

## RANDOM SCENARIOS

The following system has been designed to give you an almost infinite variety of scenarios, ensuring that two games will never be the same and allowing you to try out different strategies and tactics. It is especially recommended if you are using Titans of your own design.

### BASE FORCE LEVEL

First of all, the players should decide what the *base force level* (BFL) will be for the scenario. This can be done before or after setting up the scenery.

The higher the BFL, the bigger (and longer) the game will be. A BFL can be from 1000 to 6000 points.

After choosing the BFL, both players roll a D6. The player with the higher score has the choice of being the *Attacker* or the *Defender*.



### OBJECTIVES

Sort out the *objective randomiser* counters. There are 24 of these, 12 are labelled "A" (for the *Attacker*), and 12 are labelled "D" (for the *Defender*). Put all the attacker's counters into a cup, or similar container, and put all the defender's counters into another. Each player then draws one counter, at random, from the appropriate counter.

The numbers on the counters correspond to the Objectives listed in the following pages. These give the player a *force level* and a set of *victory conditions*. The victory conditions tell the player what he must achieve in order to win the game, and should be kept secret from the other player. The force level modifies the BFL: the number of points the player can spend on his force is determined by cross-referencing the BFL and the Force Level on the *Force Table*:

BFL	FORCE TABLE		
	Force Level		
	I	II	III
1000	750 (1)	1000 (1)	1250 (1)
2000	1500 (2)	2000 (2)	2500 (2)
3000	2250 (3)	3000 (3)	3750 (4)
4000	3000 (4)	4000 (4)	5000 (5)
5000	3750 (5)	5000 (5)	6250 (6)
6000	4500 (6)	6000 (6)	7500 (7)

Notes: \* ( ) = # of OBJs

- It is possible (highly likely, in fact) that the players will not have an equal number of points to spend.
- To calculate Force Level from a BFL which is not on the table, apply the following formula: *Force Level I* is  $\frac{3}{4}$  the BFL, *Force Level II* is equal to the BFL, and *Force Level III* is  $1\frac{1}{4}$  times the BFL.

If the players are using the rules for support missiles the 10% bonus to total points still applies.

### SETTING UP THE TITANS

The Defender may choose which edge of the table he wants to set up on, and must then place his Titans within 24cms of that edge. The Attacker may then set up his Titans up to 6cms in from the opposite side of the table. Play then proceeds as normal, with the Attacker being the First Player on turn 1.



### LEAVING THE TABLE

Each player may only move their Titans off the table from their *own* edge, unless the Objective specifically states otherwise.

### WINNING THE GAME

The Objectives list conditions for *Major* and *Minor* victories. In some cases the level of victory will be decided by attaining objectives, and in others it will be decided by Victory Points.

However victory is decided, a Major Victory beats a Minor Victory, any kind of victory beats no victory at all, and if both players achieve the same level of victory (or defeat), the game is a draw.

"You strive for victory. That is obvious. What may be less obvious is the *nature* of victory. There are circumstances in which you can destroy the enemy utterly, without loss to your own forces, and yet the victory will be his. In all situations, you must first decide on the nature of victory, and then take steps to secure it. Avoid the instinct to fight first and think later."

- Leman Russ, *Meditations, Book VI*

### VICTORY POINTS

When a scenario refers to Victory Points, refer to the *Victory Points* table:

#### VICTORY POINTS TABLE

For each enemy Titan disabled or destroyed: *The Battle Rating value of the Titan*

For each enemy Titan that left the table, *unless* this was to achieve a Victory Condition: *Half the Battle Rating of the Titan*

For each enemy Titan that has had its Void Shields destroyed, or at least one weapon destroyed, or ends the game with damage to the Reactor, Mind Impulse Unit or Legs: *A quarter of the Battle Rating of the Titan*

The above cases are *not* cumulative. If more than one case applies, only take the one that provides the most Victory Points.