

DEFENDER OBJECTIVES

1. ENGAGE & DESTROY

Force Level III

Your mission is simple - you will destroy any enemy force you encounter.

Major Victory: Destroy or disable the entire enemy force.

Minor Victory: Score more Victory Points than your opponent.

2. TRIPWIRE DEFENCE

Force Level III

The lines are stretched thin, covering a vast front against attack. You must contain any enemy activity, calling on reinforcements when you can.

(≤)

Special Rule: Only Titans equal to half the points you have available start on the table. The remainder of your force starts to enter on the turn after one of your Titans fires for the first time. You may only enter one reinforcement Titan per turn. (MOUNTED DET. = 1 REINF., ie INF in RHIND etc.)

Major Victory: Stop your opponent achieving any of his Major Victory conditions and score more Victory Points than your opponent.

Minor Victory: Score more Victory Points than your opponent.

3. THE TRAP

Force Level III

It's a simple tactic, as old as war itself. Dangle a part of your force in front of the enemy as bait, and if they take it - annihilate them.

(≤)

Special Rule: Only Titans equal to the points for Force Level I start on the table. The remainder of your force enters on the third turn (or later if you wish) from either 'neutral' edge (ie an edge where neither player set up at the start of the game).

Major Victory: Destroy or disable the entire opposing force.

Minor Victory: Score more Victory Points than your opponent.

4. DEFENSIVE LINE

Force Level II

It's not glamorous, but it's war just the same. Your orders are to hold this position and thwart any and all enemy action in your area.

Major Victory: Stop your opponent achieving any of his Major Victory conditions and score more Victory Points than your opponent.

Minor Victory: Score more Victory Points than your opponent.

5. COVERING FORCE

Force Level II

The fortunes of war have swung against you, and your side is one the run - for now. Your force must fall back and regroup, fighting off enemy offensives all the way.

Special Rule: Only Titans equal to half the points you have available start on the table. The remainder of your force enters on the fourth turn from either neutral edge (ie an edge where neither player set up at the start of the game), at any point within 36cms of the opposing player's table edge.

Major Victory: Exit more than half of the points value of your force from your own table edge.

Minor Victory: Score more Victory Points than your opponent.

6. HOLDING ACTION

Force Level I

An enemy assault is expected. Your orders are to inflict maximum casualties before pulling back to the next line of defence. Hurt them if you can - but no senseless gestures.

Major Victory: Score more Victory Points than your opponent and exit at least half of the points value of your force from your own table edge.

Minor Victory: Score more Victory Points than your opponent.

7. NO RETREAT

Force Level I

This is it. Your force has been isolated by enemy offensives - you are cut off and backed into a corner. Your chances are slim - but you're going to take some of them with you.

Special Rule: You may not retreat off the table or disengage.

Major Victory: Disable or destroy at least one opposing Titan and score more Victory Points than your opponent.

Minor Victory: Score more Victory Points than your opponent.

"... And the name of the Order shall be the Death Bolts, and their Forge World shall be Esteban VII.

The colours of the Death Bolts shall be red over gold. Their banner shall be quartered, gold against chequered blue and silver, bounded red. Their badge shall be a crossbow bolt ordinary, over an inverse triangle gold.

The Grand Master of their founding shall be Maxen Vledig, and their motto shall be *nemo mea poena effugit* - None may escape my vengeance."

- from the foundation charter of the Death Bolts.