

<div>↕</div> <div>Titan Choose One Or End Engagement Phase 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 Test Strength 7: If you fail, lose 1 Life. If you pass, gain a Inquisition Affiliation</div> <div>↕</div>	<div>↕</div> <div>Knight House Taranis 2 Orange Ecclesiarchal Palace Gain a Adepta Sororitas Affiliation, if already have gain 1 Life</div> <div>↕</div>	<div>Orbital Spire 1 Orange Halls Of Judgement, 1 die 1 Lose 1 Life and 1 Affiliation 2-4 Gain Adeptus Arbites Affiliation 5 May choose player to loose affiliation 6 Gain 1 Cunning</div>	<div>Palace of The Fabricator General, 1 die 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</div>	<div>Fane Of The Technomartines 2 Orange Scholastia Psykana, 1 die 1 Discard Power Card and lose 1 Life 2-4 Gain Adeptus Astra Telepathica Affiliation 5 Draw 1 Power Card 6 Gain 1 Willpower</div>	<div>Titan Legion Gain a Imperial Guard Affiliation, if already have can draw 1 Mission Card</div>	<div>↕</div> <div>Luna Choose One Or End Engagement Phase 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 Test Cunning 7: If you fail, lose 1 Affiliation. If you pass, gain a Imperial Nobility Affiliation</div> <div>↕</div>
<div>Senate of the High Lords of Terra 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</div>	<div>Administratum Archives Cyclopean Bureaucracy : Test 5 using your influence instead of an attribute. If you fail lose 1 affiliation, move to the Titanolith space, and end your Engagement Phase</div>	<div>Titanolith - Stop Here Petitioner'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</div>	<div>Eternity Gate 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</div>	<div>Sanctum Imperialis 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 Daemom World Braxas space and end your Engagement Phase. Otherwise, move to any space in the Outer or Middle tier and end your Engagement Phase</div>		