

Campaign Titan

In Campaign Titan, players control individual Titans who develop as characters, using experience points gained by participating in games. As their Titans gain levels, they will start games with more and more abilities and even more characters in their Legions. They will also be able to complete scenarios that grow in difficulty, for experience points and other rewards.

A Titan in Campaign Titan is represented on a Titan Character Sheet. There the Titan can be named, and abilities, spells, experience points and level tracked.

Titans in Campaign Titan can cast spells, using Mana which is generated at the start of each turn. The Mana is represented by counters which the Titan spends to cast the spells.

Each Titan has a spell book which contains the specific spells the Titan knows. When a Titan learns a spell, it is added to the Titan's spell book. This can be tracked by writing the spell name down on the character sheet, and also using spell cards which have the spell details on them.

Titans can also have magic items and gold, acquired as rewards in the campaign scenarios. These can be tracked on the character sheet. Magic items are represented by small counters which must be allocated to Legions on the Masterboard. Gold is simply tracked on the character sheet and used to purchase magic items or spells.

Titan Characters

Titan Abilities

Titans can use their experience to purchase any one of eight abilities, up to three times each. It costs 100 experience points (XP) to acquire an ability, indicated by checking off one of the check boxes next to the ability on the Titan Character Sheet. Once all three check boxes are checked next to an ability, that ability may not be purchased any more for that Titan.

The eight abilities are:

Power

For every box checked, the Titan starts each game with +1 Power-factor.

Skill

For every box checked, the Titan has Skill-factor 5 for one Strike Phase per Battle. This can be a Strike Phase on the Titan's turn, or on an opponent's turn. The ability is declared whenever appropriate in the Strike Phase, including just before an opponent rolls an attack against the Titan.

Intelligence

For every box checked, the Titan learns an additional spell of a school and level already known (see gaining additional spells below).

Spirit

For every box checked, the Titan has +1 Mana/turn.

Charisma

For every box checked, the Titan starts the game with an extra tower Creature – Gargoyle, Ogre or Centaur. These can be placed in either of the Titan's starting Legions.

Leadership

For every box checked, one of the Titan's starting tower Creatures is upgraded – to a Cyclops, Troll or Lion, replacing a matching tower Creature. These replacements can be in either of the Titan's starting Legions.

Luck

For every box checked, the Titan can re-roll one die/turn. This includes the move die, dice rolled for summoning, and dice rolled in combat. If more than one box is checked, the same die can be re-rolled more than once.

Wisdom

For every box checked, the Titan gets +10% of all experience awarded at end of game as additional experience.

Titan Levels

A Titan has one level for every 200 XP spent. So a Titan with no experience spent or only 100 XP spent is 0 level. One that has spent 200 XP is level 1, one that has spent 400 XP is level 2, and so forth.

In Campaign Titan, Titans can start with 0, 100 or 200 base experience points. They immediately spend those points (if any) to have starting abilities and/or spells. It's up to the players how much base XP to have, so long as everyone starts with the same number.

Gaining Experience Points

Experience points are awarded at the end of the game. Players should keep track of the results of Engagements involving the Legion that contains their Titan. For Engagements where the defender flees, no experience is earned. For Engagements which resolve with a negotiated agreement, the Titan earns 10 XP (except in the unlikely case that the agreement includes the elimination of the Titan's Legion, in which case no experience is earned). If the Engagement results in a Battle and the Titan's Legion wins, then 25 XP are earned. Winning the game is worth 100 XP, and losing the game is worth 50 XP. In addition, each player scores 10% of the value of their in-game score.

Normally, winning or losing is determined by the standard rules. But in scenario play, there may be different conditions. When playing a scenario, XP are awarded according to the rules of the scenario.

Honor Guard

Higher level Titans build a following known as an Honor Guard. These are Creatures or Demi-Lords who will follow the Titan from game to game.

When a Titan reaches 4th level, one Creature or Demi-Lord worth up to 30 Creature Points will join their Honor Guard. At 7th level, up to two Creatures or Demi-Lords, each worth up to 50 Creature Points, will join their Honor Guard. At 10th level, a third Creature or Demi-Lord worth up to 75 Creature Points will join their Honor Guard, along with two each worth up to 50 Points.

A character in the Honor Guard must be chosen from among the characters which were in the Titan's Legions at game end (in other words, not slain in previous Battles). If a player is eliminated, then they may immediately choose their Honor Guard from among the characters remaining in their Legions that are not yet slain; these characters are set aside, out of the game.

At the start of a game, the characters in a Titan's Honor Guard are added to their starting Legions.

Since it is possible to have up to six additional characters at the start of a game (three from the Charisma ability + three from the Honor Guard) a player might start the game with one or two Legions which already contain seven characters. If this happens, they should split these Legions in the first Commencement Phase, and are allowed to have more than two Legions in their starting Tower.

Magic Spells in Campaign Titan

Spell Schools

When gaining a Titan level, a Titan also gains a level in a spell school, indicated by checking off one of the check boxes next to the spell school on the Titan Character Sheet. Upon gaining a spell school level, one spell from that school and level is learned (added to a Titan's spell book).

The eight spell schools are Water, Air, Earth, Fire, Summoning, Sorcery, Nature and Divine. Each one has three levels, and each level has three spells, for a total of 72 spells available.

Restrictions on Gaining Spell School Levels

A Titan can gain the first level of any spell school, or any level of a spell school for which the previous level is already known.

Gaining Additional Spells

Upon gaining the second level of a spell school, an additional spell from the first level of the school is also learned. When the third level of a spell school is gained, then additional spells from both the second and first level are learned.

If a Titan has extra spells known from Intelligence, then when a new spell school level is gained, one of the bonus spells may be changed to a spell of the new school and level. The previous bonus spell is forgotten.

A Titan can spend 100 XP to gain a level in a spell school instead of gaining an ability. When doing so, a Titan must follow the restrictions on gaining spell school levels above. The experience points spent also count towards Titan level in the normal manner.

Once a Titan has gained all three levels of spell school, they may spend 100 XP to gain a new spell from that school, of any level.

Spells and Mana

At the start of each Game-Turn, each Titan's supply of Mana counters is fully restored. The amount of Mana in a Titan's supply is equal to a Titan's level, plus one for every time the Titan has taken the Spirit ability. When this Mana is used to cast a spell, the counters should be placed on the spell card, where they remain out of play until the next turn. If not using cards, find some other way to track Mana used.

The Mana cost of a spell is equal to its level. In other words, level 1 spells cost 1 Mana to cast, level 2 spells cost 2 Mana to cast, and level 3 spells cost 3 Mana to cast.

There are some spells which are cast during the Movement Phase, and some which are cast during the Enlistment Phase. But most spells are cast during a Battle in the Engagement Phase. Note that a Titan's Mana supply applies to the whole Game-Turn, across all phases. In other words, Mana spent during the Movement Phase is unavailable during the Engagement Phase of the same Game-Turn.

Any spell a Titan knows could conceivably be cast more than once in a Game-Turn, subject to other restrictions either detailed in the spell description or covered in the rules below.

Casting Spells during a Battle

Most spells are meant to be used in Battle. Spells which a Titan knows that are cast in a Battle are cast by the Titan character itself, so they are only available in Battles involving the Titan's Legion. The following rules always apply to spells cast in Battle:

- A character may cast at most one spell during each Battle-Round.
- A spell which allows the spellcaster to make a rangestrike may not be used by a spellcaster that is locked in contact, unless otherwise stated in the spell's description.
- Spells which have a target character or target hex have a range of 4, calculated exactly how a Warlock's rangestrike is determined. In other words, the spell is not blocked or affected by the presence of hazards or characters.
- If a spell targets a character in the spellcaster's Legion, the spellcaster themselves can always be the target.
- A spell which has a target character or target hex may not be used by a character that is locked in contact, unless the target is the spellcasting character themselves.
- A spell which targets all characters in a Legion may not be used by a character that is locked in contact.

The Spell Phase

This is a new phase in the Battle-Round which occurs just before the Movement Phase. Most spells are cast during the Spell Phase of a Battle-Round. Only the moving player may normally cast spells in this phase. If a spell is used at any other point in the game, this will be indicated in the spell's description.

Strike and Rangestrike Spells

Many spells allow the caster to make either a strike or a rangestrike. These spells are cast on the Strike Phase, not on the Spell Phase as most spells are. A rangestrike spell can only be cast when the player's Maneuver Phase immediately preceded the Strike Phase, but a strike spell could be cast as part of a retaliatory strike. Note, however, that the limitation of one spell cast per Battle-Round always applies.

A special notation is used to indicate what Power-factor and Skill-factor these attacks have: XdN , where X is the Power-factor (number of dice) and N is the Skill-factor (2, 3 or 4). So $2d4$ means a Power-factor of 2 and Skill-factor of 4. $7d2$ means a Power-factor of 7 and Skill-factor of 2. Note that for a rangestrike, the Skill-factor will determine the range of a spell as well as the chance of scoring a hit with each die.

The normal rules for striking and rangestriking apply to these spells, including the effects of hazards and intervening characters, unless otherwise stated in the spell description.

Area of Effect Strike and Rangestrike Spells

Some strike and rangestrike spells are area of effect, meaning they affect more than one character. These spells are indiscriminate in that they will affect both friendly and enemy characters; they simply attack any character in any hex that is in the area of effect.

Explosion attacks make a rangestrike against the character in a target hex, then a different rangestrike against the characters in all hexes adjacent to the target hex, and potentially a third rangestrike against the characters in all hexes two hexes from the target hex.

Blast attacks make a strike against the character in an adjacent target hex, and then the characters in other hexes in a straight line from the spellcaster's hex through the target hex.

Note that while a spellcaster will generally target a hex containing an enemy character when casting an area of effect spell, if there are friendly characters in any of the other hexes in the spell's area of effect, those friendly characters will be targeted by the spell as well.

Keeping Track of Spell Effects

Many spells affect their targets for the duration of the Battle. This means it would be helpful to track these effects so that they are accurately considered from Battle-Round to Battle-Round. A recommendation is to use small counters, the same size as the hit chits, but with the names of the effects on them.

For example, if a character is the target of Strength, a counter marked "Strength" can be placed on it as a reminder. Should the character then be the target of Dispel, the counter would be removed.

Complete Spell List by Spell School

Water School

Level 1 Spells

Water Affinity

The caster may attempt to summon a Water Elemental during the Enlistment Phase. For each Water School level gained beyond the first, +1 is added to the dice roll.

Bog Walker

Target character is native to bog for the duration of the Battle.

Raise/Lower Water

Target bog hex becomes a clear hex for the duration of the Battle, or target clear hex becomes a bog hex for the duration of the Battle.

Level 2 Spells

Ice Bolt

Rangestrike spell. Make a 6d3 rangestrike.

Ice Wall

Three hex sides of target hex become wall hazards for the duration of the Battle, or until destroyed. They are destroyed if either the hex or a character in the hex is the target of a spell from the Fire School.

Ice Shield

Target character gains 2 shield tokens if their Power-factor is less than 7; otherwise they gain 3 shield tokens. Each time the character would take a hit of damage, remove a shield token instead, until all shield tokens are removed.

Level 3 Spells

Bog Lord

All characters in the spellcaster's Legion are native to bog for the duration of the Battle.

Ice Storm

Rangestrike spell. Target hex is hit with an explosion area of effect which makes 6d3/3d3 rangestrikes.

Ice Shards

Strike spell. Blast area of effect. Adjacent target hex is hit with a 6d3 strike, and the next two hexes in a straight line from the caster's hex through the target hex are hit with 4d3 strikes.

Air School

Level 1 Spells

Air Affinity

The caster may attempt to summon an Air Elemental during the Enlistment Phase. For each Air School level gained beyond the first, +1 is added to the dice roll.

Tundra Walker

Target character is native to drift for the duration of the Battle.

Shocking Grasp

When target character next strikes, add 2d4 to the attack. These dice are in addition to the target character's normal strike and are at Skill-factor 4 regardless of the target character's Skill-factor. They are part of the same strike and should be rolled first; their damage may not be carried over to a different enemy.

Level 2 Spells

Haste

Target character has +1 to maximum movement for the duration of the Battle. This does not affect their Skill-factor during the Strike Phase.

Fly

Target character has flying for the duration of the Battle.

Lightning Bolt

Rangestrike spell. Make a 4d4 rangestrike, ignoring hazards and intervening characters.

Level 3 Spells

Tundra Lord

All characters in the spellcaster's Legion are native to drift for the duration of the Battle.

Mass Haste

All characters in the spellcaster's Legion within a range of 4 of the spellcaster have +1 to maximum movement for the duration of the Battle. This does not affect their Skill-factors during the Strike Phase.

Mass Fly

All characters in the spellcaster's Legion within a range of 4 of the spellcaster have flying for the duration of the Battle.

Earth School

Level 1 Spells

Earth Affinity

The caster may attempt to summon an Earth Elemental during the Enlistment Phase. For each Earth School level gained beyond the first, +1 is added to the dice roll.

Move Through Earth

Target character ignores the move effects of slope, sand and wall hazards for the duration of the Battle.

Mountain Walker

Target character is native to slopes for the duration of the Battle.

Level 2 Spells

Slow

Target enemy character has -1 to maximum movement for the duration of the Battle. This does not affect their Skill-factor during the Strike Phase.

Earth Wall

Three hex sides of target hex become wall hazards for the duration of the Battle.

Stone Fist

When target character next strikes, add 6d2 to their attack. These dice are in addition to the character's normal strike and are at Skill-factor 2 regardless of the target character's Skill-factor. Any damage done by these extra dice may be carried over to another enemy.

Level 3 Spells

Mountain Lord

All characters in the spellcaster's Legion are native to slope for the duration of the Battle.

Mass Slow

All enemy characters within a range of 4 of the spellcaster have -1 to maximum movement for the duration of the Battle. This does not affect their Skill-factors during the Strike Phase.

Earthquake

Rangestrike spell. Target hex is hit with an explosion area of effect which makes 12d2/6d2/3d2 rangestrikes.

Fire School

Level 1 Spells

Fire Affinity

The caster may attempt to summon a Fire Elemental during the Enlistment Phase. For each Fire School level gained beyond the first, +1 is added to the dice roll.

Dune Walker

Target character is native to sand and dune for the duration of the Battle.

Fire Bolt

Rangestrike spell. Make a 3d4 rangestrike.

Level 2 Spells

Volcano Native

Target character can enter a volcano hazard and gains all the benefits that Dragons get from volcano hazards for the duration of the Battle.

Fire Fan

Strike spell. Blast area of effect. Adjacent target hex is hit with a 3d4 strike, and the next two hexes in a straight line from the caster's hex through the target hex are hit with 2d4 strikes.

Bloodlust

Target character makes two strikes in a row on their next Strike Phase. This does not apply to rangestrikes.

Level 3 Spells

Dune Lord

All characters in the spellcaster's Legion are native to sand and dune for the duration of the Battle.

Fire Ball

Rangestrike spell. Target hex is hit with an explosion area of effect which makes 4d4/2d4 rangestrikes.

Mass Bloodlust

All characters in the spellcaster's Legion within a range of 4 of the spellcaster make two strikes in a row on their next Strike Phase. This does not apply to rangestrikes.

Summoning School

Level 1 Spells

Summoning I

The caster may attempt to summon a Creature worth 10-20 points that is still available in the muster pile during the Enlistment Phase.

Occult Summoning

The caster may attempt to summon a Demon during the Enlistment Phase.

Phase Movement

Target character ignores the effects on movement of all hazards, and can move even if locked in contact, for the duration of the Battle.

Level 2 Spells

Summoning II

The caster may attempt to summon a Creature worth 25-35 points that is still available in the muster pile during the Enlistment Phase.

Divine Summoning

Summon an Angel from another friendly Legion somewhere on the Masterboard that is not involved in an unresolved Engagement. This can be done during any Battle-Round, whether the player is the attacker or the defender.

Teleport

Cast during the Maneuver Phase. Target character moves to any unoccupied hex on the Battleland as its move. This can be done even if the character is locked in contact.

Level 3 Spells

Summoning III

The caster may attempt to summon a Creature worth 40-50 points that is still available in the muster pile during the Enlistment Phase.

Mass Phase Movement

All characters in the spellcaster's Legion within a range of 4 of the spellcaster ignore the effects on movement of all hazards, and can move even if locked in contact, for the duration of the Battle.

Teleport Legion

Cast during the Movement Phase of the Game-Turn. One Legion ignores the move die, instead moving to any space on the Masterboard that is up to 6 spaces away from its current location.

Sorcery School

Level 1 Spells

Magic Missile

Rangestrike spell. Make a 2d4 rangestrike, ignoring hazards and intervening characters. This rangestrike may target a Lord.

Shield

Cast on the Strike Phase just after the opponent makes a strike or rangestrike that does at least one hit of damage. One hit of damage from the strike is cancelled.

Strength

Target creature has +3/+2/+1 Power-factor (for Skill-factor 2/3/4) for the duration of the Battle.

Level 2 Spells

Improved Magic Missile

Rangestrike spell. Make 3 separate 1d4 rangestrikes, ignoring hazards and intervening characters. These may target multiple characters, or the same character, in any combination, and each rangestrike is resolved before choosing the target of the next one. Any of these rangestrikes may target a Lord.

Invisibility

Target character ignores the locked in contact rules, and may not be targeted by enemy attacks except for area of effect attacks, for up to two Battle-Rounds. This effect is cancelled if the character makes a strike or rangestrike.

Dispel

Cancel all effects from spells which are affecting target character or target hex.

Level 3 Spells

Disintegrate

Rangestrike spell. Make a 6d4 rangestrike, ignoring hazards and intervening characters.

Mass Strength

All characters in the spellcaster's Legion within a range of 4 of the spellcaster have +3/+2/+1 Power-factor (for Skill-factor 2/3/4) for the duration of the Battle.

Mass Invisibility

All characters in the spellcaster's Legion within a range of 4 of the spellcaster ignore the locked in contact rules, and may not be targeted by enemy attacks except for area of effect attacks, for up to two Battle-Rounds. This effect is cancelled for an individual character as soon as it makes a strike or rangestrike.

Nature School

Level 1 Spells

Brush Native

Target character is native to bramble for the duration of the Battle.

Barkskin

For the duration of the Battle, strikes and rangestrikes made against target character are at -1 Skill-factor. The minimum Skill-factor possible is 1.

Wild Growth

Target clear or bog hex becomes a bramble hex for the duration of the Battle.

Level 2 Spells

Entangle

All enemy characters adjacent to or in target bramble hex or tree hex are unable to move for the duration of the Battle.

Move Through Tree

Target character can move through and end their move on a tree hex for the duration of the Battle.

Regeneration

Target character gains the Regenerates ability for the duration of the Battle.

Level 3 Spells

Jungle Lord

All characters in the spellcaster's Legion are native to bramble for the duration of the Battle.

Rift

Cast on an opponent's Move Phase of the Game-Turn, after they roll the die but before they move any Legions. One target border of one Land containing a Legion belonging to the spellcaster may not be crossed by any of that opponent's Legions during the current Move Phase.

Pathfinder

Cast on the player's Move Phase, after rolling the die. One Legion owned by the player ignores the die roll, and instead can choose the value of the move die for its move.

Divine School

Level 1 Spells

Bless

Target character has +1 Skill-factor when attacking for the duration of the Battle. The maximum Skill-factor possible is 5.

Protection

Target character has +1 Skill-factor when defending for the duration of the Battle. The maximum Skill-factor possible is 5.

Minor Heal

Remove up to 2 hits from target character.

Level 2 Spells

Banish

Rangestrike spell. Make a 6d4 rangestrike against target elemental or Demon, ignoring hazards and intervening characters.

Raise Dead

The caster may attempt to summon a Creature from the dead pile during the Enlistment Phase. It must be a Creature that could be mustered in the same Land.

Major Heal

Remove up to 4 hits from target character.

Level 3 Spells

Mass Bless

All characters in the spellcaster's Legion within a range of 4 of the spellcaster have +1 Skill-factor when attacking for the duration of the Battle. The maximum Skill-factor possible is 5.

Mass Protection

All characters in the spellcaster's Legion within a range of 4 of the spellcaster have +1 Skill-factor when defending for the duration of the Battle. The maximum Skill-factor possible is 5.

Recall

Cast during the Move Phase. One Legion ignores the move die roll, and instead can move to any empty Tower Land.

The Muster Pile and the Dead Pile

In Campaign Titan, when Creatures are slain, they are not eliminated from the game. Instead, they join a new supply known as the dead pile. This is because it is possible to summon Creatures that have been slain, using a Raise Dead spell or a Cleric's ability.

What are called the caretaker's stacks in the original game are referred to as the muster pile. Lords and Demi-Lords are returned to the muster pile when slain, and so can be mustered again or summoned from there.

Master Masters

In Campaign Titan, new characters called Master Masters are available for muster in all regions, extending the Master Charts and enabling even more powerful armies. There are two counters available for each Master Master (four counters are available for Ranger Captains, since they can be mustered in both Plains and Marsh).

The extended Master Charts follow. Master Master characters are underlined.

PLAINS

3 Ranger
Ranger Captain
(6 *~ 4) Native to Bog.

MARSH

3 Ranger
Ranger Captain
(6 *~ 4) Native to Bog.

WOODS

2 Unicorn
Druid
(5 4) Demi-Lord. Casts Minor Heal. Moves through and in trees as if they were clear.

HILLS

2 Unicorn
Healer
(5 4) Demi-Lord. Casts Major Heal. Native to slopes.

TUNDRA

3 Giant
2 Ice Witch
(6 ~ 4) Demi-Lord. Native to drift. Gains 1 die when striking or rangestriking and in drift hex; can rangestrike like Warlock.

MOUNTAINS

3 Dragon
Salamander
(10 ~ 3) Demi-Lord. At the beginning of any Strike Phase, any enemy character in contact with Salamander that cannot enter a Volcano hex takes 1 damage. If in Volcano, gains 2 dice when striking or one die when rangestriking. Regenerates in Volcano.

SWAMP

2 Hydra
Venemous Wyrm

(9 ~ 3) Regenerates. Native to Bog. Any character damaged by Venemous Wyrm takes an additional 2 points of damage at the beginning of the next Strike Phase.

DESERT

2 Hydra
Bronze Wyrm

(10 *~ 3) Regenerates. Native to Dune and Sand.

BRUSH

3 Gorgon
Manticore

(7 *~ 4) Native to Bramble.

JUNGLE

2 Serpent
Allosaurus

(16 3) Native to Bramble.

TOWER

Titan with score 200+

Cleric

(6 4) Demi-Lord. Casts Minor Heal and Raise Dead.

Master Muster characters which are Lords or Demi-Lords do not go to the dead pile when slain; instead, they are returned to the muster pile. Those which are Creatures do go the dead pile when slain, and may be summoned with Raise Dead like any other Creature.

New Character Abilities

Some of the new Master Muster characters can cast spells, mainly healing spells. This is done exactly as if they were a Titan casting the spell (in terms of range and other restrictions) except that Mana is not a consideration.

Regenerates Ability

Characters with the Regenerates ability automatically remove up to two hits they have taken, at the start of the Spell Phase that is before the player's Maneuver Phase. This happens even if they are locked in contact.

Creature Points

In Campaign Titan, an alternate form of scoring creature points is used, which factors in more than just Power and Skill. The chart below shows the values of all characters.

<u>Point Value</u>	<u>Characters</u>
10	Centaur, Ogre
15	Gargoyle, Lion, Troll
20	Cyclops, Warbear
25	Minotaur, Behemoth
30	Griffon, Wyvern, Earth Elemental

35	Gorgon, Serpent, Guardian
40	Giant
45	Water Elemental
50	Ranger, Unicorn, Warlock, Air Elemental, Fire Elemental, Druid, Healer, Ice Witch, Allosaurus
55	Dragon, Kraken, Manticore
60	Colossus, Hydra, Angel, Salamander, Cleric
70	Venemous Wyrm
75	Ranger Captain, Bronze Wyrm
80	Skill-factor 2 Demon
90	Archangel, Skill-factor 3 Demon
100	Skill-factor 4 Demon

Chart 1. Character point values

Summoning

Campaign Titan adds summoning, which is similar to mustering and happens at the same time, during the Enlistment Phase. Any legion which has moved can either muster using the normal rules, or summon instead if it meets the prerequisites. Any legion which has not moved can summon if it meets the prerequisites. A legion can summon if it has a Warlock, a Cleric, or a Titan with a Summoning spell (and the Mana to cast it), and if it does not already have seven characters in it.

Elementals and Demons

Warlocks are able to summon elementals and demons. There are two of each type of elemental available, and one of each of the six demon types. Elementals are Demi-Lords, and Demons are Lords.

Earth Elemental - *summoned in Plains or Hills*

(15 2) Native to slope.

Water Elemental - *summoned in Marsh or Swamp*

(10 ~ 3) Native to Bog and Water

Air Elemental - *summoned in Tower or Tundra*

(8 * 4)

Fire Elemental - *summoned in Desert or Mountain*

(8 ~ 4) Can enter Volcano. Gains a die when striking or rangestriking in Volcano. Regenerates in Volcano.

Demon - *summoned in Tower*

The exact demon is determined randomly:

1. (20 2)
2. (15 3)
3. (12 ~ 3)
4. (12 * 3)
5. (12 4)
6. (10 * 4)

Summoning Roll

To summon, the player declares what the Legion is summoning, based on the characters who are participating in the summoning, and the Legion's location. If a Titan is using a Summoning spell, the appropriate amount of Mana must be spent.

Character(s) participating	Legion location	What can be summoned
Warlock, Titan with Water Affinity spell	Marsh, Swamp	Water Elemental
Warlock, Titan with Air Affinity spell	Tower, Tundra	Air Elemental
Warlock, Titan with Earth Affinity spell	Plains, Hills	Earth Elemental
Warlock, Titan with Fire Affinity spell	Desert, Mountain	Fire Elemental
Warlock, Titan with Occult Summoning spell	Tower	Demon
Cleric, Titan with Raise Dead spell	Any	Any dead creature that could be mustered in same Land (including Master Muster creatures)
Titan with Summoning I spell	Any	Any Creature worth 10-20 points that is still available in the muster pile
Titan with Summoning II spell	Any	Any Creature worth 25-35 points that is still available in the muster pile
Titan with Summoning III spell	Any	Any Creature worth 40-55 pts that is still available in the muster pile

Table 1. Legal summon targets by participating character and legion location

From this a target number is determined based on the point value of the character being summoned, according to the table below.

Character Point Value	Target Number
10	7
15	8
20 - 30	9
35 - 50	10
55 - 60	11
70+	12

Table 2. Target summoning numbers by target character type

The player rolls two dice and adds the values together. If the total equals or exceeds the target number, then the summon is successful, and the character being summoned is added to the legion.

Note that the Summoning I-III spells cannot be used to summon from the dead pile, only Creatures that are in the muster pile. However, they may be used to summon Creatures that cannot normally be mustered in the Land that the Legion is in.

Raise Dead may only summon Creatures from the dead pile, and the Creature summoned must be one which could normally be mustered in the Land that the Legion is in.

Summoning Roll Bonuses

When summoning, a player adds +1 to the die roll for each character participating beyond the first. Only characters that can all legally summon the target (see table 1, column 1) can participate together.

When using spells to summon, a given spellcaster may only cast one spell per Enlistment Phase.

Extended Strike Chart

Because it is possible from the effects of spells for a character to have Skill-factor 5 when defending, an extended Strike Chart is provided.

	Attacker SF→	1	2	3	4	5
Defender SF→	2	5	4	3	2	1
	3	6	5	4	3	2
	4	6	6	5	4	3
	5	6	6	6	5	4

strike-numbers

Titan Name _____

LEVEL

Abilities

POWER +1 Power-factor

Base XP: _____

SKILL 1 roll at Skill-factor 5/turn

Earned

XP: _____

INTELLIGENCE +1 spell known

Spent

XP: _____

SPIRIT +1 Mana

CHARISMA +1 start unit

LEADERSHIP one start unit upgraded

LUCK re-roll 1 die/turn

WISDOM +10% experience

GOLD

Spell Schools

SPELLS

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CREDITS

These rules were written by Steve Barrera, as a variant and extension of THE LAW OF TITAN, the rules for Avalon Hill's fantasy wargame Titan, designed by Jason McAllister and David Trampier.

For more information on the Campaign Titan variant, visit the URL below:

<http://stevebarrera.net/game/titan/SMCampaignTitan.html>