



# ADEPTUS TITANICUS STRATAGEMS

The following document includes all of the Stratagems available for use in games of Adeptus Titanicus that can not currently be found within a supplement. These Stratagems are available for use in all types of play in Adeptus Titanicus; any restrictions, such as being usable by a specific Knight Household, are detailed within the Stratagem itself.



# ADEPTUS TITANICUS STRATAGEMS

## TERTIARY OBJECTIVES

These Stratagems can only be selected during Matched Play.

### Cripple the Foe (2)

Play this Stratagem at the end of the battle. Score 2 Victory points for each enemy Titan that has not been destroyed, but which is Structurally Compromised. In addition, score 2 Victory points for each enemy Battlefield Asset (see page 65 of the *Adeptus Titanicus* rulebook) that has been destroyed.

### Decapitating Strike (2)

Play this Stratagem at the end of the battle. If the opposing player's *Principes Seniores'* Titan has been destroyed, score Victory points equal to half its Scale (rounding down). Alternatively, if the opponent's *Seneschal* and their entire Banner have been destroyed, score 3 additional Victory points.

### Break Through (1)

Play this Stratagem at the end of the battle. Score 1 Victory point for each friendly unit with a Scale of 5 or more that is within 9" of their opponent's edge of the battlefield.

### A Score to Settle (1)

Play this Stratagem at the end of the battle. Score 1 additional Victory point for each enemy unit that has been destroyed.

## BATTLEFIELD ASSETS

### Forward Observers (1)

Play this Stratagem before making an attack using a weapon with the Barrage trait. Place a command bastion or communications relay anywhere on the board to represent a forward observer team position that has been camouflaged up until this point.

While the Battlefield Asset is on the board, when friendly units make attacks using weapons with the Barrage trait, they may draw line of sight, though not range, from this model, thus ignoring the normal -2 penalty for firing indirectly.

### Titan Hunter Infantry (2)

This Stratagem can be played once in each Strategy phase of the game. When this Stratagem is played, place two markers anywhere on the table wholly within a piece of terrain (this does not need to be the same piece of terrain). Instead of activating a Titan or Knight Banner, a player may fire with these markers as if they were units, following all of the rules for making attacks and using the profile below. If more than one player has this Stratagem, players take turns when placing their markers, beginning with the First Player.

If two opposing markers are placed in the same piece of terrain, immediately remove both markers.

BS/WS	FIRING ARC	RANGE		ACCURACY		DICE	STRENGTH	TRAITS
		S	L	S	L			
5+	360°	6"	12"	+1	-	4	5	-

## KNIGHT STRATAGEMS

The following Stratagems may be purchased by a Household Battlegroup.

### Vengeful (1)

A player can enact this Stratagem during the Strategy phase. To do so, they pick a Banner from their force which has been reduced to a single remaining Knight. This Banner immediately receives Charge orders. When it charges, the Knight may make a Smash Attack resolved at Scale x2. Once this is resolved, the Knight is removed from play. At the end of the battle, the opposing player gains a number of Victory points equal to half the Scale of this unit, rather than the full amount.

### Interference (2)

Play this Stratagem at the start of the Strategy phase. Pick a single enemy unit. This unit cannot be given any orders this round.

### Plasma Mines (2)

Play this Stratagem immediately after an enemy unit finishes moving or making a turn. That unit suffers D3 Strength 10 hits. If the unit is a Titan, these will be to its Legs. Void Shield saves cannot be made against the hits, but Ion Shield saves can be made.

### Fire Support Bombardment (3)

Play this during each Strategy phase. Place the 5" Blast marker anywhere on the battlefield, then scatter it D10". Any unit touched by the marker where it eventually lands suffers a single Strength 8 hit, or two Strength 8 hits if the central hole of the Blast marker is entirely over its base.

### Smoke Screen (1)

Once per battle, play this during the Strategy phase. Pick a single Banner on the battlefield. Any attacks that target it or are made by it suffer a -2 To Hit penalty for the duration of the round. When the attack is made with a weapon that has the Melee trait, this penalty does not apply.



## TERTIARY OBJECTIVES

### Fight for Every Step (2)

Play this at the end of the battle. Score 2 Victory points for each enemy Titan that has not been destroyed, but which is Structurally Compromised.

### Vengeance (1)

Play this at the end of the battle. At the start of the battle, secretly nominate one enemy unit and make a note of this. At the end of the battle, reveal the nominated unit.

If the nominated unit is a Titan, score 2 additional Victory points if it is Structurally Compromised, 3 additional Victory points if it is destroyed. If the nominated unit is a Knight Banner, score 1 additional Victory point if it is below half of its starting strength (rounding up), 2 additional Victory points if it is destroyed.

### A Glorious Death (1)

This Stratagem can only be played on a Freeblade Banner. Play this card at the end of the battle. Nominate one Freeblade Banner that was completely destroyed. The opposing player gains no Victory points for this unit.

### Ion Shield Relay (2)

Failed Ion Shield saves can be re-rolled for units that are within 2" of a friendly ion shield relay.

### Power Relay (1)

When the owning player activates a unit within 1" of a power relay in the Movement phase, they can declare that it will draw power from it. The unit gains +D3" of Speed.

### Bitter Competition (1)

This Stratagem can be purchased by any House Devine Knight Household.

Play this Stratagem when a Lord Scion, High Scion or Seneschal is hit by a weapon with the Melee trait but before working out damage. The Lord Scion, High Scion or Seneschal may immediately make an attack with one of its weapons against the unit that scored the hit regardless of range. Then work out damage for the original attack as normal.

### Treacherous Whispers (2)

This Stratagem can be purchased by any House Devine Knight Household. Play this Stratagem in the Strategy phase of any round. Choose an enemy Knight Banner with line of sight to at least one friendly Knight Banner. One Knight in the enemy Banner immediately makes attacks against an enemy model of your choice; this can include its own unit.

### Adamantium Stance (2)

This Stratagem can be purchased by any House Donar Knight Household. Play this Stratagem in the Strategy phase of any round. The player places this card next to any one of their Knight Banner Command Terminals. Until any model in the chosen Banner moves, count the Strength of all weapon hits against it as being 2 lower than normal. If any model in the Banner moves, discard this card.

### Rally to the High King (3)

This Stratagem can be purchased by any House Indra Knight Household. Play this Stratagem in the Strategy phase of any round. Choose a Banner that has been destroyed and return it to the table. The player sets up the Banner anywhere in their deployment area – it may be activated as normal this round.

### Strength of One (1)

This Stratagem can be purchased by any House Kaska Knight Household. Play this Stratagem when a Knight Banner is hit by an attack during the Movement phase or Combat phase. When working out the Banner's Ion Shield save count the unit as having its maximum number of allowable models, regardless of the actual number of models in the unit.

### Ionic Overload (1)

This Stratagem can be purchased by any House Kaushik Knight Household. Play this Stratagem when a Knight Banner is hit by an attack during the Movement phase or Combat phase. When working out the Banner's Ion Shield save count the unit as having its maximum number of allowable models, regardless of the actual number of models in the unit.

### From the Storm (3)

This Stratagem can be purchased by any House Mamaragon Knight Household. Play this Stratagem in the Strategy phase of the first round. The player chooses one of their Knight Banners. This Banner cannot make attacks, nor can it be the target of attacks for the duration of this round.

### Duellist's Challenge (1)

This Stratagem can be purchased by any House Tazkhar Knight Household. Play this Stratagem when a Knight Banner is attacked by an enemy Knight Banner. For the duration of the Combat phase only the highest ranking model (Lord Scion, High Scion or Seneschal) in both the attacking Banner and the Banner being attacked fight, and must direct their attacks against each other.

## WHITE DWARF MAGAZINE STRATAGEMS

The following Stratagems were provided as seasonal promotional content as part of *White Dwarf* magazine. All players, or the event organiser if attending an event, should agree beforehand if these Stratagems can be used.

### Venerable Machine Spirit (2)

Play this Stratagem in the first Strategy phase of the battle. The player chooses one of their Titans that is not a Titan of Legend or Psi-Titan; for the remainder of the battle that Titan increases its WS and BS values by +1 (to a maximum of 2+). In addition, it may be issued Emergency Repair or Charge orders without the need to make a Command check. However, decrease the Titan's Command characteristic by 3 (to a maximum of 10+). If, at any point during the battle, the Titan fails its Command check to quell the Machine Spirit, the Belligerent result is automatically applied; do not roll on the Awakened Machine Spirit table.

### The Miracle of Mars (3)

Play this Stratagem at the start of the Damage Control phase. The player chooses one of their Titans and places this card next to its Command Terminal. At any point during the Titan's activation the player may discard the card to cool the Titan's Reactor. To see how effective this is roll 2D10 and add 5. If the result is 7-15, reduce the Titan's Reactor by D3 levels. If the result is 16-24, reduce the Titan's Reactor by D6 levels. If the result is 25, move the reactor tracker to its leftmost hole.