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| <p style="text-align: center;">Titan</p> <p>Choose One Or End Engagement Phase</p> <p>Chamber of Trials: Initiate a Battle using battle form of your choice, Enemy has attribute of 0 and rolls 3 battle dice during battle. If you win gain 1 completed mission. If you lose the battle, discard 1 completed mission</p> <p>Test Strength 7: If you fail, lose 1 Life. If you pass, gain a Inquisition Affiliation</p> | <p style="text-align: center;">Knight House Taranis</p> <p style="text-align: center;">2 Orange</p> | <p style="text-align: center;">Orbital Spire</p> <p style="text-align: center;">1 Orange</p> | <p style="text-align: center;">Palace of The Fabricator General, 1 die</p> <p>1 - Discard 1 Weapon or armour asset 2-4 Gain Adeptus Mechanicus Affiliation 5 Place 1 Charge on a weapon or armour asset 6 - Reveal 1 Wargear, acquire at no cost</p> | <p style="text-align: center;">Fane Of The Technomachines</p> <p style="text-align: center;">2 Orange</p> | <p style="text-align: center;">Titan Legion</p> <p>Gain a Imperial Guard Affiliation, if already have can draw 1 Mission Card</p> | <p style="text-align: center;">Luna</p> <p>Choose One Or End Engagement Phase</p> <p>The Great Crossroads: Roll 1 die, then you may spend influence to add 1 to your result for each influence spend. 1-4 Lose 1 influence 5+ Move to any other Soace in the Sol, Outer or Middle Tiers. Then start another Engagement Phase</p> <p>Test Cunning 7: If you fail, lose 1 Affiliation. If you pass, gain a Imperial Nobility Affiliation</p> |
| <p style="text-align: center;">Senate of the High Lords of Terra</p> <p>The High Lords favour: Roll 1 die. For each affiliation you have you may choose to add 1 to the result. 1-5 Gain either 3 influence or 1 affiliation of your choice 6-8 Gain 1 attribute of your choice and 1 completed Mission 9+ Gain 1 level and draw 1 Relic. Then move to any space in the Outer or Middle tier and end your Engagement Phase</p> | <p style="text-align: center;">Ecclesiarchal Palace</p> <p>Gain a Adepta Sororitas Affiliation, if already have gain 1 Life</p> | <p style="text-align: center;">Halls Of Judgement, 1 die</p> <p>1 Lose 1 Life and 1 Affiliation 2-4 Gain Adeptus Arbitres Affiliation 5 May choose player to loose affiliation 6 Gain 1 Cunning</p> | <p style="text-align: center;">Palace Gates 2 Orange, if you have at least 3 affiliations, you may spend all remaining movement points to move to the Titanolith space</p> <p style="text-align: center;">Titanolith - Stop Here</p> <p>Petioner's Plea : Test 8 using your highest printed attribute. If you fail lose 1 of that attribute and move to Palace Gates. If you succeed, move to either the Eternity Gate or the Administratum Archive instead of resolving your Movement Phase normally next turn</p> | <p style="text-align: center;">Scholastia Psykana, 1 die</p> <p>1 Discard Power Card and lose 1 Life 2-4 Gain Adeptus Astra Telepathica Affiliation 5 Draw 1 Power Card 6 Gain 1 Willpower</p> | <p style="text-align: center;">Astronomican</p> <p style="text-align: center;">1 Orange</p> | <p style="text-align: center;">Sanctum Imperialis</p> <p>The Emperor Provides: Gain the Champion card that matches one of your affiliations, if able. Then, if you have 9 affiliations, you may move to the Daemon World Braxas space and end your Engagement Phase. Otherwise, move to any space in the Outer or Middle tier and end your Engagement Phase</p> |
| | | | | <p style="text-align: center;">Eternity Gate</p> <p>Cleanse and Purify: Lose 1 Life for each Corruption card you have. Then test 7 using your lowest printed attribute. If you fail move to the Titanolith space, and end your Engagement Phase. If you pass, gain 1 of the tested attribute and discard all of your corruption cards</p> | | |