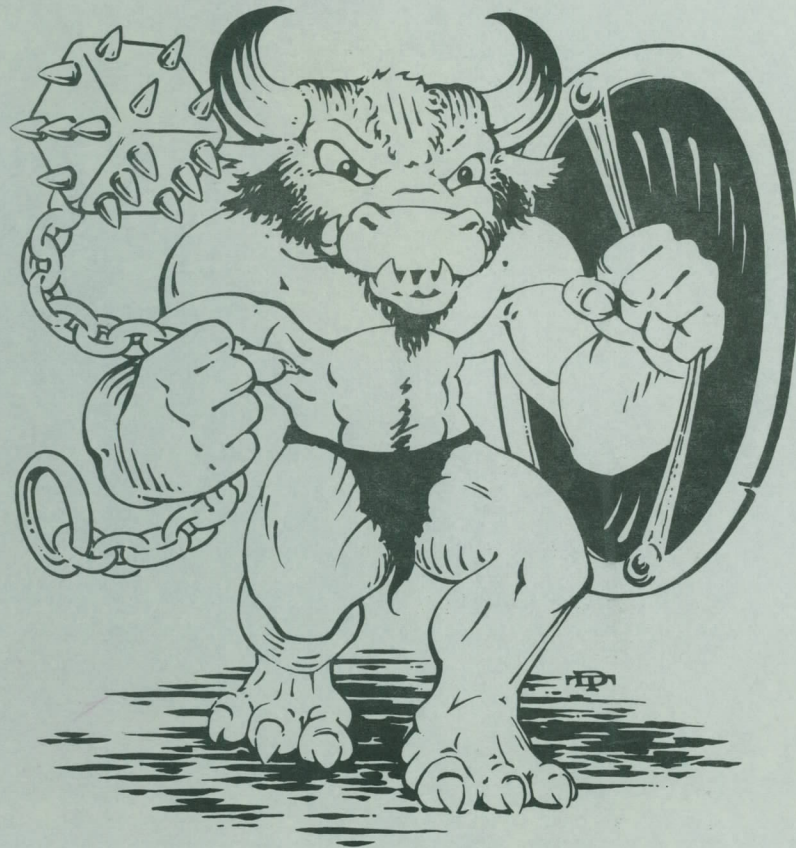


THE **LAW** OF



TITAN

TM.

TABLE OF CONTENTS

SECTION	PAGE
1 Introduction	1
2 Game Equipment	1
3 Characters	2
4 Legions	3
5 Starting Masterplay	3
6 Gameturns	4
7 Moving Legions	4
8 Teleportations	5
9 Engagements	6
10 Battle	7
11 Placement Phases	7
12 Strike Phases	7
13 Reinforcements	8
14 Summoning Angels	8
15 Scoring Battles	9
16 Acquiring Angels	9
17 Mustering Creatures	9
18 Titans	10
19 The Reckoning	10
20 Etiquette	11
21 Hazards Chart	12

I. INTRODUCTION

- A **TITAN™** is a fantasy wargame for two to six players, who move, muster and engage monstrous forces. The prime component of each player's forces is his **Titan**, for each player receives only one and cannot acquire another, and if a player's **Titan** is lost, so is he, for all of his forces are removed from play and he is out of the game. The object of the game is to be its last and only player.
- B **TITAN™** has two levels of play: **Masterplay** and **Battle**. The strategic level, **Masterplay**, involves all of every player's forces upon the **Masterboard**. The forces that are moved about the **Masterboard** are stacks of **Character Counters** grouped into **Legions**. When a **Legion** is moved into another player's **Legion**, they join in an **Engagement** which pits their respective **Characters** against each other in **Battle** upon one of the **Battleboards**.
- C **Masterplay** is a revolving sequence of **Gameturns**, during each of which a single player moves his **Legions**, maneuvering among his opponents' **Legions** and attempting to muster **Creatures** from the various spaces of the **Masterboard**.
- D **Battle** is a series of **Placement Phases** and **Strike Phases** in which players commit their **Characters** to combat upon the **Battleboard** that corresponds to the space of the **Engagement**.
- E The **Reckoning** is a special form of **Battle** that may take place late in the game. The player who beckons the **Reckoning** challenges all the other players to a showdown of **Characters**, his against all of theirs, and he must slay them all to win.

2. GAME EQUIPMENT

- A The **TITAN™** game set includes the **Masterboard**, 11 **Battleboards**, 6 sheets of **Counters** and **Markers**, 4 dice, the **Reckoningboard** and these rules. Players must provide pen and paper for scoring **Battles**.
- B The **Masterboard** is the context of **Masterplay**; its central network of 96 spaces represents the **Lands** of **TITAN™**. These **Lands** are divided among 11 types of **Terrains** which are named and depicted upon the **Masterboard**; each Land is also numbered for easy reference. The **Lands** are connected by the **Signs** set at their interlocking borders; these **Signs** regulate the movements of the **Legions** and are explained on the **Signs Chart** (SEE SECTION 7E). The blank areas among and beyond the **Lands** are voids that **Legions** may not cross or enter. In each of the four corners of the **Masterboard** is a **Creature Chart** which details which **Creatures** are available from the various **Terrains** of the **Masterboard**.
- C The **Battleboards** are the arenas of **Battle**; each is a display of five hexes that represents one of the **Terrains** of the **Masterboard** with certain of a variety of **Hazards**. The **Reckoningboard** is an eleven hex display used when someone beckons the **Reckoning** (SEE SECTION 19); its hexes contain no **Hazards**.
- D Each of the six sheets of **Counters** and **Markers** is of a different color and contains a set of 12 **Legion Markers** with their corresponding **Titan Counter**, plus 3 **Angel Counters**, 45 **Creature Counters** and two blank chits. The **Legion Markers** display pictograms which serve to individuate them; they are coded to their owner by their color. **Titan Counters** display the word "Titan" and the symbol "X-4" upon a caped silhouette. The other **Counters** name their respective **Character** above its silhouette and present its **Battle-factors** below its silhouette; they are also numbered near their names for easy reference. Ownership of these non-Titan **Counters** is not governed by color. The blank chits can be used to replace lost pieces, but not to supplement the numbers of **Counters** or **Markers** provided, for these amounts are intentionally limited.
- E The dice are used to determine the distance that **Legions** are moved on the **Masterboard**, and to represent the strikes of **Characters** in **Battle**. Only six-sided dice are used.

3. CHARACTERS

A **Characters** are the basic units of the game; they are the components of **Legions** and the pieces of **Battle**. They are divided into two categories: **Lords** and **Creatures**. **Lords** are of two types: **Titans** and **Angels**; these are assigned to players at the start of **Masterplay**, and extra **Angels** can be earned by winning **Battles**. **Lords** possess special powers of teleportation, and the existence of his **Titan** allows a player to remain in the game. **Creatures** are the twelve types of **Characters** that can be mustered from the various **Terrains** of the **Masterboard**; these form the bulk of players' **Legions**.

B The following **Characters Chart** lists the fourteen types of **Characters** along with their respective **Battle-factors**, **Values** and number available. The **Battle-factors** describe the **Characters'** abilities in **Battle**; the numerals to the left are the **Power-factors**, those to the right are **Skill-factors**, and a star between the factors means such **Characters** can fly in **Battle**. The **Values** are approximate quantifications of **Characters'** relative worth, that are arrived at by multiplying the **Characters'** factors; it is also the number of points players score for slaying such **Characters**. The numbers of **Characters** available are how many **Counters** of each type the game contains.

CHARACTERS	BATTLE-FACTORS (POWER - SKILL)	VALUES	NUMBERS AVAILABLE
< CREATURES >			
CENTAURS	3 - 4	12	24
GARGOYLES	4 * 3	12	24
OGRES	6 - 2	12	24
LIONS	5 - 3	15	27
TROLLS	8 - 2	16	27
CYCLOPES	9 - 2	18	27
MINOTAURS	4 - 4	16	21
WARBEARS	6 - 3	18	21
WYVERNS	7 * 3	21	21
BEHEMOTHS	8 - 3	24	18
DRAGONS	9 * 3	27	18
GIANTS	7 - 4	28	18
< LORDS >			
ANGELS	6 * 4	24	18
TITANS	X - 4	??	6

D The **Power-factor** for **Titans** is represented by an "X" rather than a numeral because **Titans'** **Power-factors** can change (SEE SECTION 18 C). **Titans** begin **Masterplay** with a **Power-factor** of 6. The **Value** of a **Titan** is its current **Power-factor** times 4.



4. LEGIONS

A **Legions** are the units of **Masterplay**; each is a group of **Character Counters** with an identifying **Legion Marker** of the **Legion's** owner's color. Each **Legion** is stacked on one of the **Lands** of the **Masterboard**, with no more than one **Legion** per **Land**. **Legions** move and engage as complete units; **Characters** cannot be moved on the **Masterboard** except as parts of **Legions** nor can **Legions** drop **Characters** off, although **Characters** can be split from **Legions** to form new **Legions**.



B The **Counters** are stacked face-down beneath their **Markers**, so that even if a stack is disturbed its **Counters** may not be revealed. Players may not look through other players' stacks. A player who wishes to examine one of his own stacks should leave its **Marker** on its **Land** as he does so, and he should not examine more than one of his **Legions** at a time. Players must display the **Characters** that enable them to muster **Creatures** or teleport **Legions**, and when an **Engagement** is being considered, both the engaged **Legions** are completely revealed. Should some player accidentally disturb another player's stack so that a **Counter** is revealed, the offended player may look through any one of the offender's **Legions**, revealing it if he so desires.



C Each player receives a color coded set of 12 **Legion Markers**, which allows him to have 12 **Legions** on the **Masterboard** at any given time. To be able to field more than 12 **Legions**, a player must eliminate another player, for he can then use that player's **Legion Markers** as his own.* A player can add a **Legion** to the **Masterboard** only if he has a **Marker** available (not in use) and is able to split one of his **Legions**; No **Legion** may exist without a proper **Legion Marker**.

D When a **Legion** splits, both the old and the new **Legions** must contain at least two **Characters**, and all of the **Characters** 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 need not reveal which **Characters** they split off. The new **Legion's** stack is considered to stand in the same **Land** as the old **Legion**, and, if possible, one of them must be moved in that same **Game-turn**. They may both be moved, but they may not move to the same **Land**. If they cannot move, the new **Legion** is aborted and its **Characters** are returned to the old **Legion**.

E Any **Legion** that contains seven **Characters** cannot be moved, nor can it muster or summon other **Characters**, for no **Legion** may contain more than seven **Characters**. If at any time a **Legion** is found to contain more than seven **Counters** it is immediately completely revealed and its largest (by **Value**) **Creatures** are removed until it has no more than seven **Characters** (if it lacks **Creatures** remove **Angels**). It is then returned to its **Land**.

F Any **Legion** that loses all of its **Characters** is eliminated; its **Marker** is returned to its owner, who may use it again and again if he adds other **Legions**.

G A player may not use another player's **Legion Markers** unless he has eliminated that player. A player may not transfer or share command of his **Legions**, nor may he trade or transfer **Characters** with other players or among his own **Legions**, except when splitting off a new **Legion** or summoning an **Angel** (SEE SECTION 14). Once a **Legion** is placed on the **Masterboard** (and it does not abort) it is removed before the end of the game only if its player's **Titan** or all of its **Characters** are eliminated; no player may simply choose to remove his own or any other player's **Legion**.

5. STARTING MASTERPLAY

A Place the **Masterboard** in the center of the table. Give each player a set of 12 **Legion Markers**. One player should be selected to act as caretaker; he will distribute the **Character Counters** as they are required. The **Counters** should be sorted and stacked nearby so as to be visible to all players. The **Battleboards** can be set aside for now, but **Battle** is such an important element of the game that all players should be familiar with its mechanics before the game starts. Another player should be the score-keeper; he will require pen and paper. Place the dice on the table.

* although he may not keep the **Characters** of the lost player's **Legions**.

- B Each player rolls one die to determine which **Tower Land** his **Legion** will begin in. If players roll the same number or roll the number of a **Tower Land** already assigned by a previous roll they must roll again. (Note that the **Tower Lands** are numbered in multiples of 100, but for this determination the zeros are not considered.) The player assigned the highest numbered **Tower Land** will play first.
- C Each player begins with two **Legions**, both of which must start on the assigned **Tower Land**. The player gives one of his **Legions** his **Titan**, and the other his **Angel**. He also receives two of each of the three **Tower Creatures** (those **Creatures** listed beneath **Tower** on the **Creatures Chart: Centaurs, Gargoyles** and **Ogres**); Three **Creatures** and one **Lord** must be given to each of the player's **Legions**. These initial assignments of **Characters** are confidential; other players need not be told.

6. GAMETURNS

- A **Gameturns** are the basic divisions of **Masterplay**; beginning with the first player, they proceed in a clockwise sequence about the table until the game ends. The player whose turn it is is known as the **Mover**. Each **Gameturn** consists of four phases: **Commencement**, **Movement**, **Engagement**, **Enlistment**. The different activities of these phases are meant to take place in their prescribed order, and all the activities of a particular phase should 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 case of an unresolved **Engagement** which should be resolved as soon as it is discovered as overdue. Activities that takes place out of order is invalid, but if another **Gameturn** has begun since it occurred, it should be allowed to stand.
- B 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**. (SEE SECTION 4D FOR THE MECHANICS OF SPLITTING LEGIONS.)
- C At the start of his **Movement Phase**, the **Mover** rolls a single die for his **Movement Roll**; once this roll is made he may start no more new **Legions** this **Gameturn**. During the **Movement Phase**, he must, if able, move one or more of his **Legions** as many **Lands** as the number of the **Movement Roll**; only the **Mover's Legions** may be moved and only the **Mover** may move them. (SEE SECTION 7 FOR THE DETAILS OF MOVING LEGIONS.) If he cannot move any of his **Legions**, his **Gameturn** immediately ends.
- D During the **Engagement Phase**, every **Engagement** that occurred in the preceding **Movement Phase** must be resolved by the complete elimination of at least one of its engaged **Legions**. If more than one **Engagement** has occurred, the **Mover** determines the order of their consideration and resolution. Each **Engagement** should be considered separately and must be fully resolved before considering the next. (SEE SECTION 9 FOR THE SPECIFICS ON ENGAGEMENTS.)
- E During the **Enlistment Phase** each of the **Mover's Legions** that was moved in the **Movement Phase** and was not eliminated in the **Engagement Phase** may be able to muster a **Creature**. (SEE SECTION 17 FOR THE MECHANICS OF MUSTERING CREATURES.)
- F When a player's **Gameturn** ends, he should announce that he is through, so that the next player knows to begin. A player's **Gameturn** begins when he places his first new **Legion** for that **Gameturn** or makes his **Movement Roll**, whichever is first.

7. MOVING LEGIONS

- A Each **Legion** should be moved individually and must be moved completely before another **Legion** is moved. No **Legion** may be moved more than once per **Movement Phase**. A **Legion** must be moved in its entirety; **Characters** cannot be dropped off or moved separately upon the **Masterboard**. Only the **Mover's Legions** may be moved, and the **Mover** decides which will move in what order. As each move is made, that **Legion's Marker** should be turned face-down. During his **Enlistment Phase** the **Mover** will flip each **Marker** back upright as he determines whether or not that **Legion** will muster a **Creature**.
- B A **Legion** may be moved through a **Land** occupied by another of the **Mover's Legions**, but its move may not end on a **Land** so occupied. Each **Legion** moved must be moved the full count of the **Movement Roll** (counting one for each **Land** as it is entered), 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 **Gameturn*** A **Legion** that contains seven **Characters** may not be moved. A **Legion** whose move would end on a **Land** occupied by another of the **Mover's Legions** may not make that move. A **Legion** whose move would end on the **Land** of an **Engagement** may not make that move. The **Mover** need never split a **Legion** to allow it to move. The **Mover** need not move a **Legion** just to allow another **Legion** to move.

- C Most moves must follow the **Signs** from **Land** to adjacent **Land** according to the count of the **Movement Roll**; those moves that need not follow the **Signs** are the teleportations, which are special moves that can take place only when the **Movement Roll** is 6 and the **Legion** so moved contains a **Lord**. (SEE SECTION 8.)
- D The **Signs** are of four types: **Blocks**, **Arches**, **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 chart.

SIGN	EFFECTS ON MOVEMENT	EXAMPLES OF APPLICATION
① a Block	A Legion whose last move ended on a Land from which a Block points must begin its next move in that direction.	
② an Arch	A Legion whose last move ended on a Land from which an Arch points may begin its next move in that direction.	
③ an Arrow	(a) A Legion standing on a Tower Land may begin its next move in the direction of any of that Tower's Arrows. (b) 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.	
④ Triple Arrow	(a) 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. (b) A Legion that moves into a Land from which a Triple Arrow points must move in that direction if its move continues.	

- F Note that **Blocks** and **Arches** 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**, as well as guiding initial directions, also serve to regulate the execution of a movement after a direction has been initiated.

8. TELEPORTATION

- A There are three types of teleportation, all of which involve the presence and movement of **Lords**. **Titan Teleportations** and **Tower Teleportations** take place on the **Masterboard** and involve the movement of **Legions**; only one **Legion** can be teleported during a particular **Movement Phase**. **Summoning Angels** occurs during **Battle**, when the **Mover** may teleport an **Angel** into an **Engagement**; this is the single method of transferring **Characters** between existing **Legions**. (SEE SECTION 14 FOR THE MECHANICS OF SUMMONING ANGELS.)

* except Tower Teleportation (SEE SECTION 8B)

B A **Legion** with one or more **Lords** that begins its move in a **Tower Land** may perform the **Tower Teleportation** only when the **Movement Roll** is 6. From that **Tower Land** it may be teleported to any vacant **Tower Land**, or to any vacant **Land** up to six **Lands** distant from the **Tower Land** it began in, ignoring **Signs** and enemy **Legions** (engaged or not). The **Mover** must show that he has a **Lord** in a **Legion** that makes such a move; all players must be allowed to see it.

C The **Titan Legion** of a player who has attained a score of 400 or more may perform the **Titan Teleportation**; the **Mover** must show that the **Legion** contains his **Titan**. On a **Movement Roll** of 6 the **Titan Legion** may teleport from whatever **Land** it occupies to any **Land** that contains another player's **Legion** and engage it in **Battle**. A **Legion** teleported by this method may not stop on a vacant **Land**; **Titan Teleportation** must result in an **Engagement**.

D **Legions** that contain seven **Characters** may not be teleported (although **Angels** may certainly be summoned from such **Legions** if they contain **Angels**).

E Teleportations are optional, and **Legions** able to teleport may instead be moved normally if at all.



9. ENGAGEMENTS

A An **Engagement** involves only the players and **Characters** of the two engaged **Legions** and such **Characters** as can be added during **Battle** (SEE SECTIONS 13 AND 14, REINFORCEMENTS AND SUMMONING ANGELS). The **Mover** is considered the **Attacker**; the other player is the **Defender**. An **Engagement** ends when at least one of the engaged **Legions** is completely eliminated by concession, agreement or **Battle**.

B To consider an **Engagement**, each player completely reveals his engaged **Legion's** **Counters**, leaving its **Marker** on the **Land** of the **Engagement**. **Counters** need not be revealed until the **Engagement** is considered (**Engagements** are considered and resolved individually). Each player examines the other's **Legion**, and they must then determine how they will resolve the **Engagement**.

C The **Defender** may immediately opt to flee; if he suggests an agreement, asks to see the **Battle-board** or accepts **Battle**, he may not then flee. If the **Defender** flees, his **Characters** are automatically and completely eliminated, and the **Attacker** wins with no losses. The **Attacker** receives only half the **Value** of the **Engagement** for his score if the **Defender** flees (SEE SECTION 15). The **Attacker** may not flee. A **Legion** that contains a **Lord** may not flee.

D Except when the **Defender** flees, either player may demand that the **Battle** be played out. This makes **Battle** the basis of any negotiated agreement. A negotiated settlement must be mutually agreed to by the engaged players and must include the elimination of at least one of the engaged **Legions**; it can include losses to both **Legions** (including mutual elimination), but it cannot involve **Characters** not in the engaged **Legions**. The mechanics of **Battle** are explained in following sections.

E A concession can occur at any time that either player decides to concede the **Engagement** except that once either player has conceded or fled (the **Defender** is always entitled to flee before the **Attacker** can concede) or is already eliminated, the other player may not also concede. Conceding a **Battle** is not the same as conceding the game (unless the **Battle** involves the conceding player's **Titan Legion**). The conceding player's **Legion** is eliminated; the victor's **Legion** suffers no further losses. Concessions confer full **Value** to that **Battle's** victor's score.

F 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, who may be able to add an **Angel** to the winning **Legion** (SEE SECTION 16A). **Characters** eliminated from either **Legion** are lost; they are not returned to the caretaker's stacks nor used again that game (except **Angels** which 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. Those **Characters** that remain of a winning **Legion** are returned to the **Land** of the **Engagement** beneath their **Marker**.

10. BATTLE

A **Battle** is fought on the **Battleboard** of the **Terrain** of the **Land** of the **Engagement**. Place the proper **Battleboard** between the engaged players so that the wide (bottom) side is toward the **Attacker**. The three hexes of the wide side are the **Attacker's**; the two hexes on the narrow side are the **Defender's**. The players should keep the **Characters** of the engaged **Legions** face up before them.

B **Battle** is a series of **Placement Phases** and **Strike Phases**. In a **Placement Phase**, each player must commit **Characters** from his engaged **Legion** to fill as many of his hexes as possible (SEE SECTION 11). In a **Strike Phase**, each player may make one strike with each of his committed **Characters** (SEE SECTION 12). **Battle** ends when all the **Characters** of at least one of the engaged **Legions** are eliminated.

C During the **Battle**, either player may be able to add a **Character** to his engaged **Legion**. The **Defender** may be able to muster a **Reinforcement** (SEE SECTION 13) and the **Attacker** may be able to summon an **Angel** (SEE SECTION 14). No other **Characters** can be added to an **Engagement**.

11. PLACEMENT PHASES

A During a **Placement Phase**, both players may commit and shift their **Characters** upon the hexes of the **Battleboard**. Each player must commit one **Character** to each of his assigned hexes that he is able to fill (**Hazards** may disallow the presence of **Characters** in a hex; SEE SECTION 21). Once a **Character** is committed to the **Battleboard**, it cannot be withdrawn; it remains until it is eliminated or the **Battle** ends. No hex can contain more than one **Character**.

B A **Character** can shift to an adjacent hex if that hex is vacant and the **Character** did not begin that **Placement Phase** adjacent to an enemy **Character**. The **Defender** may never shift his **Characters** forward into the **Attacker's** hexes, but the **Attacker** may do so if a vacancy occurs in one of the **Defender's** hexes (due to a lack of **Characters** or forbidden **Hazards**). No **Character** can be shifted more than one hex per **Placement Phase**, nor may the **Attacker** commit a **Character** directly to one of the **Defender's** hexes unless that **Character** can fly (has a star between its **Battle-factors**). Certain **Hazards** restrict shifting (CONSULT THE HAZARDS CHART).

C It is during the **Placement Phase** that players receive their **Reinforcement** or summoned **Angel**. The **Defender** goes first in every **Placement Phase**, completing all his activity in it before the **Attacker** begins his. The **Attacker** goes next, and if he cannot commit further **Characters** to play, he is required to shift, if necessary, to keep at least one **Character** adjacent to one of the **Defender's** **Characters**.

12. STRIKE PHASES

A During a **Strike Phase**, each player strikes with all of his **Characters** that began the **Strike Phase** on the **Battleboard** (**Characters** cannot be shifted or committed during a **Strike Phase**) on a hex adjacent to one or more enemy **Characters**. Even if a **Character** is slain during a **Strike Phase**, it must strike, for the slain are not eliminated until the end of the **Strike Phase**, and every **Character** that can strike must do so, altho it need not bother to strike at the slain.

B The **Attacker** always strikes with his **Characters** first. The striking player decides the order in which his **Characters** will strike and at which enemy **Characters** they will strike. Each **Character** can strike but once per **Strike Phase**; it strikes individually and must complete its strike before the next **Character** strikes. Players may not strike at their own **Characters**.

C For each **Character** that strikes, its player must first specify which adjacent opposing **Character** he is striking at, and he must then determine the **Strike-number** of the strike by cross referencing his **Character's** strike-factor with the specified **Character's** target-factor on the **Strike Chart**. Strike-factors and target-factors are the respective **Characters' Skill-factors** plus or minus the effects of any **Hazards** that are present (CONSULT THE HAZARDS CHART). The **Strike-number** of a strike is the minimum number needed on the dice of the strike to score points of damage on the target **Character**.

- ^D The **Power-factor** of a **Character** is the number of dice its player rolls when it strikes. Every die that equals or exceeds the **Strike-number** scores one point of damage on the target **Character**. The **Power-factor** of a **Character** is also how many points of damage it can take; when it takes that many or more it is slain.
- ^E 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 striking **Character**) providing that the striking **Character** would not have needed a higher **Strike-number** to strike at that **Character**. No damage can be carried over to a **Character** whose target-factor would cause the **Strike-number** to be higher than the striker had determined, even if the numbers on the dice would have been high enough to score points of damage at that higher **Strike-number**. A player may determine to strike at the specified **Character** with a higher **Strike-number** than necessary just so extra points of damage may be carried over; he must announce this before he rolls the dice for the strike, otherwise it is assumed that the **Strike-number's** determination is based on the specified **Character's** target-factor. Carrying points over is optional; the striking player decides whether or not to do so if he can.
- ^F The scorekeeper should keep track of the damage **Characters** take during **Battle**, for damage accumulates and cannot be repaired during **Battle**. Damage does not impair or diminish a **Character's** ability to shift or to strike, and wounds always heal before the next **Battle** so that every **Battle** begins with undamaged **Characters**. **Characters** that are slain are eliminated; they do not heal.
- ^G **Characters** are eliminated at the end of the **Strike Phase** in which they are slain. Each player's slain should be stacked to his left of the **Battleboard** to facilitate scoring at the end of **Battle**.

13. REINFORCEMENTS

- ^A The **Defender** may muster a **Reinforcement** on the **Placement Phase** that follows the first **Strike Phase** in which one or more of the **Attacker's Characters** were slain. To muster a **Reinforcement**, the **Defender's Legion** (not counting **Characters** already slain in the **Battle**) must be qualified to muster a **Creature** from the **Terrain** of the **Engagement** (SEE SECTION 17). A **Legion** can not muster a **Reinforcement** if it already contains seven **Characters** (not counting the slain). No **Legion** may receive more than one **Reinforcement** per **Battle**. Only the **Defender** may receive a **Reinforcement**.
- ^B The **Reinforcement Creature** is placed face up with the **Defender's** other uncommitted **Characters**, or it may be committed to the **Battleboard** immediately. It must be taken on the **Placement Phase** following the first **Strike Phase** in which an **Attacker's Character** is slain, or it may not be taken during the **Battle**. The **Defender** is not required to muster a **Reinforcement**.
- ^C If the **Defender** wins the **Engagement** by agreement or by the **Attacker** conceding after committing **Characters** to the **Battleboard**, he is entitled to a **Reinforcement**, so long as he is able to muster one and has not already received one for that **Battle**. If the **Attacker** concedes before any tactical play takes place, the **Defender** may not muster any **Reinforcements**.

14. SUMMONING ANGELS

- ^A The **Attacker** may summon an **Angel** on the **Placement Phase** following the first **Strike Phase** in which one or more of the **Defender's Characters** were slain. To summon an **Angel**, the **Attacker** must have an **Angel** in another of his **Legions** (that is not also engaged). A **Legion** cannot summon an **Angel** if it already contains seven **Characters** (not counting the slain). No **Legion** may summon more than one **Angel** per **Battle**, and only one **Angel** can be summoned during any particular **Engagement Phase**. Only the **Attacker** may summon an **Angel**.
- ^B The summoned **Angel** is placed face up beside the **Attacker's** other uncommitted **Characters**, or it may be committed to the **Battleboard** immediately. It must be taken on the proper **Placement Phase** or it cannot be summoned. The summoned **Angel** is removed from the **Attacker's** other **Legion** and will remain with the **Legion** into which it was teleported should it survive the **Battle**. The **Attacker** is never required to summon an **Angel**.

- ^C If the **Attacker** wins an **Engagement** by agreement or by the **Defender** conceding during the play of the **Battle**, he is entitled to summon an **Angel** at this time, so long as he has one available and has not already summoned one during that **Engagement Phase**.

15. SCORING BATTLES

- ^A **Battle** ends when at least one of the engaged **Legions** is completely eliminated by combat or concession, but the resolution of the **Engagement** entails other actions as well and is not complete until they have taken place. The winning player may be able to add a **Character** that he did not add during **Battle** (SEE SECTIONS 13 & 14). And the **Battle** must be scored; any effect due to the increase of the victor's score goes into effect immediately.
- ^B **Engagements** are scored by totaling the **Values** of the **Characters** of the losing **Legion**; **Characters** lost by the winning **Legion** are not counted. Any **Engagement** that results in mutual elimination scores nothing. **Engagements** won by concession or agreement confer the full value of points. Any **Engagement** in which the **Defender** flees is worth only half the fled **Legion's** total **Value**. The scorekeeper should keep a separate column for every player and must add the **Value** of an **Engagement** as it is won, for it is the players' cumulative scores that matter.

16. ACQUIRING ANGELS

- ^A Each time a player's score attains some multiple of 100 due to adding the **Value** of an **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**, else it cannot be taken. A **Legion** may not add an **Angel** if it already contains seven **Characters** or if there are no **Angels** available in the caretaker's stacks. Added **Angels** are placed directly into their **Legions' stacks** and are immediately available to be summoned elsewhere (SEE SECTION 14).
- ^B If adding the **Value** of an **Engagement** to his score raises it beyond more than one multiple of 100, the player may add another **Angel** for each extra multiple attained, providing that they are available and the winning **Legion** can fit them in.

17. MUSTERING CREATURES

- ^A To muster a **Creature** a **Legion** must be eligible to do so. Any of the **Mover's Legions** that were moved in the preceding **Movement Phase** and have survived the intervening **Engagement Phase** is eligible to muster a **Creature** during the **Mover's Enlistment Phase** (SEE SECTION 6A). A **Defender's Legion** is eligible to muster a **Reinforcement** on the **Placement Phase** after the first **Strike Phase** in which an enemy **Character** is slain (SEE SECTION 13). A **Defender's Legion** that wins an **Engagement** and did not receive **Reinforcement** during **Battle** is eligible to muster a **Creature** (SEE SECTION 13). In no other instance is a **Legion** eligible to muster a **Creature**, and no **Legion** may ever muster more than one **Creature** per **Game turn**.
- ^B The **Creatures Charts** in the corners of the **Masterboard** list what types of **Creatures** are available in the various **Terrains**. **Creatures** are listed beneath the **Terrains** according to their **Values**, with the smaller **Creatures** listed first; the numbers in parentheses are the **Creatures' Battle-factors**. The numbers to the left are how many a **Legion** must have of that type of **Creature** to muster one of the next size larger in that **Terrain**.
- ^C To muster a **Creature** an eligible **Legion** must be qualified to do so; it must contain some **Creature** listed beneath the **Terrain** of the **Land** on which it stands, unless it stands on a **Tower Land**. Any eligible **Legion** on a **Tower Land** may muster any of the **Tower Creatures**, regardless of what **Creatures** it contains. In any other **Terrain**, a **Legion** is qualified to muster a **Creature** identical to one that it already contains; its player must show so that everyone can see that the **Legion** contains such a **Creature**. For example, a **Legion** with an **Ogre** could muster an **Ogre** from a **Marsh Land**, or if it had a **Troll** it could take a **Troll** instead. If a **Legion** contains as many as the number listed to the left of a **Creature** beneath the **Terrain** in which it stands it is qualified to muster the next larger **Creature** listed under that **Terrain**; its player must show all the necessary **Creatures**. For example, a **Legion** in the **Marsh** would need to show two **Ogres** to muster a **Troll**; a **Legion** in the **Mountains** would need to show two **Lions** to muster a **Minotaur**. However, **Lions** are not sufficient to muster a **Dragon**. The **Legion** must contain at least three **Minotaurs** to be qualified to advance to a **Dragon**.

^D No **Legion** can muster a **Creature** not listed beneath the **Terrain** in which that **Legion** stands. No **Creature** can be mustered by a **Legion** which already contains seven **Characters**.

^E When one of the caretaker's **Creature** stacks has been exhausted, a **Legion** which would otherwise have been able to muster such a **Creature** may instead muster a smaller **Creature** which it does not already contain, but only from a **Terrain** in which the larger **Creature** is found; the larger (exhausted) **Creature** must be shown. If none of the smaller **Creatures** of a **Terrain** are available either, no **Creature** may be mustered from that **Terrain**.

18. TITANS

^A **Titans** represent their players in the game, for when they die, the player is eliminated; their presence on the **Masterboard** enables their players to move **Legions** and muster **Creatures** and fight **Battles** and remain in **Masterplay**. **Titans** cannot be replaced nor additional ones gained.

^B 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 its player. All of that player's **Legions** are removed from the **Masterboard**; their **Characters** are set with the slain after their **Values** are tallied, and their **Markers** are given to the player who slew their **Titan** to use as his own. Any of the eliminated player's **Legions** that were involved in **Engagements** when their player's **Titan** was slain are eliminated from those **Engagements** without any further consideration of **Battle**. The **Value** of the **Battle** in which the **Titan** was slain is added onto the score of the player who slew the **Titan** (if that player won the **Battle** --- if his **Legion** was not eliminated on the same **Strike Phase** as the **Titan**). All of the eliminated player's other **Legions** are totaled and are also added onto the score after the above mentioned **Battle** is added, but unlike the **Battle's** score, their points do not earn **Angels** at every multiple of 100; they merely increase the strength of the slaying player's **Titan**.

^C For each 100 points that a player accumulates, his **Titan** increases its **Power-Factor** by 1. **Titans** begin the game with a **Power-Factor** of 6, so a player with 327 or 398 points would have a **Titan** with a **Power-Factor** of 9 because the increases come at each multiple of 100 and at those scores he would have attained only three multiples. When a player attains 400 points (and his **Titan** becomes a 10-4) his **Titan** may perform the **Titan Teleportation** with its **Legion** (SEE SECTION 5D) and he may beckon the **Reckoning** (SEE SECTION 19).

19. THE RECKONING

^A The **Reckoning** is a special form of **Battle** that may occur late in the game. One player must beckon the **Reckoning**; this **Beckoner** must face the combined might of every other player upon the **Reckoningboard**. If the **Beckoner** can slay all of every other player's **Characters**, he is the winner, unless his **Titan** is also slain and then the game is a draw. If the **Beckoner** is eliminated, the other players who remain continue **Masterplay**, less those of their **Characters** that they lost in the **Reckoning**.

^B Any player who has attained 400 points may beckon the **Reckoning** at the end of any of his **Gameturns** in which he has won at least one **Engagement** (including the same **Gameturn** in which he attains 400 points).

^C A **Reckoning** occurs automatically at the end of the **Gameturn** in which the fourth type of **Creature** is mustered out of the caretaker's stacks (so that four types of **Creatures** are no longer available). The player who musters the last **Creature** of that fourth type must assume the roll of the **Beckoner** in the **Reckoning** that must follow. If the **Beckoner** is defeated, there comes a similar **Reckoning** as each subsequent type of **Creature** is exhausted.

^D The **Reckoningboard** should be placed before the **Beckoner** with its wide side toward him. The **Beckoner** removes all of his **Legions** and their **Markers** from the **Masterboard** and sets them between himself and the **Reckoningboard**. Each of the **Defenders** removes one of his own **Legions** from the **Masterboard** (leaving its **Marker**); such **Legions** are committed to the **Reckoning** and remain to its or their own end. **Legions** are not revealed for a **Reckoning** except as their **Characters** are committed to the **Reckoningboard**.

^E The hexes along the **Beckoner's** side are numbered to signify which hexes the **Beckoner** may occupy depending upon how many **Defenders** are attending the **Reckoning**; he occupies those hexes numbered

as low or lower than the number of **Defenders**. The **Defenders** are each assigned one hex according to their scores; the **Defender** with the highest score occupies the rightmost hex of the **Defenders'** side and in the descending order of the scores the assignments pass leftward. Hexes not assigned at the beginning of a **Reckoning** are forbidden for the duration of the **Reckoning**; all those hexes assigned to the **Beckoner** and the **Defenders** remain available for play for the duration of the **Reckoning**.

^F The **Reckoning** is played much like regular **Battle** except that there may be more than one **Defender**. The **Beckoner** acts as the **Attacker**, striking first and placing last. To speed striking, both the **Beckoner** and the **Defenders** must strike from right to left along their lines. **Defenders** may not strike at other **Defender's Characters**. A **Defender** can commit a **Character** to the **Reckoningboard** on only his own assigned hex, but **Defenders** may permit other **Defenders** to shift into their assigned hexes; **Defenders** may not shift **Characters** into the **Beckoner's** hexes. The **Beckoner** may shift **Characters** to vacant hexes on the **Defenders'** side.

^G When the last **Character** of a **Defender's** committed **Legion** is slain, the **Defender** removes its **Marker** from the **Masterboard** and he must then commit another of his **Legions** to the **Reckoning**. This procedure continues until the **Beckoner's Titan** or the **Defender's** own **Titan** is eliminated. When a **Defender's Titan** is eliminated during a **Reckoning**, any **Characters** or **Legions** that remain to him are likewise eliminated. When the **Beckoner's Titan** is eliminated, the **Reckoning** ends and the **Defenders** return those **Counters** that remain of their committed **Legions** to the **Masterboard** and resume **Masterplay** on the **Gameturn** of the **Defender** who slew the **Beckoner's Titan** (he also receives the **Beckoner's** set of **Legion Markers** to use as his own). If only one **Defender** remains after a **Reckoning**, he has won. No points are ever scored for a **Reckoning**.

20 GAME ETIQUETTE

All play is expected to be honest and should be kept friendly even though it may get serious. The caretaker should be particularly careful to keep his **Legions** separate from the stacks of **Characters** he must pass out, and he should keep these stacks neat. Any player is allowed to count any of the caretaker's stacks, except during his own **Gameturn**. The caretaker should make sure that every **Character** he hands out is properly due the **Legion** to which it is given.

The scorekeeper should maintain legible, accurate records, which must be kept openly so that at any time any player may see every player's score. The scorekeeper should announce any time a player's score attains a multiple of 100 points. When keeping track of damage taken during **Battle** the scorekeeper should let both engaged players know how much any of the committed **Characters** is damaged and he should announce when **Characters** are slain.

A die that rolls off the table, lands more than slightly cocked, or goes in a glass or ash tray should be rerolled. Anytime a player rolls too many dice he should reroll that specific roll with the correct number of dice.

A player cannot concede the game except on his own **Gameturn** or while his **Titan's Legion** is involved in an **Engagement**. If he concedes on his own **Gameturn**, all of his **Legions** are eliminated; his **Characters** are set aside with the slain, and no player receives any score for such a concession. If he concedes while his **Titan's Legion** is engaged (even on his own **Gameturn**) his **Titan** is considered as slain in **Battle** and scored accordingly (SEE SECTION 18B). A player who must quit the game should concede rather than committing suicide on another player's **Legion**, altho that remains his option.

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 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** as the scorekeeper records its contents and Land number.

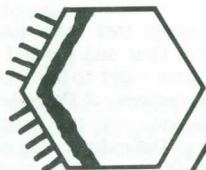
21. HAZARDS CHART

HAZARDS
(where found)

DEPICTIONS

EFFECTS

SLOPES
(Hills,
Mountains)



Ogres, Lions, Minotaurs and Dragons add a die to their roll when striking down Slopes. All other Characters lose one point from their strike-factors when striking up Slopes.

BOGS
(Marsh,
Swamp)



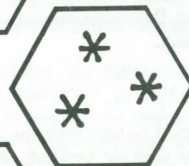
Only Ogres, Trolls and Wyverns may enter; all other Characters are forbidden.

CLIFFS
(Mountains)



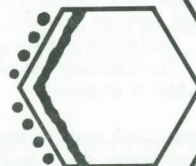
Non-flying Characters cannot shift across a Cliff. No Characters can strike across a Cliff, for they are not considered adjacent.

BRAMBLE
(Brush,
Jungle)



Gargoyles, Cyclopes and Behemoths add a target-factor if struck at while in Bramble, except when struck at by Gargoyles, Cyclopes or Behemoths; all other Characters lose a strike-factor when striking from Bramble.

DUNES
(Desert)



Lions and Wyverns add a strike-factor when striking down a Dune; only Lions and flying Characters may shift up a Dune.

DRIFTS
(Tundra)



All Characters except Trolls, Warbears and Giants take one point of damage during each Strike Phase they spend in a Drift hex.

WALLS
(Towers)



Only flying Characters may shift up Walls; all Characters lose a strike-factor when striking up Walls; all Characters add a strike-factor when striking down Walls.

TREES
(Woods,
Swamp,
Jungle,
Hills)



Forbidden to all Characters.

Bogs, Bramble, Drifts and Trees are contained within their respective hexes. Cliffs, Dunes, Slopes and Walls lie on the borders of hexes; their top sides are indicated by solid lines; such Hazards only affect shifting and striking across their respective hexsides rather than in any hex they touch as a whole.



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Game and graphic design
by
Jason B. McAllister
and
David W. Trampier

HAIL AND HIGH DICE TO OUR BROTHER TITANS
WHOSE MANY LEGIONS HAVE FED THE FURNACE
FROM WHICH THIS GAME WAS FORGED
BARRY BRIAN CRAIG

LAW of the BATTLELANDS



22. PREFACE

A. **BATTLELANDS OF TITAN** expands the game of **TITAN** with more monsters and larger tactical displays which allow maneuver and range fire. This package includes 126 new Character counters and 11 Battlelands, new charts and these rules. These rules presume knowledge of the Law of Titan and make numerous references to that work; this work amends the Law for the purpose of utilizing these new components and improving the game.

B. The 126 counters add Archangels, Warlocks, Guardians, Rangers, Gorgons, Griffons, Unicorns, Hydrae, Serpents and Colossi to the game. The Masterchart describes their relations to the Terrains and the elder Characters. The Masterchart supersedes the Creature Chart printed on the Masterboard; note that there are changes as well as additions.

C. The Battlelands replace the Battleboards as the arenas of combat. Each Battleland depicts one of the Terrains of the Masterboard with 27 hexes containing certain of a variety of Hazards; these are similar to the Hazards of the Battleboards but have additional effects regarding movement and range-fire. When playing with the Battlelands use the Hazards Chart included in this supplement.



23. NEW MOVES

A. Because the first move can be crucial in a multi-player game and because it is disheartening to begin any game on a bad note, players are henceforth allowed a Mulligan. If a player dislikes his first movement roll he may roll again, but the second roll is then binding. Players may do this only on their very first Gameturn.

B. To enable Legions to make better use of the bigger Characters now available to them, a Legion with seven Characters may be moved or teleported as any other Legion (see Sections 7 & 8). Yet seven Characters is still the limit for Legions; a Legion may never add an eighth Character.



24. NEW CHARACTERS

A. Archangels are lords; they are acquired when players' scores attain multiples of 500. The acquisition of an Archangel is in the stead 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 acquisition are explained in Section 16.) Like Angels, Archangels may be summoned into Battle (See Section 14), and eliminated Archangels are returned to the caretaker's stacks. Archangels may perform Tower Teleportation (see Section 8B).

B. Warlocks and Guardians are Demilords; when they are eliminated they are returned to the caretaker's stacks. Both are mustered from the Tower Lands of the Masterboard: a Guardian requires that a Legion contains three of a single type of the Tower Creatures (Centuars, Gargoyles, Ogres); a Warlock can only be obtained by a Legion with a Titan in it. Demilords are like Angels in every other respect except for the Warlock's rangestrike (see Section 27E).

C. Griffons replace Wyverns as the creature type beyond Lions in the Desert; Wyverns can now be obtained in the Swamp only. The other new Creatures now top out the various Terrains (other than Towers). Their habitat Terrains and their relationships to the elder Creatures are described on the Masterchart.

D. EXPANDED CHARACTERS CHART

CHARACTER TYPE	BATTLE-FACTORS (power-skill)	RANGE STRENGTH	VALUE (pts.)	NUMBER AVAILABLE
CREATURES:				
Centuars	3-4	-	12	24
Gargoyles	4*3	-	12	24
Ogres	6-2	-	12	24
Lions	5-3	-	15	27
Trolls	8-2	-	16	27
Cyclopes	9-2	-	18	27
Rangers	4*4	1	16	24
Minotaurs	4-4	2	16	21
Warbears	6-3	-	18	21
Gorgons	6*3	3	18	24
Griffons	5*4	-	20	21
Wyverns	7*3	-	21	21
Unicorns	6-4	-	24	12
Behemoths	8-3	-	24	18
Dragons	9*3	4	27	18
Giants	7-4	3	28	18
Hydrae	10-3	3*2	30	9
Serpents	16-2	-	32	9
Colossi	10-4	-	40	9
DEMILORDS:				
Warlocks	5-4	2	20	6
Guardians	12*2	-	24	6
LORDS:				
Angels	6*4	-	24	18
Archangels	8*4	-	32	6
Titans	X-4	-	??	6



25. BATTLE ON THE BATTLELANDS

A. When utilizing the Battlelands for a game, the Battleboards are never used. Battle is fought on the Battleland of the Terrain of the Engagement. Each Battleland is marked with the name of its Terrain; this name-side corresponds to the numbered side of the Land of the Engagement. The Characters of the attacking Legion enter the Battleland on the same relative side as their Legion entered the Land of the Engagement; the defending Legion's Characters enter from the side opposite that assigned to the Attacker (exception: see B below). The Attacker's forces will always enter along a wide side, and the Defender will come on from a narrow side. Distinction between the opposing forces is based upon the Counters' facings; each player should face his Counters toward his entry side.

B. 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 within the walled area in lieu of the Defender's first Maneuver Phase; note that such Characters are not

moved on from the name-side, they are deployed directly into the walled area and may make no moves out of that area before the Defender's second Maneuver Phase. The name-side is considered the Defender's entry side for purposes of Reinforcement.

C. Battle on the Battlelands involves a series of Maneuver Phases and Strike Phases. In a Maneuver Phase one of the engaged players moves his Characters (see Section 26); players alternate Maneuver Phases. After every Maneuver Phase is a Strike Phase during which both players may strike (see Sections 12 & 27); the player whose Maneuver Phase preceded the Strike Phase ought strike with his Characters first.

D. Battle begins with the Defender's first Maneuver Phase; any Characters of his Legion that are not moved onto the Battleland during this Phase are considered eliminated and may not be brought on later (likewise for the Attacker on his first Maneuver Phase). Characters eliminated in this manner are eligible to be counted toward the Engagement's Value (see Section 15).

E. A turn record track is provided at the bottom of every Battleland. The Defender should place a blank chit from the TITAN gameset on the first turn box prior to his first Maneuver Phase, and before each of his subsequent Maneuver Phases he should advance the chit. 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 a time-loss; the Defender receives no points for victory by time-loss.

F. Battle ends when all the Characters of at least one of the engaged Legions is eliminated. Remember that Characters slain during a Strike Phase are not eliminated until the end of that Strike Phase.



26. MANEUVER PHASES

A. During a Maneuver Phase only one player may move his Characters; he may never move his opponent's Characters. He may move as few or as many of his Characters as he wishes. If he moves any of his Characters he must move them one at a time, and he must complete each one's move before beginning the next one's move, for a Character cannot be moved more than once per Maneuver Phase.

B. A Character can be moved a maximum of as many hexes as its Skill-factor, subject to the presence of other Characters or of Hazards. It need not be moved its full count; it cannot be moved more.

C. Any two opposing Characters occupying adjacent hexes* at the start of any Phase are considered to be in contact with each other. A Character that begins its Maneuver Phase in contact with one or more enemy Characters cannot be moved. A Character moving through hex or hexes adjacent to enemy Characters is not in contact with them and need not end its move on such hexes. A non-flying Character cannot enter a hex that contains another Character. A flying Character cannot end its move on a hex occupied by another Character. A flying Character may be moved across hexes that contain other Characters, and once in flight its move is unaffected by Hazards it passes. A flying Character always lands at the end of its move. While it cannot end its move on a hex of a Hazard that forbids its entry, any Hazard it does land on has no effect on its move. When a flying Character begins its Maneuver Phase in a hex that contains a Hazard which slows the Character, that hex is counted as the first hex of the Character's move. A non-flying Character may be slowed by a Hazard only when that Hazard is contained by or connected to the hex that the Character is moving into. A Hazard causes its hex to be counted as two hexes by the Characters it slows, and if the Character lacks two hexes left to its move it cannot enter such a hex. Characters cannot straddle hexes, nor may unspent moves be credited forward to the next Maneuver Phase.

D. When entering the Battleground, the first hex a Character moves into must lie along the correct side of entry; this hex is the first count against the Character's maximum move for that Phase. Characters cannot be moved off the Battleground.



27. RANGESTRIKING

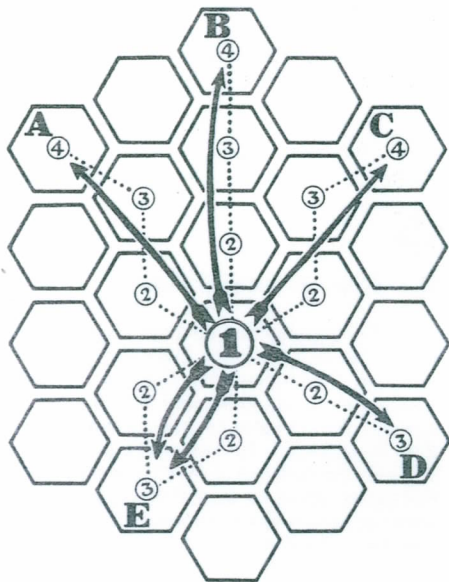
A. The basic mechanics of striking remain the same as on the Battleboards (see Section 12), except that the player whose Maneuver Phase preceded the Strike Phase strikes with his Characters first and is entitled to employ rangestriking; the other player may not employ rangestriking in that Strike Phase. A rangestrike is a special strike directed against a specific, non-adjacent enemy Character; rangestrikes cannot carry-over damage to other Characters.

B. Only Rangers, Minotaurs, Gorgons, Warlocks, Dragons, Giants and Hydrae may make rangestrikes. The range-strength (listed in 24 D) is the number of dice thrown when rangestriking. Rangestrikes cannot be made against Characters in contact with the rangestriker, for Characters in contact with the enemy may not make rangestrikes.

* not separated by a Cliff

C. The distance of a rangestrike counts the rangestriker's hex, each intervening hex and the target Character's hex; the distance of a rangestrike cannot exceed the rangestriker's Skill-factor. Rangestrikes traveling a distance of 2 or 3 strike with the rangestriker's normal Strike-factor; rangestrikes traveling a distance of four lose a Strike-factor.

D. A rangestrike must trace the most direct path possible from the rangestriker's hex to the target hex, passing through specific intervening hexes rather than between hexes. The diagram shows the possible paths that rangestrikes may take. If any of the intervening hexes is blocked the rangestrike is not allowed. Note that there are two paths to hex E. If either of these is blocked the rangestrike must pass through the other to reach hex E. If both are blocked the rangestrike is not allowed. Hex 1 is the rangestriker's hex. The paths depicted are exemplary. When unimpeded, a rangestrike can be targeted to any hex within range by one of the examples below. The arrows approximate trajectories; the dotted lines show clearly the hexes crossed by such trajectories. The numbers count the rangestrike's distance.



E. A Hydra has three heads. Each head has a 2-strength rangestrike. During the appropriate Strike Phase each of a Hydra's heads may rangestrike independently at the same or different targets. Only a Hydra may split up its rangestrike. A conventional strike can never be split by intent.

F. Lords are immune to rangestriking by any Creature. Warlocks are the only Characters able to rangestrike Lords. The rangestrike of a Warlock is never blocked or affected by the presence of Hazards or Characters. No Character's target-factor can ever increase against the rangestrike of a Warlock. A Warlock's rangestrike loses no Strike-factor when extending a distance of four. A Warlock's movement and striking are subject to normal effects of Hazards. Not even Warlocks can rangestrike when in contact with the enemy.



28. SUMMONING AND REINFORCING

A. The Attacker may summon an Angel (or Archangel) as described in the Law of Titan (see Section 14) with these changes. The Angel is summoned on the Attacker's Maneuver Phase after the first of the Defender's Characters is slain; if not summoned at that time, it cannot be brought on later. It must be moved onto the Battleground during that Phase, entering from the Attacker's initial entry side (see 23 D). If the Attacker wins without summoning an Angel or Archangel, he may yet do so in keeping with previously set forth conditions.

B. The Defender may muster a Reinforcement on his fourth Maneuver Phase, regardless of

whether or not any of the Attacker's Characters have been slain. Other rules on Reinforcements apply (see Section 13). The Reinforcement must move onto the Battleground during that fourth Maneuver Phase or it cannot be taken during the Battle, although if the Defender wins, he may yet muster one if able. Reinforcements enter the Battleground from the Defender's side of entry.



29. ENDING THE RECKONING

When using the Battlegrounds supplement, completely disregard Section 19 and any other rules relating to the Reckoning. As a mechanism designed to limit game-time, the Reckoning is inappropriate for games between experienced players who effectively pursue the game's resolution. Battlegrounds TITAN follows a natural evolution towards an end-game dominated by Dragons, Giants, Hydrae, Colossi and double-digit Titans. The Reckoning tends to end the game before it climaxes. Played with the Battlegrounds supplement, TITAN can last six or more hours, although it may end as suddenly as in the original game. Players interested in preserving the Reckoning should use the Reckoningboard supplied with TITAN, but unless this is the consensus before the game begins, it should be assumed that beckoning the Reckoning is disallowed in Battlegrounds TITAN.



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JASON McALLISTER AND DAVID TRAMPIER
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Erratum: section 24B refers to Guardians being obtainable for 3 of the lesser Tower Creatures; in actuality, a Guardian can be obtained by a Legion with 3 of any single type of Creature, or that already has a Guardian. Note that Warlocks cannot muster other Warlocks.

These counters were screened with oil base ink that will not smear.