

THE SECUTARII TITAN GUARD

A military formation developed in parallel with the Skitarii Legions of Mars in the lost and ancient days long before the Imperium was founded, the Secutarii were created as the honour guard and protectors of the Titan Legions. While the power of Titans is absolute upon the battlefield, their sheer scale and prominence leads to certain vulnerabilities and needs the Secutarii are designed to meet. The foremost of these is close protection and defence—not against war machines and the serried legions of an enemy—the Titans themselves are more than capable of eradicating such foes, but from covert assault, infiltration and ambush. For beset suddenly and at close range by swarms of well-armed infantry even a Titan can fall, as a mighty beast might be felled by venomous insects.

The Secutarii's second battlefield role, almost as important as the first, is to sweep and destroy in the Titans' wake. For while a battle Titan might shatter a mighty fortress or blast a tank company to ruin, it is for the Secutarii to pursue and eradicate such threats its survivors might still pose as the Titans press on to more important targets, and to hunt down and slay those who seek to flee from the Machine God's wrath.

The third, perhaps less prominent but still vital role the Secutarii serve is as part of a more general auxiliary force including the Titan Autokratoris magos of the Machine Cult and the Scutarii machine-labour corps who attend to the sustenance, repair, re-arming and refuelling of the Legio's Titans in the field. Here it is the sworn duty of the Secutarii to defend the Titan force's landing fields and supply lines from assault, as well as reach the hulks of damaged or disabled Titans on the battlefield and defend them from plunder or sabotage by the enemy. It is also considered a sacred charge by the Secutarii to assist and if needs be retrieve any Titan crew who have been forced to abandon their god-engines or who have been left in their wreckage, alive or dead. It is a task in which the Secutarii consider their own lives utterly expendable in order to accomplish.

The history of the Secutarii Titan Guard is an ancient one, and though they were developed and deployed first in the lost past of the Age of Strife, it was in the later glories of the Great Crusade that they reached their zenith. At the height of the Imperium's power, each fully operating Titan Legion possessed its own attendant regiments of Secutarii. Just as the apocalyptic conflict of the Horus Heresy sundered the might of the Space Marine Legions, so it did the Legio Titanicus, splitting the Legios' allegiance between Traitor and Loyalist in fratricidal bloodshed, and with them the Secutarii fought and died on both sides of the war, faultlessly loyal to the god-machines alongside which they had long served.

The Corpus Secutarii

Much as with the Skitarii, in whose origins they share, the Secutarii undergo a high level of cybernetic rebuild, with the majority of their organs and tissues either significantly augmented or outright replaced with circuit, bio-plastic and metal. This is to them a fanatical sign of their faith in the Omnissiah, the Machine God in whose soaring avatars—the Titans of the Legio in which they serve—are a daily focus for veneration and blessed submission. The particular alterations of form and peculiarities of the cybernetics which infuse their bodies vary greatly, save for one device, the Kyropatris field generator, which while visually taking the form of a backpack, it is actually fully integrated into a Secutarii's ribcage and chest cavity. This harmonic field generator creates an atmospheric impedance barrier which is capable of deflecting projectiles, blast fragmentation and similar debris before they strike the Secutarii, and at greater field density, even deflecting heavy weapons fire and powerful kinetic waves like an invisible wall. The secret of this device's power is that a single Kyropatris field generator is alone of little effect, but in proximity to others attuned to its wavelength, the energy form is amplified and woven together with those around it like armoured mail, granting it a defensive potency that allows the Secutarii to endure in the tempestuous and savage battlefields in which they are expected to operate.

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Credo Omnissiah

USING THE SECUTARII IN AGE OF DARKNESS BATTLES

Secutarii units may be included in the Taghmata Ommissiah army list and its Ordo Reductor variant, but unless the Detachment they are part of also includes a Titan (of any classification), they may not be used to fill compulsory choices as part of a Force Organisation chart.

SECUTARII SPECIAL RULES AND WARGEAR

Titan Guard

To the Secutarii, the guardianship of the god-engines of the Legio Titanicus is a sacred charge which spurs them on to a fervour which overcomes any fear for frailty of flesh.

When any unit with this special rule is within 24" of an allied Titan of any type, they may re-roll failed Morale checks and Feel No Pain rolls.

Secutarii Hazard Protocols

At the start of their player turn, a player can declare that all of their Secutarii with this special rule will engage hazard protocols, using their implants to create seamless fields of interlocking fire, although at the expense of individual action. Where this is the case, their standard BS is increased by +1 and they may make Snap Shots at BS 2. However, the units may not make Run moves, and their WS and Initiative are reduced by -1. These effects last until the start of the controlling player's next player turn.

The Kyropatris field

So long as a unit contains at least five models equipped with a Kyropatris field generator, all models in the unit may re-roll failed armour saves of a 1. In addition, if the unit contains at least 10 models equipped with Kyropatris field generators then shooting attacks against them are reduced by -1 Strength.

Omnispex

Cover saves taken against attacks made by a unit that contains at least one model equipped with an omnisplex are made with a -1 modifier.

ARMS OF THE WARRIORS OF MARS

The officers and adjutants of the Secutarii bear a variety of unusual weapons seldom seen outside of the panoply of the armies of Mars, and these patterns are held as reliquaries of the Ommissiah's faith by the Titan Legions and their retainers. Where such arms cannot be easily obtained owing to distance or some doctrinal schism, they will be supplanted by even more esoteric weapons provided by the masters of the Taghmata.

Weapon	Range	Str	AP	Type
Arc pistol	12"	6	5	Pistol, Haywire
Arc rifle	12"	6	5	Rapid Fire, Haywire
Radium pistol	12"	3	5	Pistol, Rad Poisoning
Radium carbine	18"	3	5	Assault 3, Rad Poisoning
Arc maul	—	+2	4	Melee, Concussive, Haywire
Shattersphere grenades	8"	4	5	Assault 1, Blast (3"), Pinning, Rad Poisoning

Rad Poisoning: When firing a weapon that has this special rule, a To Wound roll of 6 causes 2 wounds on the target unit, regardless of the target's Toughness. Each wound is allocated and saved against separately.

Galvanic-caster

This is an electro-galvanically driven, laser-guided multi-function projectile launcher akin in some ways to a combi-weapon. With its main weapon mechanism, it is able to fire rapid bursts of low velocity, razor-edged metallic flachettes, or with its secondary discharger, attack concealed targets with retina-burning ignis charges. Some of these weapons are further upgraded with a high-intensity capacitor and, by compressing the galvanic charge, can fire an armour-piercing inert slug-shot at supersonic velocities. This complex but flexible weapon system allows the Secutarii Peltasts to engage a wide variety of targets with lethal effect.

The galvanic-caster has several weapon profiles depending on which ammunition is selected for use – the entire squad must use the same type of ammunition when firing.

Weapon	Range	Str	AP	Type
Galvanic-caster				
- Flachette burster	24"	2	—	Salvo 2/4, Shred
- Ignis blaze	18"	3	5	Heavy 1, Parabolic Shot, Blind, Blast (3")
- Kinetic hammershot	30"	4	3	Heavy 1, Rending

Parabolic Shot: Weapons with this special rule can be fired at targets out of the unit's line of sight, so long as they are not in an enclosed space.

Arc Lance

A powerful spear-like weapon, akin both to the arc mauls of the Skitarii Clade officers and the far larger weapons wielded by the mighty Cerastus Knight-Lancers, the arc lance inflicts damage by short-range blasts of coruscating energy, its power supply augmented by the inversion generator mounted in the paired mag-inverter shield.

The arc lance has two weapon profiles depending on whether it is used to make shooting attacks or close combat attacks.

Weapon	Range	Str	AP	Type
Arc lance				
- Close combat	—	+1	4	Melee, Concussive, Haywire
- Shooting attack	12"	5	5	Assault 1, Haywire

Mag-inverter Shield

The mag-inverter shield carried by the Secutarii is a highly sophisticated relic technology incorporating a powerful inversion generator at its core. This generator is sufficient both to enhance the resilience of the shield far beyond the limits of its material strength, so it may resist blows which would otherwise slay its bearer instantly, and further provide the copious power needed by the arc lance carried by the Hoplite as their principal weapon.

The mag-inverter shield provides its bearer with a +5 invulnerable save and, in addition, they count as being armed with defensive grenades when charged.

SECUTARII PELTAST PHALANX

120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sw
Secutarii Peltast	3	4	3	3	1	3	1	8	4+
Peltast Alpha	3	4	3	3	2	3	2	9	4+

Unit Composition

- 9 Secutarii Peltasts
- 1 Peltast Alpha

Unit Type

- Secutarii Peltast: Infantry
- Peltast Alpha: Infantry (Character)

Wargear

- Galvanic-caster with flachette burner & ignis blaze rounds
- Kynopatrios field generator
- Secutarii war plate

Special Rules

- Secutarii Hazard Protocols
- Titan Guard
- Feel No Pain (6+)
- Relentless
- Blind Barrage

Dedicated Transport

- A Secutarii Peltast Phalanx may take a Triaros Armoured Conveyor as a Dedicated Transport for +55 points.

Options

- The Secutarii Peltast Squad may include:
 - Up to 10 additional Secutarii Peltasts +21 points per model
- The entire squad may be upgraded to have:
 - Kinetic hammershot rounds for their galvanic-casters +3 points each (If this option is taken, all galvanic-casters in the unit must be so upgraded).
- Any model in the squad may exchange their galvanic-caster for a:
 - Radium carbide Free
 - Arc rifle +30 points each
- The Peltast Alpha may take one of the following additional weapons options:
 - Radium pistol +5 points
 - Arc pistol +30 points
 - Volkite serpents +5 points
- The Peltast Alpha may exchange their galvanic-caster for an:
 - Arc mail or a power weapon Free
- The Peltast Alpha may be equipped with any of the following:
 - Refractor field +30 points
 - Omnispect +30 points
 - Shattersphere grenades +5 points
 - Augury scanner +5 points

Blind Barrage

In addition to their standard panoply of shells and munitions, Secutarii Peltasts carry a limited supply of blind canister shot. These explode into dense storms of thick particulate multi-spectrum electromagnetic radiation that occlude both sight and augury scans. These storms of flickering fog can confuse the most able targeting system and utterly blind the enemy to their intended target.

So long as the unit contains at least five models equipped with galvanic-casters, once per game the unit's controlling player may declare the use of a Blind Barrage by the unit instead of that unit firing its weapons in the Shooting phase. In this case, select a friendly unit within 18" and within line of sight of the Peltast unit. That friendly unit gains the Shrouded special rule until the beginning of the controlling player's next player turn. Super-heavy units may not be Shrouded unless two Secutarii units simultaneously use their Blind Barrage ability to conceal it.

SECUTARII AXIARCH

60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Secutarii Axiarch	4	5	4	4	3	4	3	9	3+

Unit Composition

- 1 Secutarii Axiarch

Unit Type

- Infantry (Character)

Wargear

- Refractor field
- Arc maul
- Radium pistol
- Kyropatris field generator
- Titanshard armour

Special Rules

- Secutarii Hazard Protocols
- Titan Guard
- Binaric Stratagems
- Feel No Pain (6+)
- Stubborn
- Precision Shots

Options

- The Secutarii Axiarch may exchange their radium pistol for one of the following weapons:
 - Arc pistol +5 points
 - Volkite serpenta Free
 - Photon gauntlet +5 points
 - Archaeotech pistol +5 points
- The Secutarii Axiarch may exchange their arc maul for one of the following weapons:
 - Power weapon Free
 - Corpusant stave Free
 - Power fist +5 points
- The Secutarii Axiarch may alternatively exchange both their radium pistol and arc maul for an:
 - Arc lance and mag-inverter shield +15 points
- The Secutarii Axiarch may upgrade a single weapon to be:
 - Master-crafted +5 points
- The Secutarii Axiarch may be equipped with any of the following:
 - Omnispeck +10 points
 - Shattersphere grenades +5 points
 - Augury scanner +5 points

Binaric Stratagems

As well as the Axiarch's own wealth of strategic experience, the datacores which have been surgically implanted in replacement for parts of their cerebellum contain dedicated stores of tactical doctrines and historical information on the myriad foes their Titan Legion has faced in the past. Such programs can be accessed and stratagems enacted based upon them before battle by being downloaded directly to the forebrains of the Secutarii under their command.

If the Detachment contains one or more Secutarii Axiarchs then all units in the Detachment with the Secutarii Hazard Protocols special rule may be given one of the following bonuses. Note that only a single bonus may be given to the units, regardless of how many Secutarii Axiarchs are present in the Detachment:

- **Pain Suppression Override:** Feel No Pain increased to 5+.
- **Explorator Synaesthesia:** Gains the Move Through Cover special rule.
- **Deconstructive Confluence:** Results on the Vehicle Damage table inflicted by models with this ability are at +1.
- **Extinction Interlock:** The unit gains the Preferred Enemy (Infantry) special rule.

Titanshard Armour

Each and every Secutarii Axiarch is sheathed in Titanshard armour, Secutarii warplate re-forged with fragments of one of the Legio's Titans fallen in glorious battle, and whose revered remains were successfully preserved for the Legio by the blood and faith of the Secutarii who now bears the armour. As a masterwork of the Titan Tech-Priests' art, it offers a defence equal to the power armour of the Legion's Astartes and, furthermore, something of the god-engine's near-indestructibility and bellicose machine spirit still haunts the armour, making the Axiarch something truly inhuman.

Titanshard armour raises the Axiarch's physical powers beyond human levels (these bonuses have already been included in their profile's characteristics) and, in addition, it grants them the It Will Not Die special rule.

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VULTARAX STRATOS-AUTOMATA MANIPLE

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Vultarax Stratos-automata	3	4	4	6	4	3	2	8	3+

Unit Composition

- 1 Vultarax Stratos-automata

Unit Type

- Flying Monstrous Creature

Wargear

- Vultarax arc blaster
- Two Setheno pattern havoc launchers
- Enhanced targeting array
- Flare shield*
- Searchlight

Special Rules

- Cybernetica Cortex® (Stratos-automata)
- Reactor Blast
- Night Vision

*For the purposes of this special rule, a Stratos-automata counts as a Battle-automata except that the Methodical provision does not apply, and in the case of the Target Priority provision of the special rule, the controlling player may always attempt to target the nearest enemy Flyer or Flying Creature rather than just the closest enemy model when this special rule comes into effect.

Options

- The maniple may include:
 - Up to two additional Vultarax Stratos-automata..... +175 points each
- The maniple may be upgraded to have:
 - Blessed Autosimulacra +10 points per model (If this is chosen, all models in the maniple must be so upgraded).
- Any Vultarax may be upgraded to be equipped with:
 - Battle-automata power blades +15 points each

Reactor Blast

When a model with this special rule loses its last wound, roll a D6. On the result of a 6, it explodes, inflicting a Str 4 AP- hit on all models within D6" – in the case of the Vultarax, measure from the edge of the model's base.

Vultarax Weapons Systems

Weapon	Range	Str	AP	Type
Vultarax arc blaster	24"	6	5	Heavy 3, Shred, Haywire
Setheno pattern havoc launcher	48"	5	5	Heavy 2, Blast (3"), Twin-linked, Setheno-Djinn
Battle-automata power blades	–	As User	2	Melee, Rending, Paired Weapons

Setheno-Djinn: Successful cover saves against this attack must be re-rolled.

Paired Weapons: Battle-automata power blades are paired weapons and so add +1 to the model's attacks and count as being Two-handed.

Flare shield: Note that in this instance, the flare shield applies to all ranged attacks against the automata as it has no 'Front' arc.



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SECUTARII HOPLITE PHALANX

130 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Secutarii Hoplite	3	4	3	3	1	3	1	8	4+
Hoplite Alpha	3	4	3	3	2	3	2	9	4

Unit Composition

- 9 Secutarii Hoplites
- 1 Hoplite Alpha

Unit Type

- Secutarii Hoplite: Infantry
- Hoplite Alpha: Infantry (Character)

Wargear

- Arc lance
- Mag-inverter shield
- Kyropatris field generator
- Secutarii war plate

Special Rules

- Secutarii Hazard Protocols
- Titan Guard
- Feel No Pain (6+)
- Relentless

Dedicated Transport

- A squad of Secutarii Hoplites may take a Triaros Armoured Conveyor as a Dedicated Transport for +135 points.

Options

- The Secutarii Hoplite Phalanx may include:
 - Up to 10 additional Secutarii Hoplites.....+12 points per model
- The Hoplite Alpha may take one of the following additional weapons options:
 - Radium pistol.....+5 points
 - Arc pistol.....+10 points
 - Volkite serpenta.....+5 points
- The Hoplite Alpha may exchange their arc lance for an:
 - Arc maul or a power weapon.....Free
- The Hoplite Alpha may be equipped with any of the following:
 - Omnipex.....+10 points
 - Shattersphere grenades.....+5 points
 - Augury scanner.....+5 points



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