

Legio
Trait

Legio Ignatum
We Loyal Few

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

Legio
Trait

Legio Gryphonicus
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 Gryphonicus Titan attacks target.

Legio
Trait

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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Trait

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.

Legio
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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.

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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.

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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.

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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 Princes Seniores Titan.

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Legio Venator
One Mind

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

Legio
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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.

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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 a single
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 Princes
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!.

Legio
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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 Damicum
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 Damicum
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.