



FREQUENTLY ASKED QUESTIONS AND ERRATA V1.1

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it could be. This document collects together amendments to the rules and presents our responses to players' frequently asked questions. We've also taken the opportunity to listen to player feedback and to update several rules accordingly. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**.

ADEPTUS TITANICUS RULEBOOK – ERRATA

Page 33 – Combat Sequence Summary box-out

Add the following to the end of step 6:

“...you wish to attack with.”

Page 33 – The Combat Sequence.

The second paragraph should read:

“When a unit is activated it may attack with all of its weapons, following these steps:”

Page 38 - Blast

The final sentence of the first paragraph should read:

“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:”

Page 38 - Concussive

The final sentence should read:

“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).”

Page 39 - Vortex

The second sentence of the second paragraph should read:

“In the End phase of each turn, the template is moved D6" in a random direction...”

Page 39 - Warp

Add the following sentences to the end of the paragraph:

“If the target location is a weapon, on a 1-3 the weapon is disabled. If the weapon is already disabled, it detonates. On a 4-6 the weapon is disabled and the Body loses 1 Structure point. If the weapon is already disabled, it detonates and the Body loses 1 Structure point.”

Page 46 - Banners in the Movement Phase

Add the following paragraph:

“If acting under Charge orders, a Knight Banner works differently than a Titan. While acting under Charge orders, models in a Knight Banner are unable to change direction once they start moving and can only move in a straight line. 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.”

Page 46 - Banners in the Combat Phase

The third sentence should read:

“For each weapon, multiply the Dice characteristic by the number of weapons of that type within the Banner.”

Page 46 – Banners in the Combat Phase

Replace the third paragraph with the following:

“Banners can only make Smash Attacks against other units that are of the same Scale or a smaller Scale than themselves.”

ADEPTUS TITANICUS RULEBOOK – FAQ

Q. There are references to units, Titans, and Knight Banners in Adeptus Titanicus. What's the difference between them?

A. Unit refers to both a Titan and a group of Knights within a Knight Banner. i.e., a single Warhound is a unit and a group of three Knight Questoris is also a unit. Where a rule makes reference to 'Titans' or 'Knight Banners', the rule affects those units exclusively.

Q. How often can Stratagems be used?

A. Unless otherwise stated, each Stratagem can only be used once. In the case of Battlefield Assets, the Stratagem deploys the Battlefield Asset and is then discarded. The Battlefield Asset itself is a separate entity and stays on the battlefield until destroyed.

Q. The Legio Gryphonicus Titan Legion trait Mainstay allows me to build a Venator maniple with two Reaver Titans. Do both Reavers attack every time an Opportunistic Strike is triggered?

A. No. Either Reaver Titan can make an attack as part of the Opportunistic Strike rule, but only one Reaver in the maniple can attack per Opportunistic Strike.

Q. In a similar vein, when a Titan is replaced in a maniple with a Titan of another class due to a Legio trait, does that Titan benefit from all the rules the replaced Titan would, some of them, or none of them?

A. It depends. Any non-specific rules apply to the Titan, i.e., any that do not specify the class of the Titan, but not those which specify the class of the Titan if it is different. For example, if the Reaver from a Venator Light Maniple was replaced with a Warlord Titan, the Warlord would not benefit from the Opportunistic Strike rule – this specifically references a Reaver Titan. However, if a Reaver from an Axiom Battleline Maniple was replaced by a Warlord, the Warlord would benefit from the Might of the Omnissiah rule as that refers to any class of Titans in the maniple.

Q. Can you have more than one maniple in a Battlegroup? Does each maniple have a Princeps Senioris?

A. Yes and yes. The minimum number of maniples is one, but there is no limit on the maximum number.

Q. Can a Titan without active shields merge Void Shields with other Titans in the same squadron that has active Void Shields?

A. Yes. As long as one Titan in a Squadron has Void Shields, any Titan from that Squadron can benefit as long as they meet the requirements.

Q. While merging Void Shields, one of my Titans has their Void Shield level reduced to X with dice still in the Hit pool. My other Titans still have active shields. Are those additional dice in the Hit pool discarded as normal?

A. No. Though you choose which Void Shield level you use when making Shield Saves, hits are assigned to Titans until all Titans merging Void Shields have no active shields. Only then are any remaining dice in the Hit pool discarded.

Q. Can I get a bit of clarification of how merging Void Shields in a Squadron works, such as when do I declare Titans are merging Void Shields and how Voids to Full! works with it?

A. When a Titan that can share Void Shields is declared as the target of a weapon attack (i.e., each time a player declares what weapon will attack during Step 2 of the Combat Sequence) the controlling player must declare if the target is sharing Void Shields before any dice are rolled. The controlling player must state which of the eligible Titans in base contact with the target are sharing Void Shields with the target.

Once this has been declared, the controlling player nominates which Titan's Void Shield level is being used, selecting from those chosen to share Void Shields. That Titan can then declare Voids to Full! – only that Titan can do so.

If a Machine Spirit symbol is rolled and the chosen Titan moves out of base contact with the target Titan, they are no longer sharing shields with the target – a new Titan's Void Shield level must be chosen from those declared as sharing Void Shields (which may be the target if no other Titan was declared) and none can declare Voids to Full!

Once this is done, the attack is resolved as normal, using the declared Titan's Void Shield level to make any Save rolls.

Q. The Concussive and Quake traits state they only take effect if a hit is not deflected by a Titan's shields. Does a Save roll have to be passed to deflect a hit or is it not deflected only when you make an Armour roll?

A. A hit is deflected so long as the Titan still has active shields. The Concussive and Quake traits take effect only when a Titan is hit by a weapon with these Traits and an Armour roll is made for that attack.

Q. There have been a few times in our games where a Titan moved by a hit with a weapon with the Concussive trait would be forced to move off the battlefield. Does this move the Titan off the battlefield?

A. No. The target stops at the edge of the battlefield rather than moving off the battlefield.

Q. Can a unit acting under a Charge Order make a number of turns equal to its Manoeuvre characteristic before it begins moving?

A. Yes, but remember once they have started moving, charging units cannot make any turns.

Q. When a Knight Banner acts under a Charge order, can they change direction at any time during their move?

A. No. See page 1 of this FAQ (i.e., Page 46. Banners in the Movement Phase) for the clarified rule.

Q. If a Titan weapon suffers multiple hits and more than one of them causes the weapon to be disabled, is the weapon simply disabled or does one hit disable it and any others detonate it?

A. The first. Just as new modifiers do not affect Armour rolls from the same weapon attack, a disabled weapon does not detonate from subsequent hits from the same weapon attack.

Q. Is the Artillery Bombardment Stratagem used every round?

A. Yes

Q. If a Titan hits itself with its own Blast marker, does it get Void Shield saves?

A. It depends on the original target. If the Blast weapon was fired at a target unit more than 2" away from the Titan (i.e., a unit that is completely outside its Void Shields) then it may make Void Shield saves (assuming it has active Void Shields). Otherwise, the target was too close and Void Shield saves may not be made.

ADEPTUS TITANICUS: TITANDEATH – ERRATA

Page 19 - Legio Trait: War March

Change the second sentence of the rules paragraph to the following:

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

Page 19 - Legio Specific Personal Traits: Ancient MIU

Add the following line to the end of the rules paragraph:

"If a Shutdown order is rolled, the Princeps may ignore it if they choose."

Page 50 - Legio Specific Trait: Many Faces of the Ommissiah

The first sentence of the rules paragraph should read:

"In the first round of the game, any Tiger Eyes Titan may choose to forgo its activation in either the Movement phase and/or the Combat phase..."

ADEPTUS TITANICUS: TITANDEATH – FAQ

Q. When using the Legio Astorum specific Stratagem Bounty of Mars, does the chosen damaged system apply to one Titan in your battlegroup or to all Titans in your battlegroup? If picking a disabled weapon, is this a specific weapon or all disabled weapons?

A. The Stratagem applies to the chosen system across all Legio Astorum Titans in your battlegroup. If a disabled weapon is chosen, it applies to all disabled weapons for Legio Astorum Titans rather than a specific weapon type.

Q. If required to roll a Reactor dice twice and pick the least favourable result, what is the least favourable result: increasing the Reactor level by 2 or awakening the machine spirit?

A. The order, from least favourable to most favourable, is as follows: Awaken the Machine Spirit > Increase the Plasma Reactor Status track by 2 > Increase the Plasma Reactor Status track by 1 > No increase to the Plasma Reactor Status track.

Q. When using the Legio Defensor specific Stratagem Blessings of the Emperor, does using it ignore all damage effects from a single hit: i.e., if a Titan has no Structure points left on a location or on the final pip of the Critical Triangle, does it ignore both increases to Critical Damage level?

A. Yes. All effects of the hit are ignored. This does not ignore any effects from additional hits from the same weapon attack.

Q. How long does the Blast marker placed by the Legio Atarus' Infernus missiles last for?

A. The Blast marker is removed after resolving its effects in the End phase.

Q. For the Legio Mortis specific wargear The Warmaster's Beneficence, do the benefits apply to the first weapon fired or to all weapons fired that phase?

A. The last one you mention. The benefits apply to all weapons in the phase the Titan first attacks.

ADEPTUS TITANICUS: DOOM OF MOLECH – ERRATA

Page 20 - Legio Trait: Lost Sons

Replace the rules paragraph with the following:

"A Legio Fortidus battlegroup may alter one of the mandatory Titan components of any of its maniples, exchanging this mandatory component for a Warhound, Reaver or Warlord Titan. Note that for the purposes of the maniple's rules, the replacement Titan does not count as the Titan type it is replacing."

Page 23 - Legio Trait: Two-faced God

Delete the following sentence from the rules paragraph:

"These Titans may not be part of the same maniple."

Page 36 - Charge Orders

Paragraph three should read:

"In the Movement phase, all Knights within a Banner acting under a Charge order are unable to change direction during their movement and can only move in a straight line. 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."

Page 50 - Household Specific Knightly Qualities, Dancing Blade

The rules paragraph should read:

"Knights within the Seneschal's Lance may re-roll any Hit roll of a 1 when using a weapon with the Melee trait."

Page 54 - Household Specific Knightly Qualities, Iron of the Earth

The rules paragraph should read:

"Knights within the Seneschal's Lance may re-roll any Hit roll of a 1 when using a weapon with the Melee trait."

Page 58 - Household Specific Knightly Qualities, Vizier of Blades

The rules paragraph should read:

"Knights within the Seneschal's Lance may re-roll any Hit roll of a 1 when using a weapon with the Melee trait."

ADEPTUS TITANICUS: DOOM OF MOLECH – FAQ

Q. When using the Titan Hunter Infantry stratagem, do you place two new markers each time you play it?

A. No. When a marker is activated, after resolving the effects of any attacks it makes, remove that marker from the battlefield. Any marker not activated is removed during the End phase of a round.

Q. Can I issue Emergency Repair orders, resolve the Repair roll and then play Vox Blackout to remove it?

A. No. Stratagems are enacted before Orders are issued.

Q. Do you get Void Shield saves from hits dealt by the Strafing Run stratagem?

A. Yes.

Q. In what arc are hits from the Strafing Run stratagem presumed to originate from?

A. The direction the line is travelling (i.e., from the first chosen point to the second chosen point) determines which arc the hits originate from. Determine which arc the first chosen point is within for each unit hit and resolve the hits against that arc.

Q. Can Knight Household Forces take Titans as Reinforcements?

A. Yes. So long as the requirements for a Household Force are met (i.e., minimum of one Lance, etc), the player can include Titans as reinforcements. These Titans are individuals and cannot be formed into maniples.

ADEPTUS TITANICUS: SHADOW AND IRON – ERRATA

Page 94 – New Weapon Traits

Add the Weapon trait:

"Bypass

When resolving an attack caused by a Bypass weapon, any hits caused will completely bypass Void Shields and Ion Shields (i.e., no Save rolls can be made against these attacks). Some weapons have a Bypass (X) trait, where X is either Void Shield or Ion Shield. These weapons only bypass the shield type named in brackets."

Page 95 - Taxing

Change the last sentence to:

"Instead, roll a D6 on the Psychic Manifestation table, or a D10 if the Titan has suffered Critical Damage or is within 6" of a Corrupted Titan."

ADEPTUS TITANICUS: SHADOW AND IRON – FAQ

Q. With the Ruptura Maniple, can each Reaver in the maniple declare Power to Locomotors! without pushing their reactor once per round or only one Reaver in the maniple?

A. The latter.

ADEPTUS TITANICUS: SHADOW AND IRON DESIGNER'S NOTES

Q. How does the Legio Audax trait Wolves Amongst Prey interact with the ability to form Squadrons with Titans outside a maniple together with those inside a maniple? For example, how does it work with Legio Audax Titans in a Lupercal maniple?

A. The intention behind the Wolves Amongst Prey trait is to allow Legio Audax Titans to form bigger packs to represent the way they fight on the battlefield. This does create potential issues with maniples such as the Lupercal maniple which allows a player to form different Squadrons each round.

As such, the Wolves Amongst Prey trait is only used at the beginning of a battle, allowing you to form Squadrons before deployment like normal, e.g., with Warhound Titans in other Titan Legions. Legio Audax Titans can form Squadrons at this time in the manner stated in the Wolves Amongst Prey trait.

If a Legio Audax Titan is part of a Squadron via this trait, they cannot become part of another Squadron for any reason during the battle. The only exception to this rule is if every other Titan within their Squadron has been destroyed. In this instance, additional Squadrons could be formed if a rule allows it.

For example, a Legio Audax Warhound Titan that is part of a Lupercal maniple forms a Squadron at the start of the battle with another Legio Audax Warhound Titan outside of the maniple. As such, they cannot be affected by the Hunting Pack special rule, and thus cannot form Squadrons with the Titans within the maniple, unless all other Titans within their Squadron have been destroyed.

Essentially, a Legio Audax Titan can only be part of a single Squadron which holds no more than five Titans unless it specifically says otherwise.

COMMAND TERMINALS – ERRATA

Acastus Knight Banner - Front of Card

Change the base points cost of an Acastus Knight Banner to 150 points + weapons.

Acastus Knight Banner - Back of Card

Change the Unit Size description to:

“An Acastus Knight Banner consists of one Acastus Knight Lord Scion. If you wish, you can add an additional Acastus Knight Scion Marital for 130 points.”

Change the cost of the Twin Magna Lascannon & Ironstorm Missile Pod to +35 points.

Change the cost of the Twin Conversion Beam Cannon and Karacnos Mortar Battery to +50 points.

Add the following special rule:

“Auxiliary Knight Banner: A Battlegroup can include a maximum of one Acastus Knight Banner per maniple as reinforcements. A Knight Household Force can include a maximum of one Auxiliary Knight Banner per Lance as reinforcements. No Knight Banner within a Lance may be an Auxiliary Knight Banner.”

WEAPON CARDS – ERRATA

Warlord Carapace - Paired Gatling Blasters

Change weapon ARC to match ARC shown on the Paired Laser Blasters weapon card.

Reaver Carapace - Vulkan Mega-bolter

Change the Short Range ACC characteristic to +1.

WARLORD-SINISTER WEAPONS

Warlord Carapace - Paired Laser Blasters

Change the Long Range ACC characteristic from +1 to -1.

Warlord Carapace - Apocalypse Missile Launchers

Change the Dice value characteristic from 5 to 10.

WEAPON CARDS - FAQ

Q. Both the Warbringer Nemesis Carapace weapons have a reference to 'Weapon Critically Disabled'. However, there doesn't appear to be a rule related to this. What happens when a weapon is Critically Disabled?

A. At present, there is no rule that uses Weapon Critically Disabled so, unless otherwise specified, a Weapon Critically Disabled result has the same effect as a Weapon Disabled.

STRATAGEM CARDS – ERRATA

Adeptus Titanicus: The Horus Heresy Rules Set and Grandmaster Master Edition

Tertiary Objectives: Break Through

The first sentence should read:

“The player can enact this at the end of the battle to score 1 Victory point for each of their units with a Scale of 5 or more...”

Engage and Destroy

The third sentence of Scoring Victory Points should read:

Scale	Victory Points
1-3	4
4-6	6
7-9	10
10+	15

“Destroyed units grant a number of Victory points as follows:”

The table should read: