



Adeptus Titanicus – The Karsh XII Campaign

These six scenarios tell the story of the Karsh XII campaign, as well as providing new players with scenarios of gradually increasing difficulty and scale. These scenarios could easily be integrated into a campaign system with persistent resources, such as the one provided in Titandearth pp 82-90.

SCENARIO 1: Discovery

In which a unit of Loyalist scouts must survive to report a Traitor presence

Battlegroups

Legio (Loyalist) gets 750 points to equip 3 Warhound Titans and supporting Knight Banner(s)

Legio (Traitor) gets 1500 points to field a minimum of 1 Maniple

The Battlefield

Play on a 4 x 4 foot board with dense terrain to represent the canyons and rock formations of the Barrens

Stratagems

Neither player uses Stratagems in this scenario

Mission Special Rules

Enemy Intelligence

Legio (Loyalist) Warhounds gain Intelligence on any enemy Titan within 6 inches during the Strategy Phase. Make note of which Warhound gains intelligence on each specific enemy Titan.

Deployment

Legio (Loyalist) forces deploy in a 12 x 12 inch box, 12 inches from the north board edge and 24 inches from the south
Legio (Traitor) deploys 1 Titan in a 12 x 6 inch box along the north board edge, and the remainder within 6 inches of the southern board edge

The First Round

The Loyalist player takes the Opus Titanica and is the First Player

Battle Length

The battle lasts until all the Loyalist Warhounds have been destroyed or have moved off the south edge of the battlefield

Victory

Legio (Loyalist) gains twice the Scale value of any Titan its Warhounds gain Intelligence on and move off the southern board edge

Legio Traitor gains the Scale value of any (Loyalist) Titans destroyed

SCENARIO 2: The Loyalists Walk

In which the Loyalist Titans deploy into hostile territory

Battlegroups

Legio (Loyalist) gets 1500 points to field a minimum of 1 Maniple

Legio (Traitor) gets 1500 points to field a minimum of 1 Maniple

The Battlefield

Play on a 4 x 4 foot board with moderate terrain density to represent structures and rock formations of the settlement (Loyalist) hopes to liberate

Stratagems

Players use Stratagems normally, except neither may deploy Battlefield Assets

Mission Special Rules

None

Deployment

Both forces deploy per the guidelines in the Matched Play scenario, Lines of Battle

The First Round

Determine the First Player by rolling off per the Matched Play scenario, Lines of Battle

Battle Length

Determined per Matched Play guidelines on page 88 of the AT18 rulebook

Victory

Site let the standard rules on page 85 of the AT18 rulebook

SCENARIO 3: Ambush

In which the advancing Loyalist Titans are ambushed by Traitor forces

Battlegroups

Legio (Loyalist) gets 1500 points to field a minimum of 1 Maniple

Legio (Traitor) gets 2000 points to field a minimum of 1 Maniple

The Battlefield

Play on a 4 x 4 foot board with a clear central path 12 inches wide from one side to the other. The rest of the board should have dense rocky terrain to represent the surrounding hills and canyons

Stratagems

Neither player uses Stratagems in this scenario

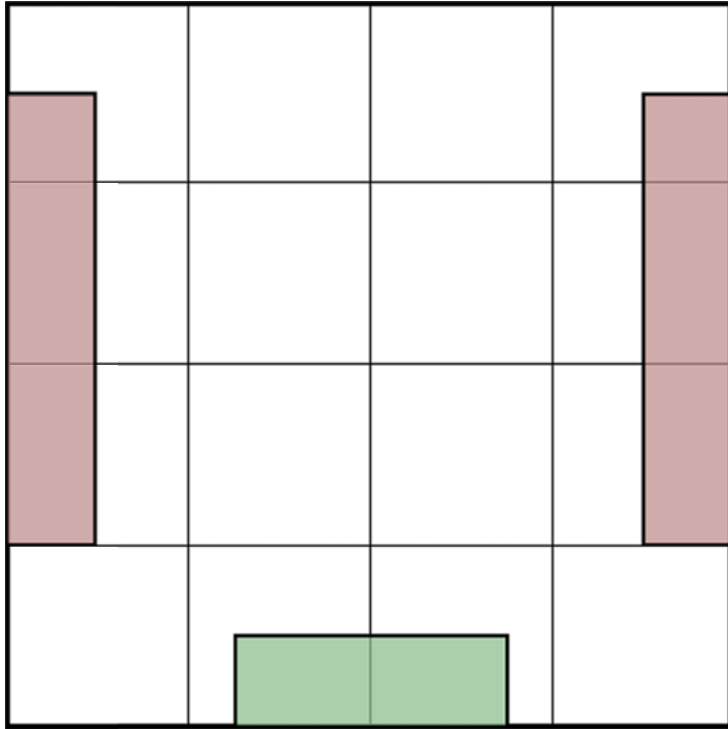
Mission Special Rules

Escape

Any Loyalist Titan whose base center exits the top edge of the board is immediately removed from play and has Escaped for purposes of determining Victory

Deployment

Legio (Loyalist) forces deploy first in a 12 x 18 inch box centered on their table edge. Legio (Traitor) Titans deploy in 12 x 30 inch boxes on either side of the board. They must deploy out of direct LOS of any Legio (Loyalist) Titan



The First Round

The Traitor player takes the Opus Titanica and is the First Player

Battle Length

Play continues until all Legio (Loyalist) forces have either left the board via the Escape Special Rule or been destroyed

Victory

Standard rules apply, but any Escaped Titan is worth double its size in Victory Points to the Loyalist player

SCENARIO 4: A Thousand Cuts

In which Loyalist Titans look to wound the Traitor forces

Battlegroups

Legio (Loyalist) gets 2000 points to field a minimum of 1 Maniple

Legio (Traitor) gets 2000 points to field a minimum of 1 Maniple

The Battlefield

Play on a 4 x 4 board with a moderate amount of urban terrain

Stratagems

Players use Stratagems normally, except Legio (Loyalist) may not deploy Battlefield Assets

Mission Special Rules

None

Deployment

Legio (Loyalist) forces deploy within 6 inches of their board edge. Legio (Traitor) forces deploy within 18 inches of their board edge, and no Titan may deploy within 8 inches of another (measured from base edge to base edge). Knight Banners are exempt from this restriction

The First Round

The Loyalist player takes the Opus Titanica and is the First Player

Battle Length

Use regular Matched Play rules on page 88 to determine Battle Length

Victory

For Legio (Traitor), Standard rules apply. For Legio (Loyalist), count any Immobilized Legio (Traitor) Titan as destroyed and do not count any other result

SCENARIO 5: Pressing the Advantage

In which the Loyalist breaks through the Traitor defenses

Battlegroups

Legio (Loyalist) gets 2500 points to field a minimum of 1 Maniple

Legio (Traitor) gets 1750 points to field a minimum of 1 Maniple

The Battlefield

Play on a 4 x 4 board with a moderate amount of rocky terrain. Legio (Traitor) sets up a line of fortifications on their half of the board

Stratagems

Neither player uses Stratagems in this scenario

Mission Special Rules

The Fortification Line

The fortification line counts Blocking Terrain (AT p43) and uses the Destroying Terrain optional rule (AT p52). Each segment of the fortification is 6 inches long and has with an Armor value of 13

Deployment

Legio (Loyalist) forces deploy within 6 inches of their board edge. Legio (Traitor) forces deploy within 18 inches of their board edge, and no Titan may deploy within 6 inches of another (measured from base edge to base edge). Knight Banners are exempt from this restriction. The fortification line is placed from board edge to board edge in the middle of the battlefield.

The First Round

The Loyalist player takes the Opus Titanica and is the First Player

Battle Length

Use regular Matched Play rules on page 88 to determine Battle Length

Victory

For Legio (Traitor), Standard rules apply

For Legio (Loyalist), count any Immobilized Legio (Traitor) Titan as destroyed and do not count any other result

SCENARIO 6: The Titan Wracks

In which the Traitors make a last stand at their forges and silos

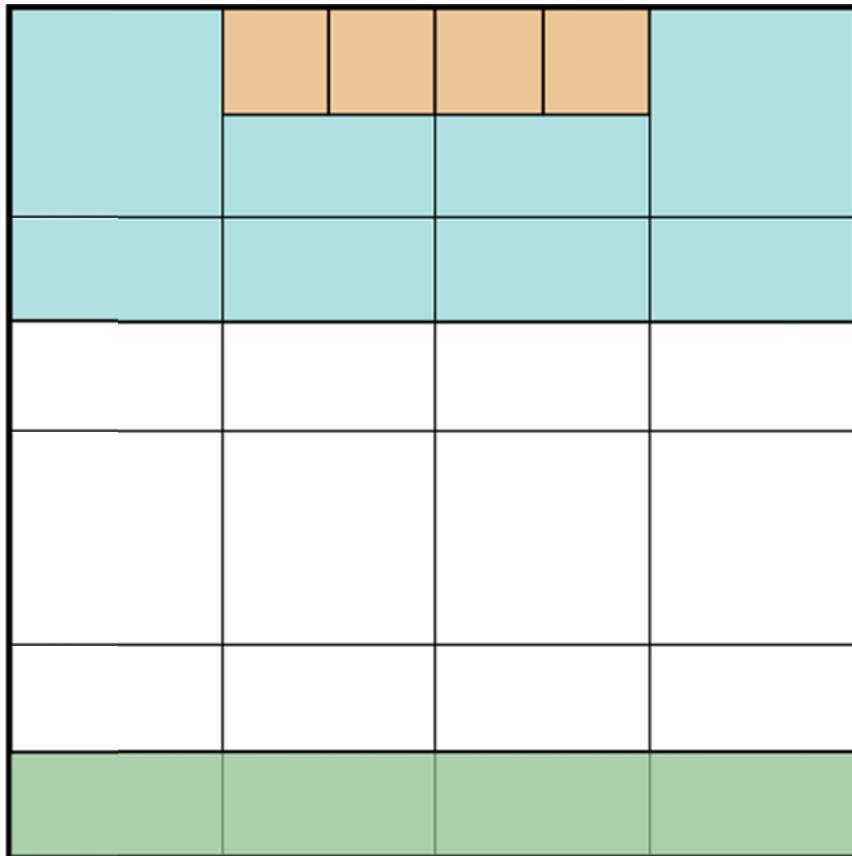
Battlegroups

Legio (Loyalist) gets 3000 points to field a minimum of 2 Maniples

Legio (Traitor) gets 1750 points to field a minimum of 1 Maniple (see Special Rules)

The Battlefield

Play on a 4 x 4 board with rocky terrain across the Legio (Loyalist) half of the board, and the Legio (Traitor) defenses and Titan Wracks on their half of the board. Legio (Traitor) sets up 3 strong points on their side of the board, at least 12 inches from the Board edge



Stratagems

Both sides may use Stratagems, but Legio (Loyalist) may not use Battlefield Assets, Thermal Mines, or any others that would require access to the area. This is the first time that Legio (Loyalist) has been here - use common sense

Mission Special Rules

Strong Points

Each strong point consists of three 6 inch segments, joined by 45 degree bends. They count as Blocking Terrain (AT p43) and use the Destroying Terrain optional rule (AT p52). The 45 degree bends are destroyed along with any adjacent 6 inch segment. Each segment of the fortification is 6 inches long and has with an Armor value of 13. Place a Battlefield Asset marker behind each set of walls, and select a Warlord carapace Weapon Card for each marker. Each marker must have a different card. Use the standard rules for destroying Battlefield Assets (AT p65).

The Titan Wracks

The 24 inch by 6 inch area at the center of the Legio (Traitor) deployment zone represents the entrance to their Titan Wracks. Each 6 inch x 6 inch segment is treated as a separate structure.

Deployment

Legio (Loyalist) forces deploy within 6 inches of their board edge. Legio (Traitor) forces deploy within 18 inches of their board edge

The First Round

The Loyalist player takes the Opus Titanica and is the First Player

Battle Length

Use regular Matched Play rules on page 88 to determine Battle Length

Victory

Legio (Loyalist) scores 500 points for each of the Titan Wrack segments destroyed. For Legio (Traitor), standard rules apply