

# TITAN

## Game Reference Sheet

Version 1.0

### Setup

- Each player takes a Titan and the corresponding set of 12 Legion markers.
- Sort and stack all characters. Place scoring tokens on the scoring track.
- Each player starts with two Legions comprised of his Titan, an Angel, two Centaurs, two Gargoyles, and two Ogres. Three Creatures and one Lord are secretly assigned to each Legion. Legions may not be split on a player's first game turn.
- Each player rolls a die and places both of his Legions on the corresponding Tower (re-roll ties).
- The player in the highest numbered Tower plays first.

### Characters & Legions



#### Lords

- Titans, Angels, and Archangels.
- Can use Tower Teleportation.
- When slain, Angels and Archangels are returned to stock and can be acquired again.

#### Demi-Lords

- Guardians and Warlocks.
- Can only be mustered in Towers.
- When slain, they are returned to stock and can be mustered again.

#### Creatures

- The other 19 types of characters.
- Once slain, they are removed from the game.

#### Legions:

- Characters are grouped into Legions on the Masterboard, but move and fight separately on a Battleground.
- When examining Legions, leave the Legion marker on the board to mark its location.
- A Legion may have a maximum of 7 characters. A full Legion may not muster or summon other characters.
- If all of a Legion's characters are eliminated, the owner retrieves the Legion marker.

### A Game Turn

Each player turn is comprised of four steps:

- Commencement**
- Movement**
- Engagement**
- Enlistment**

The current player is the **Mover**.

### Commencement

- You may split any of your Legions into two or three separate Legions of at least two characters each by adding new Legion markers.
- By the end of the Movement Phase, if possible, the split Legions must be in separate Lands as a result of moving one or more of them. If separation is not possible, recombine the Legions into one Legion at the end of the Movement Phase.

### Movement

- The **Mover** rolls a die for his Movement Roll. He must move *at least one* of his Legions, and may move more.
- As each Legion is moved, flip its Legion marker to indicate it is finished.
- A moving Legion must move as many Lands as the number rolled on the die, or until it enters an enemy-occupied Land, whichever comes first.
- Characters may not be dropped off or moved separately.
- A Legion may move through a friendly Legion's Land but may not end its move there.
- If a Legion enters an enemy-occupied Land, those Legions are locked in an Engagement and no further movement into or across that Land is allowed this turn (*Ex: Summoned Angels*).
- All moves follow the Signs from Land to Land (*Ex: Teleportation*).

### First Move Mulligan

- On each player's very first game turn (only), he may re-roll his Movement Roll but must then use the second roll.

### Movement Signs

- The top of each Sign touches the Land toward which it points.
- Block** – a Legion *starting* on a Land from which a Block points *must* begin its next move in that direction.
- Sphere** – a Legion *starting* on a Land from which a Sphere points *may* begin its next move in that direction.
- Arrow** – a Legion *starting* on a Tower *may* begin its next move in the direction of any of the Arrows.
- A Legion *continuing* a move through a Land from which a single Arrow points *may* continue its move in the direction of any of the Arrows, but it *may not* backtrack (i.e., return directly to the land it just exited).
- Triple Arrow** – a Legion *starting* on a Land from which a Triple Arrow points *may* begin its next move in that direction (unless the Land also contains a Block).
- A Legion *continuing* a move through a Land from which a Triple Arrow points *must* move in that direction if it is still able to move.

### Teleportation

- Tower Teleportation** – a Legion containing one or more Lords that begins its move in a Tower may teleport on a Movement Roll of 6. It may be moved to any vacant Tower or to any vacant Land up to six Lands away (ignoring all Signs and enemy Legions). The Mover must reveal the identity of the Lord in the Legion.
- Titan Teleportation** – once a player has 400+ points, his Titan Legion may teleport on a Movement Roll of 6 to any Land that contains another player's Legion, engaging it in Battle.
- Legions able to teleport have the option of moving normally or not moving at all.
- Only one Legion may be teleported per Movement Phase.

### Engagement

- The **Mover** chooses the order of resolving the engagements.
- The **Mover** is considered the attacker and the other player the defender
- An Engagement ends when at least one of the Legions is completely eliminated by **fleeing**, **concession**, **agreement**, or **battle**.
- At the start of an Engagement, each player secretly examines the characters in the opposing Legion.
- The defender may immediately opt to **flee** as long as his Legion does not contain a Lord. The Legion is eliminated. The attacker receives half the total value of the eliminated characters (rounded down). The attacker can't flee. If the defender suggests an agreement or accepts Battle, he may not then flee.
- An **agreement** must include the elimination of at least one of the engaged Legions. An agreement can include losses to the winning Legion (and even mutual elimination). Only the elimination of present characters is binding. Agreements can't involve the awarding of more or less points. If the agreement is for mutual elimination, no points are awarded.
- Except when the defender wishes to flee, either player may demand that the battle be played out.
- Once the defender declines the option to flee and cannot conclude an agreement, either player has the option to **concede** the Engagement at any time. The conceding player's Legion is completely eliminated. The victor receives the full value of the eliminated characters.

### Enlistment

- A Legion is only eligible to muster if it moved in the Movement Phase (or while defending in Battle).
- A Legion with 7 characters cannot muster.
- A Legion is eligible to muster if it contains any Creature listed on the Masterchart beneath the terrain on which it stands.
- An eligible Legion may muster a "like" Creature (identical to one in that Legion) or any lesser Creature of that terrain, or an upgraded character if it has the required number of lesser characters.
- Reveal the character(s) that qualify you to muster a character into your eligible Legion.
- No Legion may muster more than 1 character per Game Turn.

### Tower Lands

An eligible Legion may muster with one of the following:

- One Centaur, Gargoyle, or Ogre.
- One Warlock if the Legion contains the player's Titan or if it contains a Warlock.
- One Guardian if the Legion contains any three identical Creatures or if it contains a Guardian.

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## Battle Overview

- Each Battle Round starts with the defender. During a player's Battle Round, he is the **moving player** and conducts a **Maneuver Phase** followed by a **Strike Phase**.
- The attacking player may be able to *Summon an Angel* during or after the Battle.
- The defending player may be able to gain a *Reinforcement* during the Battle.
- The victor may be able to *Acquire an Angel* after the Battle.
- The name on the Battleground corresponds with the numbered side of the Masterboard.
- Attackers enter on the same relative 4-hex side of the Battleground as they entered the Land. When using Titan Teleportation, attacker chooses the 4-hex side to enter.
- Defenders enter on the opposite 3-hex side.
- In the Tower, the attacker's entry is always the lower left side opposite the name-side. Defending forces must be deployed within the walled area during the first Maneuver Phase. Defender reinforcement enters on the name-side.
- If the Battle has not ended before the defender's eighth Maneuver Phase, the attacker's Legion is eliminated. The defender receives no points.

## Maneuver Phase

- The **moving player** moves his characters, one at a time.
- Characters that do not enter during their first Maneuver Phase are eliminated (and scored to the victor).
- Characters may not exit the Battleground.
- Characters adjacent to an enemy at the start of its Maneuver is locked and may not move (*Ex: Cliffs*). If not locked, it may move through hexes adjacent to enemies.
- A character may be moved a number of hexes = Skill.
- Hazards along or inside a hex may "slow" characters, counting that hex as moving two hexes.
- Hazards have no effect on characters leaving the hex (*Ex: Cliffs*).
- Flying characters ignore all hazards until they land (*Ex: Volcanoes & Dragons*). A flying character landing in a "slowed" hex is counts as two hexes.
- A flying character may move across occupied hexes but not land in them.

## Strike Phase

- Complete all of the **moving player's** attacks first, then defending player's.
- Players attack with characters in contact with one or more enemy characters.
- Each character strikes once per Strike Phase, and may not strike an ally.
- To strike, a character rolls dice equal to its Power factor. The Skill factors of the striking and target characters are cross-referenced on the Strike Chart to determine the Strike Number. Each die roll  $\geq$  that number is a hit. When a character's hits  $\geq$  its Power, it is slain.
- Slain characters are not removed until the end of the phase (defenders counterstrike), then they are stacked beside the Battleground until scored.
- If a striker deals more damage than needed to slay the target, the extra hits may be carried over to another enemy adjacent to the attacker, provided the Strike Number needed to hit that enemy is not higher (regardless of the actual rolls made). A player can choose to strike at the first character using a higher Strike Number than needed in order to possibly carry over extra hits.
- Characters may increase their Power or Skill when striking down across certain hazard hexes. Characters employing these benefits may not carry damage over to characters not eligible for the benefits. A player wishing to carry over the damage may forego the benefits.
- Characters that survive the Battle are automatically healed.

## Rangestriking

- Only the moving player may conduct Rangestriking (with appropriate characters) and may freely mix Striking and Rangestriking.
- A character can't use Rangestrike if it is in contact with an enemy character.
- A character's Range-strength is equal to half its Power factor (rounded down).
- Maximum range equals to the character's Skill factor (including the rangestriker's hex and the target hex) or 4, whichever is lower.
- Rangestrikes at a range of 4 reduce the attacker's Skill factor by 1 for the purpose of the Strike Chart.
- If the strike path (from the centers of the rangestriker's and target's hexes) passes along a hexside, it is passes through the hex of the rangestriker's choosing.
- Rangestrikes are blocked by certain hazards and by friendly or enemy characters [*Ex: a character does not block if it is at a lower elevation than both the rangestriker and the target*].
- Lords are immune to Rangestrikes from any character except the Warlock.
- The Rangestrike of a Warlock is never blocked or affected by the presence of hazards or characters. Warlocks may Rangestrike at a range of 4 hexes with no reduction in their Skill.
- Extra rangestrike hits are not carried over.

## Summon Angel

- An **attacking Legion** may summon an Angel (or Archangel) from a friendly Legion at one of two instances:
  - **During Battle:** The Angel is summoned during his first Maneuver Phase after the *first Strike Phase* in which one or more of the defender's characters are slain. If the attacker passes on this option, or if he is unable to summon an Angel at this time, the option is lost during that Battle.
  - **After a Victorious Battle:** If the attacker wins a Battle (including by agreement or by the defender conceding), he may immediately summon an Angel, if able. If the defender flees, the attacker may not summon an Angel.
- The Angel may not currently be in an unresolved Engagement.
- An Angel that has already fought in another Engagement or that was just acquired (due to scoring) may be summoned.
- A 7-character Legion may not summon an Angel.
- One Angel may be summoned per Engagement Phase.
- The Angel enters from the attacker's side.
- Characters eliminated because they failed to enter during the first Maneuver Phase are not "slain" for the purpose of summoning an Angel.

## Scoring Battles

- The winner earns the total value of the characters in the losing Legion.
- If both sides are mutually eliminated, neither player scores.
- Engagements won by concession or agreement score full points to the winner.
- Engagements won because the defender chose to flee score half the total value (rounded down).

## Acquiring Angels

- Each time a player's score attains a multiple of 100 points, the player may immediately add an Angel to the Legion that just won (if it has less than 7 characters).
- An Angel can be added for each multiple of 100 attained during the just-resolved Engagement.
- An Archangel may be acquired when a player's score attains a multiple of 500 points.

## Titans

- A Titan's Power =  $6 + 1$  per 100 points scored.
- Once a Titan reaches a 400 points, it gains Titan Teleportation.
- As soon as a Titan is slain, the Battle immediately ends. Score the value of the Titan and the other slain characters in the Titan's Legion which had also been slain up to that (if he still had characters remaining in the Battle). Additional characters and Legions are removed from the game.
- Legions removed from unresolved engagements score half points to those opponents (these winning Legions may not summon or acquire Angels).
- The player who eliminated the Titan gains its Legion markers.

## Reinforcement

- The defender (only) may muster a reinforcement to his Legion at the beginning of his fourth Maneuver Phase.
- The defender must be qualified to muster the Creature or Demi-Lord from the current Land.
- The reinforcement must move onto the Battleground during the fourth Maneuver Phase through the defender's side of entry.
- If the defender wins before the fourth Maneuver Phase, he may still muster after the Battle.
- If the defender wins after the fourth Maneuver Phase and has not taken a reinforcement, he may still muster a character after the Battle.
- A Legion may receive one reinforcement per Battle.
- If the defender wins the Engagement by agreement or by the attacker conceding after committing characters to the Battle, the defender may still muster after the Battle.
- If the attacker concedes before placing characters, the defender may not muster.

## For a Shorter Game...

- If ending a game in progress, each player adds the value of his Legions to his score.
- Set a time limit. Once reached, each player adds the value of his Legions to his score.
- Set a specific point total (such as 300). Once the total is met or exceeded, the game ends at the end of that turn.
- Remove Centaurs, Gargoyles, and Ogres from the game. Each player begins the game with two Cyclops, two Lions, and two Trolls and these types are now considered Tower Creatures. Players may only use 8 of their 12 Legion markers.

Based on Original Content

by BGG's "Grimnir."