SUNS OF DAMNATION ARMY LIST (VERSION 0.1 WIP)

Once the Heresy was under way Grand Master Sarlon Hess of the Burning Stars Titan Legion was one of the first Imperial Commanders to come under the Warmaster's sway. He announced his traitorous intentions by mounting a lightning raid on the important Imperial fuel dump on Stienor IV, immobilising an entire Imperial space fleet for a whole month. His name and all records concerning the Burning Stars were promptly struck from Imperial records and they are now known as the Suns of Damnation.

During the retreat from Terra after the fall of the Warmaster, the Suns of Damnation joined forces with the Thousand Sons as they fought their way to the Eye of Terror. Over their millennia in the Eye of Terror, their alliance with the Thousand Sons has remained constant.

Suns of Damnation titans are now living temples to the glory of Tzeentch. While their appearance has mutated as the Changer of Ways pleased, their weapons remain viciously effective in their god's service. Gifts from Tzeentch have mutated their weapon systems into cannons that belch arcane energy and great gouts of warp flame.

The Suns of Damnation believe themselves to be titan gods, the ultimate battle sorcerers. Obsessed with personal mystical prowess, they seek to test their mastery of the arcane against worthy opponents.

Suns of Damnation Special Rules

1.1 Strategy Rating

While the guidance of Tzeentch is an invaluable resource for the titan gods of the Suns of Damnation, all is not clear. In addition, the madness of their followers occasionally requires the attentions of the Suns.

1.2 Summoned Units

Formations that purchase the *Daemonic Pact* upgrade (see the army list below) are able to summon daemons to the battlefield. In order to summon daemons a player must first purchase a single *Daemon Pool* from which all formations with the *Daemonic Pact* upgrade will summon. Daemons in the *Daemon Pool* are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may be summoned (see below). Players should either write down the contents of their *Daemon Pool* or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and greater daemons remaining in the *Daemon Pool*. The *Daemon Pool* is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the *Daemon Pool*. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a general rule greater daemons cost 8 summoning points and all other units cost 1 summoning point each). Summoning points must be used to summon daemonic units from the *Daemon Pool* and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your *Daemon Pool.* Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the *Daemon Pool*. Broken formations or formations that have not bought a *Daemonic Pact* may not summon daemons.

Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain.

The types of units that can be summoned by Thousand Sons are: *Lord of Change, Flamers, Horrors, Screamers, Flamers and Daemonic Beasts*

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is when a summoned unit is destroyed it does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll. If a formation loses an assault (see Core Rules 1.12.8 Loser Withdraws) you remove extra hits from the formation before it is considered broken and all the remaining summoned units are removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the *Daemon Pool* unless the formation has a unit with *Daemonic Focus* (see TS 1.1.6 below). Greater Daemons that are returned to the *Daemon Pool* keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC.

Summoned units that are destroyed are not put back into the *Daemon Pool*. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the *Daemon Poo*l.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the rally phase, after a formation has attempted to rally, all summoned units in the formation vanish back to the warp and are removed from play unless the formation has a unit with Daemonic Focus. Summoned units that are removed from play in this manner are put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. Any summoned units will vanish back to the warp when a formation breaks.

Players are allowed to only summon one Greater Daemon to the battle at a time. So if you have already summoned one Lord of Change you are not allowed to summon another until that first Greater Daemon has been removed from play.

TS1.2.1 Augment Summoning
Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see TS 1.1.4 Summoned Units). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

TS1.2.2 Daemonic Focus
Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with Daemonic Focus may not be used to keep summoned units in play if the formation is broken.

Suns of Damnation Army List

Titan God Formations All Titan Gods have Initiative 1+		
Warlord Titan	1 Warlord Titan	775
Reaver titan	1 Reaver Titan	625

Titan Cult Formations The Army must have 3-5 Cult formations for each Titan God. All cult formations have Initiative 3+, but gain +1 to activate if within 15cm of any Titan God Formation.		
Glimpse of the Void	9 Corrupted Skitarii <<need transport option?>>	250 <<+X>>
Touched by the Void	9 Mutants	175
Craft of the Abyss	9 Chaos Spawn	200
Lost Seers	9 Failed Aspirants (May contest but not hold objectives)	175

Twisting Path	9 Disc Riders	300
Bearers of Dreams	9 Screamers (Note, these are not summoned. They follow the rules as a normal formation.)	200
Daemon Pool *(counts as a cult formation if you buy Warp Link upgrade for at least one Titan God)*	Lesser daemons Lord of Change	20 each 75 each

Support Formations – up to 1/3 of points Scout titans have Initiative 1+. Aircraft and spacecraft have Initiative 2+		
Scout Titan	1 Scout titan	275
Scout Titan Coven	2 Scout titans	500
Doomwing Fighters	3 Doomwing Fighters	150
Firelord Bombers	1-3 Firelord Bombers	150 each
0-1 Orbital Support	Devastation Despoiler	150 250

Scout Titan Weapons			
Weapon	**Range**	**Firepower**	**Cost**
Tzeentch Cannon Battery	45cm	4x AP4+/AT4+	Free
Flames of Tzeentch	30cm	BP3, Ignore Cover	Free
Fate of Tzeentch	30cm	MW 2+, Titan Killer (1)	+25

Titan God Weapons			
Weapon	**Range**	**Firepower**	**Cost**
Aerie	(15cm)	Small arms, Extra Attacks +2 Transport (9 Screamers or Disc Riders)	Free
Beams of Power	60cm	3x MW5+	Free
Close Combat Weapon	(base contact)	Extra Attacks +3, Titan Killer (d3) Arm weapon only	Free
Seer Sensorium	-	Allows BP weapons to use Indirect Fire	Free
FF/Flamer weapon <<need name>>	30cm AND (15cm)	4x AP4+, Ignore Cover Small arms, Extra Attack +2, Ignore Cover	+25
Doom of Tzeentch	30cm AND (15cm)	MW2+, Titan Killer (d3) Small arms, Extra Attack +1, Titan Killer (d3)	+50
Warp Storm	45cm	BP3, Disrupt	+50
Warp Fire of Tzeentch	30cm	BP3, TK(d3), Ignore Cover	+75
Argent Runes	Unlimited	Carapace weapon only	+75
Spell type (pick one)			
Vortex <<names>>	-	BP3, Titan Killer (1)	
Warp	-	MW2+, Titan Killer (d3), Ignore Void Shields/Powerfields	
Death Strike	-	MW2+, Titan Killer (d6)	
Barrage	-	10BP, Disrupt	

Scout Titan Upgrades			
	Range	**Firepower/Effect**	**Cost**
Wings or Flying Discs	-	Jump Packs	+25
Veteran	-	Leader	+25
Warp Flame	(base contact)	Assault Weapon, Extra Attack +1, First Strike	+25

Titan God Upgrades

	Range	Firepower/Effect	Cost
Sorcerous Gifts	(15cm)	Small Arms, Extra Attack +1, Macroweapon	+25
Veteran	-	Leader	+25
Warp Flame	(base contact)	Assault Weapon, Extra Attack +1, First Strike	+25
Confusion <<need name>>	-	Inspiring	+50
Ether Cannons	30cm	2x AP5/AT6/AA5	+50
Warp Link	-	Daemonic Pact, Daemonic Focus	+50
Supreme commander	-		+75

Suns of Damnation Units

Suns of Damnation Warlord Titan

Among the largest of Tzeentch's servants, the titans of the Suns of Damnation are spectacular to behold. Eldritch energy sparks from their rune-encrusted bodies as they seem to anticipate the enemy's every move. Sometimes dubbed "Warplord" by the Imperial forces, these twisted former Warlord titans are rightfully feared.

Suns of Damnation Warlord Titan

Type	Speed	Armor	Close Combat	Firefight
War Engine	15cm	4+	3+	2+

Weapons	Range	Firepower	Notes
2 arm weapons	By weapon	By weapon	Forward Arc
2 carapace weapons	By weapon	By weapon	Fixed Forward Arc

Notes: 6 Void Shields. Damage Capacity 8. Reinforced armour. Thick rear armour. Fearless. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Critical Hit Effect: The Runes channelling the warp energy through the titan have been damaged. Roll 1D6 in the end phase of every turn: on a roll of 1 the titan is overcome by the uncontrolled warp energy and explodes in a dramatic ball of Tzeentchian flames, on a roll of 2-3 the titan suffers one more point of damage, and on a roll of 4-6 the sorcerous crew weaves new spells to compensate for the damage and there is no further trouble. If the titan explodes any units within 5cms of the titan will be hit on a roll of 4+.

Suns of Damnation Reaver Titan

Type	Speed	Armor	Close Combat	Firefight
War Engine	20cm	4+	3+	2+

Weapons	Range	Firepower	Notes
2 arm weapons	By weapon	By weapon	Forward Arc
1 carapace weapon	By weapon	By weapon	Fixed Forward Arc

Notes: 4 Void Shields. Damage Capacity 6. Reinforced armour. Fearless. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Critical Hit Effect: The Runes channelling the warp energy through the titan have been damaged. Roll 1D6 in the end phase of every turn: on a roll of 1 the titan is overcome by the uncontrolled warp energy and explodes in a dramatic ball of Tzeentchian flames, on a roll of 2-3 the titan suffers one more point of damage, and on a roll of 4-6 the sorcerous crew weaves new spells to compensate for the damage and there is no further trouble. If the titan explodes any units within 5cms of the titan will be hit on a roll of 5+.

Suns of Damnation Warhound Titan

Type	Speed	Armor	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Weapons	Range	Firepower	Notes
2 scout titan weapons	By weapon	By weapon	Forward Arc

Notes: 2 Void Shields. Damage Capacity 3. Walker. Reinforced armour. Fearless.

Critical Hit Effect: The titan is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

<<Corrupted Skitarii>>
<<flavour text>>

<<Corrupted Skitarii>>

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	5+	5+	5+

Weapons	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+	

Notes:

Mutants
<<flavour text>>

Mutants

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	6+	4+	6+

Weapons	Range	Firepower	Notes
Firearms	(15cm)	Small Arms	

Notes:

Chaos Spawn
<<flavour text>>

Chaos Spawn

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	3+	3+	-

Weapons	Range	Firepower	Notes
Horrible Mutations	Base Contact	Assault Weapons	Extra Attacks +d3

Notes: Invulnerable Save, Fearless

Failed Aspirants <<need better name?>>
<<flavour text>>

Failed Aspirants

Type	Speed	Armor	Close Combat	Firefight
Infantry	10cm	5+	6+	-

Weapons	Range	Firepower	Notes
Claws and Teeth	Base Contact	Assault Weapons	

Notes Fearless, Infiltrators, Teleport

Disc Riders

Discs are daemonic warp entities that soar on the etheric winds in the Eye of Terror. They are sometimes gifted to Tzeentch's faithful as steeds. Disc Rider units consist of Sorcerers riding discs or of Sorcerers who have allowed themselves to be possessed by Tzeentch's daemons in order to gain the power of flight.

Disc Riders

Type	Speed	Armor	Close Combat	Firefight
Infantry	30cm	4+	3+	4+

Weapons	Range	Firepower	Notes
Bolters and Sorcerer Powers	(15cm)	Small Arms	

Notes: Jump Packs

Doomwing Fighter

The Doomwing is a small interceptor. As deadly and maneuverable as an Eldar fighter these machines are a dreaded throughout the sectors near the Eye of Terror.

Doomwing Fighter

Type	Speed	Armor	Close Combat	Firefight
Aircraft	fighter	6+	n/a	n/a

Weapons	Range	Firepower	Notes
Flamecannon	15cm	AP4/+AT5+/AA5+	Ignore Cover, Fixed Forward Arc

Notes: Invulnerable Save

Firelord Bomber

Many of the servants of Tzeentch possess the gift of flight to some extent. The strange Daemonic flyers of Tzeentch are no exception. The Firelord is a large Bomber. Nobody knows for sure if the machine is piloted by a traditional crew, possessed by a Daemon or perhaps even guided by the hand of the Lord of Change himself. However it is certain that every time the scream of it's mighty engines are heard Imperial soldiers run for cover from it's deadly payload of Firestorm bombs and warpfire thrower.

Firelord Bomber

Type	Speed	Armor	Close Combat	Firefight
Aircraft	bomber	4+	n/a	n/a

Weapons	Range	Firepower	Notes
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc
Flamecannon	15cm	AP4/+AT5+/AA5+	Ignore Cover, Fixed Forward Arc
Firestorm Bombs	15cm	d3BP	Ignore Cover, Fixed Forward Arc

Notes: Invulnerable Save

Lord of Change

Lord of Change

Type	Speed	Armor	Close Combat	Firefight
War Engine	30cm	4+	5+	3+

Weapons	Range	Firepower	Notes

Withering Gaze	45cm	2x MW3+	Macroweapon
AND	(15cm)	Small Arms	Extra Attacks (+1), Macroweapon
Bedlam Staff	(Base Contact)	Assault Weapon	Extra Attacks (+1), Macroweapon

Notes: Damage Capacity 3, Inspiring, Walker, Wings (count as Jump Pack), Invulnerable Save, Reinforced Armour. Fearless. Costs eight points to summon.
Critical Hit Effect: The Greater Daemon is hurled back into the warp and destroyed. **Any** summoned daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.

Tzeentch Flamers

Tzeentch Flamers

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	5+	5+	4+

Weapons	Range	Firepower	Notes
Flames of Tzeentch	(15cm)	Small Arms	Extra Attacks (+1)
AND	(Base Contact)	Assault Weapons	

Notes: Invulnerable Save. Costs one point to summon.

Tzeentch Horrors

Tzeentch Horrors

Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	4+	3+

Weapons	Range	Firepower	Notes
Daemonic Fire	(15cm)	Small Arms	

Notes: Invulnerable Save. Costs one point to summon.

Daemonic Beasts

Daemonic Beasts

Type	Speed	Armor	Close Combat	Firefight
Infantry	20cm	4+	3+	-

Weapons	Range	Firepower	Notes
Claws and Fangs	(Base Contact)	Assault Weapons	

Notes: Invulnerable Save, Infiltrator. Costs one point to summon

Tzeentch Screamers

Tzeentch Screamers

Type	Speed	Armor	Close Combat	Firefight
Infantry	30cm	5+	3+	n/a

Weapons	Range	Firepower	Notes
Claws and Fangs	(base contact)	Assault Weapons	

Notes: Jump Packs. Invulnerable Save. Costs one point to summon.

All other units are identical to Black Legion units of the same name.

Appendix Models

Appendix models have not been fully tested. They are not intended for use in the GT scenario or other competitive play. They are included for players to use in friendly games and scenario design. While they are believed to be generally balanced, players use them at their own risk.

Skylok

Princeps Skylok was one of the most feared Princeps of the Suns of Damnation. Skylok escaped the carnage of the Horus Heresy and fled to the Eye of Terror after the Warmaster was killed. During the retreat from Terra Skylok led rearguard actions where he anticipated the attacks of the imperial pursuit with unearthly prescience, protecting much of the legion.

Over millennia in the Eye of Terror Skylok has received exceptional gifts from Tzeentch. He has merged completely with the form that was once a mere titan. Skylok is a true daemon prince worshipped as a god in his own right. He now waits in eternal conflict for a chance to wreak his vengeance upon the worlds of mankind once again.

Skylok

Type	Speed	Armor	Close Combat	Firefight
War Engine	20cm	4+		

Weapons	Range	Firepower	Notes
Warp Fire of Tzeentch	30cm	BP3	TK(d3), Ignore Cover, Forward Arc
Talons	(base Contact)	Assault Weapon	Extra Attacks +3, Titan Killer (d3)
Beams of Power	60cm	3x MW5+	Forward Arc
Cannons of Tzeentch	45cm	4x AP4+/AT4+	Fixed Forward Arc
Ether Cannons	30cm	2x AP5+/AT6+/AA5+	

Notes: 6 Void Shields. Damage Capacity 8. Reinforced armour. Thick rear armour. Invulnerable Save Fearless. Walker. Skimmer. Inspiring. Supreme Commander.

If Skylok uses his Skimmer ability to force FF with a base contact opponent, he may still use his Talons to make close combat attacks.

Skylok has an Initiative of 1+.

Critical Hit Effect: Skylok's wings are damaged. His speed drops to 15cm and loses Skimmer ability. If a second critical hit is achieved resolve as for a Warlord titan.

It would be unusual for Skylok not to be followed by his subjects. He should be accompanied by cult formations in the same manner as a Titan God in most scenarios.

Estimated point value: 1200

Suns of Damnation "Abyssal" Pattern Emperor Titan

Type	Speed	Armor	Close Combat	Firefight
War Engine	15cm	4+	4+	4+

Weapons	Range	Firepower	Notes
2 arm weapons	By weapon	By weapon	Forward Arc
2 carapace weapons	By weapon	By weapon	Fixed Forward Arc

Notes: 8 Void Shields. Damage Capacity 12. Reinforced armour. Thick rear armour. Fearless. Walker. Inspiring.
May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Critical Hit Effect: The Runes channelling the warp energy through the titan have been damaged. Roll 1D6 in the end phase of every turn: on a roll of 1 the titan is overcome by the uncontrolled warp energy and explodes in a dramatic ball of Tzeentchian flames, on a roll of 2-3 the titan suffers one more point of damage, and on a roll of 4-6 the sorcerous crew weaves new spells to compensate for the damage and there is no further trouble. If the titan explodes any units within 5cms of the titan will be hit on a roll of 4+.

Concept: Abyssal pattern will have a carapace covered with runes/spells/missiles. Arm weapons will be similar to the Plasma Annihilator and a super Turbolaser (8xAP4/AT3?). It will have some token AA ability (a couple Hydra turrets or so) and a bastion and tertiary weapons like the AMTL Imperators.
Estimated point value: 1250

Suns of Damnation "Void" Pattern Emperor Titan

Type	Speed	Armor	Close Combat	Firefight
War Engine	15cm	4+	4+	4+

Weapons	Range	Firepower	Notes
2 arm weapons	By weapon	By weapon	Forward Arc
2 carapace weapons	By weapon	By weapon	Fixed Forward Arc

Notes: 8 Void Shields. Damage Capacity 12. Reinforced armour. Thick rear armour. Fearless. Walker. Inspiring.
May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Critical Hit Effect: The Runes channelling the warp energy through the titan have been damaged. Roll 1D6 in the end phase of every turn: on a roll of 1 the titan is overcome by the uncontrolled warp energy and explodes in a dramatic ball of Tzeentchian flames, on a roll of 2-3 the titan suffers one more point of damage, and on a roll of 4-6 the sorcerous crew weaves new spells to compensate for the damage and there is no further trouble. If the titan explodes any units within 5cms of the titan will be hit on a roll of 4+.

Concept: The Void pattern will be a mega-transport and AA platform, like a Warmonger transport. The carapace will have aeries covering it with AA batteries and a defense laser among them. Arm weapons will be similar to the Hellstorm and Vengeance cannons. It will have a bastion and tertiary weapons. Total transport capacity will be ~30 units.
Estimated point value: 1250

Unit Name				
Type	**Speed**	**Armor**	**Close Combat**	**Firefight**
Infantry	15cm	4+	4+	4+
Weapons	**Range**	**Firepower**		**Notes**

Notes:

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Design notes:

Overall, I see the SoD as sort of battle sorcerers. These are titan-gods, primarily interested in their personal prowess and convinced of their ability to deal with anything. Most of the time they aren't about shelling the enemy from a distance but about getting up close and personal, using their powers to enhance their close quarters ability in visceral fashion, like titan gladiators (or maybe titan Sith Lords).

1) Model the mental effects of Tzeentch powers - confusion, deception, precognition. Disrupt weapons, Inspiring effects and possibly some advantages to GT setup (e.g. counts as SR5 during setup or unique garrison qualification).

2) Model the flying aspects (avian wings, hovering discs, flamer leaping) with Jump Packs ability available to some of the lighter titans. Possibly allow Skimmer as a rare ability.

3) Weapons heavy on flamer/melta/plasma styles to stick with the flame theme of Tzeentch powers. These would tend to be more towards short-range stats and would be coupled with good FF. This goes with the "stuck in" style.

4) A *limited* number of "raining death from the sky" kinds of powers, directed by seers - basically a small number of long range artillery-type powers.

5) Visions and madness in their followers. All the Skitarii would be slowly drifting into insanity - possibly lower Initiative (and cheaper) skitarii formations. Then as a final step over the edge, I'm thinking a formation of self-blinded warp visionaries following in the wake of the titans, virtually oblivious to the real world around them, but responsive to the will of their titan-gods. Stat-wise they'd be something along the lines of Plague Zombies - rather pitiful in terms of combat ability, but Fearless.

6) Skylok. I'm not too keen on the idea of unique characters and I hate the idea of a full flying titan. However, I think including Skylok as an homage might be okay, like the Chaos Primarchs - non-GT scenario only. Rather than full flight, make flying something he can do but it is a tremendous effort and taking off in the middle of combat is not really feasible. Something like landing on the battlefield a la Free Planetfall and then Skimmer ability for flight-assisted leaps.

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The idea that I'm thinking of replacing it with is a "Titan Cult." The core formations will be battle titans. However, instead of having a certain number of slots they may use for support formations, they would have a *minimum* number of slots they must use as their followers and minions trail the god-machines of Tzeentch.

On top of that, I was thinking of making the madness of Tzeentch more pronounced. The followers would be genuinely mad and only the presence of their titan-gods-incarnate would keep them focused. They would be 2+ Initiative, but any formation more than X cm (I was thinking of starting with 15cm) would have an additional -1 activation penalty, so effectively a 3+.

There would be a small number of non-cult formations that would be chosen out of the 1/3 support allocation and would obviously not suffer from the penalty.

That would keep the ratio of titan to non-titan forces within a fairly narrow range to help make the list easier to balance. Battle titans are going to be in the 600-850 range. Support formations are going to be in the 200-350 range. Counting support I think you're going to end up somewhere pretty close to the 50% titans range most of the time. It's basically going to force somewhere around 1 titan for every 1500-2000 points. Obviously, at normal tournament point levels that won't be enough to cover all the ground necessary and the support formations would have to move away from the titans and end up with activation penalties. That would highly incentivize taking a Supreme Commander, which is an additional point sink.

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-Maybe change the name of "Blind Seers", to "Failed Aspirants"
-Path of Sorrow
-Twisting Path
-Touch of the Void
-Glimpse of the Void
-Gate of Dreams