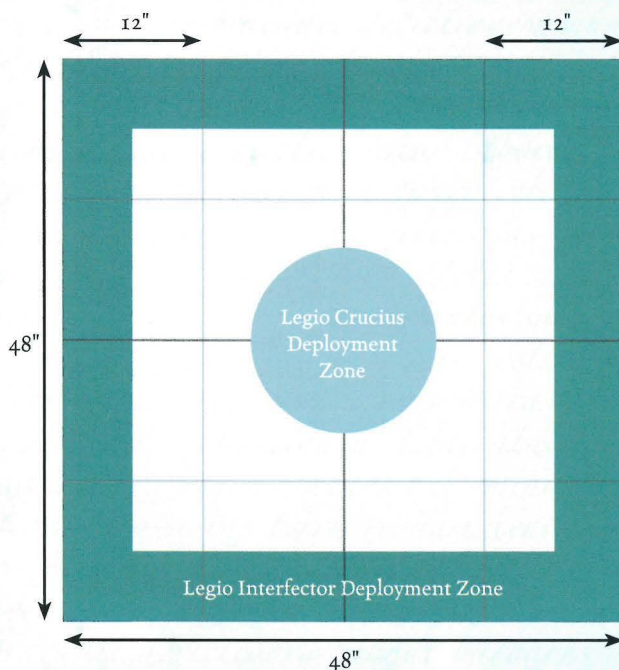
The battle lasts for five rounds, after which either the Legio Interceptor have destroyed the last of the Legio Crucius or the Legio Crucius have rallied, ready to push on to Lupercalia. If all of the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, the Legio Interceptor player scores Victory points equal to the Scale of each Legio Crucius Titan that has been destroyed.

The Legio Crucius player scores Victory points equal to the Scale of each Legio Interceptor Titan that has been destroyed and Victory points equal to half the Scale of each Legio Interceptor Titan which has not been destroyed but which is Structurally Compromised.

The player who scores the most Victory points claims victory.



INTO THE WOLF'S JAWS: THE LUPERCALIA VANGUARD

"Those beneath the Eye are not your brothers; though they might wear the guise of men of the Imperium, they are lost to us. Give them no quarter as you do the Emperor's work, for you can be sure they will offer you none as they do the Warmaster's."

*Order of the Day XX.K, Grand Army of Molech,
Lupercalia Defensive Cordon*

This mission represents the Traitors' vanguard as it forged a path into the outer districts of Lupercalia. Initially, the Warmaster committed only his more expendable units to the attack, holding back the bulk of his *Legiones Astartes*. Even so, the Traitor Legion advanced upon the city, the only counter the Traitor armies possessed that could hope to match the devastating firepower of the *Legio Crucius Imperator Paragon of Terra*. Armed with a vast array of weaponry, including the apocalyptic hellstorm cannon and plasma annihilator, the Emperor was the match of dozens of lesser Titans. Mechanicum war engines and Traitor armoured regiments were of even less concern to it, with a single atomic shell from the hellstorm cannon able to obliterate a company of tanks with a single earth-shaking hit. Aboard this grand god-engine, *Princeps Magnus Etana Kalonice* directed her crew, selecting targets from the wealth of enemies advancing on the city. Despite the power of the Emperor, the Warmaster's armies were vast, and the *Paragon of Terra* relied on Warlords, Reavers and Warhounds to counter the superior numbers of Traitor Titans they faced.

Unbeknownst to the defenders, and indeed many of Horus' own commanders, the Traitor armies and Titans were only required to hold the attention of their enemies, the Emperor especially, for he had something special planned for the ancient god-engine. While the betrayal of House Devine had yet to reveal itself, the battle raged on, and scores of Titans turned the highlands before Lupercalia into a churned-up landscape of burning wreckage and boiling plasma.

Battlegroups

One player controls the Traitor forces, while their opponent controls those of the Loyalist forces. Each player selects a battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. Both players should have a Battle Rating of up to 2,500 points. The Traitor battlegroup may not include any Knight Banners.

The Battlefield

The battle is played on a 6'x4' board. The Loyalist player chooses one of the short board edges to represent the outskirts of Lupercalia – this is the Lupercalia board edge. The area within 24" of this edge should have a moderate amount of terrain, such as buildings, roads and urban structures to represent the outer reaches of the city. The rest of the board can be set up with a moderate amount of terrain such as trees, farms and hills.

Stratagems

The Traitor player has 3 points to spend on their choice of Stratagems (see page 64 of the *Adeptus Titanicus* rulebook). The Loyalist 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

Guns of the Emperor: The massive Emperor Titan the *Paragon of Terra* stands at the Loyalists' back, lending its devastating weaponry to the defence. The Loyalist player gains an Artillery Bombardment Stratagem for this battle without expending any Stratagem points. This Artillery Bombardment Stratagem may be used twice in each Strategy phase.

The Warmaster's Lash: The Warmaster will allow no retreat to his forces and is driving them to take Lupercalia as swiftly as possible. Each round, if they can move, Traitor Titans must end their activation closer to the Lupercalia board edge, unless they are either unable to move as a result of Critical Damage or are subject to the Shutdown order.

Deployment

The Traitor player deploys their maniples anywhere within 12" of the short board edge opposite Lupercalia. The Loyalist player then deploys their maniples and supporting units anywhere within 24" of the Lupercalia 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

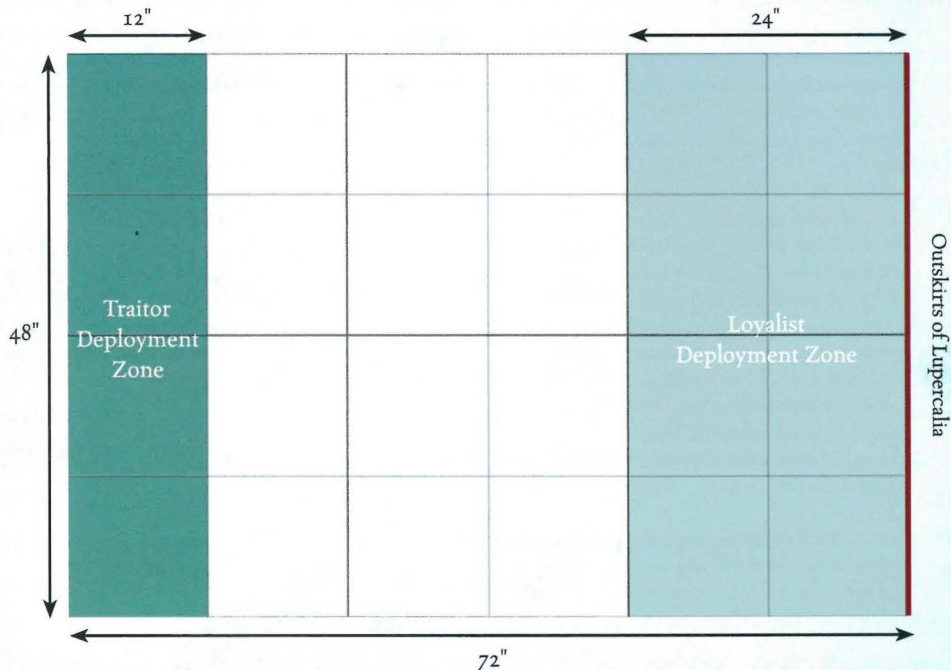
The battle lasts for six rounds, during which the Traitor forces must push on into Lupercalia, while the Loyalists attempt to blunt their advance. If all of the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, the Traitor player scores Victory points equal to the Scale of each of their Titans within 12" of the Lupercalia board edge.

The Loyalist player scores Victory points equal to the Scale of each Traitor Titan that has been destroyed and Victory points equal to half the Scale of each Traitor Titan which has not been destroyed but which is Structurally Compromised.

The player who scores the most Victory points claims victory.



DEATH OF A GOD: IN THE AFTERMATH OF THE EMPEROR'S DEMISE

'And the death scream pierced the skies and plunged into the earth, marking the passing of a god from our world. All at once the machine spirits of a hundred Titans fell silent, and then cried out as one for their lost brother.'

*Excerpt from the War Journal of the Legio Crucius,
Chapter LVIII 'Lupercalia'*

The destruction of the *Paragon of Terra*, an ancient and potent god-engine, was the turning point of the battle for Lupercalia. This mission represents the moment the Titan was destroyed by the treachery of House Devine, and the opening it tore within the defenders' ranks. A white hot supernova blossoming in the midst of the battlefield, the Titan's death annihilated entire regiments, laying waste to Loyalist and Traitor alike. So great was the destruction that buildings hundreds of kilometres away shook as the shockwave reached them, and orbital observers noted a sudden brilliant flash on the planet's surface. Those within a few kilometres of the explosion were simply erased from existence, either flash-boiled into vapour clouds or smashed apart by the concussive force. Those slightly further away were hurled about like toys, tanks, men and war machines scattered across the Lupercalia valley mouth.

Despite the brutality of the destruction, the battle continued. Hundreds of thousands of soldiers still stood on both sides, as did entire regiments and companies of armoured vehicles and battle engines. Stunned by the explosion, Traitors and Loyalists took precious moments to orientate themselves. Titans, smashed backwards by the detonation, regained their balance, while dirt-smeared infantry crawled from ruined bunkers and craters still hugging the ground in fear. This moment of artificial calm did not last. Like a river rushing through a broken dam, the Traitor forces surged toward the gap blasted in the Loyalist lines, while in response the Loyalists hurried to fill the gap.

Battered Titans and scarred Knight armours were the first to reach the ruined defences, and were met by their own kind. Here the Loyalists had to hold the invaders at bay, for nothing stood at their backs, save the heart of Lupercalia itself.

Battlegroups

One player controls the Traitor forces, while their opponent controls the Loyalist forces. Each player selects a battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. Both players should have a Battle Rating of up to 2,500 points. The Traitor battlegroup must include at least one Knight Banner.

The Battlefield

The battle is played on a 4'x4' board. This battle takes place well within the outskirts of Lupercalia and the board should be set up with a dense amount of terrain, including buildings and roads, as well as some open areas representing parks or plazas.

Stratagems

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

Mission Special Rules

Death of a God: After both sides have fully set up, place a marker or token in the centre of the table – the crashed Titan Head marker is especially appropriate. Then roll a Scatter dice and 2D10 and move the marker that many inches in the direction indicated. Once the marker's location has been determined, work out the effects of a Catastrophic Meltdown (see page 36 of the *Adeptus Titanicus* rulebook), imagining that the marker is an exploding Titan with 15 holes in its Plasma Reactor Status track and a Scale of 14. After working out damage to all Titans and Knight Banners in range, remove all battlefield terrain within 12" of the marker. Then leave the marker on the table.

A Hole in the Line: The death of the *Paragon of Terra* has blasted a hole in the defences of Lupercalia, and both sides are rushing to exploit or defend it. The marker represents the hole in the Loyalists' defences. Proximity to this marker at the end of the game will determine Victory points for both sides.

Deployment

The Loyalist player chooses two opposite board edges; these represent the edges of the Lupercalia defensive line. The Traitor player then chooses one of the remaining edges; this represents the direction of the Traitor assault. The Loyalist player now deploys their entire force within 18" of their board edges, but no closer than 12" to the Traitor's board edge. Finally, the Traitor player now deploys their entire force within 6" of their board edge.

The First Round

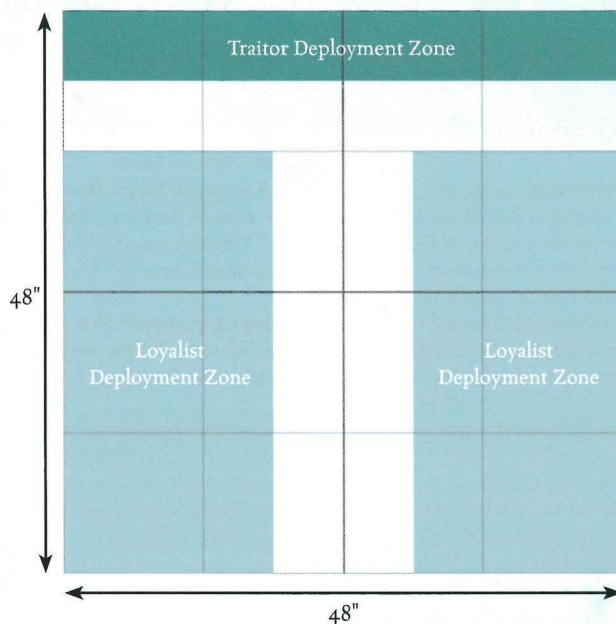
In the first round, players roll off to see who will take the Opus Titanica and be the First Player.

Battle Length

The battle lasts for five rounds, after which the Traitors have forced their way through the gap in the enemy lines or the Loyalists have closed ranks once more. 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, both sides score Victory points equal to the Scale of each Titan within 12" of the marker. The player who scores the most Victory points claims victory. If both sides scored the same number of Victory points, the victor is determined by the side that destroyed the most enemy Titans. If both sides destroyed the same number of enemy Titans, the game is a draw.



DEVINE'S FINAL BETRAYAL: THE BURNING OF LUPERCALIA

'...FLEE BEFORE BANELASH! WORMS OF A FALSE
EMPEROR! CHILDREN OF A DEAD MASTER!
BOW DOWN BEFORE YOUR DOOM AND
WELCOME YOUR DARK PRINCE...'

Civitas Vox-capture, Recovered 017.M31 Via Argentum Excavation

This mission represents the immediate aftermath of the battle for Lupercalia, when the Warmaster and his Sons of Horus withdrew from the field, leaving the fate of the city to the Traitor Legio and the Knights of House Devine. Despite the cataclysmic destruction of the Emperor Titan *Paragon of Terra* and the shattering of their lines around Lupercalia, the defenders fought on. Heedless of the departure of their master, the surviving Traitor mortal and Dark Mechanicum formations pressed into the city, becoming intermingled with the remnants of Tyana Kourion's grand army, now scattered and broken.

Traitor Legios battled against the survivors from Iron Fist Mountain and those god-engines not caught in the fiery death of the Emperor. Leading the charge were the Knights of House Devine, having withdrawn into the city after their betrayal. Stalking through the burning streets, the Traitor Knights followed their lord's Knight armour, *Banelash*, the remains of Albard Devine already fused with the corrupted war machine, his broken mind filled with the whispered commands of its new master. Fuelled by Albard's own hatred at having been held captive by his step-siblings and tormented for decades, *Banelash* took out its madness on the city and its people.

To their credit, the other Knight Houses of Molech rallied quickly after the betrayal of House Devine, perhaps spurred on by centuries of chaffing under its rule as the world's leading Knight Household. Accepting that Lupercalia was lost, and with it any hope of resisting the Warmaster's armies, the Loyalist Knights instead turned their attention to exacting their revenge against House Devine.

It was to be a bitter and merciless battle between the Knight Households. The Traitors, already victorious, began indulging in destruction and butchery. Meanwhile the Loyalists sold their lives for every street and soul within their city, determined to exact a hefty blood price for their enemy's treachery.

Battlegroups

One player controls the Knight House of Devine, while their opponent controls the other Molech Knightly Houses. Each player selects a Knight Household, as described on page 34. The Devine player's force can only include House Devine Knight Banners, while their opponent's force can contain any mixture of Molech Knight Houses, with the exception of House Devine. Both players should have a Battle Rating of up to 1,200 points.

The Battlefield

The battle is played on a 4'x4' board. This battle takes place in the heart of Lupercalia, among its twisting streets and densely packed buildings. The battlefield should be set up to represent the urban sprawl of the city with plenty of buildings and other structures for the Knights to take cover behind. Some areas can be more open, such as parks or plazas, or even the Via Argentum processional, represented by a broad avenue running the length of the board.

Stratagems

Both players have 4 points which can be spent on any of the Noble Tactics from page 39.

Mission Special Rules

Dark Appetites: House Devine have become lost to Chaos and are revelling in their own dark impulses. For this battle, House Devine Knight Banners add 1 to the Strength of any weapon with the Melee trait.

Burning City: Lupercalia is in flames as the Traitors visit their wrath upon it. This mission uses the Cities in Flames Battlefield rules from page 74.

Brothers Betrayed: The other Knightly Houses are rightly incensed by Devine's betrayal and are determined to eradicate the Traitors. For this battle, Loyalist Knight Banners ignore the effects of being Shaken.

Deployment

The House Devine player chooses one of the board edges, the area within 12" of this edge is their deployment zone. The area within 12" of the opposite board edge is the Loyalist player's deployment zone. Starting with the House Devine player, players then take turns deploying a Knight Banner within their deployment zone until both players' forces are deployed.

The First Round

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

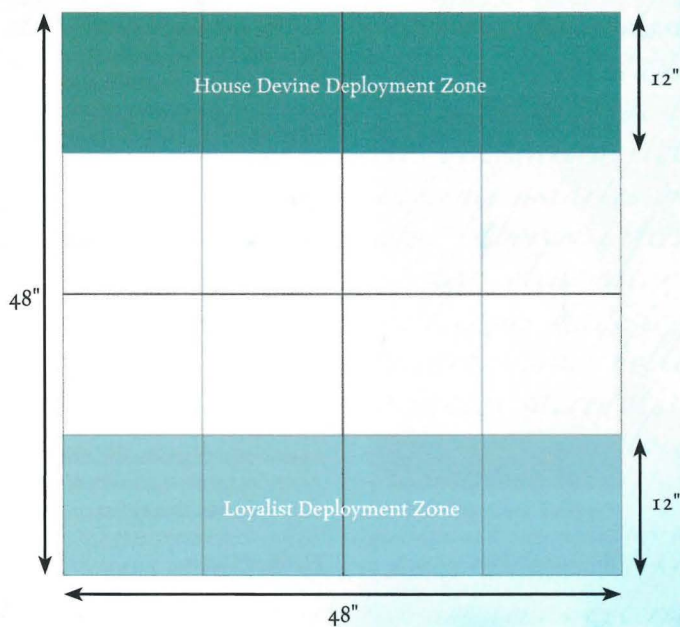
Battle Length

The battle lasts for five rounds as both sides tear each other apart, one for duty and honour, and the other to appease the dark gods. 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, both players score Victory points equal to the Scale of each enemy Knight Banner that has been destroyed and Victory points equal to half the Scale of each enemy Knight Banner that has lost at least half of its models.

The player who scores the most Victory points claims victory.



APPENDIX I: BATTLEFIELDS OF MOLECH

Molech is a world of diverse battlefields, ranging from sprawling cities and verdant agri-belts to tropical jungles and snow-capped peaks. During Horus' conquest of the world, and the subsequent subjugation of its Loyalist Knight Houses and Titan Legion, great god-engines and Knight armours clashed across the planet's equatorial continents. During the final stages of the Warmaster's campaign, Molech's capital city, Lupercalia, was subjected to brutal battles, ultimately falling amid fire and ruin.

To recreate these unique war zones, players can use the Battlefields of Molech rules presented in this section. These rules can be used alongside the Doom of Molech Narrative missions to add some of the dangers that both invaders and defenders faced. These rules can also be used to represent battlefields on other worlds, the city-specific environments applicable to thousands of war-torn Imperium worlds. Players may also use these environmental rules in Matched Play games (see page 84 of the *Adeptus Titanicus* rulebook), provided that both players agree.

DESIGNER'S NOTE: USING MOLECH BATTLEFIELDS

As a general guideline, both players should agree before the game whether or not they wish to use any additional battlefield rules, unless they are specifically mentioned as part of a mission. While they are a lot of fun, they can have a significant impact on the course of the mission, sometimes favouring certain kinds of forces. Players may choose to use just some of the rules rather than all of them. So, for example, if playing a game in the ruins of Lupercalia, they might decide to use the rules for Smoke and Ash, limiting the range of their weapons, but not the ones for Firestorm or Quenching the Flames, thus limiting the rules' effects on their game.

WAR-TORN CITIES

As the Traitor armies rampaged from the coastal cities, through the agri-heartlands of Molech to the gates of Lupercalia, they crushed dozens of cities standing in their path. Titans and Knights were pivotal to both the defence and destruction of these bastions, their massive guns turning once prosperous metropolises into ruins, and battling over the remains. Games taking place in War-torn Cities can use the rules for Ruined Metropolis, Cities in Flames and Flooded Cities.

Ruined Metropolis

The more a city is fought over, the more battered it becomes. Heavy ruins can unexpectedly collapse, creating dangerous footing for Titans or good hiding places for infantry and tanks.

Rumbling Ruins: Whenever a Blast marker is placed on the battlefield, roll a D10 for each building under or within 6" of the marker's edge. On a 1 or 2, the building collapses. Remove it from the board and replace it with an area of Difficult terrain of equal size.

Unstable Footing: After a Titan moves in the Movement phase, roll a D10. On a 1 or 2, the Titan has hit a sinkhole. Move the Titan D6" in a direction indicated by a Scatter dice, though do not change the Titan's facing. This movement may result in a Collision (see page 31 of the *Adeptus Titanicus* rulebook).

Hidden Enemies: In a game using the Hidden Enemies special rule, both sides gain the Titan Hunter Infantry Stratagem (see page 80) without expending any Stratagem points.

Cities in Flames

Bereft of civilian authorities, a city can burn for days on end as fires spread uncontrolled and uncontested from one building to the next. Burning cities send up columns of smoke and ash, obscuring vision, and include areas consumed by fire that are dangerous even to a Titan.

Smoke and Ash: Billowing clouds of smoke and ash limit vision significantly, the ambient heat even foiling or confusing auspexes. Attacks against targets that are up to twice their Scale in inches away incur a -1 modifier to all Hit rolls. If the target is further away than this, but still within weapon range, it is increased to a -2 modifier to all Hit rolls.

Firestorm: Flames surround the Titans, taxing their systems and overheating their reactors. Titans require dice rolls of 5+, rather than 4+, to Vent Plasma in the Damage Control phase. In addition, Titans with the Reactor Leak damage effect advance their Reactor Track by one extra hole than normal.

Quenching the Flames: A Titan can use its void shields to create a pressure curtain, clearing the surrounding area of smoke and flame. Any Titan can push its reactor and reduce its void shield by one level to ignore the effects of the Firestorm and Smoke and Ash rules for their activation. Titans without active void shields cannot declare this action.

Flooded Cities

In the aftermath of the fleet battle above Molech, the burning hulks of broken void ships rained down on the planet. Where these wrecks hit the oceans, tidal waves engulfed its coastal cities, leaving them as flooded battlefields.

Flooded Battlefield: Titans can cross the battlefield even if it is knee deep in water, while Knights struggle through up to their carapaces. Titans cannot move more than a total of 12" during their activation. Knight Banners have their movement halved, but firing at Knight Banners incurs a -1 modifier to all Hit rolls.

Hidden Depths: Titans might stumble into collapsed sub-levels or tunnels hidden beneath the flooded streets. After a Titan moves in the Movement phase, roll a D6. On a 1, the Titan has walked into a deep area of the battlefield and can only fire its carapace-mounted weapon (if it has one) in the following Combat phase. The deep water does, however, make the Titan harder to target and attacks made against it in the following Combat phase suffer -1 to their Hit rolls. These effects last only until the Titan's next activation, when it is considered to have hauled itself back onto better footing.

Steam Clouds: If a Titan successfully Vents Plasma in the Damage Control phase, all attacks made against it in the following Combat phase have a -1 penalty to their Hit rolls.

DAINGEROUS BATTLEFIELDS

Beyond the cities of Molech, a wide range of environments and perils confronted the invaders. Some, like the dense jungles of Kush or the rugged mountain passes of the Untar Mesas, were natural barriers to be overcome, while others, such as the volcanic devastation created by the orbital bombardment of Iron Fist Mountain, or the unleashing of the life-eater virus, were the works of the Traitors themselves. Missions using Dangerous Battlefields can include the Volcanic Ground, Virus Infected or Gargantuan Beasts rules.

Volcanic Ground

Iron Fist Mountain, seat of the Legio Crucius, was utterly destroyed when the Sons of Horus and their allies encircled the city of Lupercalia. Assaulted from orbit by the Var Zerba defensive platform, it was transformed in an instant from a mountain stronghold into an active volcano.

Broken Earth: If a Titan uses the Full Stride order, roll 2D10 after it has completed its movement. If the number rolled is equal to or lower than its Scale, place a marker next to the Titan to show that it has fallen into a burning chasm. In the Damage Control phase, a Titan in a burning chasm must advance its Reactor track by 1. In the Movement phase, a Titan in a burning chasm can climb out by making any kind of movement and rolling over its Scale on 2D10. Once a Titan has climbed free, remove the marker.

Raining Fire: In the Strategy phase, after determining the First Player, roll a D10 to determine the ferocity of the burning fallout. All Titans and Knight Banners with a Scale equal to or lower than the number rolled suffer a Strength 8 Hit (for the purposes of this roll count Knight Banners as Scale 3 regardless of the number of Knights they contain). Void Shield and Ion Shield saves may be taken against this hit.

Sudden Eruptions: When a weapon with the Blast trait misses its target and scatters, there's a chance that it might blow open a magma geyser. After working out the effects of the weapon's attack, leave the Blast marker on the table and roll a D6. On a 4+, work out an Artillery Bombardment (see page 64 of the *Adeptus Titanicus* rulebook) with the centre of the already placed Blast marker as its aiming point.

Virus Infected

To penetrate the dense jungles of Kush, the Death Guard unleashed Ignatius Grulgor, host to the deadly life-eater virus. The virus ran rampant through the jungle, killing all in its path and reducing the battlefield to a sea of sludge and toxic clouds.

Life-eater: Armour rolls against a Titan's Head are increased by 1. When using Repair dice in the Damage Control phase to repair Critical Damage to a Titan's Head, a D6 roll of 6, rather than 5+, is required. In addition, Knight Banners count all weapon hits against them as having a Strength one higher than normal when working out the effectiveness of their ion shields.

Bio-sludge: Every time a Titan moves more than 6", place a token by its base at the end of the Movement phase. Each of these tokens reduces the Titan's Speed (both normal and boosted) by 1". In the End phase, any Titan that did not move during the round can remove one token from its base.

Methane Clouds: Weapons with the Blast trait increase their Strength by 1, while weapons with the Firestorm trait double their Dice value.

Gargantuan Beasts

Molech is home to numerous strains of gigantic beasts, each one capable of threatening a Knight, and in large numbers even a Titan. At the Preceptor Line, the defenders faced waves of these creatures, from the crocodilian azhdarchid and quadruped xenosmilus to the huge simian mallahgra.

Wild Animals: The battlefield is home to a number of wild beasts, either because the battle is taking place deep in the jungle or maybe in a city now ruined and overrun by starving carnivores. In the End phase, both players should roll a D10 for each of their Titans or Knight Banners that are within 4" of a piece of terrain. If the result is equal to or less than the Titan's or the Knight's Scale (for the purposes of this roll count Knight Banners as Scale 3 regardless of the number of Knights they contain), they have been attacked by beasts and suffer D6 Strength 4 hits, ignoring void shields. Against a Titan, these hits are resolved as coming from the Rear arc.

Hunters Hunted: In the Combat phase, a Titan can declare that one of its operational weapons is targeting beasts. This cannot be a weapon with the Carapace trait – Warlord Titans may declare their Ardex defensor cannon. The Titan cannot use the weapon this Combat phase, but may ignore the Wild Animals special rule for this round. Knight Banners may have one Knight within their unit sacrifice its attacks in the Combat phase to ignore the Wild Animals special rule for a round for their Knight Banner.

Death Throes: If a Knight is chosen to sacrifice its attacks as part of the Hunters Hunted special rule, it must roll a D10 in the End phase. On a 1, it has been caught up in a beast's death throes and is removed as a casualty.

MATCHED PLAY MISSION: BEAST HUNT

Knight hunting expeditions were common on Molech before the Warmaster's invasion. Sometimes these hunts would become contests between the Houses for honour and bragging rights, the Scions themselves testing their battle skills against not just the beasts but their rivals as well.

CHOOSING FORCES

Each player should build a Knight Household (see page 34) with a Battle Rating up to 250 points. For the duration of the Beast Hunt, each Knight is considered to be a Knight Banner of one model and so may move independently, and is activated independently, of the other Knights in its Household. After both sides have selected their Knights, add up the combined Scale of each Knight Household. The mission should include a combination of Beasts (see the Beast cards presented on this page) with a combined Scale equal to the larger Knight Household.

THE BATTLEFIELD

The Beast Hunt mission should be played on a 3'x3' board with a heavy density of terrain, such as rocky outcrops, corpses of trees, jungle thickets and similar line of sight-blocking terrain pieces.

THE BEASTS

For the Beast Hunt mission, players will need to represent the Beasts using models. Players can use whatever appropriate models they have in their collections, though ideally each Beast should be roughly the same size as a Questoris Knight and mounted on a 40mm round base. If the players do not have access to any appropriate models, they can use bases or tokens instead, treating these in all respects as models.

In a Beast Hunt, the Beasts begin the game hiding in terrain features and do not set up on the board. When a Knight moves within 4" of a terrain feature, the Knight's player rolls a D10. On a 4 or higher, randomly choose one of the Beasts not already on the board and place it in base contact with the Knight closest to the terrain. The Beast then immediately attacks.

At the end of each End phase, any Beasts on the board will either attack or go back into hiding. Work out the actions of each Beast one at a time. If a Beast is close enough to a Knight to move up to its Speed and then make an attack, it will do so immediately. If there is no Knight close enough to move and attack, the Beast will instead move towards the nearest piece of terrain. A Beast that ends its move within 2" of a piece of terrain is removed from the board. The Beast may then appear in subsequent rounds healed of any damage it might have suffered, using the guidelines above.

WINNING THE SCENARIO

The game ends after six rounds have been played. At the end of the game, both players add up the Scale of the Beasts that they have killed, and the player with the highest total is the winner.

AZHDARCHID
SCALE: 2

BATTLE SKILL

WEAPON SKILL

SPEED

6+

4+

10"

STRUCTURE POINTS

0

1

2

3

4

5

RAZOR JAWS

Range

Dice

Strength

Traits

2"

2

5

Melee

MORTAL: Critical Damage
Instantly kills a Beast.

THICK HIDE: When an Azhdarchid takes a Hit from a weapon of Strength 3 or lower, roll a D6. On a 5+, the Hit is ignored.

AGILE:

Beasts are not affected by Difficult terrain or Dangerous terrain.

7-11: DIRECT HIT

12-13: DEVASTATING HIT

14+ CRITICAL HIT

XENOSMILUS
SCALE: 2

BATTLE SKILL

WEAPON SKILL

SPEED

4+

5+

10"

STRUCTURE POINTS

0

1

2

3

4

5

POISON SPIT

Range

Dice

Strength

Traits

8"

2

4

Rapid

MORTAL: Critical Damage
Instantly kills a Beast.

SHOCKING SPEED: If damaged, a Xenosmilus doubles its Speed characteristic.

AGILE:

Beasts are not affected by Difficult terrain or Dangerous terrain.

7-11: DIRECT HIT

12-13: DEVASTATING HIT

14+ CRITICAL HIT

MALLANGRA
SCALE: 3

BATTLE SKILL

WEAPON SKILL

SPEED

6+

3+

8"

STRUCTURE POINTS

0

1

2

3

4

5

6

MASSIVE CLAWS

Range

Dice

Strength

Traits

2"

4

7

Melee

MORTAL: Critical Damage
Instantly kills a Beast.

UNNATURAL RESILIENCE: At the start of the round, any Mallangra on the battlefield heals any damage suffered.

AGILE:

Beasts are not affected by Difficult terrain or Dangerous terrain.

9-12: DIRECT HIT

13-15: DEVASTATING HIT

16+ CRITICAL HIT

76

APPENDIX II: NEW STRATAGEMS

This section adds a collection of new Stratagems for *Principes* to bring to battle, complementing and expanding upon those in the *Adeptus Titanicus* rulebook. Stratagems represent the other elements that a *Principes Seniores* may bring to bear when waging war, such as support from ground units, emplaced weapons, artillery strikes and unusual strategies.

There are several categories of Stratagems. Each individual Stratagem costs a number of Stratagem points, as shown in brackets after its name. In Matched Play and Narrative Play, the mission that has been chosen will give each player a number of Stratagem points to spend. In Open Play, players should decide before the battle starts whether they will have access to Stratagem points, and if so, how many. Stratagems are a good way to assist an outmatched force – in Matched Play, it is generally the case that the player with the lowest Battle Rating gains a bonus Stratagem point for every 200 points of difference in ratings, so a similar system could be used in Open Play.

CHOOSING STRATAGEMS

Immediately before forces are deployed, each player chooses their Stratagems. They spend their Stratagem points secretly, either taking cards from the Stratagem deck with the relevant total, or choosing them from the lists of Stratagems that follow and writing them down. Unless otherwise stated, each Stratagem can only be taken once.

Stratagems are kept secret from the other player until they are used, at which point they are revealed.



DESIGNER'S NOTE: LEGIO-SPECIFIC STRATAGEMS

Many Titan Legions have their own unique Stratagems representing their personal way of waging war. Normally these are restricted to forces made up of maniples from a specific Legio. However, during the long and bitter battles of the Horus Heresy, many Titan Legions found themselves thrown together into ad hoc battlegroups alongside Titans from other Forge Worlds, or were forced to adopt unusual tactics to overcome their foes. If both players agree, any Titan Legion may use Legio-specific Stratagems at the cost of one additional Stratagem point. So for example, if a Legio Vulcanum player wanted to purchase the Legio Krytos Stratagem *Scorched Earth*, normally costing 1 Stratagem point, it would instead cost them 2 Stratagem points. Note that Loyalist forces may still not purchase Stratagems only useable by Traitors or Traitor Legio, nor may Traitor forces purchase Stratagems only useable by Loyalists or Loyalist Legio.

TRICKS AND TACTICS

Stratagem: Experimental Weapon (2)

Play this Stratagem in the Strategy phase of the first round. The player chooses one of their Titans and places this card next to its Command Terminal. Then randomly choose one of the Titan's weapons. For the duration of this battle, the selected weapon gains the Maximal Fire trait, though must always declare that it is using this Trait each time it fires. If the weapon already has the Maximal Fire trait, select another weapon.

Stratagem: Dawn Attack (3)

Play this Stratagem in the first Strategy phase of the game. For the first two rounds of the game, darkness cloaks the battlefield. Titans must roll D6x10 to determine how many inches they can see – only enemies within this range can be targeted. Titans that shot earlier in the round can be targeted, regardless of the distance an attacker can see.

Stratagem: Cursed Earth (1)

Play this Stratagem in the first Strategy phase of the game. The battlefield is heavily irradiated, making shields less effective. Titans must roll an extra dice when making Void Shield saves, while Knight Banners count the Strength of attacks as one higher for the purposes of working out their Ion Shield saves.

Stratagem: Vox Blackout (1)

Play this Stratagem in any Strategy phase. The Strategy phase immediately ends and all orders are removed, with the exception of Shutdown orders.

Stratagem: Auspex Bafflers (2)

Play this Stratagem in any Strategy phase. The player chooses one of their Titans or Knight Banners. For the duration of the round, the chosen unit increases the To Hit roll penalty by 1, i.e. -2 To Hit if at least 25% of the unit is obscured, or -3 To Hit if at least 50% of the unit is obscured.

Stratagem: Ablative Armour (1)

Play this Stratagem in any Strategy phase. The player chooses one of their Titans and places this card next to its Command Terminal. The first Direct, Devastating or Critical Hit suffered by the Titan is ignored. Then discard this card.

Stratagem: Overcharged Cannon (2)

Play this Stratagem in the Strategy phase of the first round. The player chooses one of their Titans armed with a weapon with the Maximal Fire trait. Place this card next to the Titan's Command Terminal and select one of its weapons with the Maximal Fire trait. For the duration of the battle, the Titan can fire this weapon on Super Maximal Fire. This works in exactly the same way as the Maximal Fire trait, except that the weapon's Strength is increased by 4 instead of 2.

Stratagem: Secutarii Battalion (3)

This Stratagem can be purchased by any Loyalist player. Play this Stratagem in each Strategy phase. Any enemy units with a Scale of 3 or less immediately suffer D6 Strength 3 Hits if they are within 2" of one of the player's Titans.

Stratagem: Wages of Betrayal (2)

This Stratagem can be purchased by any Loyalist player. Play this Stratagem in any Strategy phase. For the duration of the round, enemy Titans suffer a -2 penalty to Command checks. The enemy Princeps Seniores suffers a -3 penalty to Command checks instead.

Stratagem: Endurance of Terra (2)

This Stratagem can be purchased by any Loyalist player. Play this Stratagem when one of the player's Titans suffers Critical Damage. The player rolls a D6. If the result is equal to or less than the Critical Damage suffered, the damage is ignored. Otherwise, the damage is suffered as normal and the player may retain this card to use in subsequent rounds.

Stratagem: Great Crusade Titans (2)

This Stratagem can be purchased by any Loyalist player. Play this Stratagem in any Strategy phase. For the duration of the round, the player's Titans add 2 to Command checks when issuing Charge orders. In addition, when moving under Charge orders the player's Titans count as moving 6" further than they actually moved for the purposes of working out additional Attack dice.

Stratagem: The Long Retreat (1)

This Stratagem can be purchased by any Loyalist player. Play this Stratagem in any Strategy phase. For the duration of this round, the player's Titans do not halve their Speed when moving outside of their Front arc.

Stratagem: Martian Servitor Clades (3)

This Stratagem can be purchased by any Loyalist player. Play this Stratagem at the beginning of any Damage Control phase. Each of the player's Titans adds two Repair dice to their Servitor Clades. In addition, if the player's opponent is fielding any Legio Mortis or Legio Tempestus Titans, they may re-roll any results of 1 on the Repair dice.

Stratagem: Warmaster's Portion (2)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in the Strategy phase of the first round. During the Movement and Combat phases of the first round, the player's Titans can re-roll rolls of 1 when making To Hit rolls.

Stratagem: Gifts of the Dark Mechanicum (3)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in the Strategy phase of the first round. The player chooses one of their Titans and places this card next to its Command Terminal. Each time the Titan Pushes its Reactor, the player can choose to place a token on this card instead of rolling the Reactor dice, gaining the benefits of Pushing the Reactor without advancing the Reactor track. Once this card has three tokens placed on it, it is discarded.

Stratagem: Bloodthirst (1)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in any Strategy phase. For the duration of the round, the player's Titans add 2 to any To Hit rolls made against enemies within 2" of them. In addition, the player's Titans add 2 to their Command checks when attempting to issue the Charge order.

Stratagem: Living Armour (3)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in any Strategy phase. The player chooses one of their Titans and a location on the chosen Titan that has suffered Structural Damage. The player then rolls a D10. If the result is equal to or higher than the amount of Structural Damage suffered, all damage to the location is repaired. Otherwise there is no effect, but the player may retain this card and play it again next round.

Stratagem: War of Fates (1)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in any Strategy phase. Before the Movement phase, Damage Control phase and Combat phase, the player rolls a D10. If the result is an odd number, for the duration of that phase any D6 roll of 6 counts as a 1 and any D10 roll of 10 counts as a 1. If the result is an even number, for the duration of that phase any D6 roll of 1 counts as a 6 and any D10 roll of 1 counts as a 10.

Stratagem: War Lust (2)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in any Strategy phase. For the duration of the round, the player's Titans add 2" to their Boosted Speed characteristic. In addition, the player's Titans add 2 to their Command checks when attempting to issue the Full Stride order.

RANGED SUPPORT

Stratagem: Strafing Run (2)

Play this during each Strategy phase. A squadron of fighter bombers scream across the battlefield, attacking everything in their path. Choose one of the four edges of the battlefield and pick a point on that edge. Then pick a point on any other edge of the battlefield and draw an imaginary line between the two. Any unit under this line, or within 2" of it, takes D3 Strength 5 hits.

Stratagem: Scatterable Mines (1)

Play this during each Strategy phase. Place a marker anywhere on the battlefield then scatter it D10". The area within 12" of this marker counts as Dangerous terrain until the end of the round.

Stratagem: Static Rain (3)

Once during the game, play this card during the Strategy phase. Place a marker anywhere on the battlefield. Any Titan within 2D10" of this marker must make D3 Void Shield saves. Knight Banners within this range cannot make Ion Shield saves for the remainder of the round, even if they subsequently move out from the marker's radius of effect.

Stratagem: Earthshaker Mines (2)

Play this Stratagem immediately after an enemy unit finishes moving or making a turn. That unit suffers D3 Strength 6 hits to its Legs. Void Shield saves cannot be made against the hits. In addition, the unit is then moved D6" in a direction determined by the Scatter dice (this may result in a Collision – see page 31 of the *Adeptus Titanicus* rulebook). This does not change the unit's facing.

Stratagem: Quake Shells (2)

Play this during each Strategy phase. Place the 5" Blast marker anywhere on the battlefield then scatter it D10". Any unit touched by the marker where it eventually lands suffers D3 Strength 6 hits, or D6 Strength 6 hits if the central hole of the Blast marker is entirely over its base. In addition, the unit is then moved D6" in a direction determined by the Scatter dice (this may result in a Collision – see page 31 of the *Adeptus Titanicus* rulebook). This does not change the unit's facing.

Stratagem: Haywire Barrage (2)

Once during the game, play this card in the Strategy phase. Place a marker anywhere on the battlefield then scatter it D10". Roll 2D6 for each Titan within 6" of the marker. If the roll is equal to or greater than their Scale, they take 1 point of Critical Damage to a random location, ignoring shields. If the location is a weapon, it is disabled. If the location is a disabled weapon or already has 3 points of Critical Damage then the barrage has no effect. Knight Banners hit by a Haywire Barrage take D3 Strength 7 hits that ignore ion shields.

TERTIARY OBJECTIVES

These Stratagems can only be selected during Matched Play.

Stratagem: A Quick Kill (1)

Play this in the End phase of the first or second round. If at least one enemy Titan with Scale 8 or greater has been destroyed, score 5 Victory points.

Stratagem: No Prisoners (2)

Play this at the end of the battle. Score 5 Victory points if all enemy Titans have been destroyed. If the points total of the game is 2,500 points or more, score 10 Victory points instead.

Stratagem: Titanic Decapitation (1)

Play this in the End phase if an enemy Titan was destroyed by suffering Critical Damage to its head. Score 5 Victory points.

Stratagem: Hold the Centre (2)

Play this at the end of the battle. The player scores 2 Victory points for each of their Titans that are within 12" of the centre of the battlefield. In addition, they score an extra 5 Victory points if there are no enemy units within 12" of the centre of the battlefield.

Stratagem: Penance (2)

Play this at the end of the battle. The player scores 3 Victory points for each of their Titans that has not been destroyed, but which is Structurally Compromised. In addition, they score an extra 3 Victory points if their *Principes Seniores'* Titan currently has any Critical Damage.

Stratagem: Justice for the Fallen (1)

This Stratagem can be purchased by any Loyalist player. Play this at the end of the battle. If the player has destroyed at least as many enemy Titans as they themselves have lost, they score 5 Victory points.

Stratagem: Dark Pledge (1)

This Stratagem can be purchased by any Traitor player. Play this Stratagem in the Strategy phase of the first round. The player chooses an enemy Titan or number of Titans with a Scale of 10 or more to mark for destruction. If, at the end of the battle, these marked Titans have been destroyed, the player scores 10 Victory points. If all or some of the marked Titans have not been destroyed by the end of the battle, the player loses 10 Victory points.

BATTLEFIELD ASSETS

These Stratagems are represented on the battlefield by models or markers, and give ongoing benefits to their owning player. Battlefield Assets are usually set up at the beginning of the game, and are placed in the owning player's deployment zone before they place any of their other units. However, some Battlefield Assets may be deployed later, or redeploy between turns. If this is the case, it will be detailed in their individual descriptions.

Battlefield Assets can be targeted by attacks, and are hit by Blast markers, Flame templates and area effects (such as exploding reactors) in the same way as a unit. Hit rolls against Battlefield Assets have a -1 penalty at Short range and a -2 penalty at Long range. Attacks against Battlefield Assets use the following Damage table:

12-15: Glancing Hit	Roll a D6. On a 5 or 6, the Battlefield Asset is destroyed.
16+: Critical Hit	Roll a D6. On a 3 or more, the Battlefield Asset is destroyed.

Units can move across Battlefield Assets without penalty. If a Titan's base crosses a Battlefield Asset as it moves, there is a chance the Titan will crush the Asset underfoot. If it does so, roll a D10, or a D6 if the Titan's move ends with its base over the Battlefield Asset. If the result is lower than the Titan's Scale, the Battlefield Asset is destroyed.

Forward Observers (1)

Play this Stratagem before making an attack using a weapon with the Barrage trait. Place a command bastion or communication relay anywhere on the board to represent a forward observer team position that has been camouflaged up until this point. While the Asset is on the board, when friendly units make attacks using weapons with the Barrage trait, they may draw line of sight, though not range, from this model, thus ignoring the normal -2 penalty for firing indirectly.

Titan Hunter Infantry (2)

This Stratagem can be played once in each Strategy phase of the game. When this Stratagem is played, place two markers anywhere on the table wholly within a piece of terrain (this does not need to be the same piece of terrain). Instead of activating a Titan or Knight Banner, a player may fire with these markers as if they were units, following all of the rules for making attacks and using the profile below. If more than one player has this Stratagem, players take turns when placing their markers, beginning with the First Player. If two opposing markers are placed in the same piece of terrain, immediately remove both markers.

BS/ WS	FIRING ARC	RANGE		ACCURACY		DICE	STRENGTH	TRAITS
		S	L	S	L			
5+	360°	6"	12"	+1	-	4	5	-





Iron Baron
Legio Mortis Reaver Titan



Tempus Prima
Legio Gryphonicus Warhound Titan



Achlus
House Vyronii Questoris Knight



Comitas Zenith
House Vyronii Cerastus Knight-Lancer



Lamprotes
House Vyronii Questoris Knight

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