



## FREQUENTLY ASKED QUESTIONS AND ERRATA V1.0

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 – 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 sentences to the end of the paragraph:  
“If acting under Charge orders, a Knight Banner works differently than a Titan. For each 3” that the Banner has moved before attacking, calculated using the shortest distance moved by any Knight from that Banner, one Knight may add 1 to the Dice value of one of its weapons. These extra dice can be shared between any Knights in the Banner.”

#### 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 unit.”

### ADEPTUS TITANICUS RULEBOOK – FAQ

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 a Titan without active shields merge its Void Shields with other Titans in the same squadron that have 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.

**Page 89 – Legions of the Adeptus Titanicus**

Q. The Concussive and Quake Traits state that 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 would be forced to move off the battlefield because of a hit sustained from a weapon with the Concussive or Quake Traits. Is the Titan removed from the battlefield?

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

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

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

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

A. Yes, but remember that 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. During a Charge Order a model can only move in its Front arc and once it starts moving it cannot make any turns. As a Knight Banner has a Front arc of 360°, it can start its move in any direction. However, a turn is defined (on page 31 of the Adeptus Titanicus Rulebook) as a model pivoting around the centre of its base up to 45°. Therefore, once a Knight Banner has started its move as part of the Charge Order, it cannot turn and thus must move in the same direction it started moving in.

In effect, this means that a Knight Banner can only charge in a straight line. It should be noted that a Knight Banner can still move normally to get into range to attack a unit with Melee weapons; it simply can't benefit from the Charge Order when it does so.

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.

Bonus Stratagem points from Titan Legion rules: If both players are using rules for a particular Titan Legion then the bonus points for each of the Titan Legion rules used are not given automatically. Instead, determine the number of sets of Titan Legion rules each player is using. If there is no difference between the number then neither player gains bonus points. If there is a difference then the player who has fewer sets of Titan Legion rules gains 2 bonus Stratagem points for each additional set of rules the opposing player has.

For example, if player 1 is using a Legio Tempestus maniple and two Legio Gryphonicus Warhounds reinforcements, and player 2 has a Legio Gryphonicus maniple, player 2 would gain 2 bonus Stratagem points.

ADEPTUS TITANICUS: TITANDEATH ERRATA

**Page 50 – Legio Specific Trait: Many Faces of the Omnissiah**

The first sentence should read:

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

ADEPTUS TITANICUS: TITANDEATH FAQ

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

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

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

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

Q. When using the Legio Defensor specific Stratagem Blessing 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 Template 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.

## WEAPON CARDS ERRATA

### Warlord Weapons

#### Warlord Carapace – Paired Gatling Blasters

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

### Reaver Weapons

#### Reaver Carapace – Vulkan Mega-Bolter

Change the Short Range ACC characteristic to +1.

## STRATAGEM CARDS

*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...”

## MISSION OBJECTIVES

### 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