ΛDEPTUS TITANICUS
THE HORUS HERESY

THE LAZY PRINCEPS' GUIDE

This „Lazy Princeps' Guide" is the result of a lot of Adeptus Titanicus gaming and even more enthusiasm for the game. After spending so much time collecting the rules from various source books, terminals and FAQs, I decided to create this nifty little guide for myself and of course other players in the community. The document is supposed to streamline your gaming and make all the info you need available on a few pages. However, you won't be able to play the game without the actual Rule Book or Expansion Books. Have fun and kill some engines!

- July 2020, @Broncofish

I. List building
1. Decide for a point size of the game
2. Select Maniple(s) / Lance(s)
3. Choose Titans / Knights
4. Buy Stratagems for your budget of Stratagem Points

II. Game Prep
1. Roll for Priceps / High Scions traits
2. Determine Missions
   -> *Note: Some of the Missions VPs and objectives have been revised in the FAQ.*
3. Roll for Deployment
4. Roll for Battle Field Control
5. Deploy Units
6. Proceed to page 2 of this Document

Don't be a Dick!
Of course, nobody will play to lose. But remember, so far Adeptus Titanicus has created a wonderful community that is rather interested in playing an unforgettable game than totally obliterating the opponent with rules fuckery.

By using this document for your reference you agree to not be a dick and focus on awesome narrative gaming to keep the community non-toxic.

Now go and kill some engines.

Glossary
I used a number of abbreviations and shortcuts to cram all the various terms into the limited number of pages. Here is the meaning of these:

AMS	Awakened Machine Spirit
AP	Armour Penetration
AV	Armour Value
CV	Command Value
D	Dice (normally the number of Weapon Dice)
DBD	Don't be a Dick
DCP	Damage Control Phase
DMG	Damage
IS	Knight Ion Shields
MPH	Movement Phase
PTL	Power to Locomotors
PTS	Power to Stabilizers
REP	Repair Roll
ROT	Reactor Overload Table
S	Strength
SP	Structure Point
SPH	Strategy Phase
VP	Victory Points
VS	Titan Void Shields
VSG	Titan Void Shields Generator
VTF	Voids to Full!

What's in the Document?
The document has three parts for references. Part one is this actual page and the backside for game prep and the order of steps in a round of gaming.

Part two features all tables (like catastrophic damage or reactor table) and actions. On the flip side there is a list of all currently know weapon traits.

Part three is a weapons reference table with all traits. Note that the Titan weapons also show the AP needed to disable them as well as repair rolls and detonation values.

One Round - Step by Step

I. Strategy Phase

1. Roll for Initiative on D10
2. Activate Unit / Lance (and the Banners within)
   -> **Princeps wounded:** roll D6, on a 1 Titan shuts down

3. Check orders on D10 against command value (natural 1 = fail)
   -> **MIU Feedback:** -2 modifier on command check
   -> Squadrons and Lances can be issued the same order with only one command check (not obligatory); squadrons get +1 for each Titan receiving the same order and test on the best CV
   -> **Shaken Banners:** command check, if passed: banner is not shaken anymore. Banner cannot get order in this turn.

4. A **failed command** check will immediately end the Strategy Phase for the Maniple / Lance (except for Axiom Maniples).

II. Movement Phase

1. Activate Unit / Lance (and the Banners within)
   -> **Immobilised:** skip Movement Phase
   -> **Locomotors seized:** Movement & Manoeuvre at half value

2. Declare Actions
   -> **Power to Locomotors (PtL):** push reactor; higher movement
   -> **Power to Stabilizers (PtS):** push reactor; higher manoeuvre
   -> **Charge / First Fire** (resolve given order)

3. Move Unit
   -> **Move:** full movement value in inch within front arc
   -> **Turn:** manoeuvre value equals numbers of turns, 45° per turn
   -> **Sidestepping / Backing Up:** half movement value
   -> **Collision:** other models or blocking terrain in base contact cause a collision (D6 hits with S = scale; see p.31)

   -> **Note:** *Cerastus and Questoris Knights (no Acastus) have the special rule „Agile" and ignore effects of difficult and dangerous terrain.*

4. Check Coherence (Knight Households only!)
   -> **Banner:** coherence distance 3" to Knights from same Banner
   -> **Lance:** coherence distance 6" to Banners from same Lance

III. Damage Control Phase

1. Activate Unit (skip for Knight Households)
2. If **Reactor Level** is orange roll D6; if red, roll D10 on **ROT**
3. **Repair Roll** with number of dice equal to Servitor Clades
4. Distribute results as follows:

X+	repair weapon (see weapon card)
4+	reduce reactor level by 1
5+	raise 1 void shield
5+	repair 1 critical damage
6	reignite void shields

   -> **VSG Burnout:** Titan cannot reignite shields

IV. Combat Phase

1. Activate Unit / Lance (and the Banners within)
2. Select Weapon
3. Select Target
   -> **Friendly Fire:** never target friendly models (incl. templates)

4. Declare special actions like weapon traits / targeted attack

5. Measure Range and Arc
   -> Weapon **Carapace:** only hit targets at range > scale in inch, if target is smaller in scale; same scale or larger hit normally
   -> **Blast** weapons out of range range automatically miss & scatter

6. Roll to Hit (natural 1 = autofail)
7. Apply modifiers

-1	**Moderati wounded**
-1	target 25% obscured
-2	target 50% obscured
-2	**Targeted Attack**
+/- X	weapon specific Accuracy Modifiers

8. Take shield saves
   -> **Shieldbane:** -1 to any shield save (incl. Ion Shields)
   -> **Voids to Full!:** push reactor; re-roll saves of 1
   -> **Overload Void Shields:** push reactor; resolve saves at 2+; if one save fails, the shields collapse

9. Roll **Hit Location Dice** (skip when making **Targeted Attack**)
   -> **Note:** *can only hit locations visible to the attacker; re-roll location dice until visible location is hit (e.g. head cannot be hit from behind)*

10. Roll for AP: D6 + modifiers (natural 1 = autofail)
    -> **Fusion:** roll D10 when hitting within short range

x	**Ordnance:** re-roll results of 1
+1	for **Coordinated Attack**
+1	hitting from the **Side Arc**
+2	hitting from the **Rear Arc**
+ X	for **Coordinated Strike** for each Knight in range

    and with LoS

    -> **Note:** *modifiers to AP will only be applied for the next hit in that location; weapons suffering hits can only be disabled or detonate, but never both in one volley.*

11. If AP ≥ Armour Value (AV), resolve hits

Direct	lose 1 Structure Point
Devastating	lose 2 Structure Points
Critical	suffer critical damage; then lose 2 SP
Crit vs. Knights	lose 2 SP ; then remove one Knight

    -> **Note:** *whenever a Titan cannot lose any more Structure Points, it suffers 1 Critical Damage for each excess SP instead. When the Titan cannot take anymore Critical Damage, it suffers Catastrophic Damage.* -> roll on **Catastrophic Damage Table**

12. Repeat steps 2-12
13. Deactivate Unit, when no more weapons can be used or you wish to stop attacking

V. End Phase

1. Activate Unit / Lance (and the Banners within)
2. Resolve Critical Damage Effects
   -> **Reactor Leak (X):** advance reactor level by X
   -> **Stabilisers Damaged:** D6, turn 1-3: 45° left, 4-6: 45° right
3. End of Round
   ->in Round 4: Roll D10 -> game ends on a 9+
   ->in Round 5: Roll D10 -> game ends on a 5+
   ->in Round 6: game ends automatically

Tables and Action Rules

Machine Spirit

D6	Awakened Machine Spirit Effect
1	stop current action; no other effects
2	make immediate repair action
3	move D6" straight, avoid collision; turn up to 45° to closest enemy
4	move D6" towards nearest enemy (stop within 1" of another unit), after movement turn 45° towards nearest enemy, if no hostile units are within fron arc
5	select Titan's weapon randomly, if weapon is destroyed treat as result of 4; fire that weapon on nearest enemy using BS 4+
6	choose one (not disabled) weapon and make attack with BS / WS 4+

Orders Table

Order	Effect
Emergency Repairs	immediate Repair Roll with dice equal to Servitor Clades; add +1 to Repair Roll results; either activated in MPH or CPH
Split Fire	No turns in Movement Phase May select different targets for each weapon
First Fire	No movement or turns shoot one weapon in Movement Phase
Full Stride	No attacks in Combat Phase, instead move within front arc. No turns allowed. Move must be straight line.
Charge	Movement Phase: No turns allowed, move straight withon front arc, make immediate attack (Smash or Melee), gain +1 Attack Dice / every 3" moved
Shutdown	Void Shields collapse, can only be activated in Damage Control Phase, make normal repair rolls, reduce reactor level by 2
Coordinated Strike	only for Knight Banners; use D of one weapon, +X strength for each Knight in range with LoS

Coordinated Strike (Action, not for Knights)
- Only works in Combat Phase
- Declare before shooting in Combat Phase; at least two Titans from the same squadron will combine fire
- Titans will fire all weapons unless under **Split Fire** orders
- any Armour Pen is modified with an additional +1

Psychic Manifestation Table

D10	Awakened Machine Spirit Effect
1-2	within 15" all Titans (except Corrupted Titans) lose all orders; for the remainder of the game, no Titans within 15" can ever be issued orders
3-4	add +1 for rolls on this table for the remainder of the game effect is cumulative
5-6	choose: no activation in this turn's MPH or next turn's SPH
7-8	suffer Critical DMG in Head; may trigger Catastrophic DMG
9-10	no Psychic Powers for remainder of the game; all Psi-Weapons are automatically disabled and can never be repaired

Reactor Overload Table

Pushing the Reactor
1. Roll Reactor Dice
2. Advance Reactor level by number of Reactor Symbols
3. If result is **Awakened Machine Spirit** perform an immediate Command Check
   -> **MIU Feedback:** -2 modifier on command check
4. If Command check is failed, roll D6 on **AMS Table**
5. Don't forget to advance reactor level on **Plasma Track**

D10	Reactor Overload Effect
1-2	suffer S9 hit to body, bypass Void Shields
3-5	Void Shields collapse; if VS already collapsed, resolve as result 6-8
6-8	suffer D3 S9 hits to body, bypass Void Shields
9-10	Titan destroyed; roll D3+total number of Plasma Track holes in inch for radius, all units suffer D6 hits with Strength = Scale+1, bypassing VS

Catastrophic Damage Table

When a hit location of a Titan cannot take any more critical hits, the Titan suffers Catastrophic Damage.

D10	Catastrophic Damage Effect
1	Titan destroyed, stays where it is and becomes blocking terrain; Titan will fall, as soon as it takes more damage
2-4	move D6" in random direction; Titan falls
5-7	turn to random direction; shoot all non-disabled weapons at closest unit with BS 5+; then Titan falls
8-9	D3 + Scale = radius in inch; each model within suffers D3 hist with S = highest from the Titan's weapons (incl. disabled; excl. Melee)
10	D3 + total number of Plasma Track holes = radius in inch; each model within suffers D6 hits with S = Scale+1; bypassing VS

Overloading Void Shields
- Either **Voids to Full!** or overloading; Voidshield level at 2+; modifiers work as usual; any failed save will destroy VSG; VS can never be reignited.

Power Transfer
- Transfers power from Void Shields to X
- Only possible when VS not collapsed
- Push Reactor
- Reduce VS by 1 for every reactor symbol
- when no shields left -> increase reactor level as usual

Merging Void Shields
- Establish base contact with Titans of same squadron
- Use a pooled VS
- When „Voids to Full!" push reactor for each merged Titan
- Allocate collapsed VS freely amongst merged Titans

Weapon Traits

Name	Effect
Barrage	no line of sight needed; -2 to hit
Blast	no targeted attacks; roll to hit, if missed scatter template D10" in random direction; models touched suffer 1 hit, models under template hole suffer 2 hits
Beam (X)	no hit roll; instead draw direct line between weapon and target; closest target suffers hits equal to D, if target is destroyed in that turn, additional targets behind the first target can be hit with D-X with X being the number of previous targets; Note: closest unit can be terrain (e.g. a building) which can be destroyed. targeted only against closest unit
Bypass / Bypass (X)	attacks completely bypass VS or IS Bypass (X) ignores only the (X)
Carapace	cannot hit targets within range ≤ scale of model in inch
Concussive	when target has no shield (or did fail) roll D6 1-2 - pivot 45° to left 3-4 - stagger D3" away from attacker 5-6 - pivot 45° to right when suffering catastrophoc damage roll concusive before catastrophic; Knight Banners suffering Direct Devastating or Critical Hits are automatically shaken.
Draining	push reactor to use weapon
X (Draining)	only push reactor when wanting X (e.g. Shieldbane)
Firestorm	use template (completely in firing arc) closest model suffers hits equal to number of dice, all other models suffer 1 hit each, no hitting of friendly units allowed
Impale	bypass void; consult Shadow and Iron Book for rules (too much to fit in a table like this)
Fusion	when within short range roll D10 for AP
Limited (X)	can fire weapon only X times
Maximal Fire	declare before firing, S +2, each hit roll of 1 (before re-rolls and modifiers) increases reactor level by 1
Melee	always Targeted Attack, no hit modifier
Ordnance	re-roll AP results of 1
Paired	fire weapons together, check LoS separately: if only one weapon has LoS, half the number of dice
Psi	bypass VS; when attacking Corrupted Knights or Corrupted Titans add +2 Strength
Quake	if not saved by VS / IS, movement is halved till end of next movement phase
Rapid	each hit of 6 causes 2 hits, ignore if 6 is needed to hit
Rending	add D3 to Armour Pan for natural
Shieldbane	shield save taken against are -1
Shock	when weapon causes direct, devastating or critical hit , roll D6. On 4+ the Titan suffers immediate Shutdown Orders. These orders are automatically removed in the End Phase of this round.
Specialised	Unless stated otherwise, this weapon cannot be repaired after being disabled
Taxing	After resolving the weapon's effect roll Reactor Dice and apply result. When result is AWS, roll D6 on Psychic Manifestation Table (roll D10 when Titan is critically damaged or within 6" of a Corrupted Titan)
Voidbreaker (X)	take X additional shield saves, when shields are up
Vortex	all rules for Blast 3" weapons Plus: each model touched by template suffer D6 S10 hits (bypass VS), template remains at hit location, during end phase move D6 in random direction; remove when Hit is rolled
Warp	bypass VS, no Armour Pen needed, roll D6 1 - lose 1 structure point 2-3 - lose D3 structure points 4-6 - location suffers critical damage

Titan Weapons Reference

Warlord / Warbringer

Arm Weapons	Range S	Range L	Acc. S	Acc. L	D	S	Traits	Disabled AP	Disabled Rep	Detonations** Low	Detonations** High
Arioch Titan Power Claw	2"	-	+2	-	3	12	Concussive, Melee	11	2+	11-14 / S7	15+ / S9
Bellicosa Vulcano Cannon (*)	30"	60"	-	-	1	12	Blast {5"}, Draining	11	5+	11-14 / S7	15+ / S9
Macro-Gatling Blaster	8"	24"	+1	-	6	7	Ordnance	11	3+	11-14 / S7	15+ / S9
Mori Quake Cannon (*)	24"	72"	-1	-	1	9	Blast {5"}, Concussive, Quake	11	3+	11-14 / S7	15+ / S9
Sunfury Plasma Annihilator	12"	24"	-	-	4	8	Maximal Fire	11	5+	11-14 / S7	15+ / S9
Sinistramanus Tenebrae	30"	120"	-	-	3	10	Beam {1}, Psi, Taxing	11	-	11-14 / S7	15+ / S9
Carapace Weapons					D	Str	Traits	AP	Rep	Low	High
Apocalypse Missle Launchers	30"	120"	-	+1	10	4	Carapace, Paired, Barrage	11	4+	11-14 / S7	15+ / S9
Paired Gatling Blasters	8"	24"	+1	-	12	5	Carapace, Paired, Ordnance	11	3+	11-14 / S7	15+ / S9
Paired Turbo Laser Destructors	18"	32"	-	-	4	8	Carapace, Paired, Shieldbane {Draining}	11	4+	11-14 / S7	15+ / S9
Vulcan Mega-Bolter Array	10"	20"	+1	-	12	4	Carapace, Paired, Rapid	11	3+	11-14 / S7	15+ / S9
Paired Laser Blasters	16"	32"	-	-1	6	8	Carapace, Paired, Shieldbane {Draining}	11	4+	11-14 / S7	15+ / S9

* available as carapace weapons for a Warbringer Class Titan (Arc changes from Front to Corridor and the Weapong Trait „Carapace" is added)

Reaver / Warbringer

Arm Weapons (*)	Range S	Range L	Acc. S	Acc. L	D	S	Traits	Disabled AP	Disabled Rep	Detonations** Low	Detonations** High
Gatling Blaster	8"	24"	+1	-	6	5	Ordnance	10	3+	10-13 / S7	14+ / S9
Laser Blaster	16"	32"	-	-1	3	8	Shieldbane{Draining}	10	4+	10-13 / S7	14+ / S9
Melta Cannon	12"	24"	-	-	1	11	Blast {3"}, Fusion	10	4+	10-13 / S7	14+ / S9
Reaver Titan Chainfist	2"	-	+2	-	3	8	Melee, Rending	10	2+	10-13 / S7	14+ / S9
Reaver Titan Power Fist	2"	-	+1	-	2	9	Melee, Concussive	10	2+	10-13 / S7	14+ / S9
Vulcano Cannon	30"	60"	-	-	1	10	Blast {3"}, Draining	10	5+	10-13 / S7	14+ / S9
Carapace Weapons					D	S	Traits	AP	Rep	Low	High
Apocalypse Missle Launcher	30"	120"	-	+1	5	4	Carapace, Barrage	10	4+	10-13 / S7	14+ / S9
Turbo Laser Destructor	18"	32"	-	-	2	8	Carapace, Shieldbane {Draining}	10	4+	10-13 / S7	14+ / S9
Warp Missle Support Rack	20"	80"	+1	+2	1	X	Carapace, Limited {1}, Warp	10	3+	10-13 / S7	14+ / S9
Vulcan Mega-Bolter	8"	20"	+1	-	6	4	Carapace, Rapid	10	3+	10-13 / S7	14+ / S9

* available as arm weapons for a Warbringer Class Titan

Warhound

Arm Weapons	Range S	Range L	Acc. S	Acc. L	D	S	Traits	Disabled AP	Disabled Rep	Detonations** Low	Detonations** High
Inferno Gun	T	-	-	-	3	7	Firestorm	9	2+	9-12 / S7	13+ / S9
Plasma Blastgun	8"	24"	-	-1	2	8	Blast{3"}, Maximal Fire	9	5+	9-12 / S7	13+ / S9
Turbo Laser Destructor	16"	32"	-	-	2	8	Shieldbane {Draining}	9	4+	9-12 / S7	13+ / S9
Vulcan Mega-Bolter	8"	20"	+1	-	6	4	Rapid	9	3+	9-12 / S7	13+ / S9
Ursus Claw	8"	12"	-	-	1	3	Impale, Specialised	9	-	9-12 / S7	13+ / S9
Natrix Shock Lance	6"	10"	+1	-	1	4	Bypass, Specialised, Shock {Draining}	9	-	9-12 / S7	13+ / S9

** Detonations always hit the body with an automatic hit. The strength is depending on the AP and the Titan class. In these two columns the first value is the AP

compiled from the Adeptus Titanicus Rulebook and FAQs for players' convenience (retrieved July 2020)
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Knight Weapons Reference

Questoris Knights

Ranged Weapons	Range		Acc.		D	S	Traits	Arc
	S	L	S	L				
Avenger Gatling Cannon	8"	20"	+1	-	8	3	Rapid	Full
Thermal Cannon	6"	12"	-	-1	1	8	Fusion	Full
Rapid-Fire Battle Cannon	8"	24"	+1	-	2	5	Ordnance	Full
Stormspear Rocket Pod	6"	16"	-	-	3	5	-	Full
Melta Gun	Activate in Combat Phase; one automatic S8 hit on enemy unit within 3"							X
Melee Weapons					D	S	Traits	Arc
Questoris Melee Weapon	2"	-	+1	-	1	7	Melee	Full

Cerastus Knights

Acheron	Range		Acc.		D	S	Traits	Arc
	S	L	S	L				
Acheron Flame Cannon	T	-	-	-	2	7	Flamestorm	Full
Acheron Chainfist	2"	-	+1	-	2	7	Rending, Melee	Full

Castigator	Range		Acc.		D	S	Traits	Arc
	S	L	S	L				
Castigator Bolt Cannon	8"	20"	+1	-	7	3	Rapid	Full
Castigator Warblade	2"	-	+1	-	2	7	Rending, Melee	Full

Lancer	Range		Acc.		D	S	Traits	Arc
	S	L	S	L				
Ion Gauntlet Shield	4"	12"	-	-	2	6	Rapid	Full
Cerastus Shock Lance	2"	-	+2	-	2	8	Melee	Full

Knight Porphyrion

Acastus	Range		Acc.		D	S	Traits	Arc
	S	L	S	L				
Ironstorm Missle Pod	12"	36"	-	-	6	4	Rapid, Barrage	Full
Twin Magna Lascannon	6"	48"	+1	-	4	8	Paried, Blast{3"}	Full

Asterius	Range		Acc.		D	S	Traits	Arc
	S	L	S	L				
Karacnos Mortar Battery	12"	36"	-	-	6	4	Rending, Barrage	Full
Twin Converion Beam Cannon	24"*	48"**	-	-	4	9	Paried, * Blast {3"}; ** * Blast {5"}	Full
Twin Lascannon	6"	12"	-	-	2	6	-	Full
Twin Autocannon	Activate in Combat Phase; one automatic S4 hit on enemy unit within 6"							X

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Knight Banners
- Movement phase: 360° front arc, no limitation on turns
- no Damage Control phase
- Combat phase: 360° front arc, whole banner attacks same target
- Smash Attacks only against same size or smaller
- When a knight is removed, the controling player chooses the model to be removed
- Unless with a Targeted Attack, it's impossible to target one specific Knight

Ion Shields
- still active under 2" (as opposed to Void Shields)
- compare S of attacker with shield level on command terminal
- make Ion Shield saves on D6
- non-saved attacks make Armour rolls

Concussive against Knights
- Advanced Rules: a Knight Banner that suffers any Direct, Devastating or Critical Hits from a Concussive weapon is automatically Shaken