

Adeptus Titanicus (2018) Homebrew: Eldar Titans

Eldar Titans fast, agile, fragile and extremely powerful for their size, with reliable reactors and skilled single pilots. With powerful and mainly direct fire weapons, and a lack of high dice value weapons, Eldar Titans can quickly finish enemy Titans, so long as they can get under or through their Void shields. Eldar Titans have much in common with their Imperial equivalents. They follow all the rules for Imperial Titans and knights found in the Adeptus Titanicus (2018) rulebook, besides those changes and exceptions listed here.

Shields: Eldar Titans do not rely on Void shields as Imperial Titans do. Rules such as Shieldbane, Voidbreaker, and any Bypass weapons which refer to shields do not affect Eldar Titans. Instead, they have Holofields as outlined below.

Holofields are powerful augur scramblers, holographic projectors, and light distortion fields. Instead of blocking hits as Imperial Void shields do, they make it near impossible for their Titans to be targeted directly. A Titan will have two Holofield values, a normal and a boosted value, as shown on its stat sheet. When its Holofields are active, a Titan hit by a weapon attack will roll a number of d6 equal to the number of hits. Each d6 that is equal to or above the save value negates one hit, and the titan *ignores* that hit. No armor roll is made, and any traits which require a hit such as Concussive or Quake *do not activate*. The shot has gone wide, fired at a data ghost. A Titan may use its boosted Holofield value if it has successfully declared *Power to Locomotors!* or *Power to Stabilizers!* earlier in the round.

Holofields, however, are not perfect shields. A Titan which has not yet voluntarily moved previously in round is *not* considered to have active Holofields, and may not roll Holofield saves against weapon attacks. For example, if targeted by in the movement phase by a Titan on First Fire Orders, a Revenant Titan which has not yet been activated in the movement phase (and which otherwise has not voluntarily moved) will not be able to roll Holofield saves against the weapon attack. However, if it moves later in the Movement phase, it will again be able to roll Holofield saves. This represents the ability of canny princeps to take unwary Eldar Titans by surprise, and the vulnerability of an Eldar Titan which holds still.

Against weapon attacks originating within 2" or from weapons with the melee trait, a Holofield save *can only be made* on a 5+, which cannot be increased (but can suffer from negative modifiers). The enemy is simply too close to be easily fooled by cheap xenos tricks!

Holofield saves *cannot* be taken against weapon attacks with the beam trait, which use the tear drop template, or against damage from a source which otherwise do not roll to hit, such as damage from a reactor overload table roll, scatterable mines, or when in range of another titan suffering from the Magazine Detonation result on the Catastrophic Damage table.

Holofield saves are also *not* taken against hits from a weapon with the Blast trait. Instead, weapons with the Blast trait suffer a -1 penalty to hit rolls against a titan with active Holofields, or -2 if the titan is using its boosted Holofield value

Reactors: An Eldar Titan uses a plasma reactor, much the same as an Imperial Titan, though they are less prone to overheating. An Eldar Titan may push its reactor as to use *Power To Locomotors!*, *Power To Stabilizers!*, and to fire a draining weapon, exactly as described in the AT Rulebook.

Repair: instead of Servitors Eldar Titans have a Spirit Stone value. This functions as a servitor except with slightly different repair rolls. 4+ to lower the reactor level by 1, 5+ to repair a critical, and 5+ to repair a pip on a structure track, or 6+ if the structure is at the end of the track and may roll to repair weapons at the value shown on the weapon's card.

Awakened machine spirits: Eldar Titans are piloted in part by a psychic matrix similar to their starships, Craftworlds and wraith constructs. While generally more reliable than an Imperial machine spirit, the souls which aid in the lone pilot's operation of the Titan can become confused when under duress. When a Machine spirit result is rolled on a reactor dice, take a command check as described in the AT Rulebook, and if failed roll on the Machine Spirit table as normal.

Catastrophic Damage: Eldar Titans roll on the reactor overload table in exactly the same manner as Imperial Titans as indicated by the AT Rulebook

Reactor Overload: Eldar Titans roll on the reactor overload table in exactly the same manner as Imperial Titans as indicated by the AT Rulebook, except that a result of 3-5 is changed. It is changed as follows.

Power failure: The Titan's Holofields flicker and begin to fail. Lower the normal and boosted Holofield save by one. Blast weapons no longer suffer any to-hit penalties when targeting this model. This effect ends during the End phase of this round

Critical tracks: For simplicity's sake, Eldar Titans have the same critical tracks as imperial titans, except that VGS burnout is replaced with **Holofield Burnout:** The Holofields do not function until this critical is repaired

Knights: Use the rules for knights and knight banners as normal, using the stat cards as follow.

Orders: Besides Warlock Titans, Eldar Titans and Knights use the same orders as those present in the AT Rulebook.

Stratagems: For now, an Eldar Battleforce may use any stratagem available to all Titan Legions, but no loyalist, traitor, blackshield or legio specific stratagems.

Maniples and Legios: Eldar Titans now have their own unique Maniples and Legio equivalent – Craftworlds. Unlike Legios, Knight banners may be a part of a craftworld, and must be the same Craftworld as the Titans they share a maniple with, if selected as part of the mandatory or optional components of a Maniple. These are in their earliest stage of development, so feedback is much appreciated

Jump Pack: Some Eldar Titans are equipped with Jump Packs. When using its boosted Speed value, a Titan with this trait may move over all terrain shorter than its scale in inches freely, ignoring it and may move over friendly models of a shorter scale. However it may only do while moving in a straight line, and must "land" to turn, though after landing it may Jump again until it has used all of its movement. Add 2 to the strength of smash attacks made by this model when undertaking a Charge Order.

Eldar Titans:

Warlock Witch Titan

Scale (9) 475+weapons

Traits: **Witch Titan**

Move: (6"/12") Turns: (3/6) Holofield: (4+/3+)

WS: 3+ BS: 3+ Command: 3+ Spirit Stones: 4

Reactor: **Gr/Gr/Yel/Yel/Yel/Or/Rd**

Head: **0/0/0/1/1/2/3** Crit: 3 1. MIU feedback 2. MIU FB, Moderati wounded 3 MW, princesps wounded

13/14-16/17+

Body: **0/0/1/1/1/2/3** Crit: 3 1. Reactor leak (1) 2. RL(1)

Holofield Burnout 3. RL(2) HFB

11/12-14/15+

Legs: **0/0/1/1/1/2/3** Crit: 3 1. stabilizers damaged 2. SD/locomotives seized 3. immobilized

11/12-14/15+

1 Phantom Missile Launcher

1 Warlock Arm Weapon

1 Psychic Lance

Witch Titan: Warlock Titans are variants of the Phantom Titan, and have a powerful and skilled Eldar Seer as a pilot, whose abilities are further augmented by the Titan's Spirit Matrix and Psychic Reactor. It's rules differ as follows (**NOTE:** this is not quite the same as the psi-titan rules)

A Witch Titan is an Auxiliary Titan, meaning a maximum of one can be included for every maniple in a player's battlegroup. They *can*, however, be included as part of a maniple and form squadrons with titans in their maniple if allowed by the maniple rules. A Witch Titan may only ever use their own command value. A Witch Titan has access to a number of psychic powers which are determined by their class. They follow the rules presented below.

Psychic powers are Channeled in the Strategy phase during the Issued Orders step. During this step, a Witch Titan can be activated as normal. When activated in this step, the controlling player can choose to either Channel a Psychic Power from the list available to them or issue a Shutdown order, then make a command check.

Warlock Titans may also issue an emergency repairs order.

Phantom Titan

Scale (9) 350pts+weapons

Close defense array: Deal d3 s5 hits to any model in 4" and the front arc

Move: (6"/12") Turns: (3/6) Holofield: (4+/3+)

WS: 3+ BS: 3+ Command: 3+ Spirit Stones: 4

Reactor: **Gr/Gr/Yel/Yel/Yel/Or/Rd**

Head: **0/0/0/1/1/2/3** Crit: 3 1. MIU feedback 2. MIU FB, Moderati wounded 3 MW, princesps wounded

12-13/14-16/17+

Body: **0/0/1/1/2/2/3** Crit: 3 1. Reactor leak (1) 2. RL(1)

Holofield Burnout 3. RL(2) HFB

11/12-14/15+

Legs: **0/0/1/1/2/2/3** Crit: 3 1. stabilizers damaged 2. SD/locomotives seized 3. immobilized

11/12-14/15+

1 Phantom Missile Launcher

2 Phantom Arm Weapons

Warlock Powers:

Fleet: Select one friendly titan without Orders within 12", which may be the Titan which Channeled this power. When activated in the Combat phase, the target can move and fire one weapon without the psychic trait in either order. **OR** When activated the Movement phase the target can move and fire one weapon without the psychic trait in either order.

Ancient Rage: In the movement phase, you may move in a straight line in the forward arc and then immediately make an attack with the Psychic Lance against a model within 2", adding 1 to the dice value for every 2" moved.

Doom: Select an enemy unit within LoS and 16". All weapon attack rolls and armor rolls of 1 may be rerolled when targeting this unit.

Psychic Fog: Target an enemy unit within LoS and 16". They immediately suffer a S5 automatic hit to the head, ignoring all shields, as if from a weapon with the Psi and Quake traits. The target also suffers a -2 on all command checks.

If the check is successful, an Order dice, representing the power or order, with the chosen "Order" showing. If failed, the chosen unit does not receive the "Order" but Orders can still be issued to other units in the battlegroup as normal. In addition, if they attempted to channel a power and the check was failed, the titan suffers a psychic malfunction. During the end phase, all channeled powers come to an end and the dice are removed. Powers are not orders and are unaffected by rules that remove or affect orders such as the vox blackout stratagem. If the strategy phase comes to an end before any single psychic titan has failed to channel a power, any of these psi titans may still channel a power before the next phase begins.

Psychic Malfunctions: A Witch Titan suffers a Psychic malfunction if it fails its Command check when attempting to Channel a Psychic Power. Make a Command check for the titan. Subtract 1 from the result if the Titan's head has suffered critical damage. In addition, subtract 1 if the titan is within 6" of a Corrupted Titan or a Psi-Titan. If the check is successful, nothing happens. If it fails, roll a d6 on the psychic manifestation table found in the Loyalist Legios Rulebook, or in the Shadow and Iron Supplement. Roll a d10 instead if the titan's head has suffered critical damage or is within 6" of a corrupted titan or a psi-titan.

Revenant Titan

Scale (6) 225pts+weapons

Traits: **Jump Pack, Revenant Titans may form squadrons of 2 Titans**

Move: (8"/16") Turns: (4/6) Holofield: (5+/4+)

WS: 4+ BS: 3+ Command: 4+ Spirit Stones: 3

Reactor: **Gr/Yel/Yel/Or/Rd**

Head: **0/0/1/2/3** Crit: 3. 1. MIU feedback 2. MIU FB, Moderati wounded 3 MW, princesps wounded

11-12/13-15/16+

Body: **0/0/1/2/3** Crit: 3 1. Reactor leak (1) 2. RL(1)

Holofield Burnout 3. RL(2) HFB

10/11-13/14+

Legs: **0/0/1/2/3** Crit: 3 1. stabilizers damaged 2. SD/locomotives seized 3. immobilized

10/11-13/14+

1 Revenant Missile Launcher

2 Revenant Arm Weapons

Eldar Titan Weapons:

Weapon	Range		Accuracy		Dice	Str	Location	Points	Traits	Arc	Weapon Disabled	Repair Weapon
	S	L	S	L								
Sonic Lance	T	-	-	-	3	8	Revenant Arm	25	Firestorm, Quake, Concussive, Ordinance	Corridor	10+	Repaired: (2+) 10-13 Detonation (Body, S7) 14+ Detonation (Body, S9)
Light Pulsar	30"	90"	+1	+1	3	9	Revenant Arm	30	Rapid, Draining	Corridor	10+	Repaired: (3+) 10-13 Detonation (Body, S7) 14+ Detonation (Body, S9)
Inferno Pike	15"	30"	+1	-	2	10	Revenant Arm	45	Fusion	Corridor	10+	Repaired: (4+) 10-13 Detonation (Body, S7) 14+ Detonation (Body, S9)
Distortion Cannon	10"	24"	-	-2	1	x	Revenant Arm	30	Warp	Corridor	10+	Repaired: (5+) 10-13 Detonation (Body, S7) 14+ Detonation (Body, S9)
Revenant Missile Launcher	8"	20"	+1	-	4	4	Revenant Carapace	-	Rapid	Corridor	10+	Repaired: (2+) 10-13 Detonation (Body, S7) 14+ Detonation (Body, S9)
Phantom Missile Launcher	8"	20"	+1	-	8	4	Phantom Carapace, Warlock Carapace	-	Rapid	Corridor	11+	Repaired: (2+) 11-14 Detonation (Body, S7) 15+ Detonation (Body, S9)
Pulsar	30"	100"	+1	+1	3	11	Phantom Arm, Warlock Arm	75	Rapid, Draining	Front Arc	11+	Repaired: (3+) 11-14 Detonation (Body, S7) 15+ Detonation (Body, S9)
Haywire Typhoon Launcher	20"	40"	-	-	5	4	Phantom Arm, Warlock Arm	40	Shieldbane, Voidbreaker (2), Shock	Front Arc	11+	Repaired: (3+) 11-14 Detonation (Body, S7) 15+ Detonation (Body, S9)
Macro Distortion Cannon	16"	36"	-	-2	1	x	Phantom Arm, Warlock Arm	50	Warp, Blast 3"	Front Arc	11+	Repaired: (5+) 11-14 Detonation (Body, S7) 15+ Detonation (Body, S9)
Power Glaive	2"	-	+2	-	3	10	Phantom Arm, Warlock Arm	35	Rending, melee	Front Arc	11+	Repaired: (2+) 11-14 Detonation (Body, S7) 15+ Detonation (Body, S9)
Vortex Destroyer	10"	32"	-	-2	1	x	Phantom Arm	50	Vortex, Ponderous, Draining	Front Arc	11+	Repaired: (6+) 11-14 Detonation (Body, S7) 15+ Detonation (Body, S9)
Monofilament Spinner	24"	72"	-1	+1	2	5	Phantom Arm, Warlock Arm	25	Blast 5", Barrage, Rending, Monofilament	Front Arc	11+	Repaired: (4+) 11-14 Detonation (Body, S7) 15+ Detonation (Body, S9)
Quasar Annihilator	6"	18"	-	-	3	7	Phantom Arm, Warlock Arm	45	Beam (1), Pulse Cascade, Fusion (Draining)	Front Arc	11+	Repaired: (5+) 11-14 Detonation (Body, S7) 15+ Detonation (Body, S9)
Psychic Lance	2"	30"	+1	-	3	11	Phantom Arm, Warlock Arm	-	Psi, Taxing, Versatile	Front Arc	11+	Repaired: (4+) 11-14 Detonation (Body, S7) 15+ Detonation (Body, S9)
Titan Scatterfield	-	-	-	-	-	-	Phantom Arm, Warlock Arm	30	Scatterfield	-	13+	Repaired: (5+) 11-14 Detonation (Body, S7) 15+ Detonation (Body, S9)

Weapon Traits

Monofilament: Models Hit by weapons with this rule count as moving in difficult and dangerous terrain until activated in the next combat phase.

Versatile: A weapon with this special rule gains the melee trait when making weapon attacks in its short range.

Pulse Cascade: Every devastating or critical hit caused by a weapon attack made by a weapon with Pulse Cascade triggers another armor roll. These extra rolls do not themselves trigger additional armor rolls.

Ponderous: Weapons with this rule can only be fired by a titan on first fire orders when it is activated in the movement phase. This weapon may not fire if the titan has moved at any point in the round, voluntarily or otherwise, and the titan may not voluntarily move later in the round

Scatterfield: Though it takes up a weapons slot, this is only grants the titan with this weapon a 5+ save it may take against any hits not caused by a reactor overload roll. This roll may not be made if a Holofield roll has already been made, but may be taken instead of any Holofield saves.

Note from the Author: Items marked in Yellow have not been thoroughly playtested and their balance is in question. The worry is that the Haywire weapon may be too much of an auto take which would increase take the eldar from opportunistic hunters to being able to simply pound away at shields from across the map. The macro distortion cannon may simply be too good at destroying titans outright at range with no mitigating factors. The monofilament weapon is the latest and tamest iteration of three attempts to give eldar a reasonable ranged control weapon. However none seem like no brainer in an eldar list.

Eldar Knights:

Wraithknight

Scale (4)

2-6 per banner 160+weapons+80 per extra knight

Traits: **Agile**

WS: 3+ BS: 4+ Speed: 12" Command: 4+

10-12/13-15/16+ 5 structure points

2 weapon options chosen from the table

Weapon	Range		Accuracy		Dice	Str	Traits	Points
	S	L	S	L				
Sword	2"	-	+1	-	2	7	Melee	10
Star Cannon	8"	20"	+1	-	3	4	Rapid	10
Warp Cannon	4"	12"	-	-2	1	x	Warp	20
Knight Scatterfield	-	-	-	-	-	-	Knight Scatterfield	10

Weapon Traits:

Knight Scatterfield: grants the knight a 5+ save against hits with a strength less than 9.

Jumpknight

Scale (4)

2-6 per banner 200+weapons+100 per extra knight

Traits: **Agile, Teleporting:** may move 4" in any direction in the combat phase at the end of its activation.

WS: 3+ BS: 4+ Speed: 14" Command: 4+

10-12/13-15/16+ 5 structure points

2 weapon options chosen from the table

Weapon	Range		Accuracy		Dice	Str	Traits	Points
	S	L	S	L				
Sword	2"	-	+1	-	2	7	Melee	10
Inferno Lance	10"	20"	+1	-	1	9	Fusion	20
Deathshroud Cannon	T	-	-	-	2	5	Firestorm, Rending, Monofilament	15
Knight Scatterfield	-	-	-	-	-	-	Knight Scatterfield	10

Author Notes: I tried to, as much as possible, base all this on existing rules, models and weapons from Imperial Armor 11, NetEpic, old AT, Battlefleet Gothic, and even 40k, with only a few additions of my own design (the quasar being based on fond memories of pulse lances in BFG, and the vortex destroyer being an idea for a full sized distortion weapon.) As currently written eldar do best getting underneath imperial titan's shields and carapace to deal damage, preferably from the sides or behind, and then finishing them from range. However in this latest iteration they do have limited ranged shield stripping capabilities, and can go in for heavy warp builds to try and do damage without stripping, though this also relies on getting in extremely close. I haven't had near as much chance to playtest these as I would like, so I am hopeful kind anons can help get this rolling. Cheers, have fun. -GA



An Eldar Warlock Witch Titan, scale 9, in between an Imperial Warlord Titan (scale 10) and a Reaver Titan (scale 8) for size. The Phantom Titan shares the same frame as the Warlock.

Eldar Titans Advanced Rules

What follows are the Advanced Rules for Eldar Titans, giving them unique Maniples and Craftworlds in place of Legios or Households. These Rules are in the earliest stages of development.

Eldar Titan Maniples

The Still Pool

Mandatory Components

- One Phantom Titan
- Two Revenant Titans

Optional Components

- One Phantom Titan
- One Revenant Titan

Maniple Trait

Supreme Mental Discipline: If a Titan from this maniple fails a Command check when an Order is issued to it in the Issue Orders step of the Strategy phase, Orders can still be issued to the rest of the Titans in this maniple. Command checks must still be made for each.

Unity of Thought

Mandatory Components

- One Warlock Witch Titan
- One Phantom Titan
- One Revenant Titan

Optional Components

- One Phantom Titan
- One Revenant Titan

Maniple Trait

My Mind to Your Mind, Your Mind to My Mind: As long as the Warlock Witch Titan is on the battlefield, at the beginning of each round, any or all of the Titans within the maniple may be formed into a Squadron of up to 3 Titans with other members of their maniple. These Squadrons last until the end of the round.

The Patriarch, at the Head

Mandatory Components

- One Phantom Titan
- Two Revenant Titans

Optional Components

- Two Revenant Titans

Maniple Trait

From Strength, Wisdom. From Wisdom, Strength: As long as a Phantom Titan from this maniple is on the battlefield, Revenant Titans from this maniple may use its Command value when it is issued Orders during the Issue Orders step of the Strategy phase. In addition, they may add +1 to hit rolls when attacking a target which the Phantom Titan has attacked earlier in the same round.

The Courtyard of Falling Leaves

Mandatory Components

- One Warlock Witch Titan
- Two Phantom Titans

Optional Components

- Two Phantom Titans

Maniple Traits

Dancing in the Winds of Death: Every Titan in this maniple must be equipped with a weapon with the Melee or Versatile traits. When an enemy titan suffers Catastrophic Damage, every titan from this maniple within 6" may immediately increase its Reactor level by 1 and make a normal move as though it were the Movement phase, before the result is rolled on the Catastrophic Damage table. If this takes a friendly titan to within 2" of an enemy titan, after the result of the Catastrophic damage roll is resolved, any such titan may immediately push their Reactor to make a weapon attack with 1 weapon with the Melee trait against that titan. Each titan may only make an attack in this manner once per round.

Monsoon River

Mandatory Components

- One Phantom Titan
- Two Revenants

Optional Components

- One Phantom Titan
- One Revenant Titan

Maniple Trait

Whitewater Assault: Titans in this maniple which move at least 8" in the Movement phase add +1 to all armor rolls they make later in the round.

Peaceful Contemplation

Mandatory Components
- One Warlock Witch Titan
- Two Revenant Titans

Optional Components
- Two Phantom Titans

Maniple Traits

There is No Passion, There is Serenity: When issuing an Emergency Repairs order to Titans from this maniple, the Command check will always succeed on a roll of 2+, regardless of modifiers. In addition, Titans may give up their activations in the Strategy or Combat phases in the first turn. For each activation they forgo, they gain 1 reroll they may use later in the game for any roll.

Dance of the Laughing God

Mandatory Components
- Two Phantom Titans
- One Revenant Titan

Optional Components
- One Phantom Titan
- One Revenant Titan

Maniple Trait

Laughter of Jackals: Titans in this maniple can choose to move outside their forwards arc at their full movement rather than having to use 2" of movement for every 1" moved. Titans may not use Jump Packs when moving outside their forwards arc.

The Cursed Sword

Mandatory Components
- One Warlock Witch Titan
- Two Phantom Titans

Optional Components
- Two Phantom Titans

Maniple Trait

Rage Burns at Both Ends: When a Titan from this maniple makes an attack with any weapon, it may increase the Strength value of the weapon by 2 for the duration of the attack. This must be declared before rolling to hit. To do so, the Titan must push its reactor. Should an attack made in such a way fail to cause a critical hit, the attacking titan immediately takes a S9 hit to their body, ignoring any saves, and their reactor heat increases by 2.

Ghosts at the Heels of Giants

Mandatory Components
- Three Revenant Titans

Optional Components
- Two Revenant Titans

In the Shadow of the Valley of Death: Titans in this Maniple may add +1 to any Holofield saves they are eligible to take as a result of damage from Weapon attacks made by enemy Titans of greater scale than them, which originate within a number of inches equal to the attacking Titan's scale. Titans within this maniple may also add +2 to their Command value while they are within 6" of an enemy Titan of greater scale.

Movement of Heavenly Bodies

Mandatory Components
- One Warlock Witch Titan
- Two Revenant Titans
- One banner of Wraithknights *or* one banner of Skathach Wraithknights

Optional Components
- One Phantom Titan
- One Revenant Titan
- One banner of Wraithknights *or* one banner of Skathach Wraithknights

Maniple Traits

Orbital Arrangement: A unit is considered to be In Orbit of a friendly unit if it is within a number of inches equal to the scale of the unit with the greater scale value, and if no units of a greater scale than either of the involved units, friendly or enemy, is closer to either unit. For banners, all models in the banner must be within this value. The controlling player may measure between friendly units only after declaring an action that would be affected by this rule, and cannot forgo the action after measuring. Likewise, the enemy player can contest this by measuring the distance from one of their units to one of the eldar player's units after the eldar player has made their measurements.

The unit with the greater scale value is **Orbited** by units with lesser scale value, which are considered **In Orbit**.

Astral Prophecy: In each Strategy phase, if a friendly unit is Orbited by or In Orbit of a friendly unit, their Command value is increased to 2+, which cannot be modified in any way. This bonus only applies in the Strategy phase.

In the Combat phase, if a unit makes a weapon attack while it is In Orbit of a friendly unit, it may reroll any armour rolls of 1. In addition, if a unit is the target of a weapons attack while Orbited by a friendly unit, all Holofield saves of 1 may be rerolled.

Craftworlds of the Eldar

Iyanden

Craftworld Trait: Deathly Communion

When rolling a reactor dice, all blank results also result in an Awakened Machine Spirit check. If an Iyanden Titan fails the Command check to Quell the Machine Spirit, you may choose the result.

Craftworld Trait: Hard Minds

Iyanden Titans and Knight banners ignore all penalties to Command checks and any effects which would force them to reroll Command checks, except those penalties inflicted from the Ghost Mantle upgrade.

Craftworld Specific Upgrade: Ghost Mantle

Any Craftworld Iyanden Titan without the Witch Titan trait may be equipped with a Ghost Mantle for +30 points. Titans with this upgrade suffer a -2 penalty to Command checks, but add +1 to all repair rolls, and ignore all penalties it would suffer as a result of Critical Damage to the Head location. A Knight banner may be equipped with Ghost Mantles for +20 points for the whole banner. They suffer a -2 penalty to Command checks, but cannot be shaken.

Craftworld Specific Stratagem: A Dying Breed (2)

This Stratagem can be purchased by any Craftworld Iyanden player. Reveal this stratagem when a hit would result in one of your Titans rolling on the Catastrophic Damage table. The hit is ignored and this Stratagem has no further effect.

Saim-Han

Craftworld Specific Trait: Wind Riders

Craftworld Saim-Han Titans gain the Agile trait when using their Boosted speed.

Craftworld Specific Trait: Proud Hunters

For each enemy Titan which suffers Catastrophic Damage as a result of a weapons attack from a friendly Craftworld Saim-Han Titan or Knight banner, that Titan or Knight banner may make a single re-roll in each round for any weapon attacks it makes. This effect is cumulative.

Craftworld Specific Trait: Swift Wind

Once per round, when a Craftworld Saim-Han Titan that is not a part of a Squadron completes its activation, another Craftworld Saim-Han Titan may be activated provided it is not a part of a Squadron. Immediately advance the Reactor of the second Titan by 2 spaces.

Craftworld Specific Stratagem: Endless Gale (3)

This Stratagem can be purchased by any Craftworld Saim-Han player. Reveal this stratagem at the start of any phase. Immediately take the Opus Titanica to become the first player. If played in the Strategy phase, do not roll to determine the first player.

Biel-Tan

Craftworld Specific Trait: Bladewind

If a Craftworld Biel-Tan Titan or Knight banner makes a weapon attack targeting an enemy unit which has already been hit by a weapon attack from a friendly Craftworld Biel-Tan Titan earlier in the round, draw a 1mm between the two friendly units in question. If this line is no more than 16" long and crosses the target of the weapon attack, add +1 to any armor roll bonuses for this attack.

Craftworld Specific Trait: Savage Killers

When making a Targeted attack, Craftworld Biel-Tan Titans may reroll hit rolls of 1, so long as they would receive a bonus to their armor roll as a result of targeting that location.

Craftworld Specific Stratagem: Cull the Primitives (1)

Reveal this stratagem when an enemy Titan moves outside its front arc voluntarily or involuntarily. You may immediately make a weapon attack targeting this Titan with a Craftworld Biel-Tan Titan. Advance the attacking Titan's reactor by 1. This occurs immediately, interrupting the movement.

Craftworld Specific Stratagem: Blood Begets Blood! (3)

Revel this stratagem when a friendly Biel-Tan Titan suffers Catastrophic Damage or when a Biel-Tan Knight Banner is destroyed. After resolving the effects of the Catastrophic Damage, every friendly Biel-Tan Titan may immediately make a single weapon attack. This attack must be made against the closest visible enemy unit. Increase the Reactor level of any Titan that makes an attack in this way by 2 spaces, in addition to any other advances associated with the weapon attack.

Alaitoc

Craftworld Specific Trait: Discipline and Rebellion

Craftworld Alaitoc Titans automatically pass all Command checks to quell the Machine Spirit and impose a -1 on all Reactor Overload rolls, and all Craftworld Alaitoc Knight Banners may reroll command checks to avoid being shaken. Any Craftworld Alaitoc Titan or Knight Banner may forgo these rules to instead count as 50% obscured so long as they are 25% obscured.

Craftworld Specific Stratagem: Ambush (3)

Reveal this during deployment. Select one Craftworld Alaitoc Titan or Knight banner and do not deploy it. At the end of deployment, you may deploy this Titan or Knight banner anywhere 12" away from any enemy units, so long as no more than 50% of the model is visible to any enemy unit.

Ulthwe

Craftworld Specific Trait: Guided by Prophecy

Once per round, each Craftworld Ulthwe Titan and Knight banner may reroll any single dice roll. However, if the result of that reroll is ever 1, that unit no longer benefits from this trait.

Craftworld Specific Trait: Lead by Seers

Any Craftworld Ulthwe maniple may take a single Warlock Witch Titan in place of a single Phantom Titan as part of its mandatory or optional components.

Craftworld Specific Stratagem: Cast the Runs of Fate (3)

Reveal this stratagem at the start of any round, before the initiative roll is made. Roll up to three dice, which may be d6s or d10s in any combination. Note the results and put these dice to one side. You may replace any dice roll you or your opponent make this round with one of these dice. A d6 cannot replace a d10 or vice versa. However, when you roll these dice after revealing the stratagem, if any two of the dice rolled have the same result, your opponent may instead use these dice in the manner indicated above.

Mymeara

Craftworld Specific Trait: Brotherhood of Ghosts

At the start of each round, Craftworld Mymeara Titans may form Squadrons of up to 3 titans.

Craftworld Specific Trait: Ghostfields

Craftworld Mymeara Titans always treat their Holofields as boosted, so long as they have moved earlier in the round.

Craftworld Specific Stratagem: Ghostwalker Cloak (2)

Reveal this stratagem when a Craftworld Mymeara Titan or Knight banner is targeted by a weapon attack for the first time in a round. The titan or banner may immediately move 6", ignoring any penalty to moving outside its forward arc and ignoring all intervening terrain, and may make a single turn as part of this move. This can cause the unit to be outside the arc of the attacking weapon, or outside of line of sight. If, for whatever reason, the attacking unit can no longer target this unit with the weapon attack, that weapon attack is wasted. However, that titan may target another titan with any other weapon attacks it may make, as if it had not yet selected a target.

Craftworld Specific Stratagem: Crack Shot (2)

Reveal this in the Combat phase when you activate a Craftworld Alaitoc Titan or Knight banner. That unit ignores the penalty for making targeted attacks when attacking at long range.

Craftworld Specific Wargear: Camo Cloaks

Any Craftworld Alaitoc Titan or banner may be upgraded with Camo Cloaks for +50 points. A unit with this upgrade counts as being 25% obscured when in the open. This bonus cannot be increased to 50% obscured as a result of the Discipline and Rebellion trait. This bonus goes away when the unit takes 1 point of structure damage.

Craftworld Specific Wargear: Lore of the Black Library

A Craftworld Ulthwe Warlock Witch Titan which is chosen as a princeps senioris may be upgraded with Lore of the Black Library for +30 points. When a Titan with this upgrade is activated in the Strategy phase, it may Channels Powers twice. This can be the same power twice or two different powers, and when resolved may target different Titans. However, you must pass both checks or both fail, and if you fail when attempting to channel two powers you must roll on the Psychic Malfunctions table once with a +2.

Craftworld Specific Wargear: Ghostlight Matrix

Any Craftworld Mymeara Titan may be upgraded with a Ghostlight Matrix for +30pts. When Titans with this upgrade make combined attacks with the same weapon, and that weapon does not have the melee trait, they add an additional +1 to the weapons' strength value for each titan contributing to the attack, beyond the first. All Titans must be within 6" of at least one other Titan in the squadron with this upgrade which is participating in this combined attack.