

ATTACKER OBJECTIVES

1. ENGAGE & DESTROY Force Level III

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

Major Victory: Disable or destroy the entire opposing force.

Minor Victory: Score more Victory Points than your opponent.

2. PROPAGANDA WARS Force Level III

News of the war is beamed instantly throughout the Imperium. The eyes of countless millions are upon you. It is vital to your cause that you inflict a crushing defeat on your opponent.

Major Victory: Disable or destroy one opposing Titan without your opponent scoring any Victory Points.

Minor Victory: End the game without having *any* of your Titans disabled or destroyed, *and* score more Victory Points than your opponent.

3. WAR OF ATTRITION Force Level II

The war grinds endlessly on and on. The final victory will lie with the last man on his feet. Your orders are to cause as much damage to your opponent as possible, while minimising your own losses.

Major Victory: Score twice as many Victory Points as your opponent.

Minor Victory: Score more Victory Points than your opponent.

4. BLITZKRIEG Force Level II

Your force is one component in a major offensive. Your task is to break through the enemy defences, sweeping all before you and moving on to take up position for the next phase of the master plan.

Major Victory: Score more Victory Points than your opponent *and* exit half the points value of your force over the opposing player's table edge.

Minor Victory: Exit half the points value of your force over the opposing player's table edge.

"Leader..."

"I see them, Koyal. All Titans - enemy force ahead. We have that rendezvous at Morokai to make, so let's just punch a hole through them and leave the rest to the support columns. No duels, no heroics, no getting left behind. Power up, and let's go."

5. CONVOY Force Level II

One of your Titans carries a special cargo, which is of incalculable value to your cause. You must break through the enemy lines and carry it safely to its destination.

Special Rule - One Titan holds a vital cargo. Specify which (secretly) before the start of the game.

Major Victory: Exit the Titan carrying the cargo over the opposing player's table edge *and* score more Victory Points than your opponent.

Minor Victory: Exit the Titan carrying the cargo over opposing player's table edge.

6. RESCUE MISSION Force Level II

The war is not just a military affair. Intelligence is all-important, and a spy in the right place is worth any number of Titans in the wrong place. One of your spies has been discovered, but has escaped with vital information. You must pick him up and deliver him to your command point for debriefing.

Special Rule - A spy with vital information is hiding close to the enemy lines. To pick up the spy a Titan must spend a turn next to the building closest to the opposing player's table edge. The spy may not be transferred to another Titan after he has been picked up.

Major Victory: Exit the Titan carrying the spy from your own table edge.

Minor Victory: Pick up the spy (even if the Titan is later destroyed) *and* score more Victory Points than your opponent.

7. SPOILING ATTACK Force Level I

Both sides are continually testing each other's defences; the first to show weakness will be the first to die. Your force has been chosen for a raid on the enemy lines.

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

Minor Victory: Score more Victory Points than your opponent.

8. BREAK-OUT Force Level I

Your force has been surrounded. You have the choice of being killed where you are or trying to break through the enemy lines to make contact with friendly forces. The answer is simple.

Major Victory: Exit more than half the points value of your force over the opposing player's table edge.

Minor Victory: Score more Victory Points than your opponent.