

**Turnier (Adeptus Titanicus 2018) [1,295 Points, 5 Stratagem Points]**

**Battlegroup (Battlegroup) [1,295 Points, 5 Stratagem Points]**

**Maniple [1,295 Points]**

## Arcus Battleline Maniple [1,295 Points]

**Categories:** MANIPLE

**Rules:** *Coordinate Relay*

### Titan Legion

**Selections:** Legio Mortis (Death's Heads)

**Categories:** TITAN LEGION, LEGIOMORTIS

**Rules:** *Reapers Tally, State of Decay*

## Warbringer Nemesis Titan [395 Points]

**Selections:** Ardex Defensor Cannon, Mori Quake Cannon [WBG] [20 Points], Volcano Cannon [25 Points], Volcano Cannon [25 Points]

**Categories:** WARBRINGERNEMESISTITAN, TITAN, ARM, BLAST (X), CONCUSSIVE, WEAPON, QUAKE, DRAINING, ARC: FRONT

**Rules:** *Ardex Defensor Cannon, Blast (X), Concussive, Dice, Draining, Firing Arc, Quake, Range and Accuracy (ACC), Strength (STR), Weapon Characteristics*

**Engine:** *Warbringer Titan, Weapon: Mori Quake Cannon, Volcano Cannon*

### Structure

**Categories:** STRUCTURE

#### Body

**Selections:** ○○○○○○○○○(1)

**Location Table:** *Body, Structure Points:* ○○○○○○○○○(1)

#### Head

**Selections:** ○○○○○○○(1)

**Location Table:** *Head, Structure Points:* ○○○○○○○(1)

#### Legs

**Selections:** ○○○○○○○○○(1)

**Location Table:** *Legs, Structure Points:* ○○○○○○○○○(1)

#### Plasma Reactor

**Selections:** ○○○○○○○ Green(1)

#### Void Shields

**Selections:** Void Shield (3+) ○○○○○○

## Warhound Titan [230 Points]

**Selections:** =Mortis= Remains of the Fallen [20 Points], Turbo Laser Destructor [WHD] [20 Points], Vulcan Megabolter [WHD] [10 Points]

**Categories:** TITAN, WARHOUNDTITAN, RAPID, ARM, WEAPON, QUALIFIER-BOLTERWEAPONS, SHIELDBANE, DRAINING, LEGIOMORTIS, LEGIOSPECIFICWARGEAR

**Rules:** *Dice, Draining, Firing Arc, Range and Accuracy (ACC), Rapid, Remains of the Fallen, Shieldbane, Strength (STR), Weapon Characteristics*

**Engine:** *Warhound Titan, Weapon: Turbo Laser Destructor, Vulcan Megabolter (Warhound)*

### Structure

**Categories:** STRUCTURE

#### Body

**Selections:** ○○○○○○○(1)

**Location Table:** *Body, Structure Points:* ○○○○○○○(1)

#### Head

**Selections:** ○○○○○(1)

**Location Table:** *Head, Structure Points:* ○○○○○(1)

#### Legs

**Selections:** ○○○○○○○(1)

**Location Table:** *Legs, Structure Points:* ○○○○○○○(1)

#### Plasma Reactor

**Selections:** ○○○○○ Green(1)

#### Void Shields

**Selections:** Void Shield (3+) ○○○○

## Warhound Titan [230 Points]

**Selections:** =Mortis= Remains of the Fallen [20 Points], Turbo Laser Destructor [WHD] [20 Points], Vulcan Megabolter [WHD] [10 Points]

**Categories:** TITAN, WARHOUNDTITAN, RAPID, ARM, WEAPON, QUALIFIER-BOLTERWEAPONS, SHIELDBANE, DRAINING, LEGIOMORTIS, LEGIOSPECIFICWARGEAR

**Rules:** Dice, Draining, Firing Arc, Range and Accuracy (ACC), Rapid, Remains of the Fallen, Shieldbane, Strength (STR), Weapon Characteristics

**Engine:** Warhound Titan, **Weapon:** Turbo Laser Destructor, Vulcan Megabolter (Warhound)

### Structure

**Categories:** STRUCTURE

#### Body

**Selections:** ◎◎◎◎◎◎(1)

**Location Table:** Body, **Structure Points:** ◎◎◎◎◎◎(1)

#### Head

**Selections:** ◎◎◎◎◎(1)

**Location Table:** Head, **Structure Points:** ◎◎◎◎◎(1)

#### Legs

**Selections:** ◎◎◎◎◎◎(1)

**Location Table:** Legs, **Structure Points:** ◎◎◎◎◎◎(1)

#### Plasma Reactor

**Selections:** ◎◎◎◎◎ Green(1)

#### Void Shields

**Selections:** Void Shield (3+) ◎◎◎◎

### Warhound Titan [230 Points]

**Selections:** =Mortis= Remains of the Fallen [20 Points], Turbo Laser Destructor [WHD] [20 Points], Vulcan Megabolter [WHD] [10 Points]

**Categories:** TITAN, WARHOUNDTITAN, SHIELDBANE, DRAINING, ARM, WEAPON, RAPID, QUALIFIER-BOLTERWEAPONS, LEGIOMORTIS, LEGIOSPECIFICWARGEAR

**Rules:** Dice, Draining, Firing Arc, Range and Accuracy (ACC), Rapid, Remains of the Fallen, Shieldbane, Strength (STR), Weapon Characteristics

**Engine:** Warhound Titan, **Weapon:** Turbo Laser Destructor, Vulcan Megabolter (Warhound)

### Structure

**Categories:** STRUCTURE

#### Body

**Selections:** ◎◎◎◎◎◎(1)

**Location Table:** Body, **Structure Points:** ◎◎◎◎◎◎(1)

#### Head

**Selections:** ◎◎◎◎◎(1)

**Location Table:** Head, **Structure Points:** ◎◎◎◎◎(1)

#### Legs

**Selections:** ◎◎◎◎◎◎(1)

**Location Table:** Legs, **Structure Points:** ◎◎◎◎◎◎(1)

#### Plasma Reactor

**Selections:** ◎◎◎◎◎ Green(1)

#### Void Shields

**Selections:** Void Shield (3+) ◎◎◎◎

### Warhound Titan [210 Points]

**Selections:** Turbo Laser Destructor [WHD] [20 Points], Vulcan Megabolter [WHD] [10 Points]

**Categories:** TITAN, WARHOUNDTITAN, RAPID, ARM, WEAPON, QUALIFIER-BOLTERWEAPONS, SHIELDBANE, DRAINING

**Rules:** Dice, Draining, Firing Arc, Range and Accuracy (ACC), Rapid, Shieldbane, Strength (STR), Weapon Characteristics

**Engine:** Warhound Titan, **Weapon:** Turbo Laser Destructor, Vulcan Megabolter (Warhound)

### Structure

**Categories:** STRUCTURE

#### Body

**Selections:** ◎◎◎◎◎◎(1)

Location Table: *Body*, Structure Points: @@@@@(1)

### Head

Selections: @@@@@(1)

Location Table: *Head*, Structure Points: @@@@@(1)

### Legs

Selections: @@@@@(1)

Location Table: *Legs*, Structure Points: @@@@@(1)

### Plasma Reactor

Selections: @@@@ Green(1)

### Void Shields

Selections: Void Shield (3+) @@@@

Engine	Speed	Command	Ballistic Skill	Weapon Skill	Maneuver	Servitor Clades	Scale	Ref
Warbringer Titan	5"/7"	4+	3+	5+	2/3	4	9	
Warhound Titan	8"/12"	5+	3+	4+	3/5	2	6	

Location Table	Direct	Devastating	Critical	Ref
Body	10-11	12-13	14+	
Head	11-13	14-15	16+	
Legs	10-12	13-14	15+	

Structure Points	Modifier	Ref
@@@@@(1)		
@@@@@(1)		
@@@@@(1)		
@@@@@(1)		

Weapon	Dice	Strength	Short Range	Short Accuracy	Long Range	Long Accuracy	Disabled Roll	X Value	Limited	Trait	Critically Disabled	Ref
Mori Quake Cannon	1	9	24"	-1	72"		11-14	5"			15+	
Turbo Laser Destructor	2	8	18"		32"		9+					
Volcano Cannon	1	10	30"		60"		10+	3"				
Vulcan Megabolter (Warhound)	6	4	8"	+1	20"		(+)					

## Stratagem [5 Stratagem Points]

### A Score to Settle [1 Stratagem Points]

Categories: STRATAGEM

Rules: *A Score to Settle*

### Thermal Mines [2 Stratagem Points]

Categories: STRATAGEM

Rules: *Thermal Mines*

### Voidbreaker Field [2 Stratagem Points]

Categories: STRATAGEM

Rules: *Voidbreaker Field*

## Allegiance

### Traitor

Categories: ALLEGIANCE

## Selection Rules

**A Score to Settle:** Play this at the end of the battle. Score 1 additional Victory point for each enemy unit that has been destroyed. (Adeptus Titanicus 2018 p64)

**Ardex Defensor Cannon:** When the Titan is activated in the Combat phase, each enemy unit that is within its Front or Rear arc, and within 6", suffers D3 Strength 5 hits. ()

**Blast (X):** Before rolling To Hit with a Blast weapon, place the 3" Blast marker or 5" Blast marker (determined by the number in brackets) so that its central hole is completely over the target model's base and within line of sight of the attacking weapon, and no part of the marker is touching any friendly models. Then, check to see whether the central hole is within range and arc. If it is not within arc, the shot is wasted and has no effect. If it is not within range, do not roll To Hit. Instead, draw an imaginary 1" wide line between the chosen target and the attacking unit, placing the central hole of the Blast marker along this line a number of inches away from the attacking unit equal to the weapon's Long range characteristic – each shot scatters as follows:

Once the marker has been placed, roll To Hit as normal. If the roll is successful, the marker is not moved; otherwise, roll the Scatter dice and move the Blast marker D10" in the direction that is shown - if a Hit is rolled, use the small arrow to determine the direction of scatter. Note that the Blast marker can scatter out of the Titan's line of sight, or out of the weapon's range or arc this represents the shot ricocheting or blasting clear through intervening terrain. The centre of the firing Titan's base should still be used as a reference point to determine which of the target's arcs is hit.

Whether or not the marker moves, each model that is touched by the marker is hit once. If the central hole of the Blast marker is fully over a model's base, that model is hit twice.

If a Blast weapon has a Dice value of 2 or more, make each Hit roll separately (scattering any missed shots individually). If more than one model is hit, the attacking player chooses the order in which to resolve them. Blast weapons cannot make Targeted Attacks. [FAQ - 1.1] (Adeptus Titanicus 2018)

**Concussive:** Some munitions produce a concussive blast that can cause even the largest Titan to stagger. If an attack from a Concussive weapon scores any hits on a Titan that are not deflected by its shields, roll a D6. on a 1-2, the target pivots 45° to the left; on a 3-4, it moves D3" directly away from the attacking unit without changing its facing; on a 5-6, it pivots 45° to the right. If the Titan suffers Catastrophic Damage as a result of the hit, roll to see if the Titan is turned or moved before rolling on the Catastrophic Damage table. In the Advanced Rules, a Knight Banner that suffers any Direct, Devastating or Critical Hits from a Concussive weapon is automatically Shaken instead (see page 47). (Adeptus Titanicus 2018 Errata v1.0 p38)

**Coordinate Relay:** A Warbringer-Nemesis Titan from this maniple can attack enemy units indirectly if they do not have line of sight to that unit, so long as the target is within line of sight of a Warhound Titan from this maniple. Firing indirectly in this manner confers a -2 modifier on the Hit roll. In addition, an attack with a Blast weapon from the Warbringer-Nemesis Titan that misses scatters D6" instead of D10" when the target is in line of sight of a Warhound Titan from this maniple. (Shadow and Iron p41)

**Dice:** A weapon's Dice value shows how many dice are rolled when attacking with it. In essence, it is a representation of how rapidly the weapon can fire - a gun with Dice 6 fires a lot more shots in one go than one with Dice 1. ()

**Draining:** Draining weapons put a great strain on the plasma reactor of the Titan that fires them. Before attacking with a Draining weapon, the Titan's reactor must be pushed. A unit that does not have a plasma reactor cannot use a Draining weapon. Some weapons have (Draining) after another trait - this means that they do not have the trait by default, but if they push the plasma reactor before attacking with the weapon, it gains that trait for the duration of the attack. (Adeptus Titanicus 2018)

**Firing Arc:** A weapon's firing arc (explained on page 26) is represented by a graphic. The graphic assumes that the Titan is facing towards the top of the Command Terminal - most weapons (particularly arm-mounted ones) generally have the Titan's Front arc as their firing arc. ()

**Quake:** Quake weapons strike their target with such force that the very ground ruptures and shakes. If a unit is hit by a Quake cannon and the hit is not deflected by its shields, it is caught in the seismic blastwave. Until the end of the following Movement phase, the target's default and boosted Speed values are halved (rounding down). ()

**Range and Accuracy (ACC):** This shows the weapon's range in inches. Weapons have two ranges: Short and Long. These are primarily used to determine the Accuracy modifier (which affects any Hit rolls made for the weapon), but might also be referenced by other in-game effects. ()

**Rapid:** Rapid weapons spit an overpowering stream of shots, saturating the target with weapons fire. For each Hit roll of 6 when attacking with a Rapid weapon, it causes 2 hits rather than 1.

If a roll of 6 To Hit was required, this rule has no effect. ()

**Reapers Tally:** Each time a Titan of the Legio Mortis destroys an enemy Titan, it gains the ability to re-roll a single dice roll of 1 each time it makes a shooting attack. These effects are cumulative, and for every enemy Titan destroyed, an additional 1 may be re-rolled. (Titandead p40)

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

**Shieldbane:** These weapons are capable of tearing clean through even the largest void shields. Any Shield saves made against Shieldbane weapons have a -1 modifier. ()

**State of Decay:** Once per game, any Legio Mortis Titan may ignore the effects of MIU Feedback, Moderati Wounded and Princeps Wounded for a round. In a round that the Titan ignores these Critical Damage effects, it may not allocate any Repair dice to its Head. (Titandead p40)

**Strength (STR):** A weapon's Strength is a measure of its ability to punch through a target's armour. The higher a weapon's Strength, the more likely its attack will inflict damage on a successful hit. ()

**Thermal Mines:** Play after an enemy unit finishes moving or making a turn. That unit takes d3 S10 hits to the legs, ignoring shields. (Adeptus Titanicus 2018 Errata v1.0)

**Voidbreaker Field:** 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 Shield saves equal to the number rolled on the D6. On a 1, the Stratagem can be used a second time, in a subsequent turn. (Adeptus Titanicus 2018)

**Weapon Characteristics:** A unit's Command Terminal has a number of spaces for Weapon cards, which must be selected before the start of the battle. Each Weapon card shows which Class of Titan it can be chosen for, and which slot(s) on the Command Terminal it can occupy. ()

