

Trait  
Legio

**Legio Ignatum**  
We Loyal Few

**Titans** may re-roll Hit rolls of 1 when making attacks against enemy Titan within 12" during Combat phase.

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**Legio Gryphonius**  
Lust for Glory

After deployment, each Titan may declare different enemy Titans as target. Against its target, a Titan may re-roll Hit rolls of 1 and get +1 to Armour rolls. Forfeit if another Gryphonius Titan attacks target.

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**Legio Astorum**  
War March

In first and second round, may add 2" to boosted Movement, but must then roll two Reactor dice when pushing (pick worst)

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**Legio Astorum**  
Veteran Princeps

During Damage Control or Emergency Repairs, may re-roll one Repair dice, or two dice if scale 10 or higher.

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**Legio Defensor**  
Righteous Fire

In first round, each Legio Defensor Titan may fire one weapon twice. If doing so, advance Reactor by two places.

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**Legio Defensor**  
Indomitable Resolve

If a unit in battlegroup has been destroyed, get +1 to command checks.

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**Legio Atarus**  
Seizing the Initiative

Once per battle, may re-roll First Player dice, but only if roll was lower than opponents, and must nominate self as First Player.

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**Legio Metalica**  
Victories Beyond Measure

Once per round, may activate twice. After resolving second activation, increase that Titan's Reactor by 2.

Legio  
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**Legio Astraman**  
**Unyielding**

In Movement phase, may Awaken machine Spirit as Activation. If so, advance Reactor by 2 and apply Stalwart. Cannot activate in Combat phase.

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**Legio Praesagius**  
**Pinpoint Accuracy**

May re-roll Location when attacking at Long Range, except for Blast weapons that missed. Must accept second result.

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**Legio Praesagius**  
**Fluid Command Structure**

If Princeps Seniores is destroyed, designate new Seniores (no Personal Trait, no scenario effects).

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**Legio Praesagius**  
**Against the Impossible**

Once per battle after taking Critical Damage (not Catastrophic), undergo Emergency Repairs as if ordered.

Legio  
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**Legio Fortidus**  
**Children of Mars**

Ignore penalties to, or rerolls of failed, Command checks. Knight banners in line of sight may re-roll Command checks.

Legio  
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**Legio Crucius**  
**Forgeborn**

In first and second round, may re-roll Repair dice rolls of 1.

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**Legio Crucius**  
**Pride of Ryza**

When using a Repair dice of 6 to Vent Plasma, decrease Refactor level by 2.

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**Legio Honorum**  
**Resolute and Unbowed**

If moved more than 4" any round, decrease damage-based Armour roll bonus by 1 for attacks within front arc.

Legio  
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Legio Osedax  
Reforged in War

Ignore penalties to, and rerolls of failed, Command checks.

Legio  
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Legio Oberon  
Efficient Planners

When issuing an Order to Oberon titan, add 1 to Command check for each Oberon Titan already issued same order, to a maximum of +3.

Legio  
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Legio Oberon  
Armoured Phalanx

Subtract 1 from Armour rolls made against Oberon Titan within 2" of other friendly Oberon Titan.

Legio  
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Legio Venator  
Loyalty Above All

Ignore Princes Wounded Critical Damage effect. Add 1 to Command checks made within 6" of Venator Princeps Seniores Titan.

Legio  
Trait

Legio Venator  
One Mind

At beginning of each round, form squadrons between Titans (max size 2). These squadrons cannot merge Void Shields.

Legio  
Trait

Legio Lysandra  
Patience Beyond Measure

Before deployment, may choose to deploy all units at once. If so, other player automatically wins First Player roll-off, and you get +1 to Hit and Command rolls during first round.

Legio  
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Legio Lysandra  
Stillness of Mind

Add 2 to result when rolling to see if a Shutdown order is removed from a Legio Lysandra Titan.

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Legio Tempestus  
Glory in Death

Before rolling Catastrophic Damage, may make Command check. If passed, Titan may immediately attack with one weapon (all if passed by 3+), at -1 to Hit.

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### Legio Tempestus

#### Fury of the Machine

Once per round when firing weapon while having Critical Damage, may add 1 to Strength (must already be 4+, cannot increase above 10).

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### Legio Mortis

#### Reaper's Tally

Each time a Legio Mortis Titan destroys an enemy Titan, it gains a re-roll of 1 each time it makes non-Melee attack. Can accumulate multiple times.

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### Legio Praesagius

#### State of Decay

Each Titan may once per game ignore the effects of MIU Feedback, Moderati Wounded, and Princeps Wounded. While ignored, may not Repair its Head.

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### Legio Fureans

#### Machine Rage

Blank Reactor Dice face counts as Machine Spirit, except does not increase Reactor. If not quelled, may choose result from Awakened Machine Spirit table. If Corrupted Titan, roll twice, then pick one.

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### Legio Fureans

#### Many Faces of the Omnisiah

In first round, may forgo activation in Movement and/or Combat phase. For each such, re-roll any one dice later in the game.

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### Legio Vulpa

#### Honour and Blood

If within 5" of enemy Titan, increase Weapon Skill by 1 (maximum 2+), decrease Ballistic Skill by 1 (minimum 6+)

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### Legio Vulcanum

#### For the Fallen

For each destroyed Vulcanum Titan, gain a re-roll that may be used once each round for any dice roll.

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### Legio Interfector

#### Creeping Madness

When activated in Movement Phase, may allow madness to take over. Roll on table in book.

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### Legio Infernus Masters of Flame

When making attack with a Firestorm weapon, place narrow end of template within 2" and within arc of weapon.

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### Legio Mordaxis Techno-toxin

-1 to Repair rolls for units within 4" of Mordaxis Titan. At start of End phase, any non-Mordaxis Titan within 4" with Critical Damage suffers D3 S5 hits, ignoring void shields, at most once per round.

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### Legio Mordaxis Inured to Pain

Ignore Quake and Concussive effects. Cannot declare Power to Locomotors! or Power to Stabilisers!.

Trait  
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### Legio Audax Stalk unseen

During first round, attacks against Audax Titans of scale 6 or lower get -2 to Hit if Titan 25% obscured.

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### Legio Magna Howls of the Damned

Within 8" of Legio Magna Titan, non-Magna Titans get -1 to Command checks and can never re-roll failed checks.

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### Legio Vulturum Relentless Killers

During Combat phase, friendly Vulturum Titans get +1 to Hit if during same round an enemy Titan suffered Catastrophic Damage.

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### Legio Laniaskara Direct Measures

Once per round, a single Legio Laniaskara Titan can declare Power to Locomotors! without pushing reactor.

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### Legio Laniaskara Bullish

When attacking as part of a Charge order, may make Smash attack and one other attack with Melee trait. Smash attack does not gain Charge bonus dice.

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Legio Kulisaetai  
Callous

Never suffers  
penalties to  
Command checks and  
may ignore effects  
that force re-roll  
of successful  
Command checks.

Legio Damicium  
Trifling  
Pain

When activated in  
Movement phase, may  
ignore a single  
Critical Damage  
until end of Combat  
phase. May repair  
Critical Damage on  
4+.

Legio Damicium  
Envious

Command checks  
get +1 if at  
least one enemy  
Titan of equal  
scale or larger  
is visible.

Legio Tritonis  
Revel in  
Slaughter

Command checks get  
+1 for each enemy  
Titan destroyed  
during battle, to a  
maximum of +3.