

# Adeptus Mechanicus Collegia Titanica - Legio Victorum

The Legio Victorum has a strategy rating of 3. All Battle Titan, Scout Titan and Ordinatus formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

## Legio Formations

Formation	Titans	Points Cost
Warlord Battle Titan	One Warlord Battle Titan	850 points
Reaver Battle Titan	One Reaver Battle Titan	650 points
Warhound Pack	Two Warhound Scout Titans	500 points

## Auxilia Formations

**Note:** Two may be taken per Battle Titan

Formation	Units	Points Cost
Warhound	One Warhound Scout Titan	275 points
Tarantula Battery	Four Tarantula Sentry units	50 points
0-1 Ordinatus	One Ordinatus Armageddon (include other variants?)	500 points
Skitarii Cohort	One Skitarii Tribune and five Skitarii units. May have three Chimera for +50 points	150 points
Onagus Cohort	Three Hydra	150 points
Speculatori Cohort	Four Armageddon pattern Sentinels	100 points
0-1 Orbital Support	One Adeptus Mechanicus Cruiser (need a name) OR one Ark Mechanicus	150 points 300 points
Fighter Cohort	Two Thunderbolt Fighter-Bombers	150 points
Bomber Cohort	Two Marauder Bombers	250 points
Knight Household	? Knights Paladin – what is their role?	≤325 points

## Upgrades

**Note:** Each upgrade may only be taken once per formation

Upgrade	Details	Points Cost
0-1 Legate	One may be added to any Warlord Battle Titan	25 points
Carapace Multilasers	Add two Carapace Multilasers any Battle Titan	50 points
Sacred Icon	May be added to any Battle Titan. May replace 1 weapon system instead of paying 50pts	50 points/Free
Veteran Princeps	One may be added to any Titan	25 points

### Special Rule 5.4.1 – Void Shields

*Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet. Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers (including from 'Disrupt' hits). Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.*

*Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).*

### Special Rule – Titan Weapons

The Legio Victorum favours mid ranged combat on Armageddon. This optimises firepower to logistical support ratios, gives high rates of fire required to combat Orks and still outranges the primitive foe.

*At least 50% of all the weapons chosen for Battle Titans must be from the 'Tactical' list **AND** every Battle Titan must have at least one 'Tactical' weapon. The remainder may 'Tactical' or 'Support' weaponry.*

*For example, an army with a Warlord and a Reaver will have seven weapons, so 4 must be tactical weapons. Arming the Warlord with two Turbolaser Destructors and two Volcano cannons, and the Reaver with two Gatling Blasters and a Plasma Destructor, would be legal. Having seven Quake cannon would not.*

### Special Rule – Knight Shield

Insert rules text.

## Legio Victorum Units

### Battle Titans

The Warlord and Reaver Battle Titans are the mainstay of the Collegia Titanica. They can carry a wide variety of armaments to fulfil various battlefield roles, most bluntly with dedicated support or assault Titans. Legions categorise Battle Titans according to weapon load. Warlords configured for assault duties are referred to as *Nightgaunts*, for fire support as *Nemesis* and multi role as *Deathbringers*. Those carrying revered artefacts are referred to as *Eclipses* regardless of weapons fit. Reaver Titans use similar name variations, with *Vandals*, *Goths* and *Huns* referring to *Nightgaunts*, *Nemesis* and *Deathbringers* respectively.

Warlord Battle Titan				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon	Range	Firepower	Notes	
Carapace Weapon	Varies	See Battle Titan weapon description	Fixed Forward Arc	
Carapace Weapon	Varies	See Battle Titan weapon description	Fixed Forward Arc	
Arm Weapon	Varies	See Battle Titan weapon description	Forward Arc	
Arm Weapon	Varies	See Battle Titan weapon description	Forward Arc	
<b>Notes:</b> 6 Void Shields, DC8, Critical: The Warlord's plasma reactor has been breached. Roll a D6 for each breach in the reactor in the end phase of every turn: on a roll of a 1, the reactor explodes destroying the Titan, on a roll of 2-3 the Warlord suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will take a hit on a roll of 4+.				
Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

Reaver Battle Titan				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Carapace Weapon	Varies	See Battle Titan weapon description	Fixed Forward Arc	
Arm Weapon	Varies	See Battle Titan weapon description	Forward Arc	
Arm Weapon	Varies	See Battle Titan weapon description	Forward Arc	
<b>Notes:</b> 4 Void Shields, DC6, Critical: The Reaver's plasma reactor has been breached. Roll a D6 for each breach in the reactor in the end phase of every turn: on a roll of a 1, the reactor explodes destroying the Titan, on a roll of 2-3 the Reaver suffers 1 more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will take a hit on a roll of 5+.				
Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.				

### Battle Titan Weapons

#### Tactical Weapons

Ret-con – Inferno Gun

Due to the impracticability of dealing with large amounts of Promethium alongside plasma reactors, titans assigned to fight in areas of thick cover utilise their reactors to generate similar effects. Plasma is vented continuously in a stream, mixing with air and igniting it. Though lacking the raw power and range of traditional plasma based attacks it does cover a wider area and is unaffected by ammunition constraints.

Weapon	Range	Firepower	Notes
Gatling Blaster	60cm	4x AP4+/AT4+	-
Turbolaser Destructor	60cm	4xAP5+/AT3+	-
Plasma Cannon	60cm	4xMW4+	Slow Fire
Multiple Rocket Launcher	60cm	3BP	-
Reaver Mega Bolter	45cm	5xAP3+/AT5+	-
Inferno Gun	30cm	3BP	Ignore Cover, Disrupt (not sure on this, lose both and gain MW instead?)
Melta Cannon	30cm And (15cm)	2xMW4+ Small Arms	Titan Killer (1) Extra Attacks (+1), Titan Killer (1)
0-1 Devotional Shrine	-	-	Counts as two carapace weapons. Adds Inspiring, +5cm move and an extra void shield to the Titan.
Carapace Landing Pad	-	-	Carapace only weapon. Adds Indirect Fire to all BP weapons on the Titan

#### Support Weapons

Weapon	Range	Firepower	Notes
Quake Cannon	120cm	MW3BP	Slow Fire
Volcano Cannon	90cm	MW2+	Titan Killer (D3)
Plasma Destructor	90cm	6xMW5+	Slow Fire
Support Missile	Unlimited	MW3BP	Must be mounted on carapace. Single Shot, Titan Killer (1)
Close Combat Weapon	(base contact)	Assault Weapons	Must be arm mounted. Extra Attack (+3), TK(D3)
Firefight Weapon	(15cms)	Small Arms	Extra Attack (+3), MW
Fire Control Centre	-	-	The Titan to fire one weapon system at a separate formation when shooting

## Scout Titans

Warhound Scout Titan				
Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Arm Weapon	Varies	See Scout Titan weapon description	Forward Arc	
Arm Weapon	Varies	See Scout Titan weapon description	Forward Arc	
<b>Notes:</b> DC3; 2 Void Shields; Critical: The Warhound is caught off balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it cannot move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units they will take a hit on a D6 roll of 6+ (normal saves apply).				
<i>Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.</i>				

## Scout Titan Weapons

Weapon	Range	Firepower	Notes
Rocket Launcher	45cm	3BP	-
Scout Turbolaser Destructor	45cm	4xAP5+/AT4+	Need a better name
Vulcan Mega Bolter	45cm	4xAP3+/AT5+	-
Plasma Blastgun	45cm	2xMW2+	Slow Fire
Scout Inferno Gun	Flame Template	AP2+/AT6+	Ignore Cover, need a better name

Note the Scout Inferno Gun is a horrific template weapon insisted on by many. I still think its silly but for reference purposes its range is a bit above 20cm and at the widest point (about 18 cm in) it's a little over 6cm.

## Titan Upgrades

Legate				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Defence Turret	(15cm)	Small Arms	Extra Attack (+1), MW	
<b>Notes:</b> <i>Supreme Commander</i>				

Veteran Princeps				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
-	-	-	-	
<b>Notes:</b> <i>Commander, Leader</i>				

Sacred Icon				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
-	-	-	-	
<b>Notes:</b> <i>Adds Inspiring to Titan. If replacing a weapon, counts as a Tactical weapon with regards to the Titans loadout.</i>				

Carapace Multilasers				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Carapace Multilasers	30cm	AP5+/AT6+/AA5+	-	

## Auxilia

Tarantula Sentry Gun Position				
Tarantula automated weapon systems are used by all arms of the Imperial war machine, mounting a massive variety of weapons, normally for guard duty, though have been pressed into a number of roles as circumstance demand! They possess differing levels of automation. The most sophisticated have limited mobility and can distinguish between friend or foe by sight alone, the simplest attack everything within range unless directed otherwise by a human controller. Needless to say the more complicated the greater the test of faith. The Collegia Titanica are experts in matters of faith and war machines, yet recognise battle stresses the most robust of machine spirits and so arm Tarantula with weapons that pose little threat to Titans. Instead their expertise shines through in the versatility in which they can be employed, most dramatically when magnetically attached to a Titans carapace. When instructed they fall to the ground, right themselves, move to the best position for localised fields of fire, using weapons fire to clear if necessary any obstructions. There they will wait, engaging anything that displays as a foe on in built auspex scanners until recalled or stood down.				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	0cm	-	6+	6+
Weapon	Range	Firepower	Notes	
Twin Heavy Bolter	30cm	AP4+	-	
<b>Notes:</b> <i>Scout, Walker. Any number may be transported by a Battle Titan</i>				

### Ordinatus Armageddon – include others in army list?

The Cult Mechanicus revere the Ordinatus as avatars of the Machine-God, creations of such cunning and power they could never be improved or outdated. Thus they have been carefully maintained, and when sent to war they are inscribed with sacred runes, anointed with the most precious oils and unguents, and blessed by the Lord of the Centurio Ordinatus. Their crews are the most highly trained of the Skitarii, warriors who fight with the zealous fanaticism of those who serve a living god.

Ordinatus Armageddon first shed blood during the massive Chaos invasion of the planet of the same name. The Khorne Banelords, Lords of Battle and daemon engines were instrumental in the destruction of many cities, but a genius of the Adeptus Mechanicus, Geronimus Undersen, devised an Ordinatus as a defence against the marauding war engines. Undersen mounted a massive starship weapon onto a land-based chassis, giving the Imperial forces an immense machine powerful enough to destroy even the largest and most powerful foes.

In the ensuing battle for Tartarus Hive, Armageddon destroyed no less than four Chaos Titans and two detachments of daemon engines. Without the heavy firepower of these machines, the Chaos assault broke upon the mile-high walls of Tartarus like a tide against the rocks.

Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
2 x Lascannon	45cm	AT5+	-	
Nova Cannon	100cm	4 x MW3+	Titan Killer (D3), Fixed Forward	

**Notes:** DC3; 6 Void Shields; *Critical: The Ordinatus plasma reactor has been breached. Roll a d6 in the end phase for each breach. On a 1, the reactor explodes, destroying the Ordinatus. On a 2-3 Ordinatus suffers 1 more point of damage. On a 4-6, the breach is repaired. If the reactor explodes, any units within 5cms of the Ordinatus will take a hit on a roll of 5+.*

*Thick Rear Armour, Inspiring, Fearless*

### Skitari Tribune

The Skitarii Tribune is on a par with a Guard Lieutenant in the ranking Scheme, he commands one of the Legions Centuries. Skitarii do not use the command squads of the Guard, preferring the flexibility of a lone commander, though it is common for him to join squads.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cms)	Small Arms	-	
Heavy Bolter	30cm	AP5+	-	
Chainswords	(base contact)	Assault Weapons	-	

**Notes:** *Leader*

### Skitari Psiloi

The Skitari are forge guards, human soldiers with basic bionic augmentations for communication, weapon links and sensory feeds. Skitari Psiloi are equipped to keep pace with the untiring advance of the battle Titans, secure key objectives and keep enemy skirmishers from delaying the attack.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cms)	Small Arms	-	
Heavy Bolter	30cm	AP5+	-	

### Chimera

Hey, they are so much better than Rhinos you know!

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Hull-Mounted Heavy Bolter	30cm	AP5+	-	
And one of the following;				
Twin Heavy Bolter turret	30cm	AP4+	-	
OR Multilaser turret	30cm	AP5+/AT6+	-	
OR Heavy Flamer turret	15cm	AP4+ and Small Arms	Ignore Cover	

**Notes:** *Transport (May carry two Infantry units). Chimeras must choose ONE turret from the list above. The Heavy Flamer can shoot and be used to confer the Ignore Cover ability to the unit's firefight value.*

### Hydra

It rocks, and rolls.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
2 x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	-	

### Armageddon Pattern Sentinel

While the standard Mars pattern Sentinel is equipped with a multilaser, Armageddon produces a slightly different variant, armed with a tank hunting lascannon. This is a relic of the previous invasion, where the scouting Sentinel formations have needed the capability to deal with fast-moving armoured Ork patrols from a distance. For Skitarii Psiloi they provide the perfect accompaniment when faced with roving bands of ramshackle Ork wagons.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Lascannon	45cm	AT5+	-	

**Notes:** *Walker, Scout*

### Lighting Air Superiority Fighter

Everyone is boring and wants to use the standard air options. :(

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	-	n/a	n/a
Weapon	Range	Firepower	Notes	
Hydra Autocannon	45cm	AP5+ / AT6+ / AA6+	-	
Twin wingtip Lascannons	30cm	AT5+ / AA5+	-	

### Marauder Destroyer

Everyone is boring and wants to use the standard air options. :(

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
3 x Twin Nose Autocannon	30cm	AP4+ / AT5+ / AA6+	Fixed Forward Arc	
4 x Missiles	30cm	AT5+	Fixed Forward Arc	
Bombs	15cm	1BP	Fixed Forward Arc	
Twin Assault Cannon	30cm	AP4+ / AT4+ / AA4+	Rear Arc	
Twin Heavy Bolter	15cm	AA5+	-	

**Notes:** 2DC; Critical: The control surfaces are heavily damaged, forcing the crew to eject. The Marauder Destroyer is destroyed.

### Adeptus Mechanicus Cruiser (need a name)

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Barrage	n/a	MW5BP		

**Notes:**

### Ark Mechanicus

Over many millennia, a large number of starships of various sizes, incredibly ancient or newly commissioned, even recovered space hulks, fitting no specific classification, have been seen bearing the insignia of the Adeptus Mechanicus.

A notable few of these are the unimaginably vast, almost mythical Ark Mechanicus vessels, said to endlessly ply the stellar maine in the Quest for Knowledge. Led by a Venerated Archmagos Explorator, they will follow up any lead that may result in discovering a working Standard Template Construct, the revered holy grail of the Cult Mechanicus. These vessels are rarely encountered by others as they perform their missions in the service of those who give life to these behemoths of the stars. One such vessel is the Omnissiah's Victory, said to predate even the Great Crusade. While this cannot be proven, it is known to have taken part in the Noloptis Crusade as far back as M33. Some have suggested that aspects of its design were lent to both the Retribution battleship as well as the Victory battleship most commonly encountered in Segmentum Tempestus. While the Adeptus Mechanicus have not been forthcoming regarding the veracity of this information, records exist of the Omnissiah's Victory spending a considerable amount of time in the vicinity of Bakka and its surrounding forge worlds.

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Barrage	n/a	MW8BP	Titan Killer (1)	

**Notes:** Slow and Steady. All Orbital barrage templates must touch each other.

## Knights

See designer's notes for discussion.

### Knight Baron/ Seneschal

Type	Speed	Armour	Close Combat	Firefight
Weapon	Range	Firepower	Notes	

**Notes:** Walker

### Knight Paladin

Type	Speed	Armour	Close Combat	Firefight
Weapon	Range	Firepower	Notes	

**Notes:** Walker

## Change file

### Titan weapons

What stats for what weapon? A tricky task.

The following guidelines should be born in mind. Slow fire weapons should be approximately 50% better than an equivalent that fires every turn. Why not 100%? Well in epic breaking an opponent and knocking him out of the turn is vital, and fighting for this activation advantage is even more important for a Titan based list, starting as it does at a disadvantage. Boosting the 'to hit' is one way of achieving this and makes for an excellent 'deep strike' weapon, one a Titan can double with and still hit enemies, even in cover, with. Slow fire weapons can lend themselves for use by 'assault' titans that use them whilst they double into position for an assault next turn and won't need to fire until turn 3 (corner to corner can be a burden here!).

One shot weapons for me should be twice as good for reasons similar to the above. Only 100% better because Epic lasts for 3-4 turns, with many tourney games that I have witnessed ending in 3. This is the time frame that is under consideration when looking at their effectiveness.

Of course to balance weapons with different roles is difficult, but here we only have to deal with two hulls, the Warlord and Reaver, but each weapon should be considered in the light of both. Which would rather take it? On which would it be most effective? Does one particular combo favour a certain Titan?

Combos in general are the last area to watch for. Certain weapons work well together. Epic units work best when optimised for one role. Titans are a bit different as the limited number means some capacity in every area is required, but still Titan weaponry generally delivers good AP and AT firepower. A weapon though should have application to different strategies if possible, 'boring' always seen stuff like two quake cannon should be avoided.

Finally in general this system assumes support weapons are better than tactical weapons as one way of compensating for the disadvantages of having an army made of a few expensive single unit formations.

So, to start with Support weapons.

My standard for support weapons is the Volcano Cannon. Long ranged, excellent to hit and a devastating damage it has been a favourite ever since it was called a defence laser in the days of Adeptus Titanicus.

The quake cannon is currently a one trick wonder. Seen always in pairs due to the barrage table it is normally carried by a Reaver that expects to do little else except sustain and defend against those who assault the blitz. I think this has to change.

The options are

2BP (Current)

3BP slow fire – effectively halves the firepower of two guns.

4BP slow fire – same firepower as currently, but at least you will see other weapons with it.

The barrage table 2/3/4 breaks make this hard to assess. I am plumping for 120cm range and 3BP slow fire. If this is too weak it could get Disrupt (earthquake!).

### Plasma weapons

The stats for the Plasma Destructor have changed slightly. Plasma weapons as slow firers lend themselves to assault tactics (well the Warhound lends itself to deep striking, not so much the assault aspect!), doubling, assaulting, then sustain/advancing. This seems fine for the scout weapon, and for the Plasma Cannon, but a bit weird for the Destructor. Instead its rate of fire is raised and to hit lowered. This means it performs better than the tactical weapon when sustaining, but worse when doubling. This also fits with the idea of the Support Weapons giving a more specialised capability, in this case long ranged fire support (as they are supposed to do). Note the Plasma cannon typo has been corrected as well.

Assault weapons are tricky. Their value is determined by the type of supporting formations used, general tactics typically employed and finally style. Some see them as useless, others overpowering. They are not intended to necessarily be equal to any other category of weapon, but rather be equal amongst themselves. But then how to balance a CC with a FF weapon? FF weapons if used with FF orientated tactics can fire many times. CC weapons get used more rarely, but can save a titan from enemies that rely on CC. Reavers and Warlords incidentally balance slightly their difference in speed in regards to close combat as the Warlord hits on a 2+ and the Reaver a 3+. A final point to bear in mind is that fire arcs do apply to these weapons, making attacks like teleporting terminators at the very least pull you out of position as the Titan pivots to face this threat, problematic if you wish to sustain fire weapons later on. Finally Titans are by nature of the rules excellent assault engines. Void shields frustrate enemies whilst good to hit values and multiple attacks mow down all before them, sometimes.

Is it balanced then to have 3 extra MW FF attacks be compared to 3 extra TK(d3) attacks? Thoughts?

Finally since everyone seems to think the fire control centre is too powerful it is now a support weapon (ha! Try it!).

## Tactical weapons

Here the 'gold standard' is the Gatling Blaster. Good to hit, rate of fire and range weapons should be balanced

The Vulcan Mega Bolter – Note name change to Reaver Mega Bolter (as the Warhound one is published and this isn't). It has come down to 5 shots as 6 gave it vastly superior AP fire and better AT fire than a Gatling Blaster. AP is fair enough, but not AT!

The Inferno gun is changed to go into the 3bp scale. Question is, is 30cm, Ignore Cover and Disrupt equal to 60cm for the MRL? If not maybe drop IC and Disrupt for MW? A range increase is too much as then you have 90cm range with a CML! (And remember ranges are elastic in Epic.)

## Plasma weapons.

I'm not happy with the 'cannon. Its better than the GB against 4+ and better armour, worse against armour 6+. If a player can exploit the 2<sup>nd</sup> turn assault it is probably a better weapon.

## Scout Weapons

Lots of renaming :) Plus need two more new names. These weapons stand alone, not being mounted without stats and name changes on battle Titans. Why not allowed on? Very simple, how to tell identical weapon models apart on a battle titan if one is scout and one isn't?

The Turbolaser has come down to AT4+, simply because otherwise its better than a plasma blastgun, and those stats are fixed.

## Other changes

Tarantula are now AP only. No chance of being overpowered now! If it is too bad they can get the Lascannons back.

Some point values and names have changed to silence critics.

Note a 'Legio Destructor' list is now in circulation, it demonstrates the same Titan system with more upgrades and more of an assault focus. You can find it at

<http://www.tacticalwargames.net/cgi-bin/forum/ikonboard.cgi?act=ST&f=22&t=11090&st=15#entry231743>

## Overall

### Adeptus Mechanicus

The AM for the purposes of Epic consists of 4 parts – Titans, Ordinatus, Skitari and Knights. The latter are a PDF force based on AM supply worlds.

### The objective

Develop lists as quickly as possible based on 3 years of playtesting and discussion.

I believe the best way to do this is strip things down to their iconic concepts and remove unnecessary variables. Most key list and one frankly close to completion is the Titan Legion list.

### Concept

3+ lists. Each centred on a fighting arm.

### Titan Legion List(s)

Battle Titans and the necessary supporting troops to make a viable army.

### Skitari List(s)

The War Engines and other high tech toys supported by AM infantry. Resist urge to stick all the marine and guard stuff in.

### Knight World PDF List(s)

Lists centered on knights where knight fans can go wild.

## Legio Victorum

### Image/Concept

Overall the image of the list for me is something akin to the front cover of the rulebook, only with the Titan in the centre field and the marines, infantry, aircraft in the background.

### Objective

Produce a list as quickly as possible with a tight focus on Titans. This should allow other variants to be done by fans. As a 'core' list its job is to establish the Titan build system but leave as much as possible open to other lists to leave them maximum flexibility.

To achieve speed as little as possible should change while as many units as possible should go. With enough tested components and as few variables beyond weapon loads a final article should be swiftly forthcoming. 3 years is enough time to get any list ready and if it isn't, well, I hate to think about future expansions to the game!

The following has received dozens of playtests. I do believe it can be finalized relatively quickly. The list is based around titans that can be configured to fulfil most battlefield tasks. In support are specialized units such as infantry for urban areas, flak for AA defence etc.

### **Key questions**

- 1) How do knights fit in? What role do they have? Will stripping them out help the list become official?
- 2) What to do with shared Warhound/Reaver weapons? Pre range change it would have been fine but now we have a situation where 60cm range is too good for a warhound, but okay for a Battle Titan. The different names are inelegant. Any other solution?

### **Designers notes**

#### **The Epic A system and Titans**

Epic A does have some flaws. Airpower for instance. And also Titans. Demonstrated most clearly by the Warhound horde playtests a mass of void shielded WE are nigh unstoppable. This is true to a lesser extent with their larger brethren, at least at low point games. Titans are best fought with certain specialised weapons and the smaller the game the less chance they appear. They do though have a major weakness in the GT scenario, that of low activation count.

All this feeds into what sort of game experience should be had? Titans are deployed to take out strong points or counter threats. Militarily they area lot of power in a small space. Game wise they should simultaneously give the feel of being nigh unstoppable in their advance with being, well, stoppable.

How to balance then the value of a Titan with the need for enough activations? This is necessary to allow Titan legion armies to a) capture enough objectives and b) not be a one-dimensional army to defeat. Namely knock out two or three activations then avoid for the rest of the game.

Further the force should not have too much capability to knock out threats too early on. Artillery, teleporters and air assaults all make perfect strategic sense to support such key assets, but game wise simply mean the Titans become no fun to play against.

Character wise its all about big war machines and to a lesser extent the Adeptus Mechanicus, an aspect easily lost when using Titan allies in Imperial armies.

Several aspects then become clear when looking for the feel of the force. It should give the owner the feel of being a giant improbably engine of destruction and the opponent a problem different to other armies, but one that still can be overcome. A movie analogy would be in a well-known scene involving giant walkers and aircraft. Both players there would have fun – the walker commander getting to stomp Norwegians and the rebel commander getting to pull off impossible feats fairly regularly.

### **So then...**

Not much in the way of special counter measures. Artillery, air assaults etc etc. Enemy threats should remain threats for as long as possible. The Titans would have to rely on risky Warhound attacks, specially configured expensive Battle Titans or simply their innate toughness.

Speeds should be fairly low. The majority of the force should not be that nippy. This gives an opponent a chance to outmanoeuvre them and play a game of feint, misdirection and concentration of force, conversely the Titan commander should be trying to see through the fog of battle to achieve the GT objectives.

The Titans should have enough activations to ensure defeat isn't a simple stripping away of lesser mortals ever game. At some point the enemy should fight a Battle Titan. Whether they have to fight more than 1 is up to the Titan commander!

Historically much of this was achieved with a wide mix of supporting units, tempered by a restriction of at least 50% of the army being spent on Titans. This had problems with Warhounds so costs have been tweaked a bit. My last few games before going abroad with a variant Titan list from 2004 showed a simpler alternative. Limit the list to having two support formations per battle Titan and ensuring that they would cost less than 350 points. This list convention means two things.

- 1) that at least 50% of points will be spent on appropriate formations and 2) that supporting formations ain't going to be that tough. In deference to those that would like to field a light probing or perhaps flank attack force the option to pick Warhound packs without first buying Battle Titans is there, however they do not allow the purchase of support formations. Playtests showed it was the mass of single Warhounds that was the problem, not the packs. A major niggle for me was



that the pressure for maximising activations is always there, making the Reaver a better choice than the Warlord. A points cut is no good as the Warlord is frankly one of the best bits of kit in Epic. Instead the option of a free Supreme Commander has been introduced, but only if a Warlord is taken. This is something of a boost to the list, but in my defence I rarely used the re-roll and later armies largely dropped it.

Something else in the list that needs testing to find out if it is needed are the Tarantula. These are a very old idea mooted for similar reasons as the grots in the OGBM list. I personally have always loved AM imagery, especially all the tech bits that accompany them. The idea of spider like sentry guns dropping off around titans, or guarding them at night, is one I have always liked.

We tried them a lot back in 2005 as no matter how well I played against my regular opponents back then the best I or they could do was draw, every time over the activation issue. They were dropped as the list grew and entered its x iterations, as there were plenty of other formations about. I've stuck them back in when cutting units but they overlap with sentinels and both aren't needed. In brief Sentinels allow garrisons, movement, scout shields, cheap activations etc. Tarantula are immobile but cheaper, give limited scout shielding, allow garrisons and some objective capture, if a Titan is going that way. Sentinels are more of a fluid unit with possibilities for the player and threats to the opponent. Tarantula are more static problems to be rolled over, but on the plus side do not detract from the Titans.

Knights are a weird one. My instinct is to leave them for a knight list but they have many supporters and some fluff of accompanying campaigns, if only to snag new suits. They must though have a role in the list. Sticking them in because people like them don't cut it. So far the best suggestion was a recent one by Ilushia. To quote:-

I think they work wonderfully as forward assault elements of the army. The current stats aren't bad for them, with the 3/6 unit sizes they can heft out some significant damage... Paladins are a bit too slow, I think, at 20cm to be really functional in that role as things stand, though. I'd actually really like to see Knights become a primarily melee-centric assault force, as opposed to fire-fighting which Titans excel at thanks to their void shields. With Lances being first-strike melee weapons and their other melee weapons going to MW status. Faster than a tricked out melee Reaver, but not as lethal. Slower than Warhounds, but with better hit numbers and attacks for point-values. At least, that's the way I see them working.

Personally I see the max point size for the formation as 350, preferably less.

Aerospace support. First off they aren't navy. These are AM fliers. Two options to include them. As they are AM gear why not as support units? Not that useful as activations – indeed the more pressure on support slots the better, it makes stuff like all Warhound armies tougher as flak cover would be non-existent. It also reinforces the idea of an institution going to war, rather than the various arms as Imperials currently experience. I'm try this if others will. Otherwise they get knocked into a separate box with a 20% max slapped on. Note I will change them to 'book' aircraft if I have to :(

Praetorians. They were included for a very specific purpose, to fill corvus assault pods. With weapon streamlining this could go and so then should they. If it comes back well then so can they :)

Ordinatus. Leaving aside that fact the models suck they could be problematic. With total lack of surprise I note the artillery option is everyone's favourite. As the list shouldn't have arty this should go, as should its sonic cousin. This leaves the Armageddon which can for now stay as its got the planets name and duplicates a Titans capabilities, giving some interesting arming options if you wish to rely on its TK abilities.

Finally then Titan weapons. I like variety and choice but recognise too much is a bit much :) The assault weapons really suffer here. As a less taken option they get the chop, which also perhaps leaves as opening for knights. Don't forget though that void-shielded battle titans are fantastic assault engines, especially with some of the characters. One-shot missiles also suffer as again a rare option. And I must say I don't like scout weapons. Is there a good way round this? Overall I hope with a limited amount of support the various combos can be done to death.