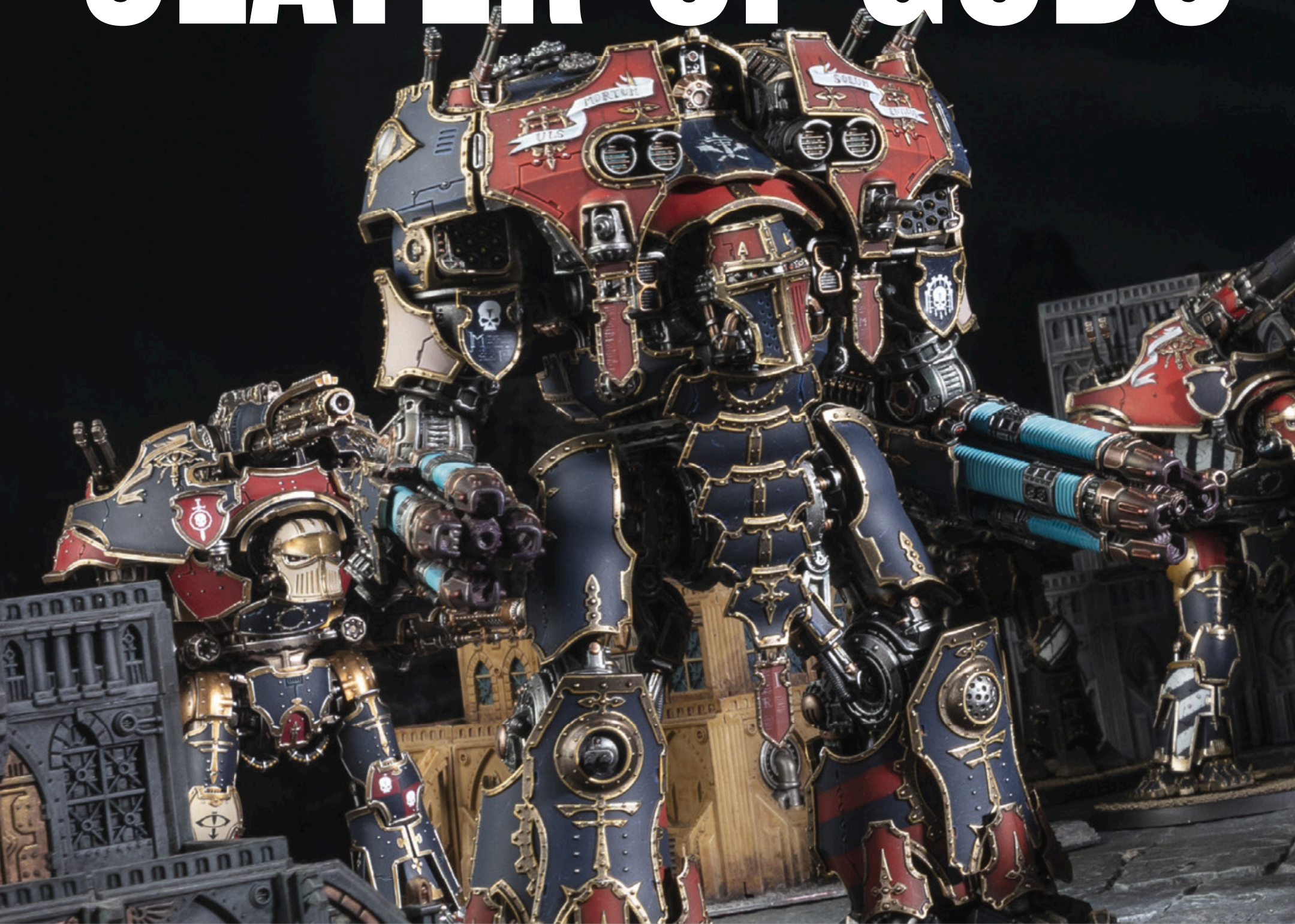


SLAYER OF GODS



The Collegia Titanica boasts some of the most powerful and destructive war machines in the galaxy – colossal god-engines that can obliterate entire battlegroups of infantry in a single salvo and annihilate armoured vehicles with impunity using their vast arsenal of earth-shattering weapons. These war machines are known as Titans, and they tower over the armies that fight alongside them – a terrifying sight to their foes and a portent of certain victory for their allies.

Yet during the dark days of the Horus Heresy, oaths were broken and allegiances betrayed. Entire Titan Legions turned upon each other to bring wrack and ruin to countless worlds. The darkest depths of the Legio vaults were opened and the deadliest and most destructive war engines deployed. Among their number was the Warmaster Heavy Battle Titan.

ADEPTUS TITANICUS

If you're new to Adeptus Titanicus, make sure you pick up a copy of the main rules, available from the Games Workshop website in English, German and Japanese. If you're into your narrative gaming, check out the campaign books *Titandearth* and *Doom of Molech*, both of which feature new rules and background and provide great inspiration for your games of Adeptus Titanicus.

RETURN OF THE WARMASTER

As many of you will be aware by now, there's a new Titan in town: the Warmaster. Looming over even a Warlord Titan, it is equipped with a pair of Suzerain-class plasma destructors that will turn anything they hit into molten slag, a revelator missile launcher and a pair of turbo laser destructors (or similarly destructive weapons of your choice) mounted under the carapace. Suffice it to say the Warmaster is not to be messed with.

But in this issue of *White Dwarf* you can do just that! This article features two narrative missions set during the Horus Heresy. The first pitches two forces against each other, both aided by a Warmaster Titan. The second – the Siege of Travo'anor – pits an entire maniple of Warmaster Titans against an army of smaller war machines. Yes, it will be utter carnage. Buckle up, Princeps – you're in for a bumpy ride!

The god-engines of the Collegia Titanica are arguably the most devastating war machines in the galaxy. Yet there is one among them that brings oblivion to all: the Warmaster. Here we provide two scenarios in which you can field this colossal new Titan.



SLAYER OF GODS

It took a conflict on the scale of the Horus Heresy – a war that resulted in the nascent Imperium being torn apart and the Space Marine Legions turning against one another – for the Mechanicum to unleash the Warmaster Heavy Battle Titan. With the virtue of hindsight, it is perhaps unsurprising that the Mechanicum kept knowledge of this mighty god-engine from Mankind, for ever was the Cult Mechanicus built upon a foundation of secrets.

Yet the Warmaster Titan was not a tool of political power nor a pillar of strength but a weapon of apocalyptic death and destruction, shrouded and slumbering until a Forge World stood at the precipice of extinction. On that day, the Warmaster Titan would stride to war, leaving naught but blood and ash in its wake. Its existence was a protected secret within the highest echelons of the Mechanicum, and it was never spoken of openly to peers nor to outsiders.



THE RED PLANET AFLAME

In the opening months of the Horus Heresy, the true depth of the Warmaster's treachery was revealed. Nine Space Marine Legions turned against the Emperor, and across the galaxy, innumerable worlds cast aside their oaths to the Imperium in favour of its once-favoured son. Even the leader of the Mechanicum – Fabricator-General Kelbor Hal – had been lured down treasonous paths, plunging the Red Planet into war after receiving promises of access to technologies the Emperor had long deemed forbidden.

Of those Titan Legions stationed on the Red Planet, of which nearly two dozen were present when conflict gripped Mars, the most prominent were those of the Triad Ferrum Morgulus, the first three Titan Legions. Rivalry between Legio Ignatum, Legio Tempestus and Legio Mortis was all too common and quickly escalated into bloodshed during the Horus Heresy. Indeed, Legio Mortis, ever-loyal enforcers of the Fabricator-General's will, proved eager to lay low their erstwhile allies. With brutal efficiency, battlegroups of the Death's Heads Titans fell upon those forge-fanes guarded by the Fire Wasps in an effort to exterminate all pockets of potential resistance on the Red Planet. At the forefront of the Legio Mortis forces strode newly awakened Warmaster Titans, their presence marking the new era of bloodshed that had fallen upon the galaxy. In its wake, the Red Planet plunged into civil war, the Traitor's victory so complete that word of a new god-engine would not reach Terra until the Warmaster directly threatened the cradle of humanity.

Battlegroups

One player controls the forces of Legio Ignatum while the other controls those of Legio Mortis. Both players select a battlegroup as described in the Adeptus Titanicus rulebook. Both players' forces should have a Battle Rating of up to 3,000 points. Each battlegroup must include one (and only one) Warmaster Heavy Battle Titan.

Battlefield

The battle is played on a 4'x4' board. The board should contain a moderate amount of natural terrain (such as rocky outcrops, etc.) with the occasional scattering of industrial buildings.

Stratagems

Both players have 3 Stratagem points that can only be spent on Legio-specific Stratagems.

Deployment

The winner of a roll-off chooses a board edge and deploys one of their units within 8" of that board edge. The opposing player then deploys one of their units within 8" of the opposite board edge. Players then take it in turns to place a unit within 8" of their board edge until all units have been placed.

The First Round

In the first round, both players roll off to see who takes the Opus Titanicus.

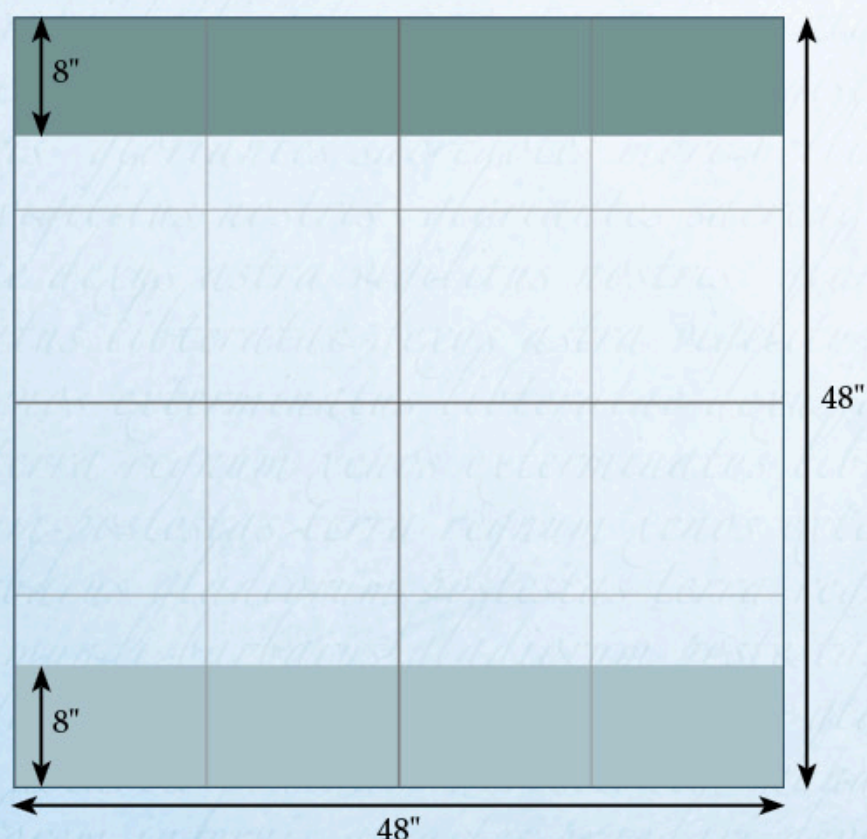
Battle Length

The battle lasts for 5 rounds, after which one side will emerge victorious. If all units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, both players calculate their Victory points (VPs). Players score 10 VPs if the opposing player's Warmaster Titan has been destroyed and 5 VPs if their own Warmaster Titan has not been destroyed. In addition, a player earns 5 VPs if the total points value of enemy units that have been destroyed is greater than that of enemy units remaining on the battlefield and 5 VPs if the total points value of friendly units remaining on the battlefield is greater than the total points value of friendly units that have been destroyed.

The player with the most victory points is victorious. If both players have the same number of VPs, the battle is a draw.





THE SIEGE OF TRAVO'ANOR

Located in the northern reaches of the Segmentum Obscurus, Travo'anor was an oddity in terms of a Mechanicum holdings. An industrial world, Travo'anor was originally ruled by a conglomeration of techno-empires that laid claim to the mineral-rich planet and its seven moons. When Travo'anor was rediscovered during the Great Crusade, its people were eager to take their place in the burgeoning Imperium and to share their own knowledge with that of the Mechanicum. In time, the planet became a chief producer of armaments in the Segmentum Obscurus, serving as a vital resupply point for Expeditionary fleets moving to the war front.

By the time of the Horus Heresy, Travo'anor maintained ties with multiple Forge Worlds, from which its production capabilities vastly benefitted. Repeated attempts had been made, both by the Red Planet and numerous other prominent Forge Worlds, to bind the planet to a single Mechanicum enclave. This was ardently resisted by the people of Travo'anor, who favoured no one side over the others. To gain favour, many Forge Worlds were granted permission to build forge-fanes upon the planet and its moons, providing them with a base of operations. Many Forge Worlds took this as an opportunity to garrison demi-Legios and other military forces in preparation for forays into the Segmentum Obscurus. In turn, Travo'anor was well protected, with nearly a dozen Titan Legions having established a presence on the world during the later years of the Great Crusade.

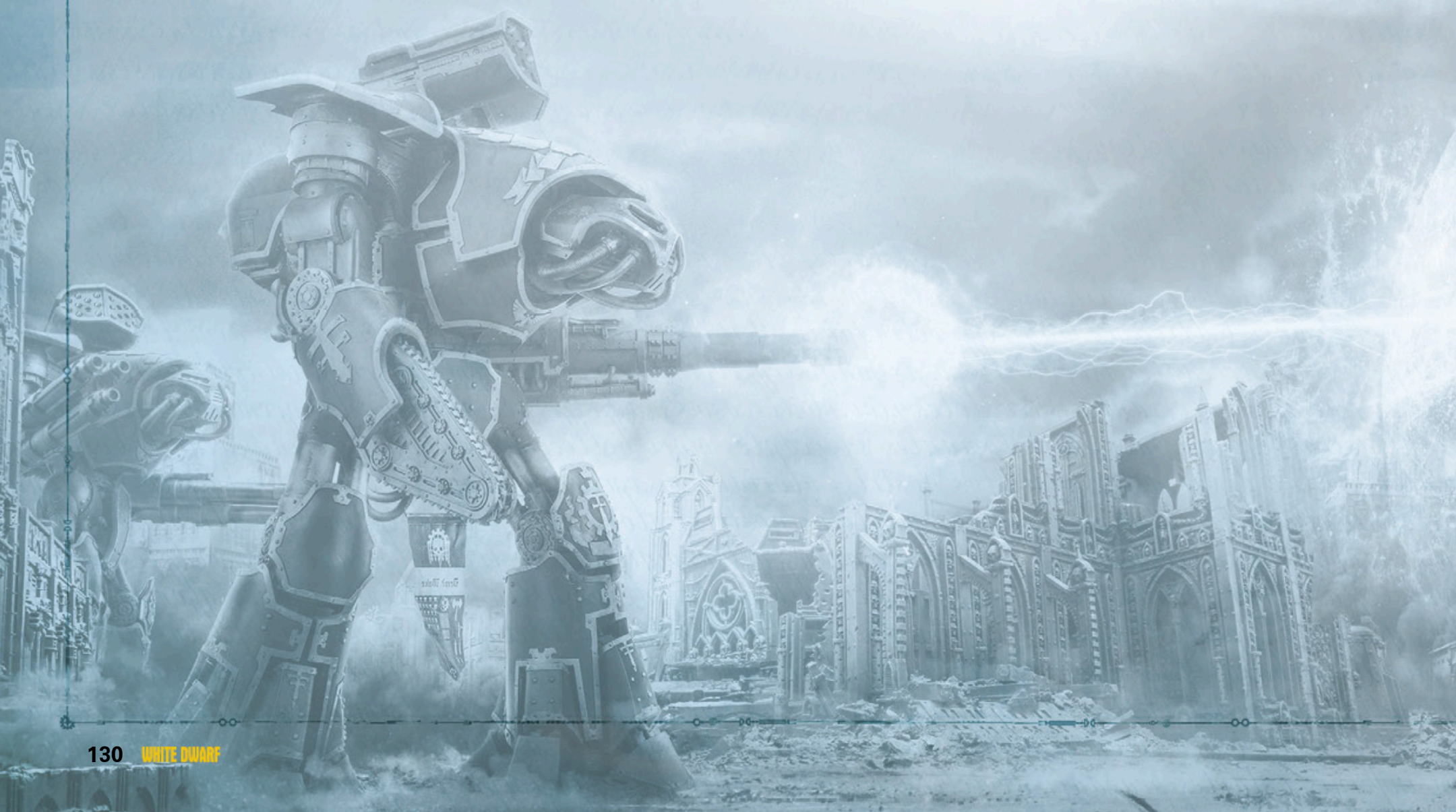
The diplomatic efforts of Travo'anor proved problematic when the Warmaster's treachery was revealed, with the loyalties of its invited guardians split between the two sides. The most prominent of Loyalists stationed upon Travo'anor proved to be those of Legio Destructor, Legio Ignatum and Legio Crucius, three Titan Legions of much renown. These Titan Legion were noted for their forward planning and had long prepared for the escalation of tensions amongst rival Mechanicum factions both on Travo'anor and elsewhere. As such, their own forge-fanes were considerably reinforced, and the true extent of military forces deployed there was concealed from all but their

own. Though none could have predicted the scale of conflict unleashed by the Horus Heresy, their move towards increased security proved prudent, for many of the Warmaster's allies greatly desired the planet's resources.

The moons of Travo'anor soon saw open war as Titan Legions turned upon one another and Traitor forces moved to secure the industrial world. A significant battle during the opening days of the Siege of Travo'anor was centred around the forge-fane of Novavistra, capital of the planet. It was here that the leadership of Travo'anor sat, and thus it proved a priority target for the Traitor forces. When assault by more conventional ground forces failed, the Traitors moved their Titan Legions in, hoping to decapitate the leadership of Travo'anor before they could flee. In response, the Loyalists – who were hard pressed across multiple fronts – unveiled their masterstroke. As several maniples of Traitor Titans advanced on Novavistra, Titan Landers transported a handful of Warmaster Titans, drawn from four different Titan Legions, in their path. Sent to Travo'anor to serve should a dire need arise within the Segmentum Obscurus, the behemoth god-engines were all that stood before the advancing Traitors and the evacuating forge-fane. Though greatly outnumbered, the Warmaster Titans quickly proved they were far from outgunned.

Battlegroups

One player controls the Loyalist Warmaster Titans, while their opponent controls the Traitor forces. The Loyalist player's battlegroup should consist only of Warmaster Titans, ignoring the usual rules and restrictions for building a battlegroup and Auxiliary Titans; it can include as many Warmaster Titans as possible but only Warmaster Titans. The Traitor player should have a Battle Rating equal to the total points value of the Loyalist's battlegroup and must follow all normal restrictions for building a battlegroup with the exception that it may not include Warmaster Titans. Neither player can take Knight Banners as reinforcements, though the Traitor player can include Knight Banners as part of Titan maniples.



Battlefield

The battle is played on a 6'x4' board. The board should contain a moderate to dense amount of urban and industrial terrain, representing the outskirts of a forge-fane.

Stratagems

No players have Stratagems for this battle.

Mission Special Rules

War Everlasting: The battle around Novavistra was a brutal conflict fought between several maniples of Traitor god-engines against a handful of Warmaster Titans assembled from different Titan Legions and led by the Legio Destructor. Though vastly outnumbered, the overwhelming firepower of the Warmaster Titans did much to even the odds, stemming the tide of Traitors and allowing the complete evacuation of Loyalist personnel from the planet's principal forge-fane.

To represent this battle, the regular turn sequence for games of Adeptus Titanicus is modified slightly. Each round progresses as normal until the Combat phase. During the Combat phase, players take it in turns to activate a unit as normal. However, once all Loyalist units have been activated, if the Traitor player still has units to activate, then the next time the Loyalist player would get to activate a unit, they may activate one that has already completed its activation that phase. This repeats until both battlegroups have activated all eligible units at least once, at which point the phase ends.

A Titan activated in this way can only perform one of the following actions:

- **Fire:** The Titan can fire a single arm weapon and a single shoulder or carapace weapon.
- **Turn:** The Titan can turn up to 45° in any direction.

Once a Titan is activated in this way, it cannot be chosen to perform one of the above actions until another friendly Titan has performed one of those actions (i.e. a different unit has to be activated before the same Titan can be activated again).

Deployment

The Loyalist player chooses a long board edge and deploys all of their units within 8" of that edge. The Traitor player then deploys all of their units within 8" of the opposite board edge.

The First Round

In the first round, both players (or both sides if playing with more than two players) roll off to see who takes the Opus Titanicus.

Battle Length

The battle lasts for 4 rounds, after which either the Loyalist player has halted the tide of Traitors or enough Warmaster Titans have fallen for the Traitors to break through and seize the forge-fane. If all units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, if less than half of the Loyalist's Warmaster Titans have been destroyed, then the Loyalist player is victorious. If over half of the Loyalist's Warmaster Titans have been destroyed, then the game is a draw. If all of the Loyalist's Warmaster Titans have been destroyed, then the Traitor player is victorious.

Three or more Players

The Siege of Travo'anor is a perfect mission for multiplayer games. Instead of one player controlling the Loyalist Warmaster Titans, multiple players can control one or more Warmaster Titans each, while several Traitor players combine their battlegroups together into a larger force.

When playing in this way, it is worth keeping track of secondary victory conditions for added fun and bragging rights. Loyalist players should keep a running total of engine kills each Warmaster Titan makes during the battle, while Traitor players should track how many Warmaster Titans each separate battlegroup destroys. The Loyalist winner is the player who controls the Warmaster Titan that scored the greatest number of engine kills, and the Traitor winner is the player who controls the battlegroup that felled the most Warmaster Titans.

