

THE LAW OF GODS OF TITAN

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THE LAW OF GODS OF TITAN

1.0 INTRODUCTION

1.1 General – This rulebook tries to explain as simply and clearly as possible the strategic play of *Gods of Titan*. It's a variant of Titan, the classic boardgame from the American company Avalon Hill. Due to the complexity of the game it'll likely be necessary to look up the rules repeatedly. In order to make it as simple as possible, this rulebook is arranged in sections, according to the normal course of play.

Players who already know Titan, will notice that some rules were adjusted, replaced or deleted completely. Therefore even experienced players should read the set of rules in its entirety.

1.2 Idea of the Game – *Gods of Titan* is a fantasy wargame for three or four players. Each player will move, muster, and engage in combat with his forces of monstrous characters. The prime component of each player's forces is the Titan. Each player receives only one Titan, and if it is eliminated the player is out of the game and all of his forces are removed from play. If a fourth player is participating, he'll play as the Dark-Titan, the Darklord.

1.3 Goals – The object of the game is to have the only Titan left in play, all the others having been eliminated. The Darklord can win in another way: He may enter the City and destroy the God in a final Battle.

1.4 Components of the Game – *Gods of Titan* involve three areas of player interaction: Masterplay, Battle and Trade.

The strategic area, Masterplay, involves the movement of each player's forces from land to land on the Masterboard (game map-board). Tile forces that are moved about the Masterboard are called Character Counters and are grouped into Legions.

When a Legion is moved into a land on the Masterboard 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, and may pit the two Legions against each other in a tactical Battle upon the Battleland corresponding to the land of the Engagement.

The players can trade at any time while playing. Any agreement, extortion and un-kept trade is understood as Trading.

1.5 Game-Turns – *Gods of Titan* is played in a series of turns called Game-Turns. During each turn one player gets a chance to move his Legions on the Masterboard, attack other players' Legions in Engagements, and muster new characters to increase the size and strength of his Legions.

1.6 Battle – Battle is resolved in a series of Maneuver Phases and Strike Phases during which the players involved commit the characters in their Legions to combat upon the Battleland which corresponds to the land where the Engagement is taking place.

2.0 GAME EQUIPMENT

2.1 Masterboard – The Masterboard is the game map upon which the strategic level of *Gods of Titan* is played. The Masterboard is a network of hundreds of spaces representing the lands of *Gods of Titan*. These lands are divided among 21 different types of terrain, and each land is named and colored for easy reference. The lands are connected by Signs set on their interlocking borders which regulate the movement of Legions around the Masterboard.

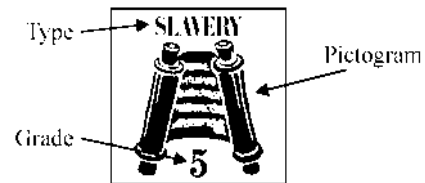
2.2 Battlelands – The Battlelands are displayed on separate sheets. They are the arenas of Battle. Each Battleland depicts one of the 21 terrains of the Masterboard and is divided into 27 hexes. Some of these hexes contain hazards which may affect the movement and combat ability of the characters.

2.3 Playing pieces – *Gods of Titan* includes several counter sheets containing 1074 cardboard playing pieces. The playing pieces are divided into Character Counters (921), Spell Counters (64), and Legion Markers (89).

• **Character Counters:** The Character Counters represent the various characters in the game. Above each character's silhouette is its name, and below are its Battle-Factors (Power-factor and Skill-factor) and any symbols denoting Special Abilities.



• **Spell Counters:** The Spell Counters represent the spells in the game. Above the pictogram is its name, and below is its Spell-grade (number from 2 to 5).



• **Legion Markers:** Legion Markers are identified by a unique pictogram. They are needed to differentiate the individual Legions. Altogether there are six colors: red (16), green (16), blue (16), yellow (16), black (16), and gray (9).



2.4 Dice – Normal six-sided dice are used during Battles to determine hits and misses. In order to ensure quick play, one should use at least one dozen dice.

2.5 Rulebook – This 20-page rulebook.

3.0 CHARACTERS

3.1 General – 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 Battleland. Characters can be of six classes: Masters, Lords, Elementals, Demilords, Humans, and Creatures.

Except for Creatures there may only be one of each character present in any given Legion. Additionally each Legion may possess only two End-Creatures of the same type.

All of the different characters in the game are listed on the Character Chart (p. 20).

3.2 Masters – The Masters are the most important character class and can (when used uncovered) also be used as Legion Markers. There are four types of Masters: Titans (Titan-Players), the Dark-Titan (Darklord), Phantoms, and God. The God is a special character, which is only used in games with four players (27.5). Titans and Phantoms symbolize the identity of the players in play. Masters are immune to any form of magic and rangestrikes. They may not be traded.

3.3 Lords – Lords are divided into three types: Angel, Archangel, and Necromancer. Each player begins the game with one Angel. More Lords may be acquired by collecting points (21.0). Lords possess the special power of teleportation (18.0). In addition they are immune to non-magic rangestrikes. Lords may not be traded.

3.4 Elementals – The Elementals are special characters and come in play only if the Darklord participates. He needs the Elementals to win and only the Darklord is able to destroy them.

There are three Elementals: Asher, Golem and Zephyra. They are divided among the other three Titan Players and added to their starting Legions.

3.5 Demilords – There are ten types of Demilords: Chimera, Executer, Guardian, Immortal, Jabberwok, Locker, Pegasus, Siren, Sunray and Warlock. They start the game on the Tower lands (5.6). But their position can change while playing. Demilords can be revived (19.0) after Battle or summoned (22.4) with Lifegems to muster them into the players Legions. They differ from the other characters in abilities and restrictions.

3.6 Humans – There are eight Humans: Amazon, Aquarian, Knight, Novice, Pixie, Priest, Priestess, and Warlord. By payment of Lifegems the players can acquire the support of Humans with their Special Abilities in the lands City and Dungeon. The more powerful a Human is the more expensive is it.

3.7 Creatures – Creatures are the other 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 Legions.

The most powerful Creatures of the various terrains are called End-Creatures. These are the Hydra, Basilisk, Serpent, Colossus, Seaserpent, Demon, Balrog and Deathbringer. These end the individual mustering levels. Only two End-Creatures of the same type may be in one Legion. The first time a player musters an End-Creature of a given type the player earns Experience Points (26.0).

3.8 Slain characters – If characters are slain, they return to the Personal Pool (counter supply) of the appropriate player and may be mustered again immediately.

3.9 Character values – The left hand Battle-factor is the Power-factor; this is the number of dice the character rolls when it strikes and is the number of hits it must receive before it is slain. The right hand Battle-factor is the Skill-factor; this affects the character's relative skill in giving and taking damage, and is also the character's movement allowance during Battle and possibly magical power.

3.10 Special symbols – Some characters may have special symbols between their Battle-factors denoting Special Abilities.

- Characters with a star (★) can fly (12.6).
- Characters with a lightning bolt (⚡) can rangestrike (14.0).
- Characters with a Ying-Yang symbol (☯) are called Casters and can use spells (15.0).
- Characters with a cross (✦) can use their single-use Special Ability once per Battle (16.2).
- Characters with a lozenge (◆) or swung line (~) have a permanent Special Ability (16.3).
- Creatures with a double wave (☼☼) must stay in water. Such Sea-Creatures can only move on Coast and Sea lands on the Masterboard. During Battle they can only stay on Water and Beach hazards.
- Creatures with a wave and a line (☼~) can move over Sea and also every other land of the Masterboard when their Legion contains an Aquarian and/or a Siren. Without these characters present they are just as reduced in their movement as Sea-Creatures with a double wave (☼☼).
- Characters which carry none of the wave symbols (☼☼/☼☼), may neither enter nor cross the Sea land on the Masterboard!

4.0 LEGIONS

4.1 General – 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 an identifying 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.

If two enemy Legions stand on one land at the same time, it comes to Battle. Exception: Non-aggression Treaty (8.3).

Legions move (and engage in Battle) 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.

4.2 Maximum Legion size – Legions may contain a maximum of seven characters at the same time. However, the maximum Legion size (number of characters) can be exceeded by the characters Titan and Pegasus, to 8 or even 9. If a Legion possesses the maximum Legion size, it cannot muster new characters or summon Gods. However it may continue to move normally, may be teleported, and engage enemy Legions.

4.3 Restrictions – During mustering it is to be noted that only two End-Creatures of same type may occur in the same Legion. In addition all other characters, except Creatures, may occur only once per Legion. There can never be two Angels or two Knights in a Legion, but an Angel and an Archangel is okay.

4.4 Legion Markers – No Legion may exist without a proper Legion Marker. Each Titan-Player receives a color-coded set of 16 Legion Markers (red, green, yellow, or blue), which allows him to split his Legions. Among them are four special Legion Markers to mark Tower Legions. They come into play only when the player occupies the appropriate Tower lands (25.0).

The Darklord receives 16 black Legion Markers for splitting as well. They contain three Legion Markers with a Tower Symbol for his Darktowers.

The players can uncover their Titan or Phantom at any time in order to use it as an additional Legion Marker. By revealing the Titan/Phantom a player can possess a maximum of 17 Legions on the Masterboard (24.3).

4.5 Splitting Legions – A player can add a Legion to the Masterboard only if he has a proper Legion Marker available that is not already in play, and is able to split one of his Legions (it must have a minimum four characters before the split).

If a Legion is to be split, a minimum of two characters that were present in the old legion must be in each of the two new Legions. The new Legion receives its own Legion Marker.

A split can only be done if all of the Legions are placed in different lands after the Movement Phase following the split. It is possible to split large Legions in three or even four Legions (Legions with eight or nine characters).

4.6 Eliminated Legions – 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.

4.7 Purity requirement – 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 a God (18.0).

4.8 Cycle of Legions – Once a Legion is placed on the Masterboard (and it does not abort) it remains in play until either all of its characters have been slain or its Titan (or Phantom) have been eliminated. If a player is eliminated, all Legions and Legion Markers are removed.

No player may simply choose to remove one of his own Legions or one belonging to any other player.

4.9 Use of Legion Markers – Player's cannot exchange Legion Markers between Legions in play, or change a Legion's Marker. Markers in use remain in play until the respective Legion is eliminated. A new Legion Marker is added only when an existing Legion is split.

Exception: When uncovering the Titan or Phantom the Legion Marker of this Legion is removed and may be reused immediately, because the Titan/Phantom serves as a Legion Marker when uncovered (24.3).

5.0 STARTING MASTERPLAY

5.1 Dealing the counters – At the beginning of the game each player receives a set of 16 colored Legion Marker and the following characters in the same color: 1 Titan, 1 Phantom, 4 Angels, 2 Archangels, 1 Necromancer, and 1 Executer.

The Darklord gets the Jabberwok in addition to these. All players receive a set of characters, which they can muster later. The number of individual characters per player is listed at the Character Chart (p. 20).

All players receive a complete set of spells. Thus each player has 16 different spells available.

The Markers and characters form the player's Personal Pool. By trading during the game the number of available Spell Counters can change.

5.2 Elementals – The three individual Elementals Asher, Golem, and Zephyra are divided by lot or arrangement between the three Titan-Players. If no Darklord participates, these characters aren't used.

5.3 Starting positions – The three Titan-Players determine their starting positions by lot or arrangement. The players sit in clockwise direction in accordance with their starting position. If a Darklord participates, he is always the last player (place 4) of the round.

5.4 Tower distribution – In reverse order of the starting positions the Titan-Players select themselves a Tower and mark them with their special Tower Legion Marker. The Darklord puts his three black Tower Legion Markers on the Darktower lands. The 9 gray Legion Markers of the Neutral Towers Ruin, Fort, and Citytower are placed on the appropriate lands.



Tower

Fort

Ruin

Citytower

5.5 Legion Marker Pool – The Titan-Players should keep the three Legion Markers for Ruin, Fort, and Citytower separated from their other Legion Markers, because these markers come into the game only if they manage to take these Tower lands (25.4).

5.6 Stationed Legions – When the game starts a number of predefined Legions are placed in fixed positions on the Masterboard. They sit on the 9 gray, the 3 black and the 3 Tower lands marked with the Titan-Players colors.

- Citytower (3x): Locker, Pegasus, and 4 Sunrays
- Fort (3x): Guardian, Pegasus, Nightmare, and 3 Tombdiggers
- Ruin (3x): Immortal, Warlock, Siren, and 3 Headcrackers
- Darktower (3x): 2 Plaques (these characters are from the Personal Pool of the Darklord), Chimera, and Warlock.
- Tower (color of the Titan-Player): Angel, Gargoyle, Centaur, Ogre (these characters are from the Personal Pool of the respective Titan-Player), and Guardian.

5.7 Before the start – The Titan-Players begin the game in the

City at the board center. They possess the following characters: Titan, Elemental, Centaur, Gargoyle, Ogre (all characters originate from the Personal Pools of the Titan-Players). From these characters the player must build two Legions. The player's Titan is placed in one Legion and the Elemental is placed in the other.

The Darklord likewise begins the game in the Dungeon at the center of the board, which lies below the City. City and Dungeon do not have direct connection. They have different entrances, the City is entered through the Citytowers and the Dungeon through the Darktowers.

The Darklord starts with the following characters: Phantom, Angel, Jabberwok, and 3 Headcrackers (all characters are from the Personal Pool of the Darklord). With these characters the Darklord has to build three Legions. The Phantom, Angel, and Jabberwok must be separated.

These initial assignments of characters are confidential, and should not be revealed to the other players.

5.8 First game turn – Each Titan-Player must leave the City through a certain Citytower. This Tower is determined as follows: First look for the nearest Darktower from their own Tower. The first movement is made through the Citytower next in clockwise direction.

In the first Game-Turn only one Legion has to leave the City. The other one may stay there, muster if desired, and leave the City through any Citytower in one of the next Game-Turns. The Darklord's Legions must leave the Dungeon through one Darktower each. The player in starting position 1 begins the game.

6.0 GAME-TURNS

6.1 General – *Gods of Titan* is played in a series of turns called 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 three phases: Movement, Engagement, and Mustering. The different activities of these phases are meant to take place in their prescribed order, and all the activity of a particular phase should be completed before proceeding to the next phase.

6.2 Movement Phase – During the Movement 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 to move when the player moving before them finishes.

In the Movement Phase the Mover must move all its Legions. Generally it is not allowed to move through enemy Legions. Exception: Hiding (23.2).

If the movement ends on a land occupied by an enemy Legion, it comes to Battle. Exception: Non-aggression Treaty and Sea Legions (8.3). Only the Mover's Legions may be moved in his turn.

6.3 Engagement Phase – 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 consideration and resolution.

Each Engagement should be considered separately by the two involved players and must be fully resolved before considering the next.

6.4 Mustering Phase – During the Mustering Phase each of the Mover's Legions that survived the Engagement Phase may muster a new character (22.0). Again, in the interest of speeding play, the players can deviate here slightly from the normal sequence of a Game-Turn. Players can check each Legion as they finish moving it to see if it can muster a new character, instead of waiting until they have moved them all and resolved any Engagements.

Also a Legion which has been moved but which normally could not muster because it has reached its maximum Legion size, may have a Lord summoned out of the Legion during the Engagement Phase, thereby allowing it to muster.

6.5 End of Game-Turn – When a player's Game-Turn ends, he should announce this fact so that the next player knows to begin his turn. The next player has to wait with the movement of its Legions until the announcement of the previous player.

7.0 TRADE

7.1 General – Trading is allowed at any time during the game, including during a Battle or a break. A trade can also be done secretly, however it should not slow the game unnecessarily or disturb a player in its concentration. The parties involved in the trade decides whether it's made openly or in secret. A trade is never binding and can be broken at any time. Trading procedures that has already been finished, like movements of Legions, are not reversible.

7.2 Trading objects – Lifegems, spells and characters from the Personal Pool can be exchanged, given away or sold by trading. Even Legion movements, teleports and alliances can be part of a trade. In short everything is possible, as long as the trade keeps the rules. If a trade includes the change of Legion positions, the appropriate player must wait until his next Game-Turn (Movement Phase).

7.3 Restrictions – Each player may trade only with characters and spells out of his Personal Pool. Not with characters which are in Legions. Only Lifegems which already are in play can be traded. Players may not trade points, Experience Points, Legion Markers and characters of the two character classes Masters and Lords.

8.0 MOVING LEGIONS

8.1 General – Each Legion must be moved individually and 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; its characters cannot be dropped off or moved separately on the Masterboard.

A Legion may be moved through a land occupied by another of the Mover's Legions, but cannot end its move on such a land, unless this Legion can be moved elsewhere first. Legions may not exchange their positions among themselves.

8.2 Attack – If a Legion enters a land occupied by an enemy Legion, those two Legions are locked in an Engagement. Exception: Neutral Legions, non-aggression Treaty and Hiding (23.2). Legions may move through Neutral Legions, but if a move ends on a land occupied by a Neutral Legion an Engagement occurs.

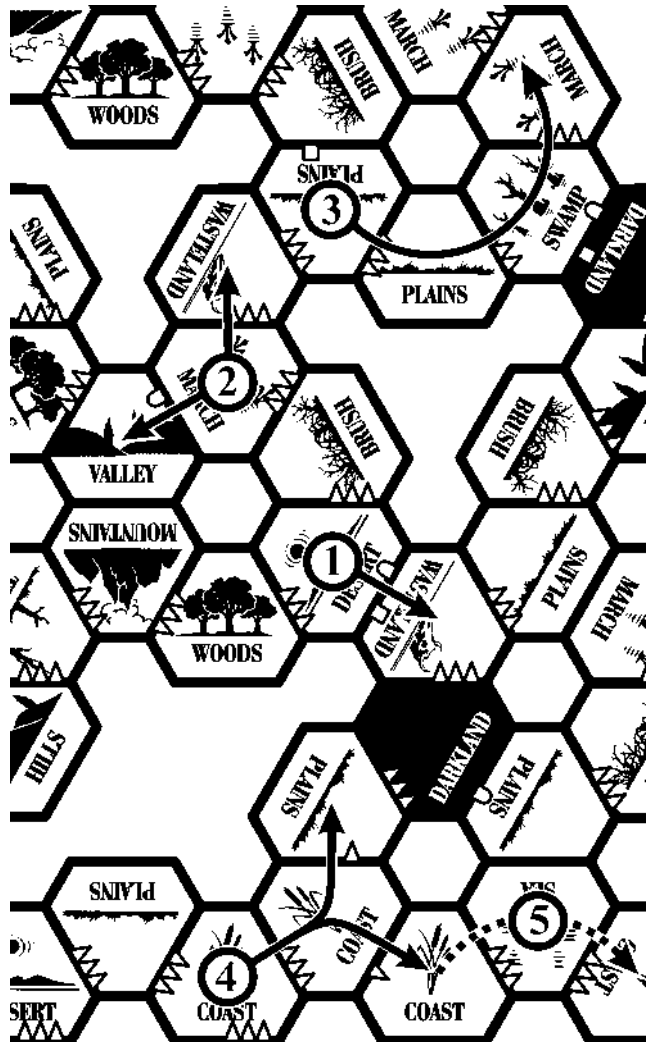
8.3 Non-aggression Treaty – Until the 10th Game-Turn no Engagement is allowed on the Masterboard. While this non-aggression Treaty is in effect it is permitted to pass through enemy Legions or stand and muster with them on the same land. However, two of the players own Legions may not stand on the same land. The non-aggression Treaty rule applies to Sea-Legions during the entire game, including Sea-Legions that have moved onto land (27.4). Thus enemy Sea-Legions can't face each other in an Engagement, but can engage Land-Legions.

8.4 General Movement Rules – Each Legion must move, as long as it is not on its own Tower land or in the City or Dungeon. All Legions which have to move, must move between 1 to 6 lands. Each Legion may move a differently distance.

A Legion may muster Creatures only if it moved either 3, 4 or 5 lands on a labeled land. Other forms of mustering (Hiring Humans, Acquiring Lords, Reinforcements, etc.) are always permit-

ted. A player may muster only one End-Creature per Game-Turn. If the Titan-Legion gains enough Experience Points it can extend its mustering possibilities (26.0).

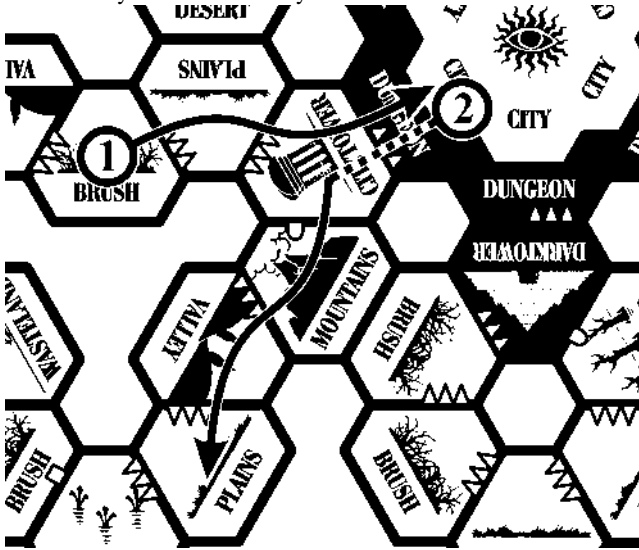
8.5 Movement signs – Each Legion's movement must follow the signs at the edge of the lands. There are four different symbols: Blocks, Arches, Arrows and Triple Arrows. The top of each sign touches the land toward which it points and thus indicates the course direction. Legions must always follow the direction of the signs. Adjacent lands without signs between them are not considered to be connected.



- **Block:** A Legion whose last move ended on a land from which a Block points must begin its next move in that direction (arrow 1).
- **Arch:** A Legion whose last move ended on a land from which an Arch points may begin its next move in that direction (arrow 2).
- **Triple-Arrow:** 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 (arrow 2). A Legion that moves into a land from which a Triple Arrow points must move in that direction if it continues moving (arrow 3).
- **Arrow:** A Legion whose last move ended on or that moves into a land from which an Arrow points may continue its move in one of those directions (arrow 4).
- **Sea lands:** Only Legions consisting exclusively of swimming characters (swimming icon) may move on or across the Sea lands (arrow 5).

8.6 Center of the Masterboard – City and Dungeon are special lands which are separate from each other. There is no movement or Engagement obligation there. Nevertheless the Mover can engage Legions there (10.2). The City can only be entered via the Citytower, the Dungeon can only be entered through a Darktower. City and Dungeon form the center of the Masterboard are

very important strategically. Players may never have more than one Legion in City and Dungeon together at the end of their Movement Phase. In addition there is a strict ban for Elementals in City and Dungeon and their outlets. If an Elemental should be discovered there, it is handed over to the Darklord immediately. Legions moving through the City or the Dungeon can always be examined by the Darklord-Player.



The City ring is combined to one land. In order to move into the City, a movement must be made through the Tower into the City ring (arrow 1). Moving out of the City is done with an automatic movement (not counting to the movement) to any Citytower and from there the actual movement begins during the same Game-Turn (arrow 2). This procedure likewise applies to the Darktower and the Dungeon ring. It's important that Legions standing in the City can't leave via the Darktower and vice versa!

9.0 TELEPORTATION

9.1 General – Teleportation is a special kind of the movement of Legions and can optionally be used. There are four kinds of Teleportation: Whirl Teleport, Tower Teleport, Titan Teleport and Darklord Teleport.

The procedure of Teleportation is considered as moving over a single land, since both Teleport lands count as one field. The end of a Teleportation must always end in an unoccupied land, unless the Mover wants to engage an enemy legion present there or the destination is the City or the Dungeon.

9.2 Whirl Teleport – Sea-Legions, which enter a Whirl land, are teleported automatically to any other Whirl and must leave it in the same Game-Turn. If the Legion already has moved six lands, in order to be able to leave the Whirl, it may stop in front of the first Whirl. Thus a Legion may never stand on a Whirl land.

9.3 Tower Teleport – If a player possesses at least two Tower lands (Tower, Ruin, Fort, Darktower, Citytower) he can use the Tower Teleport to move between them. Each Legion which is moved with a Tower Teleport must leave the Tower land at the end of the movement unless the player wishes to integrate the Legion into his Tower Legion.

Even if a player should possess only one or no Tower, a Tower Teleport is possible. In this case the player needs the permission of the owner(s) of the Tower land(s). Teleportation via Neutral Towers is not allowed.

9.4 Titan-Teleport – Once a player has attained 60+ Experience Points, he may perform Titan Teleportation with his Titan-Legion. In place of a regular movement the player can choose between three different types of Teleportation (26.5).

9.5 Darklord Teleport – The Darklord has two further possibili-

ties of Teleportation:

- After a payment of 250 Lifegems the Darklord may teleport a Legion which stands on a Darkland at the beginning of the Game-Turn, into another, unoccupied Darkland. The movement of this Legion ends thereby.
- The Darklord may use one of its black Legions to spy on an enemy Legion once during each of its own Movement Phases. After the spying the Darklord must teleport the Legion he used into the Dungeon (23.3).

10.0 ENGAGEMENTS

10.1 General – An Engagement occurs when a moving Legion enters a land already occupied by another player's Legion (exception: non-aggression Treaty and when both are Sea-Legions). The Engagement involves only the players owning the two Legions, the characters which these Legions now contain, and the characters which may be added during Battle (see sections 17.0 Reinforcements and 18.0 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, conceding, agreement, or by Battle.

10.2 Engagements in City and Dungeon – Opposing Legions which meet in the City or the Dungeon are not automatically engaged. However, the Mover may choose whether to engage the enemy Legion in an Engagement. If several Legions are in the City or in the Dungeon, the Mover may choose which Legion to attack, if any. Only one Engagement per Legion may be executed in each Engagement Phase. The Battleland in the City is the Skycastle and in the Dungeon the Darkland. The entry side of the Battleland is chosen by the Mover.

Important: A Legion staying in the City can't engage an enemy Legion in the Dungeon and vice versa!

10.3 Order of Engagements – If more than one Engagement occurs, the Mover first selects the order in which Engagements are to be resolved.

For each Engagement the two players involved first consider their options by secretly examining the characters in the enemy Legion. The characters in the two enemy Legions are kept secret until they are either voluntarily slain, as part of an agreement or concession and turned over to the Personal Pool, or the Engagement is resolved by Battle, which must be conducted in view of the other players.

10.4 Fleeing – The defender may immediately opt to flee. If the defender flees, his characters are automatically and completely eliminated, and the attacker wins with no losses. The attacker cannot flee, and a defending Legion containing a Master cannot flee. If the defender suggests an agreement or accepts Battle, he may not flee afterwards.

10.5 Agreement – A negotiated agreement to resolve an Engagement must be mutually agreed 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) and a draw (both Legions are eliminated). An agreement can also include further trades (7.2). Except when the defender flees, either player may demand that the Battle be played out. An agreement is secretly made between the two involved players.

10.6 Conceding – Once the defender declines the option to flee and the players cannot reach an agreement, either player has the option of conceding the Engagement at any time. The conceding player's Legion is completely eliminated, and the victor's Legion suffers no further losses. If both players wish to concede in the same Battle-Round the Battle ends with a draw.

10.7 End of Battle – Characters eliminated in a Battle are returned to the Personal Pool of the respective player and can be reused. Before a Battle is scored, the winner must finish reinforcing his Legion: by Reinforcement (17.0), Summoning Lords (18.0) and/or Reviving of Demilords (19.0). The Battle is scored (20.0) and the winner may add acquired Lords to his Legion (21.0). The marker of a Legion that is eliminated is removed from the Masterboard and returned to the Personal Pool of its owner, who may reuse it. The surviving characters and possible reinforcements are returned to the land on the Masterboard where the Engagement took place, beneath their Legion Marker.

10.8 Engagement sequence (summary)

- The two involved players secretly examining the Legions
- Option of the defender to the flee
- Agreement (possible with mutual elimination on both sides)
- Uncovering the Legions
- The defender places his characters on the Battleland
- Last option of the attacker to concede (defender may not get reinforcements)
- The attacker places his characters on the Battleland
- Battle

11.0 BATTLE

11.1 General – 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 a Maneuver Phase, followed by a mutual Strike Phase. During a player's Maneuver Phase he moves the characters of his engaged Legion on the Battleland to best position them for Battle (12.0 Maneuver Phase). After every Maneuver Phase follows a Strike Phase during which both players simultaneously strike the other's characters (13.0 Strike Phase). In the first Battle-Round only the attacker can strike, because the Battle begins with his Maneuver Phase. The player whose Maneuver Phase preceded the Strike Phase strikes with his characters first. 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.

11.2 Battleland – Each Battleland is marked with the name of its terrain, this name-side corresponds to the name-side of the land of the Engagement on the Masterboard. 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 hexes wide side opposite that assigned the attacker (exceptions see 10.2, 11.3 and 11.4). The attacker's characters will always enter along a wide side, and the defender will enter from a narrow side.

11.3 Battle at Tower lands – When the Tower Battleland is used, the defender's forces must be deployed within the walled area in lieu of the defender's first Maneuver Phase; note that such characters do not enter from the name-side, they are deployed directly into the walled area and may not move in the defender's first Maneuver Phase. The attacker's entry side is always the name-side.

11.4 Battle at the Coast – When the Coast Battleland is used, the attacker's entry side is always the name-side and the defender's forces must enter the Battleland on the opposing narrow side.

11.5 Battle Teleport – When the attacker uses Teleportation (9.0) or challenges a Legion in the City or Dungeon to cause an Engagement, he may enter from the four hex wide side of his choice (except when attacking in a Tower land).

11.6 Use of characters – Distinction between the enemy 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 slain and may not be brought on later. Characters eliminated in this manner count toward the victor's score (20.0). A reinforcement of the defender always enters the Battleland like his own Legion (17.0).

11.7 Battle-Rounds – A Turn Record Track is provided at the bottom of every Battleland. The defender places the marker of his Legion on the first turn box prior to his first Maneuver Phase, and before each of his subsequent Maneuver Phases he should advance the marker one box. The Legion Marker of the attacking Legion remains on the Masterboard to mark the location of the Engagement.

11.8 Time-out – 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 as a time-loss, and the defender receives no points or Lifegems for the victory.

11.9 Strike sequence – During each Strike Phase, both players must strike with each of his characters in contact with an enemy character (13.0). The player whose Maneuver Phase preceded the Strike Phase strikes first, and then the other player responds with a Strikeback. Strikes are considered to be simultaneous, and slain characters are not removed until they have conducted any allowable strikes. A character slain by a Strikeback is removed immediately.

12.0 MANEUVER PHASE

12.1 General – During a Maneuver Phase, the moving player may move the characters of his engaged Legion on the Battleland. Only the moving player's characters may be moved, and he may not move any of his opponent's characters. He may move as few or as many of his characters as he wishes. Characters are moved one at a time, and the movement of a character must be completed before the next one is moved. A character cannot be moved more than once per Maneuver Phase.

12.2 Entering the Battleland – 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 (11.2). This hex counts against the character's maximum allowable movement for that phase. Characters cannot be moved off the Battleland.

12.3 Moving characters – 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 hex-sides. Characters may not straddle hexes, nor may unspent movement be carried over to the next Maneuver Phase.

Characters with Skill-factor 5 and Creatures with Skill-factor 4, who are together with a Warlord in a Legion, may move only a maximum of 4 hexes. Nevertheless they possess a movement allowance of 5 and they can move 4 hexes if they are slowed once by a hazard.

12.4 Melee Combat – Any two enemy characters occupying adjacent hexes at the start of any Maneuver Phase are considered to be locked in melee combat with each other.

A character that begins its Maneuver Phase in combat with one or more enemy characters cannot move. A character moving through a hex or hexes adjacent to enemy characters is not in combat with them and need not end its move in such hexes.

12.5 Hazards – All Battlelands differ in special hexes, the so-called hazards. Certain hazards along a hexside or inside a hex

may slow characters attempting to enter those hexes. 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. Hazards have no effect on the movement of characters leaving a hex. Effects of hazards, negative and positive, must always be considered.

12.6 Flying/diving characters – 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.

A character which is labeled with one of the two wave symbols (☄/☄) can dive between Water hazards. Diving is handled the same way as flying.

12.7 Hazards Chart (p.16)

13.0 STRIKE PHASE

13.1 General – During a Strike Phase both players attack with all of their characters that began the phase on the Battleland in Battle with one or more enemy characters. The player whose Maneuver Phase immediately preceded the Strike Phase resolves the strikes of all of his characters first, and only his characters may use Rangestriking (14.0), spells (15.0), and Special Abilities (16.0). 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 back. Every character that can strike must do so, unless all adjacent enemy characters are already slain.

13.2 Striking – 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 (13.4) 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.

13.3 Attack – The player who just completed his Maneuver Phase attacks with his characters first, deciding the order in which they will strike and at which enemy characters. He can decide after an attack, which one should follow next.

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 enemy player conducts his Strikeback.

13.4 Strike-number – 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.

		Attacker's Skill-factor					
		1	2	3	4	5	6
Defender's Skill-factor	1	4	3	2	1	1	1
	2	5	4	3	2	1	1
	3	6	5	4	3	2	1
	4	6	6	5	4	3	2
	5	6	6	6	5	4	3
	6	6	6	6	6	5	4
		Strike-numbers					

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 (12.7).

13.5 Damage – Damage that characters take during Battle should be noted with dice provided. The dice are placed on the Character Counter.

Damage accumulates and cannot be healed 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 (except Demilords and Elementals) are eliminated and come back to the Personal Pool.

13.6 Carry-over – 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.

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. This option must be announced prior to rolling any dice, clearly stating the first target and the optional Strike-number for this strike. The attacker need not to declare where extra hits will carry to. Carrying over points of damage is optional; the striking player decides whether or not to do so if he can.

13.7 Influence of hazards – Characters may increase their power or skill when striking down across various hazard hexsides. 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. A carry-over is always optional. Even if a player ignores a benefit before the attack.

13.8 Slain characters – Characters are removed from the Battleland at the end of the Strike Phase in which they are slain (after a possible Strikeback). Each player's slain characters should be stacked off the Battleland near the edge which they entered to facilitate scoring at the end of the Battle.

14.0 RANGESTRIKING

14.1 General – A rangestrike is a special strike, which is directed against one specific, nonadjacent enemy character. Only characters with the lightning bolt symbol (⚡) between their Battle-factors have the ability to rangestrike. It's allowed to use one, some or all of the possible rangestrikes. No carry-over to another target is ever allowed.

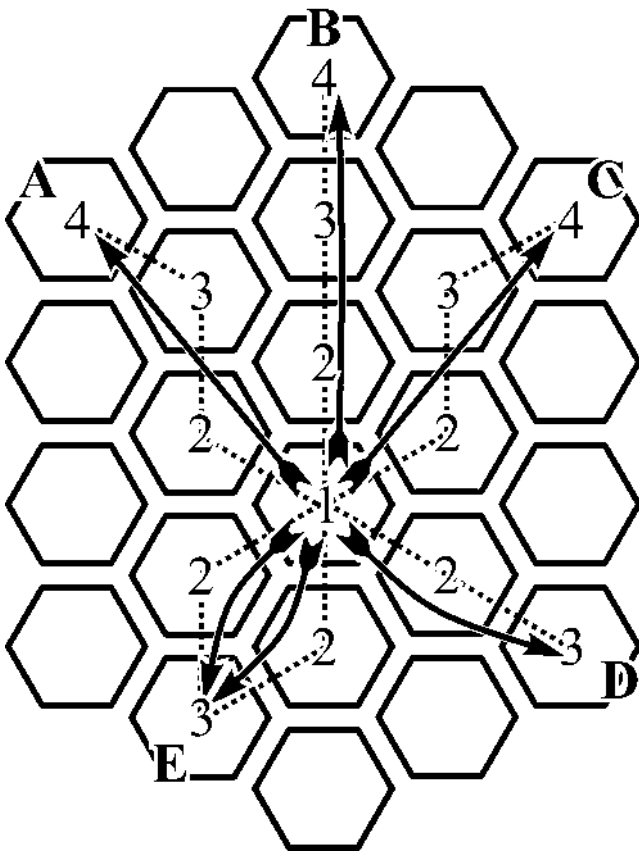
During a Strike Phase, the player who just completed the previous Maneuver Phase is entitled to employ rangestriking; the enemy player may not employ rangestriking this Strike Phase. The number of dice thrown in a rangestrike is determined by the character's Range-strength, which is equal to one half the character's Power-factor, rounded down. Rangestrikes cannot be made by characters locked in melee combat with enemy characters. Rangestriking, normal striking, and spells can be employed by a player's characters in any order.

14.2 Range – 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.

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. Exception: Warlocks may rangestrike four hexes with no reduction. Rangestrikes can never be traveling a distance more than four hexes.

14.3 Path of rangestrikes – A rangestrike must trace the most direct path possible from the rangestriker's hex to the target's hex. The players should imagine a line drawn from the center of the rangestriker's hex to the center of the target's hex. The hexes through which this imaginary line passes are the path of the rangestrike. Rangestrikes are blocked by certain hazards, and friendly and enemy characters in the paths. If any of the intervening hexes are blocked, the rangestrike is not allowed. Exception: the magic rangestrikes of the Warlock and Priestess.

14.4 Rangestrike Diagram



The above diagram shows the possible paths that rangestrikes must take. These paths are examples only. When not blocked, a rangestrike can be targeted to any hex within range by one of the examples above. The arrows approximate trajectories; the dotted lines show clearly the hexes crossed by such 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.

14.5 Magic rangestrikes – The characters Warlock and Priestess possess the ability of the magic rangestrikes (to recognize by the combination of the bolt (⚡) and Ying Yang (☯) symbols). Their rangestrikes are never blocked or affected by the presence of hazards or characters. Warlocks may rangestrike four hexes with no reduction in their Skill-factor. Warlocks and Priestesses cannot rangestrike when locked in combat with an enemy character.

14.6 Immunity from rangestrikes – Lords and the Golem (because of its Special Ability) are immune to non-magic rangestrikes from any character. Masters are immune to all rangestrikes.

15.0 SPELLS

15.1 General – The use of spells is another form of the attack, in order to damage enemy characters or support their own in the Battle. Only characters with a Ying Yang symbol (☯) can cast spells. They are known as Casters.

15.2 Casting spells – During a Strike Phase, the player who just completed the previous Maneuver Phase is entitled to cast a spell. A spell, rangestrikes and normal strikes can be employed by a player's characters in any order. A spell may be cast in addition to an attack by the Caster, therefore it is irrelevant whether the Caster is locked in melee combat with enemy characters or not. Since only the attacker can attack in the first Battle-Round, he possesses the privilege of the first spell. Spells that are cast are taken from the player's Personal Pool and removed from the game.

15.3 Grades of spells – All 16 spells are divided by their power into four grades. Their values are from 2 (weak) up to 5 (very powerful). The Caster may only cast spells that have a grade equal to or lower than its Skill-factor. Hazards do not affect the Caster when casting a spell.

15.4 Restrictions – Each Legion may cast only one spell per Battle, independently of how many Casters are in it. It is up to the player to determine which spell to cast and at what time. spells must be used exactly according to the spell-description.

15.5 Immunity from spells – The presence of Masters (enemy and/or the player's own) automatically prevents spellcasting. If all Masters are slain during a Battle, spellcasting is allowed during the rest of the Battle.

15.6 Spell Chart (p.18)

16.0 SPECIAL ABILITIES

16.1 General – There are single-use as well as permanent Special Abilities. They are indicated by special symbols between the character's Battle-factors: A cross (✦) stands for the single-use Special Abilities of Creatures. A lozenge (◆) and swung line (~) at the Power-factor indicate a permanent Special Ability. Special Abilities of Humans are not represented by a symbol, because their powers affect only the Creatures of their own Legion and not themselves. During a Battle various effects can occur by the use of Special Abilities. They affect attacks, Battle-factors, damage and movement. Some permanent Special Abilities even affect mustering. The application depends on the description of the ability (16.5). Special Abilities must be used exactly according to the description.

16.2 Single-use Special Abilities – Single-use Special Abilities are an additional form of attack, which strengthens them or affects the Strikebacks of enemy characters. Only Creatures with a cross (✦) can use them, and each Creature may use its ability only once per Battle.

During a Strike Phase, the player who just completed the previous Maneuver Phase is entitled to use single-use Special Abilities. Since only the attacker can attack in the first Battle-Round, he possesses the privilege of the first use of a single-use Special Ability. It is up to the player, if and when he uses a single-use Special Ability.

16.3 Permanent Special Abilities – Characters with a lozenge (◆) or a swung line (~) possess a permanent Special Ability. The swung line is an indicator of the fact that the permanent Special Ability refers to the changeable Power-factor of the character. Permanent Special Abilities are always active, because they belong to the character's nature. They must always be considered.

16.4 Special Abilities of Humans – Some Humans (Aquarian, Priestess, Warlord, Priest) have Special Abilities, which affects Creatures of their own Legion. They are always to be considered and are handled like a permanent Special Ability.

16.5 Characters with Special Abilities (p.18)

16.6 Character Chart (p. 20)

17.0 REINFORCEMENTS

17.1 General – During Battle, the defender may reinforce his Legion by mustering a character at the beginning of his fourth Maneuver Phase. To reinforce, the actual defending Legion must be qualified to muster from the land of the Engagement (22.0). The reinforcement must move onto the Battleland 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 at this moment. If the defender wins after the fourth Maneuver Phase and has not reinforced already, (either because the Legion contained too many characters or the reinforcement was unable to move onto the Battleland at that time), he may now do so. Reinforcements enter the Battleland 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.

17.2 Restrictions – A Legion may not muster a reinforcement if it presently has its maximum size (do not count those already slain). 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. If the attacker concedes before placing any of his characters on the Battleland, the defender may not reinforce. If the defender wins the Engagement by an agreement or by the attacker conceding after committing characters to the Battleland, the defender is still entitled to reinforce, as long as he is qualified to do so.

18.0 SUMMONING LORDS

18.1 General – Summoning is a type of Teleportation where a Lord (Angel, Archangel, Necromancer) is removed from a Legion somewhere on the Masterboard and added to another Legion which is either currently engaged in a Battle or which has just won a Battle. It's the only way a Lord may change Legions. The attacker must summon the Lord into a Battle during his first Maneuver Phase following the first Strike Phase in which one or more of the defender's characters are slain. If the attacker passes up his option to summon, or if he is unable to summon because his Legion presently has its maximum size, the option is wasted during that Battle. If the attacker goes on to win, however, he may then summon a Lord after the Battle, within the restrictions mentioned above.

18.2 Summoning Lords – To summon a Lord, the attacker must have a Lord available in another of his Legions that is not currently involved with an enemy Legion in an unresolved Engagement (a Lord 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). A Lord just acquired (21.0) due to a previous Battle in this Engagement Phase may be summoned. A Legion cannot summon a Lord if it is presently at its maximum size (do not count those already slain).

A summoned Lord is removed from its original Legion and teleported to the land of the Engagement, entering the Battleland from the attacker's side of entry. The summoned Lord will remain with the Legion into which it is teleported (unless summoned

elsewhere during a later Game-Turn), should it survive the Battle. If the attacker wins an Engagement by agreement or by the defender conceding, he may immediately summon a Lord.

18.3 Restrictions – Only one Lord can be summoned by a player during his entire Engagement Phase. Only the attacker may summon Lords, but he is not required to do so. If the defender flees, the attacker may not summon a Lord.

18.4 Vanishing of Legions – Even if a Legion consists of only a Lord after a Battle, that Lord may still be summoned. In that case the Legion vanishes and the Legion Marker is put back into the Personal Pool.

19.0 REVIVING DEMILORDS

19.1 General – Any slain Demilords are automatically handed over to the winner of an Engagement. They can be revived at the end of an Engagement by the winning player. For each slain Demilord to be revived, 50 Lifegems must be paid. Revived Demilords are brought back completely healed into the winning Legion. The maximum Legion size may not be exceeded by reviving Demilords, and only the winner may revive them, regardless of how the fight was decided. If an Engagement ended in a Draw, the Demilords remain in the possession of their original owners and are put back into their Personal Pools.

19.2 Keeping of Demilords – If the winner of an Engagement isn't able to or doesn't want to revive Demilords, than they are put back into his Personal Pool. He may summon them at the City or the Dungeon in one of his upcoming Mustering Phases (22.4).

20.0 SCORING BATTLES

20.1 General – An Engagement ends when at least one of the engaged Legions is completely eliminated. That can happen by fleeing, by concession, by agreement or by Battle. The winner is always rewarded with points and Lifegems, while the defender can get Lifegems by fleeing or with an agreement. But 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 (17.0 Reinforcement, 18.0 Summoning Lords, and 19.0 Reviving Demilords). When this is done, the Engagement is scored.

20.2 Lifegems – Lifegems are the currency in the realm of *Gods of Titan*. Each player begins the game with 0 Lifegems. They are purchased after Engagements or by trade. With them Humans can be hired or Demilords can be revived or summoned. In addition the Darklord may teleport his Legions by paying Lifegems (9.5).

20.3 Scoring – Battles are scored by totaling the value of the characters in the losing Legion and adding this points to the winner's score. The value of a character is the product of its Battle-factors, Power-factor times the Skill-factor. For example, a Lion (Power-factor 5, Skill-factor 3) has a value of 15 ($5 \times 3 = 15$).

Some characters have variable Power-factors. For calculating their value the basic Power-factor is considered. Only Titans and Phantoms are calculated with their actual Power-factors.

The life stones are calculated by multiply the number of all slain enemy characters by 10. If five characters were slain, the player receives 50 Lifegems. If the defender flees, then the points and Lifegems are halved (round down any fractions). Characters lost by the winning Legion are ignored for scoring purposes.

20.4 Scoring possibilities – Depending on how an Engagement ends, there are four different ways to calculate the points and Lifegems.

- Fleeing: If the defender flees before the Battle began, he re-

ceives the number of his characters multiplied by 5 in Lifegems. The attacker receives the same number of Lifegems and adds half the value of the enemy's Legion's value to his score.

- Agreement: If both players made an agreement before the Battle begins, the loser receives the number of his characters multiplied by 5 in Lifegems. The winning player receives the value of the enemy's Legion to his score and the number of enemy characters multiplied by 10 in Lifegems.
- Draw and Time-out (end of 7th Battle-Round): No points or Lifegems are gained by either player (exception: 24.8).
- Concession during Battle or Victory in Battle: The winning player receives the value of the enemy's Legion to his score and the number of enemy characters multiplied by 10 in Lifegems. The loser receives no points and no Lifegems.

20.5 Scorekeeper – The scorekeeper must keep a separate column for each player's running total score and Lifegems. A player's cumulative total score will influence the acquisition of Lords (21.0) and the Power-factor of the player's Titan and Phantom (see 24.2). Players may refuse neither points nor Lifegems which they are due.

21.0 ACQUIRING LORDS

21.1 General – Each time a player's score attains any multiple of 200 points due to adding the value earned in a victorious Engagement, the player may add a Lord (Angel, Archangel, or Necromancer) to the Legion that won that Engagement. Such a Lord must be added immediately or it cannot be taken. If a player doesn't have any Lords of his color left in his Personal Pool, he may not use Lords of different colors, even if he collected enough points. Lords that are added are placed directly into their Legion's stack and are also immediately available to be summoned to another Battle (see 18.2).

21.2 Acquiring Guarantee – If a player receives a Lord, which he can not integrate into the winning Legion (maximum Legion size, same Lord already present, or Sea-Legion), he may add the Lord into another suitable Legion of his choice. This Legion cannot currently be engaged in a Battle. If there's no space for the Lord, it is lost. It cannot be taken immediately nor saved for later.

21.3 Sequence of appearance – Angels are gained every 200 points, an Archangel every 600 points and a Necromancer every 1800 points. If adding the value of an Engagement to a player's score raises the score beyond more than one multiple of 200, the player may add one Lord for every multiple of 200 attained, provided they are available and the winning player has enough Legions to fit them in. At scores with several options, the player may choose which Lord to acquire.

22.0 MUSTERING

22.1 General – Mustering is the voluntary process by which a Legion, which ends its move in a new land, adds new characters, and is the main way by which the players increase the quantity and quality of their Legions. That is mustering of Creatures, hiring of Humans and summoning of Demilords. To muster a Creature, a Legion must be moved 3, 4 or 5 lands in labeled land on the Masterboard and must have at least a Creature, which is native on that land. The types of Creatures that can possibly be mustered to the various terrains are listed on the Mustering Table (22.3).

When a player wishes to muster a Creature into an eligible Legion, he must reveal the Creature(s) that qualifies the Legion to do so. 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). Then the player takes the newly mustered Creature from his Personal Pool and places it under his Legion Marker.

22.2 Restrictions – No Legion may ever muster more than one character per Game-Turn. No player may ever muster more than one End-Creature with all of his Legions per Game-Turn (exception: 26.5). Additionally, it's not allowed to have more than two End-Creatures of the same type in one Legion. Legions which presently contain the maximum Legion size cannot muster. It's not possible to muster on unlabeled lands (Coasts).

22.3 Mustering Table – Creatures are listed on the Mustering Table (p.20) beneath the terrains where they are found. They are listed according to their values, with the lesser Creatures listed first. The numbers to left of the pictograms indicate how many of that type a Legion must already contain to be qualified to muster a Creature of the next larger size. A Creature may muster an equal Creature or any lesser Creature of that terrain. A Legion is always qualified to muster a Creature if it contains any Creature listed on the Masterchart beneath the terrain on which it stands, but it does not have to.

22.4 Mustering in City and Dungeon – City and Dungeon are unique for mustering purposes. A Legion doesn't have to move prior to mustering in the City or Dungeon. By paying Lifegems the Legion may hire Humans or summon Demilords. Only one character may be mustered there per Game-Turn.

Hiring of Humans: The players may hire Humans from their Personal Pool into one of the Legions standing in the City or Dungeon, by paying Lifegems during their Mustering Phase. The prices are listed under 16.5.

Summoning of Demilords: Slain Demilords can be summoned from the Personal Pool into a Legion in the City or Dungeon by sacrificing 200 Lifegems.

23.0 DARKLORD

23.1 General – If a fourth player participates in the game, he takes over the part of the evil, black Dark-Titan, the so-called Darklord. At the beginning of the game there is no Dark-Titan in play, only its shadow-like alter ego, the Phantom. This character is just a weaker mirror image of the Dark-Titan. The ambition of the Darklord is to appear as a real Titan, replacing the Phantom and to either survive as the last Titan or destroy the God in the Skycastle (the eye at board center) (27.5).

The way the Darklord moves and musters characters are completely different from the other players.

23.2 Hiding – All black Legions can hide themselves in the black Darklands and Darktower lands as well as in the entire Dungeon. In this state enemy Legions can move through them, without engaging, if the Darklord permits it. If a player moves directly onto a land occupied by the Darklord, the result will always be an Engagement.

23.3 Spying – To ease finding the Elementals, the Darklord may use the spying option. In each of its own Movement Phases the Darklord may spy on any Legion of the Titan-players. To do this, it must move one of its black Legions onto the target enemy Legion by a normal movement. Once this is done the darklord decides whether he would like to engage this Legion or to spy on it. If the Darklord chooses to spy, he may examine the entire enemy Legion, and afterwards he must immediately teleport the spying Legion back to the Dungeon. From there the Legion has to move on in the next Game-Turn. The Titan-player is not allowed to examine the black Legion while it is spying.

If the Darklord decides to Engage, the normal procedure begins, except if a Titan is uncovered by the attack. Then the black Legion must immediately teleport itself to the Dungeon. The Titan stays uncovered (24.3).

23.4 Immunity to spying – Uncovered Titan-Legions are generally immune to spying. If the Titan is still covered, the Titan-Player can decide to uncover his Titan immediately and thus save

this Legion from spying. Titan-Players who don't have any Elementals in their Legions are completely immune to spying.

23.5 Titan/Phantom immunity – Unless the Darklord has appeared, Titan or Phantom Legions may not attack black Legions, nor vice versa. Uncovered Titan/Phantom Legions can move through them without engaging. However, they may not stand on the same land. The same applies to black Legions, if they meet an uncovered Titan/Phantom Legion.

If a covered Titan is attacked by a black Legion, the Titan is uncovered immediately and the black Legion must end its movement before the Titan-Legion, even if this means that the Legion could not move at all.

23.6 Destroying Elementals – In order to exchange the Dark-Phantom for the Dark-Titan the Darklord must destroy all three Elementals (Asher, Golem and Zephyra).

If an Elemental is slain in an Engagement of two Titan-Player Legions, it's healed automatically and awarded to the winning Legion. If the Elemental cannot be integrated because the winning legion has reached the maximum Legion size or it is a Sea-Legion, it may be sent into another, suitable Land-Legion (see 21.2). If this isn't possible or the Engagement ended in a draw, the Elemental is handed over to the Darklord and destroyed immediately.

If an Elemental is slain in an Engagement by a black Legion, it is destroyed immediately, regardless of whether it could win the Engagement or not. For every Elemental the Darklord destroys, a Tombdigger is taken from its Personal Pool and placed in each of its Darktowers. Destroyed Elementals are taken from the game.

23.7 Appearance of the Darklord – If the Darklord is able to destroy all three Elementals, he appears personally in the form of the Dark-Titan in a black Legion of his choice. The Dark-Titan is used as a Legion Marker and replaces the old one. With the appearance of the Dark-Titan there are the following changes:

- All Titans (including the Dark-Titan) are uncovered (24.3).
- All Phantoms are removed from the game. Titan-Players who participate as Phantoms at this time are destroyed and all their Legions are eliminated.
- All Titans slain from now on are eliminated.
- The possibility of spying and the associated Dungeon Teleports are negated.
- The hiding of black Legions is negated.
- All immunity rules (Titans may not move through black Legions and in reverse) are negated.
- Black Legions may attack Neutral Towers.

Briefly said: From now on the Dark-Titan is considered a normal Titan and all Darklord special rules are negated.

23.8 Capture of Darktowers – The Titan-Players may attack and occupy the Darktowers. If their attack is successful, the Darktowers may from now on be strengthened by them like a regular Tower (25.0). The Darklord may only cross the Darktower again if it's recaptured or the Tower owner permits it.

23.9 Mustering Balrogs and Deathbringers – After the appearance of the Dark-Titan the Darklord may leave the Darktowers with the Darktower-Legions and start mustering the Balrog and Deathbringer Dark-Creatures. In order to do this, he must replace the Tower-Legion Marker of the new Land-Legion with a normal one while the Tower Marker stays on the Darktower land. The abandoned Tower can be strengthened again (25.7).

23.10 Destroying the Darklord – There are three possible ways for the Titan-Players to destroy the Darklord:

- If one of the Titans (or Phantoms) is eliminated before the appearance of the Dark-Titan, and the defeated player was still in possession of an Elemental, all Darklord-Legions are also immediately taken from the game. In such a case there is no score for the destroyed Darklord-Legions.
- If the Dark-Phantom is destroyed by the Executer or slain at the

same time as the last black Land-Legion, the Darklord is destroyed and all remaining black Tower-Legions and Sea-Legions are taken from the game. The player who has slain the Phantom, receives half of the value of the destroyed Legions in points and the number of their characters multiplied by 5 in Lifegems (see 24.8).

- After his appearance the Dark-Titan is just as vulnerable as the other Titans and can also be destroyed. The player who slays him, receives half of the value of the eliminated Legions in points and the number of their characters multiplied by 5 in Lifegems (see 24.8).

24.0 TITANS

24.1 General – 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 and receiving Experience Points (26.0), the power of his Titan character will increase, and the Titan-Legion will gain Special Abilities. Each player – including the Darklord – gets only one Titan character. It's not tradeable.

24.2 Strengthening the Titan – Each player begins the game with 0 points. For every 100 points that a player scores, his Titan increases its Power-factor by 1. Because all Titans start with a Power-factor of 6, the first improvement will occur when reaching 700 points.

24.3 Uncovering the Titan – If the Titan is uncovered, either by Engagement or voluntarily, it remains revealed and functions as a Legion Marker on the Titan-Legion for the rest of the game, even after a split of the Legion. If a potential Engagement is resolved (by Fleeing, Concession or Agreement) before the Titan-Legion is moved onto the Battleground, the Titan doesn't have to be uncovered.

In order to be able to use the advantages of the Experience Points (26.0) and the immunity against Darklord-Legions (23.5), the Titan must be revealed.

24.4 Slaying the Titan – If a player's Titan is slain in Battle, it is replaced by a Phantom afterwards. The player decides which of its Legions the Phantom appears in. Important: Masters (like the Phantom) and Elementals may be present neither in Tower-Legions nor Sea-Legions! The Phantom is used as a Legion Marker on the new Legion.

24.5 Slaying the Phantom – If the Phantom is slain, it is brought back into any other Land-Legion after the Engagement, as long as the player has one. If the Phantom-Player has no more Land-Legions left, it is destroyed (see 23.10/2). If the Dark-Titan appears all Phantoms are also slain.

24.6 Reviving the Titan – Phantoms can be revived into Titans again in the Dungeon; the Phantom is removed in the Mustering Phase, and the player decides into which of his Land-Legions the Titan is to emerge. As a fee for the revival the Titan-Player must deliver an Elemental to the Darklord for destruction.

Since an uncovered Titan/Phantom-Legion cannot be attacked by the Darklord-Legions, it may move undisturbed into the Dungeon and revive the Titan.

24.7 Elimination of Titans/Phantoms – There are several ways of taking a Titan-Player from the game:

- Elimination of the Titan/Phantom by the Executer or slaying the Titan after the Dark-Titan appeared.
- If the Darklord has appeared and the Titan-Player is represented only by a Phantom-Legion, he is considered to be destroyed immediately and is taken from the game.
- If a Titan/Phantom is slain in Battle, the Battle continues to the end of the Strike Phase. Afterwards the Battle ends and the loser is taken from the game immediately.

24.8 Scoring after the elimination of a Titan/Phantom – For scoring the Battle, all characters which were slain up to the elimination of the Titan/Phantom are scored normally. All other Legion's characters are momentarily set aside and do not count toward the score of this Battle. If the player who eliminated the Titan/Phantom, still possesses characters on the Battleland then he receives points and can possibly strengthen his Legion by mustering, acquiring or summoning Lords or reviving Demilords. If both Legions were destroyed, there are neither points nor Lifegems awarded for the Battle.

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. These Legions are immediately eliminated, scoring half points to the player who slew the Titan and the number of the eliminated characters multiplied by 5 in Lifegems. Legions that would have been engaged with other players this turn doesn't score any points or Lifegems. Points scored in this manner add to the respective Titan's Power-factor and the acquiring of Lords.

All Legion Markers, spells, characters and Lifegems of the eliminated player which are in that moment in his Personal Pool are taken from the game.

25.0 TOWER-LEGIONS

25.1 General – At the beginning of the game there are nine gray Tower Legions (the so-called Neutral Towers) in addition to the Towers of the Titan-Players and the Darklord. These Legions doesn't move but defend their Tower land from attackers. These stationary Legions (5.6) remain in that location until they are destroyed. All slain characters are revived automatically after a victorious Engagement and returned to the Neutral Tower again.

25.2 Attack restrictions – To attack a Neutral Tower, the attacking Legion must have at least a value of 100 points. Neutral Legions may never flee and are led by the Darklord or by one of the other Titan-Players (determined by lot or agreement).

The black Legions of the Darklord may attack Neutral Towers only after the Dark-Titan has appeared.

25.3 Capturing Towers – Regardless of whether a Tower is neutral or occupied by a player, the capture is considered complete if the defending Legion is completely defeated. If the Engagement ended in a draw the Tower is also captured. In such a case the attacker puts its Legion Marker without further characters onto the taken Towerland. If a Neutral Tower loses its neutrality by being captured (it's in possession of a player), it may be attacked by every other player afterwards, even the Darklord.

25.4 To attack a Neutral Tower – Each Titan-Player possesses a special Legion Marker for Ruin, Fort, and Citytower in its Personal Pool. These Legion Markers are used after capturing the Neutral Towers only. If a player captures a Ruin, he immediately puts the Ruin Legion Marker onto the Ruin land. From now on he must use this Legion Marker for its Ruin Legion (and only for it). A player may only attack a Neutral Tower if he still has an appropriate Legion Marker of its color in his Personal Pool. If the Dark-Titan has appeared, this restriction is negated.

25.5 Reward – Besides the usual scoring of points and Lifegems after an Engagement, each player receives Experience Points (26.0) as a reward for the first capturing of a Tower land.

25.6 Departure/splitting of Tower Legions – Directly after capturing a Tower land (in the next Game-Turn) the player of the winning Legion either has to move the Legion out of the Tower completely or split the Legion. In the latter case a part of the Legion is left in the Tower and forms the base of a Conqueror Legion. If he leaves the Tower empty, it may be taken by another player without Engagement.

Neither Masters nor Elementals may stay in Tower lands! They must either leave the Tower with their entire Legion or through a split.

25.7 Strengthening of Towers – Each player may strengthen its Conqueror Tower-Legions with further characters during the game. To do that a Legion is moved onto the Tower land and merged with the stationary Tower-Legion. To merge the Land-Legion with the Tower-Legion completely, any character of the Tower-Legion exceeding the maximum Legion size must returned to the Personal Pool before the merger. The Legion Marker released may be used again for splitting. It's not legal to split on Tower lands, except as described in (25.6), thus the stationed characters are bound there until slain. However, Lords may still be summoned from Tower Legions.

26.0 EXPERIENCE POINTS

26.1 General – By reaching game-relevant goals the players receive Experience Points. Their value depend on the difficulty of reaching the goal. There are 14 different goals (26.3 and 26.4), which in total brings 100 Experience Points. Once the player reaches fixed threshold values his Titan receives certain advantages, which affects either the Titan character and/or the Titan-Legion (26.5). Each player begins the game with 0 Experience Points.

The players must indicate new Experience Points to the scorekeeper, before they become effective. Experience Points for the individual goals are assigned only once, although some of them can be reached several times. They cannot be refused or wasted. It's not allowed to trade with them.

26.2 Revealing the Titan – The advantages of the table of Experience Points become effective only if the Titan is uncovered (24.3).

26.3 Titan-Player table of Experience Points

Basilisk mustered	5
Hydra mustered	5
Serpent mustered	5
Seaserpent mustered	5
Colossus mustered	10
Fort taken	5
Ruin taken	5
Tower taken	5
Citytower taken	10
Darktower taken	10
Sea-Legion entered mainland	5
1st Titan slain	10
2nd Titan slain	10
Darklord slain	10

26.4 Darklord table of Experience Points

Demon mustered	5
Seaserpent mustered	5
Balrog mustered	5
Deathbringer mustered	10
Tower taken	5
Citytower taken	10
Sea-Legion entered mainland	5
1st Elemental destroyed	10
2nd Elemental destroyed	10
3rd Elemental destroyed	10
1st Titan eliminated	5
2nd Titan eliminated	5
3rd Titan eliminated	5
Skycastle taken	10

26.5 Advantages of achieving Experience Points

- 10 EP: Native – The Titan gets nativity to all Battlelands except Darkland, Wasteland, Coast and Sea. As a native character he

may muster or reinforce the weakest native Creature there (17.0, 22.0).

- 20 EP: Mustering plus – The Titan-Legion is not longer affected by the general mustering restrictions and may always muster an End-Creature (even when another Legion does).
- 30 EP: Movement plus – The Titan-Legion extends its movement possibilities by two lands (to 8) and may now muster after moving 3, 4, 5, 6 or 7 lands.
- 40 EP: Hold – The Titan-Legion is no longer under any movement obligation and may remain standing anywhere on the Masterboard.
- 50 EP: Freeway – The Titan-Legion may ignore the type of the movement symbols (all are considered to be single arrow) but not their direction.
- 60 EP: Tower Teleport – In place of a movement the Titan-Legion may teleport itself to one of its own, neutral or enemy (if it the appropriate player permits) Tower lands. At the end of the movement the Legion must stop on a land next to the Tower.
- 70 EP: Battle Teleport – In place of a movement the Titan-Legion may teleport itself to a land occupied by an enemy Legion and engage it. The attacker can choose which of the wide sides of the Battleland he wishes to enter from (exception: Tower lands 11.3 and Coast 11.4).
- 80 EP: Free Teleport – In place of a movement the Titan-Legion may teleport itself to any unoccupied land, but cannot muster.

27.0 GAME MECHANISMS

27.1 General – It's the duty of the scorekeeper to record the end of each Game-Turn until the 10th round. During this period there's a non-aggression treaty in effect (8.3). Beyond the 10th round no further records are necessary, but they can be made for the purpose of analysis if desired.

27.2 Planning of movement – Because there is no rolling of dice required to move the Legions on the Masterboard, all players should plan their next movements before their next turn – at least those of important Legions. The players should keep an eye on enemy Legions, since a small interruption of their planned route can mean a substantial disadvantage for them.

27.3 Game dynamics – While playing the power of the Darklord-Legions does not increase as evenly as those of the Titan-Players. During the first 20 Game-Turns the Darklord is getting stronger, since he can easily muster his Dark-Creatures. In mid-play (20th-40th Game-Turn) the Titan-Players can overtake the Darklord again by mustering their wider range of End-Creatures. In the end-game the Darklord again has the potential to produce stronger Legions, which can regenerate themselves faster thanks to the easier Mustering Table. In addition the Darklord can decide the game through another possibility for victory: the final fight in the Skycastle.

For the Darklord-Player it is a great challenge to compensate for the fluctuations in the progress of his power and reach the end-game.

The Titan-Players have to get through the initial strong period of the Darklord without heavy losses and to hold the Elementals in their Legions as many Game-Turns as possible.

27.4 Sea-Legions – The Mustering of powerful Sea-Legions is a further key to victory. However, in order to be allowed to muster the Sea-Creatures, the player needs either an Aquarian or a Siren. Both characters can muster a Dolphin on the Coast and create a Sea-Legion with it.

In the next Game-Turn the Aquarian and/or Siren as well as the Dolphin must split from their Legion, because Sea-Legions are bound to the outside ring of Sea and Coast lands in the beginning of the game (3.10). At a time of the player's choosing a Legion containing the Aquarian and/or Siren and at least one of the landable Sea-Creatures (🐙) Octopus and Seaserpent can move ashore

(onto any land except Coast and Sea) and thus end all the Sea-Legions' restrictions of movement.

When this is done, the player gains 5 Experience Points (26.3 and 26.4) and all his Sea-Legions without landable characters may go now ashore. However he may not split or muster with his Sea-Legions again. Only those Legions containing an Aquarian may still muster!

27.5 Final fight in the Skycastle – If the Dark-Titan has appeared, he may storm the City and can try to slay the God in the Skycastle. If he does not possess the Battle Teleport ability he must first conquer a Citytower to advance into the City in one of the following Game-Turns. The defending Legion is a compilation of the most powerful Creatures of the Titan-Players. They may send six Creatures altogether to support the God character (16.5, Masters). Each player may deliver as many of the six Creatures as he would like. It must be noted that like in any other Legion only two End-Creatures of the same type may be in the God's Legion! Therefore the players should discuss which Creatures they want to take from their Legions. They may be taken from Legions which are engaged.

Once the players have made their choice, the God is placed at the center of any narrow side of the Skycastle Battleland, and the defending Creatures enter from this side. Each player moves his own characters and makes all their dice rolls. The Darklord enters the Battleland from the opposite wide side.

In order to win the Battle, the Dark-Titan must survive and reduce the Lifepower of the God to zero within seven Battle-Rounds. Since the God does not possess a Skill-factor, it can neither attack nor move. All attacks and Strikebacks against the God are considered automatic hits. If the Darklord wins, evil is triumphant and the game ends immediately. If the Darklord is defeated, the Battle ends in a draw or the end of the 7th Battle-Round is reached, the Darklord is defeated and all his Legions are removed from the game. The remaining players continue the game. All Creatures that survived the final fight, are brought back into their original Legion. Slain characters come back into the Personal Pool of the owner.

28.0 GAME ETIQUETTE

28.1 General – The following section does not contain binding rules. They're just tips to make the game easier and faster.

28.2 Fairness – All play is expected to be honest and should be friendly, even if it gets serious. It shouldn't be allowed to make notes during the game, except the records of the scorekeeper.

28.3 Play time – *Gods of Titan* is a very time-intensive strategy game. Even a game with experienced players can easily last over 12 hours. To speed up the game, it's possible to limit each player's time per Game-Turn. At least the players should play fast while in Battle.

28.4 Personal Pool – All characters in each player's Personal Pools and any other character present in the game are to be kept strictly separate. To make this easier the players should use assortment boxes with many compartments. The pools are public and can be seen by all players at any time. Each player is personally responsible for the fact that mustered characters are added to the appropriate Legion during his Mustering Phase. After completion of the Game-Turn this may not be changed.

28.5 Errors – Players who have forgotten something or done something wrong are not permitted to correct their error later, except where the error would have major influence on the game, another player is disadvantaged by the error or all players agree to accept or change the error.

28.6 Handling of Legions – The Character Counters should always be placed in a pile under a Legion Marker facing down.

Thus they are not so easily revealed if a player makes an unfortunate hand motion.

If a player wants to examine a Legion, he takes the pile and puts the Legion Marker onto the land on the Masterboard to mark the position of his Legion. A player may examine only one Legion at a time.

If a player should reveal an enemy Legion partly or completely by mistake, the offended player may examine any one of the offending player's Legions, and – if he wishes it – is allowed to show it to the other players.

28.7 Moving Legions – To prevent that Legions are moved more than once per Movement Phase the Legion Marker should be rotated to indicate that this Legion has finished moving. During the Enlistment Phase or during the next player's turn, the Mover can rotate the marker back.

28.8 Mustering – Mustered Creatures should be placed upward onto the Legion Marker first. This accelerates the game and the other players can follow the mustering better. During the next player's turn, the characters can be sorted into the Legion's pile. In addition, the revealing of characters for mustering Creatures should be abandoned to speed play.

28.9 To many/wrong characters – If a Legion is shown to have illegal or too many character(s), its characters are immediately revealed and any illegal character is put back into the Personal Pool of the appropriate player. If its not clear which character is illegal, remove the most valuable character(s) until the Legion is containing the correct number of counters.

28.10 Rolling Dice – In principle each dice throw must be made during a Battle, even if there's only a minimum chance not to slay a character. Even if a character is defined as slain by the owner in order to accelerate the Battle, another player can insist that the throw must be made.

Each dice throw must be implemented completely. If a player mistakenly rolls more dice than he was due, he must roll again with the correct number. Due to the large number of dice used in a Battle it is helpful to use a suitable box. A die that rolls off the box, lands more than slightly cocked should be rolled again.

28.11 Quitting the game – Of course it is up to each player to give up during his Game-Turn. In such a case all of his Legions are taken from the game without scoring them, except for engaged Legions, who are scored as if the Engagement is conceded. However, a premature retreat is not appropriate due to the sensitive dynamics of the play, and can strongly influence the enjoyment of the game for the remaining players.

29.0 RULEBOOK

29.1 Rule questions - Questions about these rules are gladly answered under the following email address: got@immortal.de Please do not ask questions by phone or via post! Errata and rule questions can be found at: www.immortal.de

29.2 Editor's Notes

We had the original idea of developing a new variant for our favorite board game in 1992. In our opinion the original Titan was too mathematical and strategic despite all of its fantasy aspects. We wanted to create a fantastic realm full of humans, monsters and magic. Thus we developed a chaotic mainland and an island in the sea including a little temple just with some pasteboard and paper. Of course playing Titan really wasn't possible that way.

Nevertheless from these beginnings the Sea-Creatures, the Priest and the Sea and Coast lands survive until today. But since this first naive attempt one thing was for sure: We declined the rolling of dice during the Movement Phase! And to stay focused on this concept during all the years of development is probably the great-

est achievement of our variant.

The Darklord is another leaving from old days of roleplaying. In the beginning he was just an evil god, which was summoned as a special character into Battle. Later however the idea of using him as the fourth player concretized. His dark Legions should serve as counterpart to the other Titan-Players. In addition: What's a fantasy realm without evil?

As the years went by, we came in contact with other variants of course. Most of them were only character- and Masterboard additions and do not take new paths. Nevertheless we were affected by them. For example we came up with the idea about the Elementals by testing the PC program Colossus. By the way a further proof for the fact that Titan can lift its fans to remarkable projects.

It's amazing, how many ideas were created during the development of *Gods of Titan*, how many we tried out, in order to reject them again. In the litter box ended the characteristic values for the Titan, special markers for movement, Teleporter, and the bigger Battlelands for the gigantic 10-character-sized-Legions! Many test plays - and most of them were not funny - were necessary, in order to finally sift the chaff from the wheat. Many times we took a step too far and then it was difficult to admit our mistakes and to reset dearly-won rules again.

Especially the Darklord was difficult to integrate: It has turned out that its play balance is extremely unstable and its effects and possibilities are very dependent on the Masterboard. In addition, there were often arguments with the Darklord-Player, because the other players took its evil role all too personally.

Today, after over 12 years, I'm glad that we have finished a completely new and quite good-looking variant for Titan. I hope you'll enjoy it.

Swen Harder

29.3 Credits

Idea: Eberhard Eschwe, Swen Harder

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Layout: Swen Harder, Moritz Schnarr

Thanks to: Cheewai Kan, Knut Skomedal, Guido Bischoff, Katja Metzler, Melanie Greutner, Isabell Kopriwa and our families.

Based on the original Titan by Jason B. McAllister and David A. Trampier. (c)1982 The Avalon Hill Game Company

12.7 HAZARD CHART

**Character**

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.

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

Rangestriking: A rangestrike may not pass through a hex occupied by a character except under three conditions: (1) it's a magic rangestrike; (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**

Movement: No effect.

Striking: No effect.

Rangestriking: No effect.

Hint: Differences in shade serve to distinguish between different elevations, lighter shades being higher.

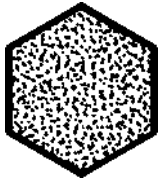
**Tree**

Native: Pixie

Movement: Entry forbidden to all non-flying characters, except a Pixie. A flying character cannot end its move on a Tree hex.

Striking: Pixies standing on a Tree hex must strike twice every own Strike Phase (not in their counterstrike).

Rangestriking: Non-magic rangestrikes may not pass a Tree hex. Pixies standing on a Tree hex can rangestrike twice every own Strike Phase.

**Sand**

Native: Centaur, Lion, Warbear, Griffon, Hydra, Pixie

Movement: A non-flying non-native character is slowed when entering a Sand hex.

Striking: No effect.

Rangestriking: No effect.

**Bog**

Native: Ogre, Troll, Warbear, Wyvern, Basilisk, Pixie

Movement: Entry forbidden to non-flying non-native characters. A flying non-native character may not end its move on a Bog hex.

Striking: No effect.

Rangestriking: No effect.

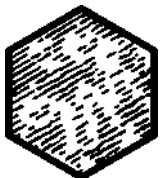
**Bramble**

Native: Gargoyle, Cyclops, Warbear, Behemoth, Serpent, Pixie

Movement: A non-flying non-native character is slowed when entering a Bramble hex. A flying non-native character is slowed when it ends its move on a Bramble hex.

Striking: A non-native character striking in a Bramble hex loses one Skill-factor if attacking a native character. A non-native character striking out of a Bramble hex loses one Skill-factor.

Rangestriking: A native character defending in a Bramble hex gains one Skill-factor when it is the target of a non-magic rangestrike from a non-native character. A non-native rangestriker loses one Skill-factor for each intervening Bramble hex. Bramble in the rangestriker's hex has no effect.

**Fog**

Native: Gargoyle, Unicorn, Gorgon, Pixie

Movement: The movement of non-flying non-native character ends immediately when entering a Fog hex.

Striking: A non-native character striking in a Fog hex loses one die if attacking a native character. A native character standing in a Fog hex is never in contact with an enemy character.

Rangestriking: A non-magic non-native rangestrike can enter but may not pass a Fog hex.

**Hedge**

Native: Gargoyle, Troll, Unicorn, Gorgon, Phoenix, Colossus, Pixie

Movement: A non-flying non-native character is slowed when entering a Hedge hex.

Striking: A non-native character striking in a Hedge hex loses one die if attacking a native character. A non-native character striking out of a Hedge hex loses one die.

Rangestriking: No effect.

**Drift**

Native: Cyclops, Ranger, Giant, Colossus, Pixie

Movement: A non-flying non-native character is slowed when entering a Drift hex. A flying non-native character is slowed when it ends its move on a Drift hex.

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).

Rangestriking: No effect.



Volcano

Native: Dragon

Movement: Entry forbidden to all characters, flying and non-flying, except Dragons.

Striking: Dragons add three dice when striking from a Volcano (the die for the Slope included).

Rangestriking: A Dragon in the Volcano gains one Skill-factor when it is the target of a non-magic rangestrike. A Dragon adds two dice to any rangestrike made from a Volcano.



Beach

Native: Dolphin, Whale, Newt, Aquarian, Siren, Pixie

Movement: No effect.

Striking: A native character defending on a Beach hex gains one Skill-factor when it is target of a non-native attack.

Rangestriking: A native character defending on a Beach hex cannot be the target of a non-magic rangestrike.



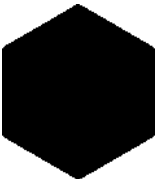
Water

Native: Dolphin, Whale, Manta, Newt, Seaserpent, Aquarian, Siren, Pixie

Movement: A non-flying non-native character is slowed when entering a Water hex. A flying non-native character is slowed when it ends its move on a Water hex. Native characters can dive (i.e. fly) between Water hexes.

Striking: A native character defending on a Water hex gains one Skill-factor when it is target of a non-native attack.

Rangestriking: A native character defending on a Water hex cannot be the target of a non-magic rangestrike.



Darkness

Native: All characters moved by the Darklord-Player and the Pixie

Movement: Entry forbidden to all non-native characters.

Striking: The damage done by a character is reduced by 1 after stroke in a Darkness hex. A strike made in a Darkness hex can't carry-over.

Rangestriking: A non-magic non-native rangestrike may not pass or enter a Darkness hex.



Cloud

Native: All characters not moved by the Darklord-Player and the Pixie

Movement: Entry forbidden to non-flying non-native characters. A flying non-native character is slowed when entering a Cloud hex and may not end its move on a Cloud hex.

Striking: A character standing on a Cloud hex strikes with 50% additional dice (rounded down).

Rangestriking: A character standing on a Cloud hex can begin its rangestrike from another not occupied Cloud hex.



Dune

Native: Lion, Griffon, Hydra, Pixie

Movement: No effect.

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 can't carry-over up across a Dune hexside.

Rangestriking: A non-magic rangestrike may cross a single Dune only if the rangestriker or target occupies the hex to which the Dune is connected. A non-magic rangestrike may cross two Dunes only if the rangestriker and the target occupy those Dune's hexes.



Cliff

Movement: Non-flying characters may not cross Cliffs.

Striking: Characters cannot strike across a Cliff. Adjacent characters are not in contact with each other.

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



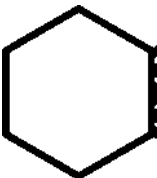
Slope

Native: Ogre, Lion, Minotaur, Gorgons, Dragons, Colossus, Pixie

Movement: A non-flying non-native character is slowed when moving up across a Slope.

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

Rangestriking: A non-magic rangestrike may cross one or two Slopes only if the hex atop at least is occupied by either the rangestriker or the target. A non-magic rangestrike may cross three Slopes if the rangestriker or the target is directly atop the first Slope and the other is atop the third Slope. A non-magic rangestrike may cross Slopes before or after crossing a Cliff if the rangestriker or target occupies.



Wall

Movement: A non-flying non-native character is slowed when moving up across a Wall.

Striking: A character gains one Skill-factor when striking down across a Wall. A character loses one Skill-factor when striking up across a Wall.

Rangestriking: A non-magic rangestrike loses one Skill-factor for each crossed Wall going up.

15.6 SPELL CHART

2nd Level – Create hazard: A hazard will emerge in an unoccupied hex on the Battleland, replace an already existing hazard or remove one. This refers only to hexes, not to hexsides.

Shield: For the complete next enemy Strike Phase a Creature selected by the Caster becomes immune to any damage.

Shockwave: All enemy characters receive 3 dice of damage, rolled with a Skill-factor of 2.

Wimps Vacation: All enemy Creatures of the lowest mustering level are immediately considered slain and return to the Personal Pool after scoring the Battle.

3rd Level – Footsore: All characters of the Caster's Legion gain flying ability for the rest of the Battle.

Quake: All enemy characters receive 3 dice of damage, rolled with a Skill-factor of 3.

Teleport: The Caster may teleport any character (including itself) to an unoccupied hex it's capable of staying in.

Timewarp: The Battle-Round Marker may be moved either a place forward or a place back. Despite time warp the defender may take a reinforcement only once, even if the fourth Battle-Round is played twice. If it is skipped, the defender may take his reinforcement in the fifth Battle-Round.

4th Level – Chaos: At the Strike Phase when the spell is cast the Caster may at will swap the locations of any two characters in the enemy Legion. This may be done several times, but each character may be moved only once. This is possible even if they are already locked in melee combat.

Homeland: All characters in the Caster's Legion become native to all hazards in the Battleland for the rest of the Battle.

Inferno: All enemy characters receive 3 dice of damage, rolled with a Skill-factor of 4.

Summon: A red Demon is summoned to an unoccupied hex it is capable of staying in, anywhere on the Battleland. During each Strike Phase it receives one point of damage. If it's slain by this damage, it may still strike in that Strike Phase. Even if the Demon survives the Battle, it is removed from the Caster's Legion.

5th Level – Deadlock: All enemy characters are bound to the ground (flying become non-flying). For each hex they move they receive one point of damage. If they have only one point left, they can't move on.

Landscaping: The entire Battleland is replaced by another. The new Battleland is aligned as chosen by the Caster, however all characters stay in their previous positions. All characters thus placed on a hazard on which they normally can't stand lose a Skill-factor and receives one point of damage each Strike Phase, as long as they stay in that hazard.

Painchain: The Caster chooses an enemy character and gives it as many dice of damage with Skill-factor 5 as desired, in a single attack. The spell ends if the character is slain, but if it survives then the same amount of dice that hit are rolled again to an adjacent, enemy character, and so on. Characters may be damaged only once.

Slavery: When cast, the Caster takes control over an enemy character and uses it as its own for the rest of the Battle. If the enemy Legion wins and the enslaved character survives, it follows its original Legion again. If the Caster's Legion wins the Battle the enslaved character is slain and scored accordingly.

16.5 CHARACTERS WITH SPECIAL ABILITIES

In the following section all Creatures with Special Abilities and all other classes of characters are described. Their Special Abilities have to be used according to the rules in the description.

CREATURES

The cross symbol (✚) denotes a Creature which possess a single-use Special Ability. These may be used only once per Battle in addition to the Creature's normal attack. Some of them can also be used when the Creature isn't locked in melee combat, as per the description.

Basilisk: Stone Cold – After each attack the Basilisk can decide whether to accept the throw of the dice and thereafter act normally, or turn itself into stone and negate the damage. The Basilisk can do nothing while it is Stone Cold, and is vulnerable only by magic (magic rangestrikes or spells). The ability lasts until the Basilisk's next Maneuver Phase starts.

Deathbringer: Reaper's Call – Any enemy character is slain by the Deathbringer. The Deathbringer takes twice as many points of damage as it needs to slay the character. The Deathbringer must survive the damage caused by the Reaper's Call in order to use it.

Demon: Final Blow – When the Demon announces the use of the Final Blow, strikes a character and slays it, it is itself cured for the same amount of damage as it caused in its attack, up to its undamaged maximum of 9. A strike used for a Final Blow can't carry over. If the Demon fails to slay its opponent the Final Blow is wasted.

Nightmare: Fear – When the Nightmare uses the Special Fear Ability all enemy characters locked in melee combat with it strike their next attack with only half of their Power-factor (rounded down).

Phoenix: Flameburst – All adjacent enemy characters suffer an additional point of damage. This also includes characters which are separated from the Phoenix by a cliff.

Plaque: Cuff – Causes one point of extra damage in addition to the normal attack.

Unicorn: Decoy – Creates a Tree hazard in an adjacent, unoccupied hex for one Battle-Round. The tree lasts until the Unicorn's next Maneuver Phase starts.

HUMANS

Humans may be mustered by paying Lifegems in the City and Dungeon. Some possess permanent Special Abilities, which affect themselves or the Creatures in their Legions.

Novice (free)

Knight (50 Lifegems) – In any Battle against black and Neutral (grey) Legions the Knight increases his Power-factor by 2.

Amazon (50 Lifegems)

Pixie (75 Lifegems) – The Pixie is native in every Battleland. As a native defender it may always muster another of the strongest Creature present in its own Legion in place of a normal reinforcement in the fourth Battle-Round, even if this Creature is non-native. Example: a Hydra for a Hydra in Mountains. This can also be done at the end of a Battle if the defender cannot muster in the fourth Battle-Round but wins the Battle.

Aquarian (75 Lifegems) – The Aquarian may muster Dolphins on Coast lands, and as a Swimmer it is also allowed to move over

Sea lands. A Legion with an Aquarian and the land-capable (♣) Sea-Creature types Octopus and Seaserpent in it may move onto the mainland. Even after the Sea-Legions move onto the mainland (27.4), the Aquarian Legion may muster Sea-Creatures on Coast and Sea lands.

Priestess (100 Lifegems) – The Priestess possesses the magic rangestrike ability and gives all Creatures in her Legion an additional die when rangestriking.

Warlord (100 Lifegems) – The Warlord increases the Movement-factor of any Creature in his Legion by 1 (12.3).

Priest (150 Lifegems) – The Priest gives any Creature in his Legion an additional die when striking in melee combat.

DEMILORDS

Most of the Demilords start the game as part of the Neutral Legions. Some of them have permanent Special Abilities. If they are slain in Battle, they can either be revived with 50 Lifegems (19.0) or summoned with 200 Lifegems (22.4). Additional possibilities or restrictions for mustering the Demilords are specified in the description.

Chimera, Start: In each Darktower – The Chimera always strikes with the same Skill-factor as its opponent(s). Thus it hits each enemy character with a Strike-number of 4. Influences by hazards are considered afterwards.

Executer, Recruitment: Any Legion, by sacrificing an End-Creature with at least 36 points – The sacrificed Creature is removed from its Legion and is put back into the Personal Pool. Each player may use only the Executer of its color. For every enemy Lord or Master the Executer's Legion has slain, its Power-factor increases by 1. When one player slays the Lord or Master of another player, the "losing" player must place this character as a trophy into the Personal Pool of the "winning" player, where it cannot be used. The Executer receives additional Power-factors and trophies after scoring a Battle and only when he has survived. If the Executer is slain, he may be revived or summoned with Lifegems in accordance to the Demilord rules. He then starts with his initial Power-factor of 8 and all collected trophies go back to their owners for re-use. If the Titan (or Phantom) are slain by the Executer, the game ends immediately for the slain Titan-Player, even if he still possesses an Elemental (24.7). In this case the Darklord is also destroyed (23.10).

Guardian, Start: In each Tower and Fort – The Guardian increases its Power-factor when certain Character classes are present in its Legion at the beginning of the Battle. It receives the following bonuses: Humans +1, Demigods +2, Elementals +3, Lords +4, Masters +5. Only the highest bonus counts.

Immortal, Start: In each Ruin – The Immortal is automatically mustered into the winning Legion after a Battle without revival by Lifegems, but it may not leave the Ruin land. If the Legion with the Immortal exceeds the maximum Legion size, another character must be removed in order to create place for him.

Jabberwok, Start: In one of the Darklord's starting Legions – The Jabberwok may be summoned into a Battle in place of a Lord. In a Battle against a Legion containing an Elemental its Power-factor is doubled to 8.

Locker, Start: In each Citytower – The Locker can be revived or summoned only at double cost. 100 Lifegems for reviving or 400 Lifegems for summoning.

Pegasus, Start: In each Citytower and Fort – Like Master characters the Pegasus don't count toward the maximum Legion size. That means that an army with a Pegasus may have 8 (a revealed

Titan/Phantom Legion even 9) characters. Every character except Creatures may ride the Pegasus. When a character is riding the Pegasus both it and the Pegasus is placed on the same hex on the Battleland, and both characters are moved together with the Movement-factor of the Pegasus. Nevertheless both strike separately with their own Battle-factors. The rider may be attacked only after the Pegasus is slain. The Pegasus and its rider are never locked in melee combat and may always move.

Siren, Start: In each Ruin – The Siren may muster Dolphins on Coast lands, and as a Swimmer she is also allowed to move over Sea lands. A Legion with a Siren and the land-capable (♣) Sea-Creature types Octopus and Seaserpent in it may move onto the mainland.

Sunray, Start: In any Citytower

Warlock, Start: In any Darktower and Ruin – The Warlock possesses the magic rangestrike ability.

ELEMENTALS

All three Elementals start the game in the starting Legions of the Titan-Players and only the Darklord can destroy them.

Asher, Start: One of the starting Legions of a Titan-Player

Golem, Start: One of the starting Legions of a Titan-Player
The Golem is immune to non-magic rangestrikes.

Zephyra, Start: One of the starting Legions of a Titan-Player

LORDS

Angel, they are acquired every 200 points.

Archangel, they are acquired every 600 points.

Necromancer, they are acquired every 1800 points – At the start of its own Strike Phase the Necromancer causes one of the enemy characters one point of damage in addition to its normal attack. Simultaneously his Power-factor increases by 1 in the same Battle-Round. However he starts each Battle with his initial Power-factor of 6. This ability is considered like a magic rangestrike without restrictions in distance.

MASTERS

Titan, Start: One of the starting Legions of a Titan-Player
The Titan's Power-factor is one percent of the player's score rounded down, but at least 6.

Phantom, Recruitment: Dungeon (Dark-Phantom) or any Legion when the Titan is slain. The Phantom's Power-factor is one percent of the player's score rounded down, but at least 6. Until the Dark-Titan character appears, all slain Phantoms are always placed back in the game in a Legion selected by the defeated Phantom's player. (24.5).

Dark-Titan, Start: May be placed into any black mainland Legion once the Darklord have slain all three Elementals.
The Dark-Titan's Power-factor is one percent of the player's score rounded down, but at least 6.

God, Start: Skycastle (eye at the center of the board)
The life energy of the God character is 100 minus the Power-factors of each remaining Titan (including the Dark-Titan). It possesses no Skill-factor, thus it can neither attack nor move. All hit points are taken from its life energy automatically. The God can be attacked only by a black Legion containing the Dark-Titan. If the Darklord succeeds in destroying the God, the game ends immediately and evil is victorious (27.5).

16.6 CHARACTER CHART

Type	Value	PF	SF	Skills	Total	Start	Type	Value	PF	SF	Skills	Total	Start
Masters							Creatures						
Dark-Titan	24~	6~	4		1	D	Basilisk*	30	10	3	✦	5	T
God	-	100	0		1	X	Behemoth	21	7	3		8	T
Phantom	12~	6~	2	★	1	A	Centaur	12	3	4		8	T
Titan	24~	6~	4		1	T	Colossus*	40	10	4		5	T
Lords							Sea-Creatures						
Angel	24	6	4	★	4	A	Cyclops	16	8	2		8	T
Archangel	36	9	4	★	2	A	Dragon	27	9	3	✧ ★	5	T
Necromancer	30	6~	5	☉	1	A	Gargoyle	12	4	3	★	8	T
Elementals							Dark-Creatures						
Asher	24	8	3	✧	1	X	Balrog*	32	8	4		10	D
Golem	26	13	2	◆	1	X	Cerberus	24	8	3		12	D
Zephyra	27	9	3	★	1	X	Deathbringer*	36	12	3	✦	10	D
Demilords							Humans						
Chimera	30	10	?	◆ ★	3	X	Amazon	24	8	3	☉	2	A
Executer	40	8~	5		1	A	Aquarian	20	5	4	☉	2	A
Guardian	20	10~	2	★	6	X	Knight	24	6~	4		2	A
Immortal	36	9	4	✧	3	X	Novice	16	8	2	☉	3	A
Jabberwok	16	4~	4	◆	1	D	Pixie	20	5	4	✧	2	A
Locker	48	12	4	✧	3	X	Priest	28	7	4	☉	2	A
Pegasus	16	4	4	◆ ★	6	X	Priestess	24	8	3	✧ ☉	2	A
Siren	28	7	4	☉	3	X	Warlord	30	6	5		2	A
Sunray	21	7	3	✧ ★	12	X							
Warlock	24	6	4	✧ ☉	6	X							

D = Characters for the Personal Pool of the Darklord
 T = Characters for the Personal Pool of all Titan-Players
 A = Characters for the Personal Pool of all Players
 X = Special rules (16.5)

22.3 MUSTERING TABLE

BRUSH	PLAINS	MARSH	VALLEY	WOODS	HILLS
2 GARGOYLE	2 CENTUR	2 OGRE	3 GARGOYLE	3 CENTUR	3 OGRE
2 CYCLOPS	2 LION	2 TROLL	2 UNICORN	2 RANGER	2 MINOTAUR
WARBEAR	WARBEAR	WARBEAR	GORGON	GORGON	GORGON
JUNGLE	DESERT	SWAMP	HIGHLANDS	TUNDRA	MOUNTAINS
3 CYCLOPS	3 LION	3 TROLL	2 TROLL	2 CYCLOPS	2 LION
3 BEHEMOTH	3 GRIFFON	3 WYVERN	3 UNICORN	3 RANGER	3 MINOTAUR
SERPENT*	HYDRA*	BASILISK*	PHOENIX	GIANT	DRAGON
			COLOSSUS*	COLOSSUS*	COLOSSUS*

Creature Mustering Table

COAST	DARKLAND	BRUSH PLAINS MARSH	VALLEY WOODS HILLS
2 DOLPHIN	2 HEADCRACKER	2 PLAQUE	3 PLAQUE
2 WHALE	2 LICH	TOMBDIGGER	SHADOW
OCTOPUS	HELLDANCER		
SEA	WASTELAND	JUNGLE DESERT SWAMP	HIGHLANDS TUNDRA MOUNTAINS
3 WHALE	3 LICH	3 TOMBDIGGER	2 TOMBDIGGER
3 MANTA	3 WRAITH	3 CERBERUS	3 SHADOW
SEASERPENT*	DEMON*	BALROG*	NIGHTMARE
			DEATHBRINGER*

Sea-Creature Mustering Table

Dark-Creature Mustering Table