



FREQUENTLY ASKED QUESTIONS AND ERRATA V1.2

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.”

Page 64 – Sabotage

Change the rules paragraph to the following:

“Play this Stratagem at the start of any phase. Pick an enemy unit which does not currently have Shutdown orders, remove its current Order (if any), then roll an Order dice – the unit immediately takes the Order shown. If it cannot be issued that Order, only its current Order is removed – no new Order is given.”

Page 64 – Thermal Mines

Change the rules paragraph to the following:

“Play this Stratagem immediately after an enemy unit finishes moving or making a turn. Roll a D6. On a 2 or more, that unit suffers D3 Strength 8 hits; a Titan takes these hits to its Legs. Shield saves cannot be made against the hits. On a 1, nothing happens but the Stratagem is not discarded and can be played again in a subsequent round.”

Page 64 – Voidbreaker Field

Change the rules paragraph to the following:

“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, nothing happens but the Stratagem is not discarded and can be played again in a subsequent round.”

Page 89 – Legio Gryphonicus, Legion Trait: Lust for Glory

Replace the second and third paragraphs with the following:

“After both sides have deployed, one or more Legio Gryphonicus Titans can declare an enemy Titan as a target. Each Legio Gryphonicus Titan may select a target, though a Titan may not select a previously chosen target. Make a note of which Titans are declaring a target and their intended target, sharing this with your opponent. If a Titan attacks its intended target, the controlling player can re-roll all To Hit rolls of a 1, and add 1 to the result of any Armour rolls made as part of an attack against the target. However, if a friendly Legio Gryphonicus Titan attacks a target claimed by a different friendly Titan, the claim is forfeit and this rule no longer applies for that Titan.”

Page 89 - Legio Gryphonicus, Legion Trait: Mainstay of the Titan Legion

Replace the second paragraph with the following:

“Any Legio Gryphonicus maniple may select a Reaver Titan in place of any Warlord Titan or Warhound Titan as part of its mandatory or compulsory components.”

Page 89 - Legio Gryphonicus, Legion Specific Wargear: Gravatus Plating

Replace the second paragraph with the following:

“Any Legio Gryphonicus Reaver can be upgraded to have Gravatus Plating for +20 points. A Titan with this upgrade changes the first tier of its Armour value for its Body from 10-12 to 11-12 and for its Legs from 11-12 to 12. In addition, the Titan decreases its default and boosted Speed characteristic by 1”, to a minimum of 4” and 6” respectively. A Reaver Titan with this upgrade cannot also have the Motive Sub-reactors upgrade.”

Page 91 – Legio Gryphonicus, Legion Specific Wargear: Motive Sub-reactors

Replace the second paragraph with the following:

“Any Legio Gryphonicus Reaver can be upgraded to have Motive Sub-reactors for +25 points. A Titan with this upgrade can declare Power to Locomotors! and Power to Stabilisers! without pushing its reactor. However, each time the Titan suffers a Critical Hit to its Legs, roll a D6. On a result of 3 or less, its Reactor level is increased by 1. A Reaver Titan with this upgrade cannot also have the Gravatus Plating upgrade.”

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 you make targeted attacks with weapons such as the Questoris Knight's meltagun or Acastus Knight's autocannon?

A. No.

Q. When does the Voidbreaker (X) trait trigger – for each individual hit, for each weapon attack or, for example, in a Knight Banner, per attacking Knight?

A. The additional hits generated by the Voidbreaker (X) trait occur for each weapon attack. As all Knights within a Banner attack with the same weapon at once against the same target, the additional hits are caused if at least one Hit is scored against the target over all the Knights shooting, not per Knight.

Q. If I paint my Titans in the colours of a Titan Legion that has published rules, do I have to use those Titan Legion rules when I play games or can I choose a different set of Titan Legion rules?

A. The Titan Legion rules focus on the narrative aspect of Adeptus Titanicus, allowing players to recreate and field famous, or infamous, Titan Legions from the expansive background of the Age of Darkness. As such, if you paint your battlegroup in the colours of Legio Astorum then there is an implication that you will be using the Legio Astorum rules when playing a game.

However, this is not a hard and fast rule – at the end of the day, the objective of all tabletop games is to have fun, whether you win or lose. Your models are your hobby, so if you like a particular scheme, such as Legio Astorum, but prefer the playstyle of a different Titan Legion, such as Legio Vulpa, then you are perfectly within your rights to use the latter ruleset.

Regardless of how you paint your models, you should inform your opponent before the game if you're using one or more sets of Titan Legion special rules – this is so they're aware and can ask any questions they might have. So long as everyone playing is aware which Titans are using which rules then any issues can be avoided and everyone can focus on what really matters – having fun, creating memories and, if they want, shouting "ENGINE KILL!"

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 on 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 for the first time during a unit's activation, 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 it. Once this is chosen, the controlling player nominates which Titan's Void Shield level is being used, selecting from those chosen to share void shields.

The chosen Titans share void shields for the remainder of the attacking unit's activation – if the same target is chosen, it remains sharing void shields with the chosen Titans. If a different target is chosen, that unit may choose to share void shields if eligible, so long as it has not already been nominated to do so nor can it share void shields with a Titan that is already sharing its void shield.

When sharing shields, a Titan can declare Voids to Full! as normal. Only the Titan whose Void Shield level was chosen as being used can declare Voids to Full! 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 then 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 Trait: Veteran Princes

Change the final sentence to the following:

“A Warp Runner Titan with a Scale of 10 or higher may instead re-roll two of its Repair Action dice.”

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 Princes may ignore it if they choose.”

Page 24 – Legio Trait: Righteous Fire

Change the first sentence to the following:

“In the first round of the game, each Legio Defensor Titan may fire one of its weapons twice during its activation in the Combat phase.”

Page 24 – Legio Specific Stratagem:

A Day of Retribution (2)

Change the second paragraph to the following:

“This Stratagem can be purchased by any Legio Defensor player. Play this Stratagem in the Strategy phase of the first round. Choose a single friendly Legio Defensor Titan. That Titan may immediately make an attack with one of its weapons. While resolving this attack, double the weapon’s Long range. Then, advance your Titan’s Plasma Reactor track three places. Once the effects of the attack have been worked out, begin the first game round.”

Page 24 – Legio Specific Stratagem: Blessings of the Emperor (3)

Change the Stratagem’s cost from (3) to (2).

Page 24 – Legio Specific Wargear: Devotional War Sirens

The second sentence of the second paragraph should read:

“Legio Defensor Titans within 8" of a friendly Legio Defensor Warlord Titan equipped with Devotional War Sirens may roll two dice when making a Command check and choose the higher result.”

Page 29 – Legio Trait: Seizing the Initiative

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

“Once per battle, a force that contains at least one Legio Atarus maniple may re-roll the dice roll to determine who will choose the First Player, but only if they rolled lower than their opponent.”

Page 29 – Legio Specific Wargear: Infernus Missiles

Change the second paragraph to the following:

“Any Legio Atarus Titan armed with Apocalypse missile launchers, Apocalypse missile arrays or an Apocalypse missile launcher can be upgraded to have Infernus Missiles for +25 points, so long as that Titan does not already have an upgrade affecting that weapon. Each of the Titan’s weapons must be upgraded separately. A weapon with this upgrade gains the Voidbreaker (2) trait. In addition, if a unit suffers at least one hit from a weapon with this upgrade, place a 5" Blast marker under the unit. In the End phase, any model with at least part of its base on the marker takes a Strength 4 hit, ignoring void shields and ion shields. After resolving any hits, the fire goes out and the marker is removed. Titans suffer this hit to their Legs. In addition, Blocking terrain touched by the template takes a Strength 4 hit (see the *Adeptus Titanicus* rulebook for details on damaging and destroying terrain) and, if not destroyed, is set alight. In the End phase, burning terrain suffers a Strength 4 Hit, and deals a Strength 4 Hit to any models in it, as detailed above. The fire then goes out.”

Page 35 – Legio Trait: Wolf Packs

Change the second paragraph to the following:

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

Page 35 – Legio Specific Stratagem: Fog of War (1)

Add the following sentence to the end of the second paragraph:

“This Stratagem can be purchased multiple times.”

Page 35 – Legio Specific Wargear: Fortis Motivators

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

“In the Damage Control phase, a Titan with this upgrade can repair Critical Damage to its Legs on a 1+ instead of a 5+.”

Page 35 – Legio Specific Wargear:

Cameleoline Shrouding

Change the second paragraph to the following:

“Any Legio Solaria Titan with a Scale of 6 or less can take Cameleoline Shrouding as an upgrade for +35 points. Titans with this upgrade have their outline blurred, making a moving Titan difficult to hit. Any attacks made against a Titan with this upgrade suffer a -1 modifier to all Hit rolls so long as the targeted Titan has moved more than 6" this round and is more than 10" away from the attacking unit. However, the shrouding is notoriously fragile, and as soon as the Titan suffers 1 point of Structural Damage, this bonus is lost.”

Page 35 – Legio Specific Personal Traits: Spear of Tigrus

Change the second paragraph to the following:

“The Princes’ Titan may be issued a Full Stride order without the need to make a Command check.”

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...”

Page 66 – Lupercal Light Maniple, Maniple Trait, Hunting Pack

Delete the following sentence:

“In addition, when making Coordinated Strikes (see page 45 of the *Adeptus Titanicus* rulebook), Warhounds in this maniple add +2 to any Armour rolls they make, rather than +1.”

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 17 – Legio Specific Wargear: Bi-folded Power Containment

Replace the first sentence of the second paragraph with the following:

“Any Legio Crucius Titan may be equipped with a Bi-folded Power Containment System for +20 points.”

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 Titan of Scale 10 or lower. Note that for the purposes of the maniple’s rules, the replacement Titan does not count as the Titan type it is replacing.”

Page 20 – Legio Specific Personal Traits: Broken by Treachery

Replace the second paragraph with the following:

“Once per round, when targeting a Titan with a Scale equal to or greater than the Princeps’ own Titan, you may re-roll the To Hit dice. Note that in the case of weapons with multiple Attack dice, all of the dice must be re-rolled or none of them.”

Page 20 – Legio Specific Personal Traits: Soldier of the Crusade

Replace the second paragraph with the following:

“Before forces are deployed, when choosing Stratagems, the Legio Fortidus player gains +1 Stratagem point if one or more Princeps with this Personal Trait is present in the force.”

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.”

Page 77 – Stratagem: Dawn Attack (3)

Change the rules paragraph to the following:

“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 (D6+1) x5 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.”

Page 77 – Stratagem: Vox Blackout (1)

Change the Stratagem cost from (1) to (3).

Page 77 – Stratagem: Auspex Bafflers (2)

Change the rules paragraph to the following:

“Play this Stratagem in any Strategy phase. The player chooses one of their Titans or Knight Banners. Until the end of the round, the chosen unit increases the To Hit roll penalty for being obscured 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.”

Page 78 – Stratagem: Wages of Betrayal (2)

Change the last sentence to the following:

“Any enemy Princeps Seniores suffers a -3 penalty to Command check instead.”

Page 78 – Stratagem: Endurance of Terra (2)

Change the rules paragraph to the following:

“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. On a 3+, the damage is ignored. Otherwise, nothing happens but the Stratagem is not discarded and can be played again in a subsequent round.”

Page 78 – Stratagem: Martian Servitor Clades (3)

Change the third sentence to the following:

“Until the end of the next Strategy phase, each of the player’s Titans adds two Repair dice to their Servitor Clades.”

Page 79 – Stratagem: Strafing Run (2)

Change the rules paragraph to the following:

“Play this Stratagem during any 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 1mm wide between the two. Any unit under this line, or within 2” of it, takes D3 Strength 6 hits. The arc from which the hits originate is determined by the direction the line is travelling. Determine which arc the first chosen point is within for each unit hit and resolve the hits against that arc.”

Page 79 – Stratagem: Scatterable Mines (1)

Change the Stratagem cost from (1) to (2).

Change the rules paragraph to the following:

“Play this Stratagem during any Strategy phase. Place a marker anywhere on the battlefield then scatter it D10”. The area within 6” of this marker counts as Dangerous terrain. Remove the marker at the end of the round.”

Page 79 – Stratagem: Static Rain (3)

Replace the first three sentences with the following:

“Play this Stratagem during any Strategy phase. Choose a point on the battlefield. Any Titan within 12” of this marker must immediately make D3 Void Shield saves.”

Page 79 – Stratagem: Earthshaker Mines (2)

Replace the rules paragraph with the following:

“Play this Stratagem immediately after an enemy unit finishes moving or making a turn. Roll a D6. On a 2 or more, that unit suffers D3 Strength 6 hits; a Titan takes these hits to its Legs. 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 the *Adeptus Titanicus* rulebook). This does not change the unit’s facing. On a 1, nothing happens but the Stratagem is not discarded and can be played again in a subsequent round.”

Page 79 – Stratagem: Quake Shells (2)

Change the first sentence to the following:

“Play this during any Strategy phase.”

Page 79 – Stratagem: Haywire Barrage (2)

Change the first sentence to the following:

“Play this card during any Strategy phase.”

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 – Impale

Replace all with the following:

“**Impale:** After resolving an attack from an Impale weapon against a Titan, do not make an Armour roll. Instead, roll a D6 if the attack hit, adding the Strength of the weapon to the result. If resolving an attack from an Impale weapon as part of a Coordinated Strike, resolve the attacks of all contributing Titans first, making a note of how many attacks from Impale weapons successfully hit. Then roll a D6, adding the Strength value of the Impale weapon, using the highest Strength value of all contributing weapons, and apply a +1 modifier for each Impale weapon beyond the first that successfully hit to the result of the roll.

If the total of the roll is equal to or lower than the target unit's Scale, roll a D6. On a 1-3, the target unit turns 90° to its right. On a 4-6, the target unit turns 90° to its left. If the total of the roll is higher than the target unit's Scale, the target unit turns as described above and then immediately suffers D3+1 Devastating Hits to its Legs. If the target unit suffers Catastrophic Damage as a result of this attack, do not roll on the Catastrophic Damage table – the target unit automatically suffers the Laid Low result instead. If a natural 1 is rolled, nothing happens to the target unit and each unit that contributed to the attack and scored one or more hits against the target unit immediately suffers a Devastating Hit to their Legs and a S7 hit against any Impale weapons that successfully hit as part of the Coordinated Strike.

Attacks made by Impale weapons bypass void shields.”

Page 95 – Shock

Replace all with the following:

“**Shock:** If an attack from a Shock weapon causes a Direct, Devastating or Critical Hit on a Titan, roll a D6. On a 3+, the Titan is immediately issued a Shutdown order, replacing any Order it already has. If an attack from a Shock weapon causes a Superficial Hit, then roll a D6. On a 6+, the target Titan is immediately issued a Shutdown order. Any Shutdown order received due to an attack from a Shock weapon is removed during the End phase of the round it was issued.”

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.”

Page 97 – Stratagem: Concealment Barrage (1)

The first sentence should read:

“Play this Stratagem at the start of any Strategy phase.”

Delete the following sentence:

“This Stratagem can be purchased multiple times, however it can only be played once per round.”

Page 97 – Stratagem: Tracer Cloud (1)

The first sentence should read:

“Play this Stratagem at the start of any Strategy phase.”

Delete the following sentence:

“This Stratagem can be purchased multiple times, however it can only be played once per round.”

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.

Q. How does the Sabotage Stratagem interact with a Psi-Titan? Do you keep re-rolling until it gets the Shutdown order, as that is the only Order that can be issued a Psi-Titan.

A. No. In the case of the Sabotage Stratagem and a Psi-Titan, if a Shutdown order is rolled then the Shutdown is applied. If any other Order is rolled, that Stratagem is discarded and nothing happens.

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.

ADEPTUS TITANICUS: DEFENCE OF RYZA – ERRATA

Page 29 – Legio Specific Wargear: Basilius Throne

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

“In addition, any Legio Honorum Titan adds 1 to the result of any Command check made when being issued an Order previously issued to a Princeps Seniores' Titan with this upgrade within the same maniple this round.”

Page 38 – Legio Specific Wargear:

Directed Pressure Outlet

The rules paragraph should read:

“Any Legio Magna Titan armed with a weapon with the Fusion trait may be equipped with a Directed Pressure Outlet for +20 points. Each Fusion weapon a Titan is armed with must be upgraded separately. A Titan equipped with a Directed Pressure Outlet adds 3” to the weapon's Short Range.”

Page 62 – Household Specific Knightly Qualities, Blackhearted

The rules paragraph should read:

“When making an attack during the Movement phase as part of a Charge order, Knights within the Seneschal's Lance may re-roll To Hit rolls of a 1.”

Page 95 – Legio Trait: Vanguard Fighters

The first two lines should read:

“Titans from this Legio with a Scale of 7 or less add 1 to all To Hit rolls and can be issued Full Stride and First Fire orders without...”

ADEPTUS TITANICUS: DEFENCE OF RYZA – FAQ

Q. When using the Vanguard Fighters Legio Trait, does the +1 modifier to all To Hit rolls apply all the time or only when a Titan has no friendly Titans within 6" of them?

A. The latter; the condition applies to both benefits of the Legio Trait.

ADEPTUS TITANICUS: CRUCIBLE OF RETRIBUTION – ERRATA

Page 40 – Legio Specific Stratagem: Guard the Gates (2)

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

“Until the end of the round, friendly Legio Ignatum Titans can be issued the First Fire order without the need to make a Command check.”

Page 42 – Legio Specific Personal Traits: Superior Tactician

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

“Before forces are deployed, when choosing Stratagems, the Legio Venator player gains +1 Stratagem point if one or more Princes with this Personal Trait is present in the force.”

ADEPTUS TITANICUS: LOYALIST LEGIOS – ERRATA

Page 21 – Legio Specific Stratagem: Guard the Gates (2)

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

“Until the end of the round, friendly Legio Ignatum Titans can be issued the First Fire order without the need to make a Command check.”

Page 167 – Warlord Battle Titan Weapon Options, Mori Quake Cannon

Change the Accuracy, S column from ‘1’ to ‘-1’.

Page 168 – Warbringer Nemesis Titan Weapon Options, Mori Quake Cannon

Change the Accuracy, S column from ‘1’ to ‘-1’.

Page 169 – Warhound Scout Titan Weapon Options, Natrix Shock Lance

Change the Accuracy, S column from ‘1’ to ‘+1’.

Page 173 – Martian Servitor Clades (3)

Change the third sentence to the following:

“Until the end of the next Strategy phase, each of the player’s Titans adds two Repair dice to their Servitor Clades.”

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 Auxiliary 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, other than the Seneschal’s Banner, 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.

Q. The Warmaster’s shoulder plasma blastguns have a +1 in their Long range rather than the -1 of the Warhound plasma blastguns. Is this a mistake?

A. No, this difference is intentional; a raft of greater reactor controls and parameters enable the Warmaster to increase the effective range of the plasma blastgun when housed within its shoulders.

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:

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

The table should read:

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