

THE DEVOURING OF CHIPOTLE IV

GOONHAMMER APPROVED

“An ancient Terran warlord once said an army marches on its stomach. But a Titan feels no hunger.”

- Princeps Fierius, Legio Liquamen Asini

This narrative mission represents the scouring of the ruined capital of the planet Chipotle IV to recover a long lost Standard Template Construct (STC) from the Dark Age of Technology. This STC contains the schematics for a foodstuff known to provide sustenance and greatly increase morale. Enclosing proteins, dairy, and occasionally vegetables within a thin folded piece of flatbread, this foodstuff known as the “taco” would be the ideal meal for Astra Militarum forces on the march...or inebriated chaos cultists at 2AM. This lost technology may be the key to winning the war...

BATTELGROUPS

Each player selects a Battlegroup of up to 1500-1750 points at their discretion, so long as the points are roughly equal..

BATTLEFIELD

This battle is played on a 4'x4' board. Place four buildings across the middle of the board, allowing room for units to pass between them. The buildings are Blocking terrain and should be large enough to completely block line of sight for Titans, with at least one large enough to block line of sight for a Warlord. Place 2-3 additional pieces of smaller Blocking terrain on either side of the board between the buildings and the players' deployment zones.

DEPLOYMENT

Players may deploy their units completely within 12" of their board edge.

STRATAGEMS

Each player has 2 Stratagem Points to spend. Tertiary objective stratagems may not be selected by either player.

MISSION SPECIAL RULES

This mission uses the following special rules:

Buildings

The four buildings placed along the centerline of the board are destroyable. They have an Armour value that begins at 12. Each attack against a building that fails to destroy the building will still lower the Armour value by 1 for each attack. If a building is reduced to Armour of zero the building is automatically destroyed.

Each time one of these buildings suffers a hit, make an Armour roll. If the result equals or exceeds the Armour value, roll a D6, or a D10 if the Armour roll exceeds the Armour value by 5 or more. On a result of 5 or more, the terrain is removed and replaced with an area of Difficult terrain approximately 5" in diameter (each 1" a unit moves through Difficult terrain requires 2" of movement).

Taco Tokens

When the first building is destroyed roll percentile dice. If the result is 01-25 the lost Taco STC has been found! Place a **TACO TOKEN** in the center of the Difficult terrain marker. If it is not in that building, for the second building the STC is found on 01-33, for the third 01-50. If the STC has not yet been found when there is only one building remaining, it is in that last building.

If the **TACO TOKEN** is not currently being held it may be picked up by any Titan (although not by knights) within 2". The player must indicate which of the Titan's non-Disabled arms is holding the **TACO TOKEN** (the arm does not need to have a claw or a hand-like weapon). While the precious STC is being carried that arm's weapon may not be used. If the arm carrying the STC is Disabled or the Titan itself is destroyed, scatter the **TACO TOKEN D10**" in a random direction.

A Titan carrying the **TACO TOKEN** may attempt to throw the STC within the firing arc of the appropriate arm weapon up to a number of inches equal to half its scale during the Combat phase. The throwing Titan must make a Ballistic Skill roll (including penalties for an obscured target). If the roll is successful the **TACO TOKEN** is placed in the desired location or caught by a targeted Titan and may be held in one of that Titan's non-Disabled arms. If the throw is not successful scatter the **TACO TOKEN D10**" in a random direction.

A Titan carrying the **TACO TOKEN** may exit the board by moving completely off the player's deployment edge. If it does so the Titan and the **TACO TOKEN** are removed from play.

BATTLE LENGTH

The battle lasts for six rounds. If all the units controlled by one player are destroyed or removed from play the battle ends immediately.

VICTORY

- If a Titan exits the board with the **TACO TOKEN** that player earns 10 victory points.
- If a Titan holding the **TACO TOKEN** is still on the board at the end of the game that player earns 5 victory points.
- If a player destroys one of the central buildings that player earns 5 victory points.
- Players earn victory points for destroying enemy units equal to the scale of the unit.

The player who scores the most points claims victory. Both players should then consume tacos.