

GOONHAMMER APPROVED

ADEPTUS TITANICUS MATCHED PLAY MISSION

RECOVER THE ARCHEOTECH CACHE

What you'll need:

- Three Objective Markers
- A bunch of tokens for Secutarii Squads
- Something to track VPs
- Everything else for a game of Titanicus

Deployment:

- The players roll off. The winning player may either take command of the battlefield or cede command of the battlefield to their opponent.
- Place an objective marker in the middle of the board.
- The player with command of the battlefield may choose to deploy first or second.
- The chosen player chooses a table edge to be their deployment zone. Then, the other player chooses the orientation of the deployment zones, taking the deployment zone opposite their opponent.
 - The deployment zones are triangles like the core rules *Stand-Off* deployment map. The player who doesn't have command of the battlefield gets to choose whether the deployment map looks exactly like that or is mirrored.
- The chosen player deploys half of the units in their battlegroup, rounding up. Then, the other player deploys half of their battlegroup, rounding up.
- The player who deployed first places an objective marker on the board. It must be placed no less than 12" from any other objective marker or any deployment zone, and no less than 6" from any board edge. Then, the other player places an objective marker following the same rules.
- The player who deployed first deploys the rest of their battlegroup. Then, the player who deployed second deploys the rest of their battlegroup.

Primary Objective: *Take and Hold*

- Titans carry a number of Secutarii Squads equal to one less than their servitor clades, to a minimum of 1 (so 1 for a Warhound, 2 for a Reaver, 3 for a Warbringer/Warlord)
 - Knight Household Rules can be found at the end of this document
- During the Movement Phase or the Combat Phase, a Titan may forgo its activation to deploy one Secutarii Squad to an objective within 2".

- A player controls an objective if they have one or more Secutarii Squads on that objective and their opponent does not.
- If there is an enemy Secutarii Squad on an objective, each Secutarii Squad that you successfully deploy to that objective removes one of the enemy Squads. It is then discarded immediately.
- Titans may pick up friendly Secutarii Squads during the Combat Phase if they are within 2" of a deployed squad and are currently carrying fewer squads than their maximum capacity. This is in addition to their normal activation during this phase.
- During the End Phase, score 1 point for each objective you control. Score an additional point if you control the middle objective. Score an additional point if you control more objectives than your opponent.
- During the Combat phase, you may attack an objective. You may elect to target an objective with a weapon with the *Blast* or *Firestorm* trait. Weapons without the *Blast* or *Firestorm* trait may not target objectives and cannot damage them - they're too small to be reliably targeted.
 - If a blast or flamer template overlaps an objective that is not within 2" of a Titan with active voids, the player who fired the weapon loses 1VP. It then suffers hits as normal (2 hits if the hole on the template is completely over the objective marker, otherwise 1 hit).
 - Objectives within 2" of a Titan with active voids cannot be damaged in this way - the Titan's voids protect it.
 - For each hit, roll a d6 and apply results as follows:
 - 1: nothing happens.
 - 2-3: destroy one Secutarii Squad on that objective, friend or foe.
 - 4-5: destroy **all** Secutarii Squads on that objective, friend or foe.
 - 6+: destroy **all** Secutarii Squads on that objective, friend or foe. Destroy that objective and lose 3 additional VP
 - If a Titan within 2" of an objective suffers void collapse, roll a d6 for each Secutarii Squad on that objective. For each 6+, destroy one Secutarii Squad on that objective.
 - A Warlord or Warbringer may target an objective with its Ardex-Defensor Cannon. If it does so, for each hit, roll a d6. On a 6+, destroy one Secutarii Squad on that objective
 - If a Titan suffers a catastrophic meltdown within range of an objective, roll a d6 for each Secutarii Squad on that objective. For each 2+, destroy a Secutarii Squad on that objective.

Secondary Objective: *Bring Them Low*

- At the end of the game, score points equal to half the scale of each destroyed unit, rounded down.
- At the end of the game, score additional points for surviving enemy Titans that are Structurally Compromised as follows:

- *Warhound*: 1 point
 - *Reaver*: 2 points
 - *Warbringer*: 3 points
 - *Warlord*: 3 points
- At the end of the game, score 1 point for each surviving enemy Knight Banner that has lost at least one Knight.

Mission Specific Stratagems: These stratagems may be purchased and used during this mission as usual.

- ***Tertiary Objective - Absolute Denial (1)***: Score 3(?) points at the end of the game if you control the objective that was placed by your opponent.
- ***Scorched Earth (2)***: Play when a Titan fires a weapon with the *Blast* trait targeting an objective. That weapon's Dice characteristic becomes 1 for this attack. Roll a d10 for hits against that objective rather than d6.
- ***Acceptable Losses (2)***: Play during any Stratagem Phase. For the rest of this round, do not lose VP when friendly Titans perform an attack that hits an objective. You still lose VPs for destroying objectives as normal.
- ***Reinforced Bunker (1)***: Play after your opponent hits an objective with a *Blast* weapon but before rolling to determine whether Secutarii Squads are destroyed. Subtract 3 from the roll to determine whether Secutarii Squads are destroyed. You may take this stratagem more than once.
- ***Stranglehold (1)***: Play during any Stratagem Phase. Until the end of the round, the central objective counts as two objectives for the purpose of determining who controls the most objectives.
- ***Tertiary Objective - Decimation (2)***: Play this stratagem when an enemy Titan carrying any Secutarii Squads is destroyed. Gain 1VP for each Secutarii Squad it was carrying at the time it was destroyed.
- ***Tertiary Objective - Priority Orders Received (1)*** - Play during any Stratagem Phase. Choose an objective that your opponent controls. If you control the objective during the end phase gain 5VP, otherwise your opponent gains 5VP.
- ***Their Finest Hour (2)*** - Play when a Knight Household Banner in a Lance destroys the last Secutarii Squad on an objective or the last hostile Knight within 2" of an objective. Score 1VP.

Mission Specific Wargear: These wargear items may be purchased and used during this mission as though they were legion-specific wargear:

- ***Expanded Cargo Compartment (25 pts)***: This Titan can carry one additional Secutarii Squad and begins play with one additional Secutarii Squad.

KNIGHT HOUSEHOLD BULLSHIT:

- A Household Banner in a Lance (not an auxiliary or Freeblade banner) that is within 2" of an objective may give up its activation in the movement or combat phase to score 1 point. No banner may do this more than once per round, and an objective may only be scored once each round. Knights cannot score objectives that have Secutarii Squads on them.
 - Titans may not deploy a Secutarii Squad to a point with a Knight within 2" of it.
- Knight Banners in a Knight Household list may target objectives with weapons that do not have the *Blast* or *Firestorm* trait. If they do so, they subtract 2 from the d6 roll to determine how many Secutarii Squads are destroyed.
 - Each banner may only choose a single Knight to fire one weapon at an objective in each phase. If the Banner has Coordinated Strike orders, for each Knight in the banner beyond the first equipped with that weapon with line of sight to the target objective, you may re-roll one d6 to determine how many Secutarii Squads are destroyed.
- For the purposes of Tertiary Objectives or other rules, a Knight Household controls an objective if there is a Household Banner in a Lance within 2" of that objective and there are no Secutarii Squads or hostile Household Banners on that objective.