

TITAN

EDITION III ~ MMVIII

TITAN

Jason B McAllister

1. INTRODUCTION

- 1.1 TITAN is a fantasy war game for two to six players. Each player will move, muster, and engage in combat with his forces of monstrous characters. The core of each player's forces is the Titan. Each player receives only one Titan, and if it is lost the player is out of the game and all of his forces are removed from play. The object of the game is to have the only Titan left in play, all the others having been eliminated.
- 1.2 TITAN involves two areas of player interaction: **Masterplay** and **Battle**. The strategic area, Masterplay, involves the movement of each player's forces from Land to Land on the **Masterboard** (game mapboard). Character counters are moved about the Masterboard, grouped into **Legions**. When a Legion is moved into a Land which contains another player's Legion, the two Legions are locked in an Engagement. An Engagement must result in the complete elimination of at least one of the involved Legions, either through an agreement (see 9.3) or through a tactical battle which is held on a **Battleland** that corresponds to the type of terrain on the **Masterboard** where the Legions engaged.

- 1.3** TITAN is played in a series of Game-Turns. During each turn, one player gets a chance to move his Legions on the Masterboard, battle other players' Legions in Engagements, and muster new characters to increase the size and strength of his Legions. Engagements are explained in Section 9, Battle is explained in Section 10, and Mustering is explained in Section 18.

2. GAME EQUIPMENT



- 2.1 THE MASTERBOARD** is the game map where the strategic level of TITAN is played. The Masterboard is a network of 96 spaces, divided among 11 different types of terrain. Each Land is named and numbered for easy reference. The Lands are connected by Signs set on their interlocking borders, which regulate the movement of Legions around the Masterboard (see section 7.0). The blank areas on the board are voids that Legions may not cross nor enter.



- 2.2 THE BATTLELANDS** are displayed on the front and back of six separate sheets. They are the arenas of Battle. Each Battleland depicts one of the 11 types of terrain of the Masterboard and is divided into 27 hexes. Some of these hexes contain hazards, which may affect the movement and combat ability of the characters.

- 2.3** TITAN includes cardboard playing pieces, divided into character “counters,” damage chits, and Legion Markers. Legion Markers are identified by a unique pictogram; there are six color coded sets of 12 markers, each with a corresponding Titan counter. The other counters represent the various characters in the game.

3. CHARACTERS

Characters are the basic units of the game, which make up each player's forces. They are organized into Legions on the Masterboard, but maneuver and fight separately when deployed for Battle on a Battleground. Characters can be of three classes: **Lords**, **Demi-Lords**, and **Creatures**. All of the different characters in the game are listed on the **Character Chart** (see rear cover of rules). Note that Titans are color-matched to Legions and each player will have one set. The rest of the Characters in the game are "generic" in that any player can use them. Ownership is defined by the Legion marker.



- 3.1 LORDS** are divided into three types: **Titans**, **Angels**, and **Archangels**. Each player begins the game with one Titan and one Angel. More Angels and then Archangels may be acquired as the game continues (see 17). A player may never have more than one Titan in play. Lords possess the special power of teleportation (see 8). As mentioned above, if a player loses his Titan, he is out of the game.



- 3.2 DEMI-LORDS** come in two types: **Guardians** and **Warlocks**. They can **only be recruited in Tower Lands** on the Masterboard (see 18.5). They differ from Creatures in that they are returned to the caretaker's stacks when they are destroyed and can be mustered again. Warlocks possess some special powers used in Battle (see 12.6).

- 3.3 CREATURES** are the other 19 types of characters that can be mustered from the various terrains of the Masterboard. Creatures— such as Ogres, Lions, and Dragons— form the bulk of the player’s forces. Once slain, Creatures are permanently removed from the game.

- 3.4** Each character counter displays the character's name, its silhouette, its Battle-factors, and symbols denoting special abilities (if they have any).



4. LEGIONS

Legions are the basic formations of play for the strategic area of the game, Masterplay. Each Legion is comprised of a group of character counters stacked underneath a Legion Marker of the owning player's color. Each Legion is placed on one of the Lands of the Masterboard, with no more than one Legion per Land.

Legions move (and engage in combat) as a single entity. A character cannot be moved on the Masterboard except as a member of a Legion; Legions cannot drop characters off, although characters can be split from Legions to form new Legions.

- 4.1 Legions may contain a maximum of seven characters, and a Legion that has seven characters is considered to be “full.” A “full” Legion cannot muster or summon other characters (see sections 14, 15, and 18). Full Legions may continue to move normally and may be teleported (see sections 7 and 8). If at any time a Legion is found to contain more than seven counters, its characters are immediately revealed and its largest Creatures (by value) are eliminated until it has no more than seven characters (if it lacks Creatures, remove Demi-Lords, then Archangels, then Angels). It is then returned to its Land.
- 4.2 Each player receives a color coded set of 12 Legion Markers, which allows him to have up to 12 Legions on the Masterboard at any given time. A player can add a Legion to the Masterboard only if he has a marker available that is not already in play and is able to split one of his Legions. To be able to field more than 12 Legions, a player must eliminate another player, thereby gaining the use of the eliminated player’s Legion Markers.
- 4.3 When a Legion splits, both the old and the new Legion must contain at least two characters, and all of the characters that they contain must have been in the old Legion before the split. The new Legion’s characters are removed from the old Legion and placed beneath their own marker; players do not reveal which characters they split off. The new Legion stack is considered to be in the same Land as the old Legion, **BUT ONE OF THEM MUST BE MOVED IN THAT GAME-TURN, IF POSSIBLE.** They may both be moved, but they may not move to the same Land. If neither can move due to the presence of other friendly Legions, the new Legion is aborted and all of the characters remain in the one original Legion. Note that it is also possible to split a sufficiently large Legion into three Legions, each composed of at least two characters. Legions must be split before the die is rolled and Legions move, and it is **possible** that not all three Legions will be able to leave the area where they split. After all Legion movement takes place, if an area where Legions split still has more than one Legion, it must recombine into a single Legion.
- 4.4 Any Legion that loses all of its characters is eliminated; its marker is returned to its owner, who may use it again when he wishes to start another Legion.
- 4.5 The character counters in a Legion are stacked face down on the Masterboard, underneath the Legion Marker, so that even if a stack is disturbed, its character are not revealed. To avoid confusion, player who wishes to examine one of his own stacks should leave its Legion marker on the Land which it occupies as he does so (and should only examine one stack at a time.)

5. STARTING MASTERPLAY

Place the Masterboard in the center of the table. Each player takes a set of 12 Legion Markers and the Titan counter of the same color. One player should be selected to act as the caretaker; he will distribute the character counters, as they are required. The counters should be sorted by character and stacked nearby so as to be visible to all players. The Battlegrounds can be set aside until they are needed to resolve an Engagement. Another player should be selected as the scorekeeper, and will need pen and paper.

- 5.1 Each player rolls one die to determine which Tower Land his Legions will begin in. If players roll the same number or roll the number of a Tower Land already assigned to another player, they must roll again. (Note that the Tower Lands are numbered in multiples of 100, but for determination the zeros are ignored.) The player assigned the highest numbered Tower will play first.
- 5.2 Each player begins the game with two Legions, both of which must start on the assigned Tower Land. The player’s Titan is placed in one Legion and an Angel is placed in the other. Each player also receives two of each of the Tower Creatures (those listed under Tower on the Masterchart: Centaurs, Gargoyles, and Ogres). Three Creatures and one Lord must be placed in each Legion. These initial assignments of characters are confidential, and should not be revealed to the other players. These beginning Legions may not be split until the player’s second Game-Turn.

6. GAME-TURNS

TITAN is played in a series of Game-Turns, beginning with the first player and proceeding clockwise around the table until the game ends. The player who is taking his turn is known as the Mover. Each Game-Turn consists of four phases: **Commencement, Movement, Engagement, and Enlistment.** The different activities of these phases are meant to take place in their prescribed order, and all the activity of a particular phase must be completed before proceeding to the next phase. Players who forget to do something should not be allowed to do it out of sequence later, except in the instance of an unresolved Engagement, which **MUST** be resolved as soon as it is discovered. Activity that takes place out of order is invalid, but if another Game-Turn has begun since it occurred, the activity should be allowed to stand.

- 6.1 During the **Commencement Phase**, the Mover may split new Legions from his existing Legions. This is the **only** method of bringing more Legions onto the Masterboard. To speed play, players should plan and arrange their splits ahead of time so that they can immediately begin when the player moving before them finishes.
- 6.2 At the start of his **Movement Phase**, the Mover rolls a single die for his **Movement Roll**. Once this roll is made, he cannot create any new Legions this Game-Turn. During the Movement Phase, he must move at least one of his Legions. A moving Legion must move as many Lands as the number rolled on the die, or until it enters a Land occupied by an opposing Legion, whichever comes first. An Engagement will take place in every land occupied by an opposing Legion that one of the Mover’s Legions enters. He may move all or only some of his Legions, but must move at least one. Only the Mover’s Legions may be moved at this time, and only the Mover may move them. The details of moving Legions are explained in section 7.
- 6.3 During the **Engagement Phase**, every Engagement initiated by the Mover during the preceding Movement Phase must be resolved by the complete elimination of at least one of the two engaged Legions. If more than one Engagement has occurred, the Mover determines the order of their Resolution, and each Engagement must be fully resolved before starting another. The details of Engagements are explained in section 9.
- 6.4 During the **Enlistment Phase**, each of the Mover’s Legions that was moved in the Movement Phase and survived the Engagement Phase may muster a new character, provided it is not Full

at this time. The mechanics of mustering are explained in section 18. Note, however, that Legions DEFENDING successfully in Engagements have first call on any characters that may be running low in the caretaker's stacks. Also, a moving legion which normally could not muster because it is full, may have an Angel summoned out of the Legion during the Engagement Phase, thereby allowing it to muster. (see 15.Summoning Angels)

- 6.5 When a player's Game-Turn ends, he should announce this fact so that the next player knows to begin his turn, and the former Mover can make no further actions.

7. MOVING LEGIONS

Each Legion must be moved individually and completely before another Legion is moved. No Legion may be moved more than once per Movement Phase. Characters cannot be dropped off or moved separately on the Masterboard. As each Legion is moved, its marker should be flipped over to indicate that this Legion is finished moving. During the Enlistment Phase, the Mover can flip the marker back upright as he determines whether or not that Legion will muster a Creature.

- 7.1 A Legion may be moved through a Land occupied by another of the Mover's Legions, but may not end its move on such a Land. Each Legion moved must travel the full count of the Movement Roll, unless another player's Legion is encountered in the moving Legion's path, in which case its move ends there and those two Legions are locked in an Engagement. No further movement is allowed into or across the Land of an Engagement during that turn (except Teleportation, see section 8). A Legion whose move would end on a Land occupied by another of the Mover's Legions may not make that move, unless the second Legion is also capable of moving and moves beforehand. (See 4.3)

- 7.2 All moves must follow the Signs from Land to adjacent Land according to the count of the Movement Roll, except when the Movement Roll is a 6 and a Legion is eligible for teleportation (see section 8).



- 7.3 The Signs are of four types: **Blocks, Spheres, Arrows, and Triple Arrows**. The top of each Sign touches the Land toward which it points. The single-symbol Signs (Blocks, Arches, and Arrows) exist only in pairs pointing in opposite directions. The Signs are explained on the following Movement Chart.

7.4 MOVEMENT CHART

EFFECTS ON MOVEMENT



A Legion whose last move ended on a Land from which a **Block** points **MUST begin** its next move in that direction. This is the case NO MATTER WHAT ELSE IS ON AN EDGE.



A Legion whose last move ended on a Land from which an **Sphere** points **MAY begin** its next move in that direction.



- A Legion standing on a **Tower Land** **MAY begin** its next move in the direction of any of that Tower's Arrows.
- A Legion that moves into a Land from which **single Arrows** point **MAY continue** its move in one of those directions, but it **MAY NOT backtrack**,



- A Legion whose last move ended on a Land from which a **Triple Arrow** points **MAY begin** its next move in that direction unless the Land also contains a Block. (See above)
- A Legion that moves into a Land from which a **Triple Arrow** points **MUST move** in that direction if it continues moving.

- 7.5 Note that Blocks and Spheres apply only to a Legion's initial direction of movement (the first Land it moves to from its starting point); they have no effect upon Legions passing through Lands which contain either of these Signs. Arrows and Triple Arrows may guide initial directions and thereafter regulate the execution of movement.



Red has rolled a one. He may either move through the circle or triple arrow side.



Grey has rolled a two. If he wishes to move this legion, he must move through the block side. He then must then continue through the triple arrow towards the woods.



Red has rolled a one. He may either move through the circle or triple arrow side.



Gray has rolled a two. If he wishes to move this legion, he must move through the block to the mountain. From there, he may go either left or right.



Grey has rolled a two. If he wishes to move this legion, he must move through the block side. He then must then continue through the triple arrow towards the woods.



Gray may begin its move from the tower to any of the adjacent spaces.

- 7.6 **First Move Mulligan:** Because the first turn Movement Roll can be crucial, each player is allowed a second roll if not satisfied with the first. The second roll is then binding. A player may do this only on his very first Game-Turn, and if he chooses not to, he does not have the option of doing it later.

8. TELEPORTATION

Teleportation is a special type of movement requiring the presence of Lords, which allows the moving forces to disregard the normal movement rules. There are three types of Teleportation: **Tower Teleportation**, **Titan Teleportation**, and the **Summoning of Angels**. (See section 15 for the mechanics of Summoning Angels.) Tower and Titan Teleportations take place on the Masterboard during the Movement Phase and involve the movement of Legions. Only one Legion can be teleported per Movement Phase, and only one Angel can be summoned per Engagement Phase.



- 8.1** A Legion containing one or more Lords that begins its move in a Tower Land may perform a Tower Teleportation only when the Movement Roll is a 6. From that Tower Land, it may be teleported to a vacant Tower Land anywhere on the Masterboard, or to any vacant Land up to six Lands distant from the Tower Land it began in. (Ignore movement signs.) The teleporting Legion moves along the Lands, ignoring all Signs and enemy Legions (engaged or not). The Mover must reveal to all other players the identity of the Lord in the Legion that allows such a move.



- 8.2** Once a player has attained a score of **400+ points (and his Titan has a Power-factor of 10 or better)**, he may perform Titan Teleportation with his Titan Legion (the Legion containing his Titan). On a Movement Roll of 6, the Titan Legion may teleport from whatever Land it occupies to any Land (regardless of distance) that contains another player's Legion and engage it in Battle. A Legion moved by Titan Teleportation may not stop on a vacant Land; it must initiate an Engagement. The Mover must show that the Legion contains his Titan.

- 8.3** Teleportation is optional and Legions able to teleport have the option of moving normally or not moving at all.

9. ENGAGEMENTS

An Engagement occurs when a moving Legion enters a Land already occupied by another player's Legion. The Engagement involves only the players owning the two Legions, the characters which these Legions currently contain, and the characters which may be added during Battle (see sections 14 and 15, Reinforcements and Summoning Angels). The Mover is considered the attacker and the other player is the defender. An Engagement ends when at least one of the engaged Legions is completely eliminated by fleeing, concession, agreement, or by Battle.

- 9.1** The Mover selects the order in which all Engagements are to be resolved, and may complete each Engagement before selecting which one will be next. For each Engagement, the two involved players first **consider** their options by secretly examining the characters in the opposing Legion. The characters in the two opposing Legions are kept secret from the other players until they are either voluntarily slain as part of an agreement or concession, and turned over to the caretaker, or the Engagement is resolved by Battle, which must be conducted in view of the other players. After this examination, the players determine how they will resolve the Engagement.

- 9.2** The defender may immediately opt to Flee. If the defender flees, his characters are automatically eliminated and the attacker wins with no losses. The attacker receives only **half** the total value of the eliminated characters (rounding down) added to his score. (see section 16, Scoring Battles). The attacker cannot flee and a defending Legion containing a Lord cannot flee. If the defender SUGGESTS an agreement or accepts Battle, he may not then flee. (Note, even if the attacker refuses the suggested agreement, the defender still may not flee.)

- 9.3** An agreement to resolve an Engagement must be mutually agreed to by both of the engaged players and 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), but it cannot involve characters not present in either Legion. Agreements may involve promises of later movements or actions by the players, but only that part of the agreement involving the elimination of present characters is binding. Agreements cannot involve the awarding of more or less points than the value of all of the characters to the Legion that is eliminated. If the agreement is for a mutual elimination, **NO POINTS ARE AWARDED**. Except when the defender wishes to flee, either player may demand that the Battle be played out. This makes Battle the fall back of any negotiated agreement.

- 9.4** Once the defender declines the option to flee and cannot conclude an agreement, either player has the option at anytime of conceding the Engagement. Only one player can concede, thereby ending the Engagement. The conceding player's Legion is completely eliminated and the victor's Legion suffers no further losses. The winner of an Engagement by concession receives full value for the loser's characters. A player can concede with any Legion, including his Titan Legion (which eliminates him from the game). Concessions are generally made to speed play, to deny the defender a reinforcement (see 14.2), or to avoid slaying a weak character in a Loaded attacking Legion which could be replaced after the Battle by acquiring an Angel or Mustering (see 17 and 18).

- 9.5** When an Engagement is decided by the elimination of at least one of the engaged Legions, the point values of the losing Legion's characters are added to the score of the winning player. If the winner receives enough points, he may be able to add an Angel to the victorious Legion (see section 17, Acquiring Angels). Creatures eliminated from either Legion are permanently lost. Lords and Demi-Lords are returned to the caretaker and can be reused. The marker of a Legion that is eliminated is removed from the Masterboard and returned to its owner, who may reuse it. The surviving characters of a winning Legion are returned to the Land on the Masterboard where the Engagement took place, beneath their Legion Marker.

10. BATTLE AND BATTLELANDS

Battle is the tactical area of the game. It is fought on the **Battleland** corresponding to the terrain of the Land where the Engagement has occurred. Battle is resolved in consecutive turns called **Battle Rounds**, during which each player conducts an individual **Maneuver Phase** – he is the “moving player” for this half Battle Round – followed by a **Strike Phase** which has two separate elements. Regular **Striking** is where adjacent characters attempt to injure each other. All characters who are adjacent an enemy character will be able to Strike. There is also **Rangestriking**, which takes place during the Strike phase, but can ONLY be used by the **MOVING** player. Battle ends when all of the characters of one (or both) of the engaged Legions are eliminated, or after seven Battle-Rounds, whichever occurs first.

- 10.1** Each Battleland is marked with the name of its terrain. The location of this name/title is placed on the Battleland to correspond with the numbered side of the Land of the Engagement on the Masterboard. This helps players orient the Battleland to match the Masterboard hex.



The characters of the attacking Legion enter the Battleland on the same relative side (which will be four hexes wide) as their Legion entered the Land when moving on the Masterboard. The defending Legion's characters enter the three hex-wide side opposite that assigned the attacker. The attacker's forces will always enter along a wide side, and the defender's will enter from a narrow side. (Entry exceptions for both attackers and defenders 10.2 and 10.4)

Distinction between the opposing forces is based upon the counters' facings; each player should have the bottom of his counters nearest his entry side. Characters from either Legion that do not enter onto the Battleland during each player's first Maneuver Phase are considered eliminated and may not be brought on later. Characters eliminated in this manner count toward the victor's score (see 16, Scoring Battles).

- 10.2** When the Tower Battleland is used, the attacker's entry side is **always** the lower left side opposite the name-side. The defender's forces must be deployed directly within the walled area in lieu of the defender's first Maneuver Phase (they do not enter from the name-side).

Defenders skip their first Maneuver phase, so a battle in a Tower land begins with the Defender deploying inside the walled area and the Attacker then entering the board in the first maneuver phase.

The name-side is considered the defender's entry side for purposes of reinforcement.

- 10.3** The defender always takes his Maneuver Phase first each Battle-Round, except in a Tower Battleland.

- 10.4** When the attacker uses Titan Teleportation (see section 8.2) to cause an Engagement, he may enter from the four hex wide side of his choice (except when attacking in a Tower Land, see 10.2).

- 10.5** A Turn Record Track is provided at the bottom of every Battleland. Place the turn marker on the first turn box prior to the first Maneuver Phase. At the beginning of each Maneuver Phase, advance the marker one box. (The Legion Marker of the attacking Legion remains on the Masterboard to mark the location of the Engagement). If the Battle has not ended before the defender's eighth Maneuver Phase, the remaining characters of the attacker's Legion are eliminated, and whatever is left of the defender's Legion is returned to the Masterboard. This is referred to as a **time-loss**, and the defender receives no points for the victory (but he does have the benefit of surviving!)

11. MANEUVER PHASE

During a Maneuver Phase, the moving player may move the characters of his engaged Legion on the Battleland. He may move as few or as many of his characters as he wishes, as long as he moves his characters one at a time and completes the movement of one character before the next one is moved.

- 11.1** When entering the Battleland during the player's first Maneuver Phase, the first hex a character moves into must lie along the correct side of entry (see 10.1). This hex counts against the character's maximum allowable movement for that phase. Characters cannot be moved off the Battleland.

- 11.2** During a Maneuver Phase, a character may be moved a maximum number of hexes on the Battleland equal to, or less than, that character's Skill factor. Movement may be restricted due to the presence of other friendly characters, enemy characters, and hazards within hexes and along hexsides.

- 11.3** Any two opposing characters occupying adjacent hexes at the start of any Maneuver Phase are considered to be locked in contact with each other (exception: see Cliffs on the Hazards Chart). A character moving through a hex or hexes adjacent to enemy characters is not in contact with them and need not end its move in such hexes.

- 11.4** Certain hazards along a hexside or inside a hex may slow characters attempting to enter those hexes (see the Hazards Chart, 11.7). When crossing or entering such a hazard, the hex moved into counts as two hexes entered. If a character does not have the movement allowance left to move two hexes, it cannot enter or cross the hazard. A flying character ignores all hazards (except Volcanoes, which only Dragons may enter or cross) until it lands. If a flying character is slowed by a hazard in a hex in which it chooses to land, landing in that hex counts as moving two hexes. Hazards have no effect on the movement of characters leaving a hex (exception: see Cliffs on the Hazards Chart.)

- 11.5** A non-flying character cannot enter a hex that contains another character (even one that is friendly). A flying character may be moved across occupied hexes. A flying character always lands at the end of its move, but may not land on a hazard that forbids its entry, in an occupied hex, or in a hex which it does not have a sufficient movement allowance to enter.

- 11.6** Characters may not straddle hexes, nor may unused movement be carried over to the next Maneuver Phase.



The warbear may not now move (as well as the Troll). They are both locked in contact.



The warbear started its move away from the Troll. It may, therefore, move past the enemy unit.



The bottom troll may not enter the sand as it costs 2 movement to enter which is greater than its skill value of 2. The top Troll, however, has enough points to move into the sand.

12. STRIKE PHASES

The combat portion of each turn takes place in two different kinds of “Strike” combat. There is regular Striking and Rangestriking. Only the moving player may use Rangestriking wherever it is applicable and allowed (see the next section). He may freely intermix Rangestriking with regular Striking. For ease of play, we recommend the mover complete all his attacks first, followed by the non-mover doing all of his attacks. All combat results are actually simultaneous, so a defending character “killed” by the attacker will still be able to execute any attack it merits. (A defender killed by Rangestriking, which is not adjacent any enemy characters, would get no attack this turn and simply be dead!)

12.1 RANGESTRIKING

During a Strike Phase, the moving player (only) is entitled to employ Rangestriking; the opposing player may not employ Rangestriking this Strike Phase. A range strike is a special strike representing thrown weapons, spells, breathing fire, etc., which is directed against one specific, nonadjacent enemy character (no carry over to another target is ever allowed). Only characters with the Bow and Arrow symbol between their Battle-factors have the ability to range strike. Range strikes cannot be made by characters locked in contact with enemy characters.

12.2 The number of dice rolled in a range strike is determined by the character’s Range-strength, which is equal to one half the character’s Power-factor, rounded down. For example, a Dragon with a Power factor of 9 would have a Range-strength of 4, and would throw four dice when resolving a Rangestrike. (see the Range Strike chart)

12.3 Rangestrikes may be conducted up to a range of hexes equal to the character’s Skill factor, counting the rangestriker’s hex, the target’s hex, and each intervening hex. (This means that characters with one empty space between them are at “range 3.”)

Rangestrikes traveling a distance of three hexes strike with the character’s normal Skill factor. Rangestrikes at a range of four hexes reduce the attacker’s Skill factor by 1. For example, a Minotaur with a Skill factor of 4 Rangestrikes at a range of four hexes. Because of the long range, the Minotaur’s Skill factor is reduced to be 3 (instead of 4) when calculating the Strike-number for the Rangestrike. Rangestrikes may not be conducted at a range greater than four hexes. (To make a point completely clear, units adjacent an enemy character may not Rangestrike. Units with one space between them and an enemy character are at “range 3.” Since 4 hexes is the maximum, units with more than 2 hexes between their character and an enemy character are out of Rangestrike range.)

12.4 A Rangestrike must trace the most direct path possible from the range striker’s hex to the target’s hex. The players should imagine a line drawn from the center of the range striker’s hex to the center of the target’s hex. The hexes through which this imaginary line passes are the path of the Rangestrike. When this path passes lengthwise along a hexside, it is considered to be passing through one of the two hexes the hexside separates. The Rangestriking player decides which hex is part of the path. If any of the intervening hexes are blocked, the range strike is not allowed (exception: see 13.5). Rangestrikes are blocked by certain Hazards (see the Hazards Chart 11.7), and friendly and enemy characters in the paths (exception: see 13.5).



RANGESTRIKE DIAGRAM

The above diagram shows the possible paths that Rangestrikes must take. When not blocked, a Rangestrike can be targeted to any hex within range by one of the examples above. The arrows approximate trajectories. The numbers count the Rangestrikes’ distance. Note that there are two paths to hex E. If either of these is blocked, the Rangestrike must pass through the other to reach E. If both are blocked, the Rangestrike is not allowed.

12.5 Rangestriking and normal Striking can be employed by a player’s characters in any order. All Rangestrikes do not have to be conducted at the same time. They can be conducted first, interspersed with normal Strikes, or saved until all normal Strikes have been conducted.

12.6 Lords (Titans, Angels, and Archangels) are immune to Rangestrikes from any character except the Warlock. The range strike of a Warlock is never blocked or affected by the presence of hazards or characters. Warlocks may Rangestrike four hexes with no reduction in their Skill factor. However, a Warlock’s movement and conventional strikes are subject to the normal effects of the presence of hazards and characters. Warlocks cannot Rangestrike when in contact with an opposing character.

13. Regular Striking

During a Strike Phase, both players attack with all of their characters that began the phase on the Battleground in contact with one or more enemy characters. The moving player resolves the strikes of all of his characters first, and only his characters may employ Rangestriking. Characters slain during a Strike Phase are not removed from play until the end of that phase, after they have had a chance to strike. Every character that can strike must do so, unless all adjacent enemy characters are already slain. To strike, a character rolls a number of 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 (minimum number needed on each die to hit).

Each die roll equal to or greater than the Strike-number is a hit. When a character accumulates hits equal to or greater than its Power-factor, it is slain.

13.1 The moving player attacks with his characters first, deciding the order in which they will strike and at which enemy characters. Each character strikes once per Strike-phase. It strikes individually and must complete its attack before the next character strikes. Players may not strike their own characters. When the first player is finished, the opposing player conducts his attacks.

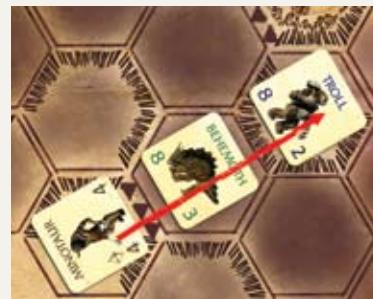
13.2 For each character that strikes, the owning player must first specify which enemy character he will strike and then determine the Strike number needed to hit. The Strike-number is found by cross-referencing the Skill factors of the attacking and target character on the Strike Chart, which will reveal a number result. For example, an Ogre (Skill factor of 2) is striking a Lion (Skill factor of 3). Cross-referencing the Ogre's factor of 2 with the Lion's factor of 3 gives the Strike-number of 5, which is the minimum number needed on the dice of the strike to score points of damage on the Lion. When the Ogre rolls its strike of six dice (Ogre Power-factor of 6), all results of 5 or 6 will be hits and results of 1-4 will be misses. The Lion is slain and removed from the game at the end of any Strike Phase in which it reaches the 5 hit limit of its Power-factor. Hazards in either the attacker's or target's hex, or on the hexside between them, may affect the Strike-number and the number of dice the attacker rolls (see the Hazards Chart).

13.3 Damage that characters take during Battle should be noted with the hit chits provided. Damage accumulates and cannot be repaired during Battle. Damage has no effect on the wounded character's ability to move or strike, even if it has only one hit remaining. Characters that are damaged (but not slain) are automatically healed when the Battle ends. Slain characters are eliminated and cannot be healed.

13.4 If a strike scores more points of damage than are needed to slay the target character, the extra points may be carried over to another enemy character (which must also be adjacent to the attacker) provided that the attacker would not have normally needed a higher Strike-number to hit the second character. No damage can be carried over to a character which would require a higher Strike-number to hit, regardless of whether the numbers on the dice would have been high enough to score damage at that higher Strike-number. For example, an Ogre has the option of striking at either a Lion which already has accumulated three hits or a Centaur which is undamaged. The Strike-numbers for his two potential targets are 5 for the Lion and 6 for the Centaur. He elects to strike the Lion, needing to roll 5s to hit. Regardless of how many 6s he rolls, the best he can do is give the Lion two more hits and slay it. He cannot cause any damage to the Centaur. A player may, however, choose to strike at the first character using a Strike-number higher than normally necessary so that any extra points of damage can be carried over to the second larger character. This option must be announced prior to rolling any dice, clearly stating the first target and the optional Strike-number for this strike. You need not declare where extra hits will carry to. In the above example, the Ogre could decide to count only 6s rolled as hits, and thus if he rolls more than two 6s, the Centaur will be damaged by these additional hits. However, now 5s will not hit the Lion. Carrying over points of damage is optional; the striking player decides whether or not to do so if he can.

13.5 Characters may increase their power or skill when striking down across various hazard hexsides (see the Hazards Chart).

Characters employing these benefits may not carry over damage to characters against which the attacker's benefits would not normally have applied. Players wishing to carry over damage, may forego any benefits to their attacks which the hazard allowed.



The Minotaur may rangestrike the Troll even though he is next to an enemy. Because he is on top of a cliff, the Minotaur is not considered to be next to the Behemoth for combat (or movement) purposes.

13.6 Characters are removed from the Battleground at the end of the Strike Phase in which they are slain. Each player's slain characters should be stacked off the Battleground near the edge which they entered to facilitate scoring at the end of the Battle. Slain Lords and Demi-Lords, are not returned to the caretaker's stacks until after an Engagement is resolved. Thus, they are not available to be acquired for points or recruited as a reinforcement, respectively, during an Engagement in which they are slain.

14. REINFORCEMENTS

During Battle, the defender (only) may add a reinforcement to his Legion by mustering a character at the beginning of his fourth Maneuver Phase. To add a reinforcement, the defending Legion must be qualified to muster a Creature or Demi-Lord from the Land of the Engagement (see 18 Mustering Characters). **The reinforcement must move onto the Battleground during that player's fourth Maneuver Phase or it cannot be taken during the Battle.** If the defender wins before his fourth Maneuver Phase, he may still muster a character after the Battle, if qualified. If the defender wins after the fourth Maneuver Phase and has not taken a reinforcement (because either the Legion contained 7 characters at the beginning of the fourth Maneuver Phase or the reinforcement was unable to move onto the Battleground at that time), he may now do so. Reinforcements enter the Battleground from the defender's side of entry, just as the defender's original characters did during his first Maneuver Phase. Reinforcements which join a Legion after a victorious Battle are placed with the survivors on the Masterboard under the Legion Marker.

14.1 A Legion may not muster a reinforcement if it presently contains seven characters (those just slain do not count against the 7). No Legion may receive more than one reinforcement per Battle. Only the defender may receive a reinforcement, but he is not required to do so.

14.2 If the defender wins the Engagement by an agreement or by the attacker conceding after committing characters to the Battleground, the defender is still entitled to a reinforcement, so long as he is qualified to do so. **If the attacker concedes before placing any of his characters on the Battleground, the defender may not muster a reinforcement.**

15. SUMMONING ANGELS

Summoning is a type of teleportation where an Angel (or Archangel) is removed from a friendly Legion somewhere on the Masterboard and added to another Legion which is either cur-

rently engaged in a Battle or which has just won a Battle. For the former, the attacker must summon the Angel into a Battle during his first Maneuver Phase after the first Strike Phase in which one or more of the defender's characters are slain. To summon an Angel, the attacker must have an Angel available in another of his Legions that is not currently involved with an opposing Legion in an unresolved Engagement. An Angel that has already fought in another Legion in a victorious Battle this Engagement Phase may be summoned, and any damage previously taken is healed before the summoning. An Angel just acquired due to a previous Battle in this Engagement Phase may be summoned. A Legion cannot summon an Angel if it presently contains seven characters (do not count those already slain). **Only one Angel can be summoned by a player during his entire Engagement Phase. ONLY THE ATTACKER MAY SUMMON ANGELS, BUT HE IS NOT REQUIRED TO DO SO.**

15.1 A summoned Angel is removed from its original Legion and teleports to the Land of the Engagement, entering the Battleground from the attacker's side of entry. The summoned Angel will remain with the Legion into which it was teleported (unless summoned elsewhere during a later Game-Turn).

15.2 If the attacker wins an Engagement by agreement or by the defender conceding, he may immediately summon an Angel, so long as he has one available and has not summoned one already during the current Engagement Phase. **If the defender flees**, the attacker may not summon an Angel.

15.3 While a Battle is being resolved, the attacker only has the option of summoning an Angel once, and that is during his first Maneuver Phase following the slaying of one or more opposing characters. If the attacker passes up his option to summon, or if he is unable to summon because his Legion presently contains seven characters, the option is lost **during** that Battle. If the attacker goes on to win, however, he may then summon an Angel **after** the Battle, within the restrictions mentioned above.

16. SCORING BATTLES

Battle ends when at least one of the engaged Legions is completely eliminated by combat or concession. The Engagement is not fully resolved until the winning player has added any character which he is allowed and which was not taken during the Battle (see sections 14 and 15), and until the Battle has been scored. Battles are scored by totaling the value of the characters in the losing Legion and adding this total to the winner's score. The value of a character is the product of its Battle-factors, calculated by multiplying the Power factor times the Skill factor. For example, a Lion (Power factor 5, Skill factor 3) has a value of 15 ($5 \times 3 = 15$). The scoretrack provided has spaces for 100s, 10s and 1s to record each player's total.

16.1 Any Engagement that results in mutual elimination scores nothing for either player (exception: see 19.4). Engagements won by concession or agreement score full points to the winner. An Engagement won because the defender chose to flee scores only half the fleeing Legion's total value (round down any fractions).

16.2 A player's cumulative total score will influence the acquisition of Angels (see 17) and the Power-factor of the player's Titan (see 19.1).

17. ACQUIRING ANGELS

Each time a player's score attains any multiple of 100 points due to adding the value earned in a victorious Engagement, the player may add an Angel to the Legion that won that Engagement. Such an Angel must be added immediately, and only to the winning Legion, or it cannot be taken.

17.1 A Legion may not add an Angel if it presently contains seven characters or if there are no Angels available in the caretaker's stacks. Added Angels are placed directly into their Legion's stack and are also immediately available to be summoned to another Battle (see 15).

17.2 If adding the value of an Engagement to a player's score raises the score beyond more than one multiple of 100, the player may add one Angel for each extra multiple of 100 attained, provided they are available and that the winning Legion can fit them in.

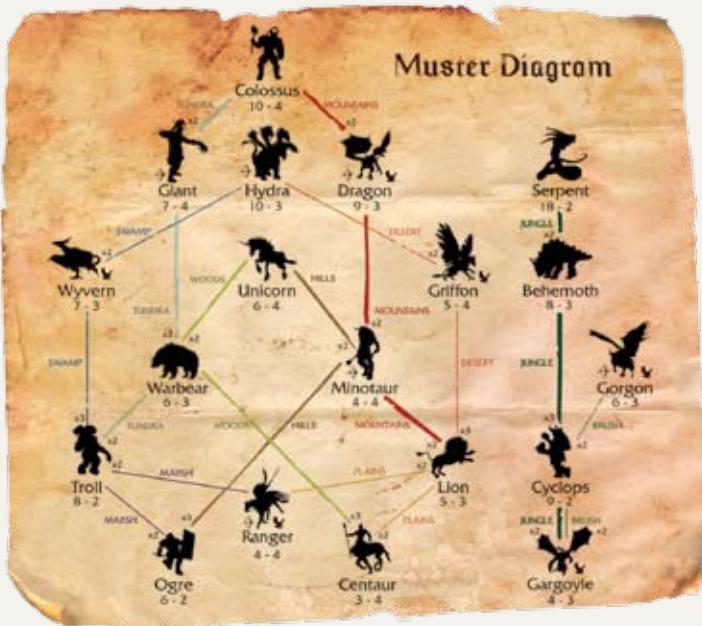
17.3 Archangels are Lords acquired when a player's score attains a multiple of 500. An Archangel is acquired instead of an Angel, not in addition to it. If no Archangel is available from the caretaker's stacks, the player may take an Angel. The mechanics of acquiring an Archangel are the same as for Angels. Like Angels, Archangels may be summoned into Battle (see 15.0), are returned to the caretaker's stacks when slain, and may perform Tower Teleportation (see 8.1).

17.4 The addition of an Angel to a victorious and otherwise eligible Legion is optional. For example, a player with a Legion containing six characters may have the choice of taking an Angel which he is due for having just won a Battle and scoring enough points, or of mustering an important Creature for which he is eligible and qualified. The player has the option of taking the Angel, or taking the Creature, or of taking neither. If the victorious Legion has fewer than six characters, the owning player has the option of taking both the Angel and mustering a Creature.

18. MUSTERING

Mustering is the voluntary process by which a Legion adds new Creatures and Demi-Lords, and is the main way by which the players increase the quantity and quality of their forces. To muster, a Legion must be both eligible and qualified to do so. The types of Creatures and Demi-Lords that can possibly be mustered to the various terrains are listed on the Mastercharts placed on the player reference card.

When a player wishes to muster a character into an eligible Legion, he must reveal to the other players the character(s) that **qualifies** the Legion to do so. The caretaker then gives the player the newly mustered character from his stacks and the player places it under his Legion Marker. No Legion may ever muster more than one character per Game Turn. (Note that muster and summoning Angels are separate acts.)



18.1 A Legion is only eligible to muster after moving in a Movement Phase (and surviving any ensuing Engagement) or when defending in Battle (see 14. Reinforcements). Legions which don't move, are not defending in Battle, or presently contain seven characters cannot muster.

18.2 Creatures are listed on the Mastercharts beneath the terrains where they are found. They are listed according to their values, with the lesser Creatures listed first. The numbers in parentheses are the Creatures' Battle-factors. The numbers to left of the characters name indicate how many of that type a Legion must already contain to be qualified to muster a Creature of the next larger size.

18.3 A Legion is qualified to muster a Creature if it contains any Creature listed on the Masterchart beneath the terrain on which it stands. A Creature may muster a "like" Creature (identical to one in that Legion) or any lesser Creature of that terrain.

Remember that eliminated creatures are removed from the game. If the caretaker's stacks are empty of a specific creature, the player is allowed to choose any legal mustering alterna-

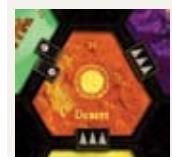
tives if his first choice of creature is not available. It is possible that a player cannot muster anything, even though he meets the requirements.

The player may choose to muster an Ogre instead as it is a "lesser" creature than the Troll.

Several Creatures of the same type may muster the next highest Creature. Intermediate steps in the progression on the Masterchart cannot be skipped. For example, a Legion containing an Ogre could muster an Ogre from a Marsh Land; if it contained a Troll it could take either a Troll or an Ogre. A Legion in the Marsh could reveal two Ogres to muster a Troll. A Legion in the Mountains could reveal two Lions to muster a Minotaur, however, Lions are not sufficient to muster a Dragon; the Legion must contain two Minotaurs, a Dragon, or a Colossus to be qualified to muster another Dragon. (A Colossus in a Legion in the Mountains would qualify it to muster a Colossus, Dragon, Minotaur, or Lion.) A Legion does not have to muster, and does not have to take the highest Creature for which it qualifies. No Legion can muster a Creature not listed beneath the terrain in which that Legion stands.

18.4 A Legion that can muster a character in more than one way can muster that character in either way (the player only has to show any character(s) that is sufficient to qualify, not all the characters). For example, a Legion with two Ogres and one Troll can muster a Troll by showing either both Ogres or one Troll.

18.5 Tower Lands are unique for mustering purposes. Any eligible Legion on a Tower Land may muster any one of the three Tower Creatures (Centaurs, Gargoyles, and Ogres), regardless of what Creatures it currently contains. Or, eligible Legions in Tower Lands may be qualified to muster one of the two types of Demi-Lords: Warlocks and Guardians. A Legion is qualified to muster a Warlock if it contains the player's Titan (which must be revealed as usual), or if it presently contains a Warlock. A Legion containing any three identical Creatures (three Trolls for example) is qualified to muster a Guardian. A Legion containing a Guardian can muster another Guardian.



A legion containing 2 Centaurs and 2 Lions ends its movement on a Mountain terrain space. It now may muster a Minotaur as it has the necessary 2 Lions needed. It may also muster another Lion as it is a "like" creature.

If the same legion ended its movement in a desert, it would be unable to recruit a Griffon as 3 Lions are needed. However, it could recruit another Lion as it is a "like" creature.

19. TITANS

Each player has one Titan piece in play which represents the game player personally. When a Titan is slain, the owning player is out of the game. As a player wins Battles, the Power of his Titan piece will increase, and it will eventually gain the capability of Titan Teleportation if it survives.

19.1 For each 100 points that a player scores, his Titan increases its Power-factor by 1. All Titans begin the game with a Power-factor of 6. To calculate its current Power-factor, determine the number of times that 100 can be divided into the player's score, rounding down, and add this number to 6. For example, a player with a score of 327 would have a Titan with a Power-factor of 9. (327 divided by 100 = 3, added to the original strength of 6.)

A player with a score of 1,163 would have a Titan with a Power-factor of 17.

19.2 When a Titan reaches a Power-factor of 10 (by the owning player scoring 400+ points), it gains the capability of Titan Teleportation (see 8.2).

19.3 If a player's Titan is slain in Battle, it waits until the end of the Strike Phase to be eliminated, just like other characters. When it is eliminated, so is the player and the Battle immediately ends. Following the end of the Strike Phase in which the Titan was slain, add up the value of the Titan and all of the other characters in the Titan's Legion which had also been slain up to that point. Any characters from the Titan's Legion which were still alive after the Titan was eliminated, are momentarily set aside and do not count toward the score of this Battle. If the player who slew the Titan still has characters remaining in the Battle, the value of the Titan and its supporting characters also slain are added to his score. Any Angels due to the victor because of the addition of these points may be taken now. If the Legion which slew the Titan was also eliminated, the slaying player does not get the points from the Battle.

19.4 After scoring the Battle in which the Titan was slain, remove all of the eliminated player's Legions currently on the Masterboard (including any remnants of the Titan Legion still engaged) and any that would have been involved in other Engagements this turn. Removed legions score half points to the player with whom they were engaged or to the player who slew the Titan if the Legion is not engaged. Points scored in this manner add to the respective Titan's Power-factor, but will not add Angels (and the winning Legions may not recruit reinforcements) regardless of the multiples of 100 points attained. (Player's will have only one running score, and only under the special circumstances detailed above will multiples of 100 not add Angels.) The player who eliminated the Titan is passed the loser's Legion Markers, which he may now use in addition to his own.

20. THE LAW OF TITAN

A die that rolls off the table, lands more than slightly cocked, or goes into a glass, ash tray, etc., should simply be re-rolled. **IF A PLAYER MISTAKENLY ROLLS MORE DICE THAN HE WAS DUE**, he must re-roll with the correct number. The second roll in this case **MAY ONLY COUNT HITS EQUAL TO OR LESS THAN THOSE ACHIEVED BY THE FIRST ROLL**, all additional hits being ignored. (Note, this is a long-standing "tradition" among Titan devotees.)

21. SHORTENED VERSIONS OF TITAN

A game of TITAN can become a long affair, depending on the number of players involved and their relative skill and experience.

In the event that players must stop the game before it is decided, a victor can be determined by adding each player's score to the total value of all of his remaining Legions. Each Legion should be revealed as it is counted. The player with the highest grand total is the winner. If instead, the game is to be postponed, each player, should reveal each of his Legions to the scorekeeper, who should record its contents and the number of the Land which it occupies.

Players who know they will not have time for a complete game may wish to modify the game to speed its conclusion. Here are some ways to shorten the game.

- The simplest way to shorten the game is to put a time limit on it. Before starting, a time limit is set at which play will cease, when the time limit is reached, the player's total both their current score and the value of all of their Legions on the Masterboard, and the highest total wins.
- Another way of playing a shorter game without using a specific time limit is to target a specific point total, with the first player to reach or pass this total at the end of a turn winning the game. If more than one player passes the total in the same turn, the player with the higher total wins.

For 3-4 players who know the rules, a point total of 300 will usually take about 60 to 90 minutes to play.

For 5-6 players, 300 points will usually take about 75-100 minutes.

- Especially when playing against a time deadline, players may choose to limit the time available to move and maneuver during Masterplay and Battle. For example, each player could be limited to three minutes to complete a Movement Phase on the Masterboard. Players who fail to move at least one of their Legions within the three minute limit for Masterplay, must randomly determine which one of their Legions will move. In Battle, a player is limited to one minute to move his characters during his Maneuver Phase (allow two minutes for each player's first phase); any characters not brought on the Battleground within this limit are eliminated. These constraints handicap players with a large number of Legions in play, and those who are inexperienced and unskilled. They also train players to think ahead.

TITAN VARIANT

One option to shorten the game is a variant that eliminates some of the lower order Creatures. For this version Centaurs, Gargoyles, and Ogres are deleted from the game. Each player begins with two Cyclops, two Lions, and Two Trolls instead of the standard set up, and these three Creature types are now considered Tower Creatures. In addition, players may use only eight Legion Markers (instead of 12), unless they eliminate another Titan, thereby gaining the use of his eight markers. This variant eliminates much of the interesting strategy of the early game, but retains the climactic struggles with the more powerful Creatures of the end game.

COMPONENTS

One Masterboard (mounted game mapboard).

One TITAN (rulebook).

13 Counter Sheets (572 pieces).

Six Battleground Cards.

20 Six-Sided Dice.

1 Scoring Track and 18 player counters (3 in each player color)

1 Turn Marker

HAZARD CHART

CHARACTERS

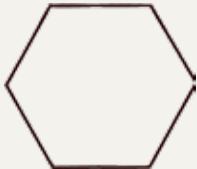


EFFECT ON MOVEMENT: A non-flying character may not enter a hex occupied by another character. A flying character may not end its move on a hex occupied by another character. A character in contact with an enemy character may not move.

EFFECT ON STRIKING: A character in contact with one or more enemy characters must strike at one of those characters.

EFFECT ON RANGESTRIKING: Rangestriking may not pass through a hex occupied by a character except under three conditions: (1) the rangestriker is a Warlock; (2) the character is at the base of a Cliff and the rangestriker or target is directly atop it; or (3) the character is at a lower elevation (see Plain hex below) than both the rangestriker and target. A character in contact with an enemy character may not rangestrike.

PLAIN



EFFECT ON MOVEMENT: No effect.

EFFECT ON STRIKING: No effect.

EFFECT ON RANGESTRIKING: No Effect.

(Difference in shade serve to distinguish between different elevations, lighter shades being higher.)

TREE



EFFECT ON MOVEMENT: Entry forbidden to all non-flying characters. A flying character cannot end his move on a Tree hex.

EFFECT ON STRIKING: No effect.

EFFECT ON RANGESTRIKING: Rangestrikes may not pass through a Tree hex (exceptions: see 13.5).

BRAMBLE



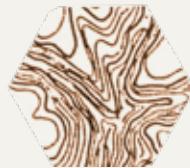
NATIVE: Gargoyle, Cyclops, Gorgon, Behemoth, Serpent.

EFFECT ON MOVEMENT: A non-native character is slowed when entering a Bramble hex. (see 11.5).

EFFECT ON STRIKING: A native character defending in a Bramble hex has the Strike-number needed to hit it increased by 1 if attacked by a non-native character. A non-native character striking out of a Bramble hex has its Skill-factor reduced by 1.

EFFECT ON RANGESTRIKING: A native character defending in a Bramble hex has the Strike number needed to hit increased by 1 when it is the target of a rangestrike from a non-native character (exception: see 13.5). A non-native rangestriker loses a Skill-factor for each intervening hex that contains Bramble. Bramble in the rangestriker's hex has no effect on its rangestrike, and the defender's hex is not considered an intervening hex.

DRIFT



EFFECT ON MOVEMENT: A non-native character is slowed when entering a Drift hex.

EFFECT ON STRIKING: A non-native character suffers one hit of damage at the start of each Strike-Phase it spends in a Drift hex. (If slain by such damage it may still strike.)

EFFECT ON RANGESTRIKING: No effect.

VOLCANO



EFFECT ON MOVEMENT: Entry forbidden to all characters, flying and non-flying, except Dragons.

EFFECT ON STRIKING: Dragons add two dice when striking from the Volcano. (They also add a die for stinking down a slope).

EFFECT ON RANGESTRIKING: A Dragon in the Volcano increases the Strike-number of any rangestrike directed against it by 1. A Dragon adds two dice to any rangestrike from a Volcano.

BOG



NATIVE: Ogre, Troll, Ranger, Wyvern Hydra.

EFFECT ON MOVEMENT: Entry forbidden to non-flying non-native characters. A flying non-native character may not end his move on a Bog hex.

EFFECT ON STRIKING: No effect.

EFFECT ON RANGESTRIKING: No effect

SAND



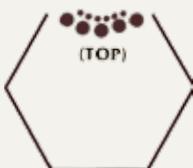
NATIVE: Lion, Griffon, Hydra.

EFFECT ON MOVEMENT: Entry slows non-flying non-native characters.

EFFECT ON STRIKING: No effect.

EFFECT ON RANGESTRIKING: No effect.

DUNE



NATIVE: Lion, Griffon, Hydra.

EFFECT ON MOVEMENT: No effect.

EFFECT ON STRIKING: A native character adds two dice when striking down across a Dune. A non-native character loses one die when striking up across a Dune. A strike made across non-Dune hexsides cannot carry-over up across a Dune hexside.

EFFECT ON RANGESTRIKING: A rangestrike may cross a single Dune only if the rangestriker or target occupies the hex to which the Dune is connected. A rangestrike may cross two Dunes only if the rangestriker and the target occupy those Dunes' hexes (exception: see 13.5).

CLIFF



EFFECT ON MOVEMENT: Non-flying characters may not cross Cliffs.

EFFECT ON STRIKING: Characters cannot strike across a Cliff. Adjacent characters separated by Cliff. Adjacent characters separated by a Cliff are not in contact with each other.

EFFECT ON RANGESTRIKING: A rangestrike may cross a Cliff

only if rangestriker is atop that Cliff and the target is not at the base of that Cliff (and vice versa). A rangestrike may cross one Cliff before or after any number of Slopes provided the rangestriker or the target occupies the hex atop the Cliff. A rangestrike may cross a Cliff/Dune combination only if the rangestriker or the target occupies the Dune's hex and the other one occupies the Cliff's hex. (Exception: see 13.5).

SLOPE



NATIVE: Ogre, Lion, Minotaur, Unicorn, Dragon, Colossus.

EFFECTS ON MOVEMENT: A non-flying non-native is slowed when moving up across a Slope.

EFFECT ON STRIKING: A native character adds one die when striking down across a Slope. A non-native character loses a Skill factor when striking up across a Slope.

EFFECT ON RANGESTRIKING: A rangestrike may cross one or two Slopes only if the hex Slope is occupied by either the rangestriker or the target. A rangestrike may cross three slopes if the rangestriker or the target is directly atop the third Slope. A rangestrike may cross a Slope or Slopes before or after crossing a Cliff if the rangestriker or target occupies the hex atop the Cliff. (Exception: see 13.5)

WALL



EFFECT ON MOVEMENT: A non-flying character is slowed when moving up across a Wall hexside.

EFFECT ON STRIKING: Any character gains a Skill-factor when striking down across a Wall. Any character loses a Skill-factor when striking up across Wall.

EFFECT ON RANGESTRIKING: Any rangestrike loses a Skill-factor for each Wall that it crosses going up. A rangestrike may cross a single Wall only if the rangestriker or the target occupies the hex to which that Wall is connected. Rangestrikes may cross two Walls only if either the rangestriker or the target occupies the Tower's center hex one neither one occupies a hex directly beneath any of the outer Walls. (Exception see 13.5)

TITAN DESIGN CREDITS

Original GAME DESIGN

Jason B. McAllister and David A. Trampier

Original GAME DEVELOPMENT

Jason B. McAllister, David A. Trampier,
and Bruce C. Shelley

Original PLAYTESTERS

Barry McAllister, Brian McAllister,
Craig Trampier, Alan R. Moon, Mick Uhl,
Rex Martin, Richard Hamblen, Tom Murphy,
Bill Rakowski, The University of Virginia
Historical Simulation Society, and Dr. Vinny
the Ninny.

Valley Games Version, 3rd Edition

COMPONENT ARTWORK

Kurt Miller and Mike Doyle

COMPONENT LAYOUT / BOARD ARTWORK

Mike Doyle

COVER ART

Kurt Miller

DEVELOPMENT

Torben Sherwood, Rik Falch, Kevin Nesbitt
Production Managers: Torben Sherwood,
Rik Falch

Rules

Kevin Duke

Consultant

Dave Blizzard

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STRIKE CHART

ATTACKER'S SKILL FACTOR

	1	2	3	4	5
--	---	---	---	---	---

2	5	4	3	2	1
3	6	5	4	3	2
4	6	6	5	4	3

DEFENDER'S
SKILL
FACTOR

CHARACTER CHART

TYPE	POWER FACTOR	SKILL FACTOR	RANGE STRENGTH	FLY	VALUE PTS	MUSTER TERRAIN
LORDS						
Angel	6	4	-	Y	24	
Archangel	9	4	-	Y	36	
Titan	x*	4	-	-	??	

DEMI-LORDS

Guardian	12	2	-	Y	24	T
Warlock	5	4	2	-	20	T

CREATURES

Behemoth	8	3	-	-	24	J
Centaur	3	4	-	-	12	W P T
Colossus	10	4	-	-	40	t M
Cyclops	9	2	-	-	18	J B
Dragon	9	3	4	Y	27	M
Gargoyle	4	3	-	Y	12	J B T
Giant	7	4	3	-	28	t
Gorgon	6	3	3	Y	18	B
Griffon	5	4	-	Y	20	D
Hydra	10	3	5	-	30	D S
Lion	5	3	-	-	15	D M P
Minotaur	4	4	2	-	16	H M
Ogre	6	2	-	-	12	H m T
Ranger	4	4	2	Y	16	P m
Serpent	18	2	-	-	36	J
Troll	8	2	-	-	16	S m t
Unicorn	6	4	-	-	24	H W
Warbear	6	3	-	-	18	t W
Wyvern	7	3	-	Y	21	S

*See section 19.1

B	Brush	P	Plains	m	Marsh	M	Mountain	T	Tower
J	Jungle	W	Woods	H	Hills	t	Tundra		
		D	Desert	S	Swamp				