



PART 3:

The Titan Prime Campaign

Escalating 1000/1250/1500+ point missions with bonuses.

Introduction

The arrival of the Ultramarines fleet has forced the small Tau flotilla to withdraw from the Titan system - they are outnumbered, outgunned and face almost certain destruction if they stay. They cannot aid the defenders of Titan Prime now, and so with remorse they abandon the fight and redeploy to join up with the relief forces marshalling at Fi'Rios.

Behind them, they leave a small guerilla force to aid governor *Malorak's* rebel forces in their defence against the Imperium. The Ethereals and the majority of the Water Caste diplomats have been evacuated, leaving only the Earth Caste engineering teams and a small Fire Caste contingent comprising a few Hunter Cadres, some Firebase Support Cadres and a small Auxiliary Reserve Cadre.

While the Tau Fleet heads for the nearby Setp world of Fi'Rios to pick up reinforcements for the return journey, the Ultramarines commander uses all the tools at his disposal to analyze the defensive preparations being conducted below.

The fighting on Mining Station Zebra has bought the Tau time enough to prepare extensive defences on Titan Prime. A Hastily dug network of bunker positions, trench lines and firing points have been prepared around the key hives of Rhea, Hermes and the capital hive Artemis. The Rebel Planetary Defense Forces have also been fully mobilized and deployed to protect vital areas, supplemented where required by Tau forces. This makes an all-out attack by the Ultramarines unlikely to succeed.

Through the deployment of infiltrating scout teams, orbital imaging from the vessels of the fleet and intercepts of surface communications, the Commander of the Ultramarines Forces has also determined that the Tau Forces number far fewer than expected. This is unexpected news indeed, and can be used to the Imperium's advantage.

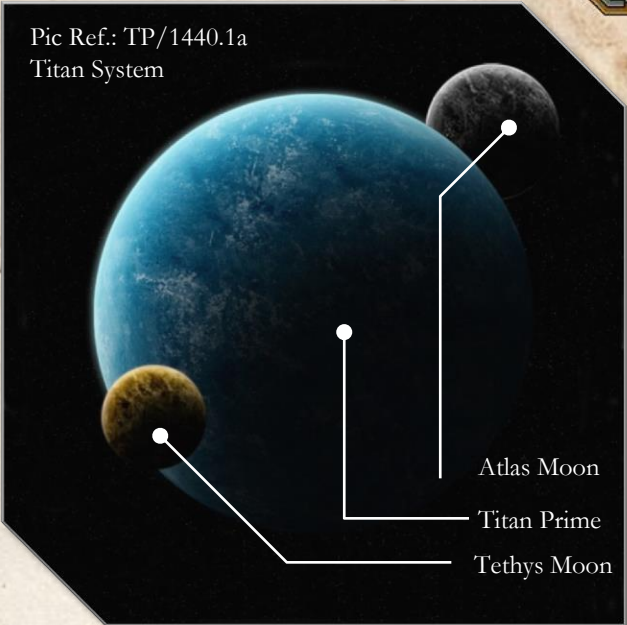
If the meager Tau forces can be destroyed in a suitably crushing display of Imperial might, and the traitorous government either captured or eliminated, the rebel forces will most likely capitulate without a fight and there will be no requirement for a lengthy war of attrition when the Imperial Guard finally arrive. That said, the Inquisition will still have their fill in the inevitable purge to come.....

Having finished his extensive analysis and consulted the Codex Astartes, the Ultramarine's Commander decides that the initial course of action will be to undermine the Key Hive's defences by conducting a series of lightning surgical strikes on Titan Prime's outlying regions, targeting the supply and communications networks of the major hives.

These actions will be directed with the aim of causing as much havoc and disarray as possible in the defenders lines, but also to hurt the moral of the human defenders and the hive's Citizens. If the seeds of discontent are sown well enough between the rebels and their Tau Allies, cracks will begin to appear in the hives defences, and the Ultramarines will be on hand to take advantage of it.

Titan Prime

Mass:	6.922E24 kg
Radius:	8,331 km
Solar Orbit:	199,500,000 km
Orbit Length:	391 Days / 26 Hour Rotation
Surface area:	750,000,000 km²
Age:	3.05 billion years
Gravity:	9.400 m/s²
Class:	Agricultural/Hive World
Tithe Grade:	Exactis Secundus
Strategic:	Primaris Class
Atmosphere:	Nitrogen/Oxygen
Fauna Class.:	Standard Imperial/non Indigenous
Population:	2,750,000,000 Humans
Surface Ratio:	90:10 land/water
Exports:	Iridium Ore / Agricultural produce / Energy (c.f. Magnovitrium)



Xeno Insurrection Level:	Maximus
Rebel Resistance Classification:	Extremis
Imperial Resistance:	Diminished
Imperial Deployment:	Ultramarines 1st, 2nd, 3rd, 10th Companies Lvov Expeditionary Force : 30 AM Regiments under Field Marshal Von Borhst

Mission 3.1: 'Insurrection'

1000 pts


While the defenders of Rhea Hive are well dug in, the spaceport of Ares - situated just outside the second city's defensive cordon - is only lightly garrisoned. Its prominent location high on a plateau above the city makes its defence as part of the urban mass of Rhea impossible. Any attempt to reinforce it from the city would take hours, and the fact that Imperial ships now control the space lanes above the planet mean the spaceport is currently idle and not deemed a key defensive position for the Tau.

Despite this, its geographical isolation and the inhospitable terrain surrounding the complex make it easily defensible against surface attack in its own right. As such, it is manned by a single Rebel Infantry Detachment and a small mixed Tau Force in support.

The Ultramarines have chosen Ares spaceport as their first on-world target, with the hope of pulling off a crushing victory on a supposedly inferior opponent in full view of the city below. Their intentions are clear - not only to annihilate the defenders, but also to set ablaze as many of the space ports facilities as possible, sending plumes of black smoke into the air to terrify the cities inhabitants.

For the Tau, a victory is needed to sure up the support of their Allies. Much was promised about the superiority of the Tau technology, and the undeniable providence of the 'Greater Good'. They cannot afford to have that belief shaken now.





Mission 3.1: 'Insurrection'

1000 pts

Mission Parameters:

Mission Type: Scorched Earth (Destroy objectives and enemy units)
Deployment: Hammer and Anvil (to represent surrounding inhospitable terrain surrounding the spaceport)
Turn Length: Variable
Setting: A large, flat concrete expanse of landing pad with scattered clusters of machinery, facilities and the odd burnt out flyer.

Mission Special Rules: Reserves, Night Fighting, Spaceport (see below), Ares Burns! (see below), Rugged Terrain (see below)

- **Spaceport:** Due to the nature of the spaceport, all deep striking units do not scatter when they arrive.
- **Ares Burns!:** When an objective is destroyed, it is set alight - roll a D6. On a 1-3, the objective is *burning* and counts as dangerous Terrain. On a 4-6, the objective begins *smoking*, adding +1 to the cover save of terrain. In both cases, LOS is now blocked when drawn across them.
- **Rugged Terrain:** The spaceport is surrounded by sheer cliffs – as such, no outflanking is possible but troops can arrive as normal from reserves on their own table edge.

Force Limitations:

Ultramarine forces:

Single Standard Combined Arms Detachment + 1 Formation (from same Faction)

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply, and one formation slot has been introduced.
- HQ choices exclude 'named characters' in campaign 3.0 (unless previous campaign bonus was earned)

Tau Forces:

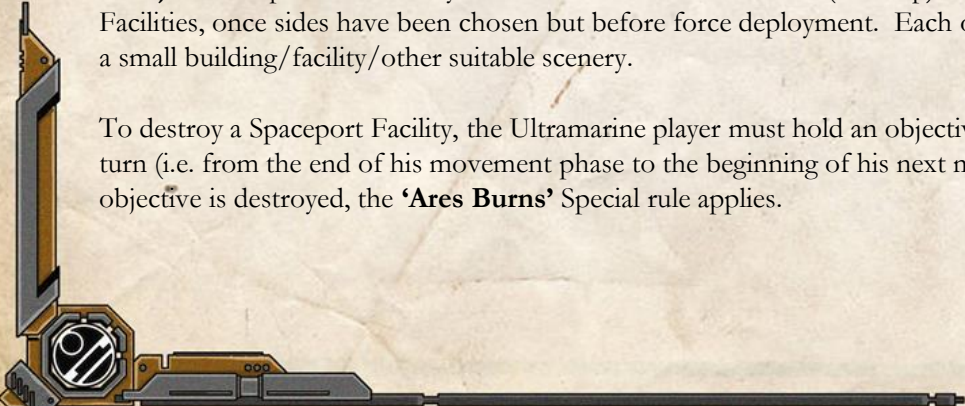
Single Standard Combined Arms Detachment + 1 Formation (from same Faction)

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply, and one formation slot has been introduced.
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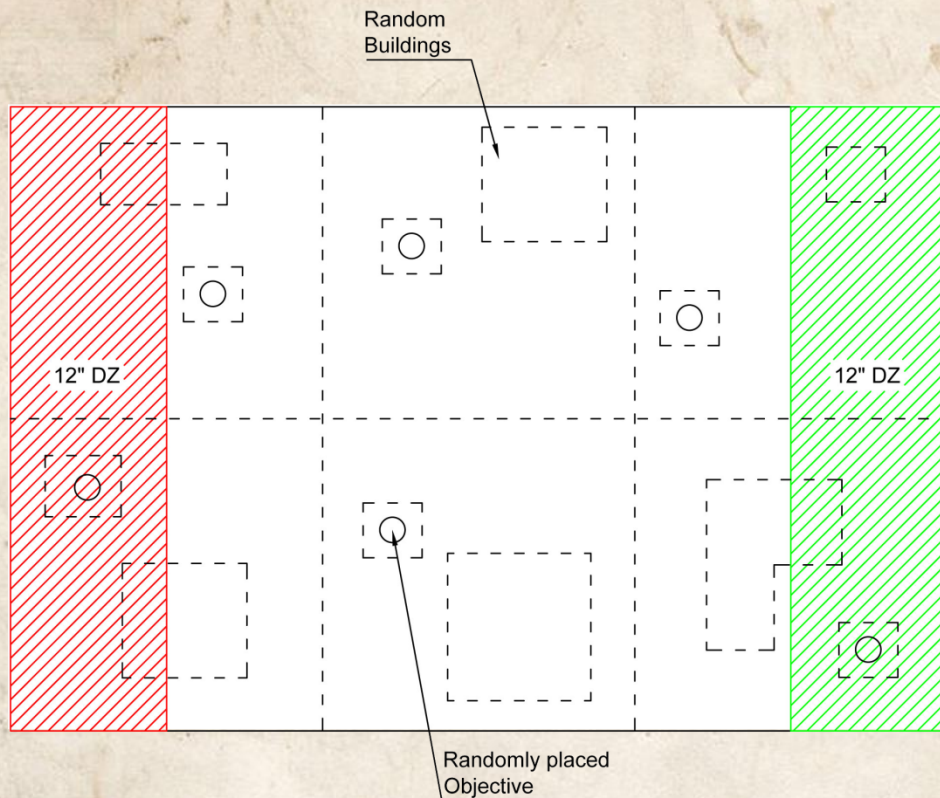
Missions objectives:

1 Objective is placed randomly in each of the six board sectors (see map) to represent the Spaceport Facilities, once sides have been chosen but before force deployment. Each objective should be represented by a small building/facility/other suitable scenery.

To destroy a Spaceport Facility, the Ultramarine player must hold an objective *unchallenged* for a whole game turn (i.e. from the end of his movement phase to the beginning of his next movement phase). Once the objective is destroyed, the '**Ares Burns**' Special rule applies.



Mission 3.1: 'Insurrection'



Primary Objectives:

- Destroy / Defend the Spaceport Facilities

Ultramarine forces:

- For each Spaceport Facility destroyed by the Ultramarine Forces, **1VP** will be awarded and **50 points** will be added to the total available for the start of the next Mission.
- If all Spaceport Facilities are destroyed, the Ultramarine Forces – inspired by the crushing nature of their victory - will gain the **'Hatred (Tau)'** special rule on all units in the next Mission.

Tau Forces:

- For each Spaceport Facility that survives the battle, **1VP** will be awarded to the Tau Forces and **50 points** will be added to the total available for the start of the next Mission.
- If all Spaceport Facilities survive, the Tau Forces – inspired by the stoic defence by their comrades - will gain the **'Stubborn'** special rule on all units in the next Mission.

Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

Result Determination:

If neither force is completely destroyed during the mission, the winner will be decided on VPs. The player with the highest number of VPs will be **'in the ascendancy'**, and get to choose whether to deploy & go first or second in the next mission with no need to roll.

Mission 3.2: 'Supply & Demand'

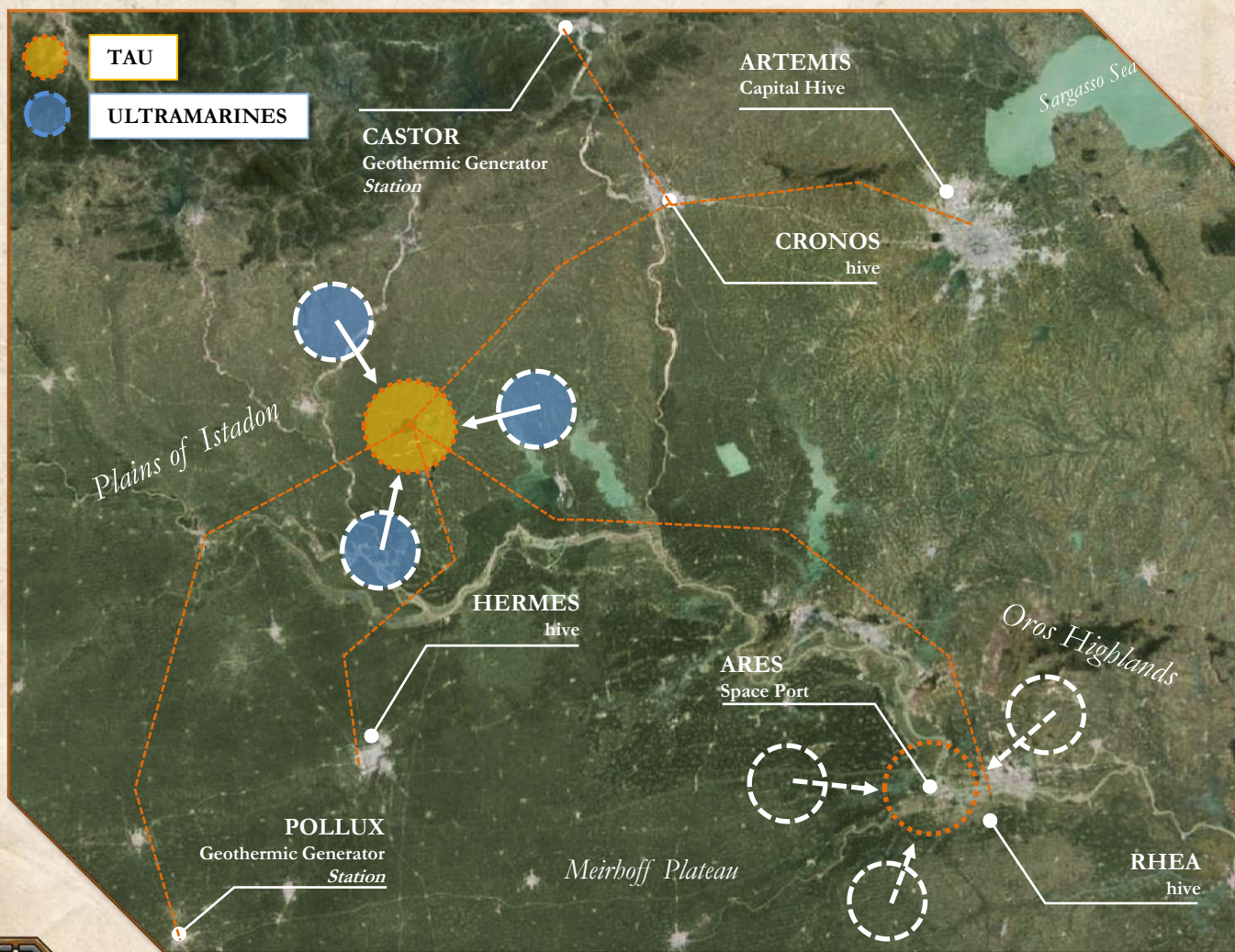
1250 pts (+ bonuses)


A series of lightning strikes against smaller, less well defended outposts in the outlying regions of Titan Prime by the Ultramarines have begun the slow process of sowing discord amongst the rebels and their Tau Allies. The dull thud of ordnance and the crackle of gunfire now echo sporadically throughout the planets verdant countryside.

Rumors of mutinies by Rebel Commanders are just that – the disgruntlement grows and the morale falters, but it is a long way from breaking yet. The lure of the Greater Good – or perhaps the fear of Imperial recriminations – keeps the Alliance in sway for now.

In an attempt to further fan the flames of discontent, the Ultramarines have decided to target the power distribution node that supplies over a third of the planets urban areas with energy from the Geothermic generator stations located at the planets poles. Situated between the hives of Hermes and Cronos, the node will be well defended – or so the Ultramarines Commander hopes.

A surprise attack will give the Ultramarines the advantage to enable a crushing victory over the Tau that will shake the defenders confidence to the core - the more that die, the better. As well as wholesale destruction, it is hoped that cutting the power to some of the major hive cities will be the last straw for some citizens used to a comfortable life.





Mission 3.2: 'Supply & Demand'

1250 pts (+bonuses)

Mission Parameters:

Mission Type: Surprise Attack (Capture /Defend objective and destroy enemy units)
Deployment: Special (see below)
Turn Length: Variable
Setting: A small cluster of buildings, facilities and machinery.

Mission Special Rules: Reserves, Night Fighting, Coordinated Assault (see below),
Dug In (see below)

- **Coordinated Assault:** The attackers are launching a carefully coordinated Orbital and Ground assault. However, to try and preserve the element of surprise, radio silence is in force and they are reliant on timings only.
- *Orbital Assault:* Any attacking units that can Deep Strike can do so on turn one, using the deep strike rules as normal and with no need to roll for reserves.
- *Ground Assault:* Even the best laid timings can go awry. All non-deep striking attacking units must arrive from reserves, but can arrive from any table edge. Reserve rolls for these units must be taken, but may also start on Turn 1.
- **Dug in:** The Defenders have been in position for some time and are well acquainted with the base terrain. As such, all units have the **'Move Through Cover'** Special rule.

Force Limitations:

Ultramarine forces:

Single Standard Combined Arms Detachment + 1 Formation (from same Faction)

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply, and one formation slot has been introduced.
- HQ choices exclude 'named characters' in campaign 3.0 (unless previous campaign bonus was earned)

Tau Forces:

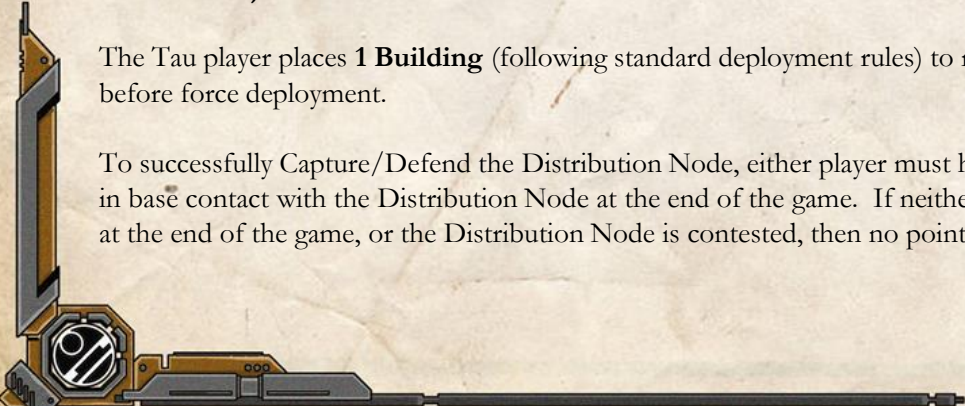
Single Standard Combined Arms Detachment + 1 Formation (from same Faction)

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply, and one formation slot has been introduced.
- HQ choices exclude 'named characters' in campaign 3.0 (unless previous campaign bonus was earned)

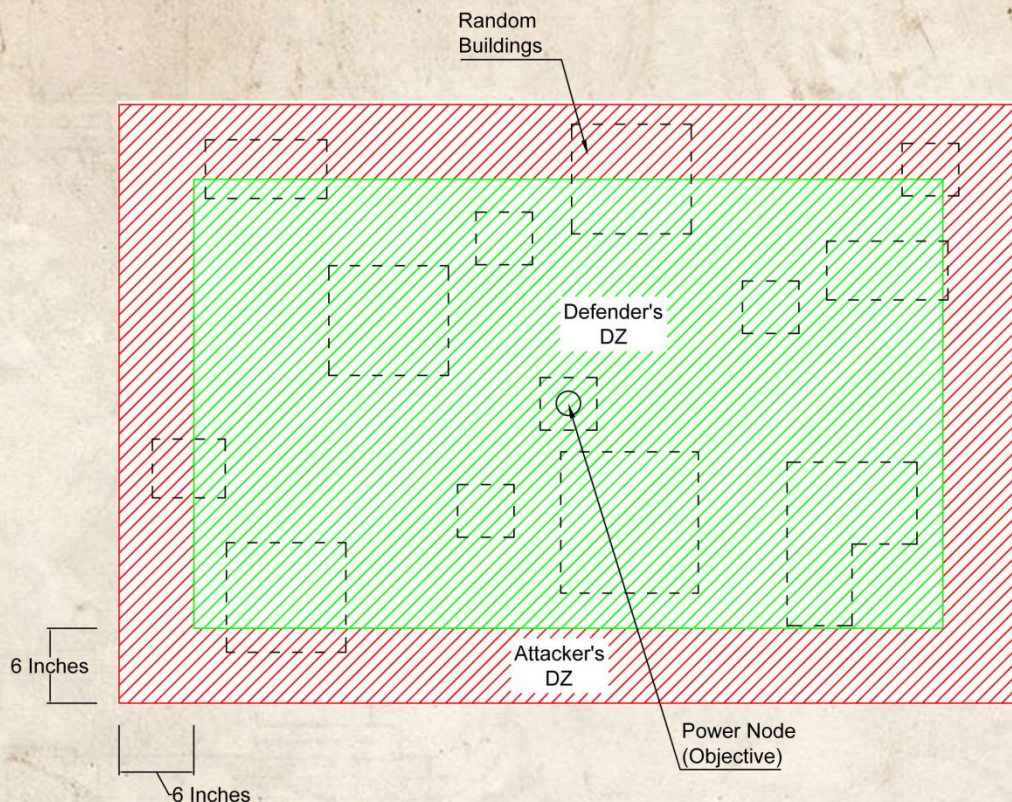
Missions objectives:

The Tau player places **1 Building** (following standard deployment rules) to represent the Distribution Node before force deployment.

To successfully Capture/Defend the Distribution Node, either player must have one *uncontested scoring model* in base contact with the Distribution Node at the end of the game. If neither player has a model in contact at the end of the game, or the Distribution Node is contested, then no points are awarded for it.



Mission 3.2: 'Supply & Demand'



Primary Objectives:

- Capture / Defend the Distribution Node.

Ultramarine forces:

- For each enemy unit destroyed by the Ultramarine Forces, **1VP** will be awarded and **25 points** will be added to the total available for the start of the next Mission.
- If the Distribution Node is captured at the end of the game, a further **5VPs** will be awarded and **100 points** will be added to the total available for the start of the next Mission.
- If all enemy units are destroyed and the Distribution Node successfully captured, the Ultramarine Forces will gain the **'Preferred Enemy (Tau)'** special rule on all units in the next Mission.

Tau Forces:

- For each enemy unit destroyed by the Tau Forces, **1VP** will be awarded and **25 points** will be added to the total available for the start of the next Mission.
- If the Distribution Node is defended at the end of the game, a further **5VPs** will be awarded and **100 points** will be added to the total available for the start of the next Mission.
- If all enemy units are destroyed and the Distribution Node successfully defended, the Tau Forces will gain the **'Zealot'** special rule on all units in the next Mission.

Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

Result Determination:

If neither force is completely destroyed during the mission, the winner will be decided on VPs. The player with the highest number of VPs will be **'in the ascendancy'**, and get to choose whether to deploy & go first or second in the next mission with no need to roll.

Mission 3.3: 'Bushwhacked'

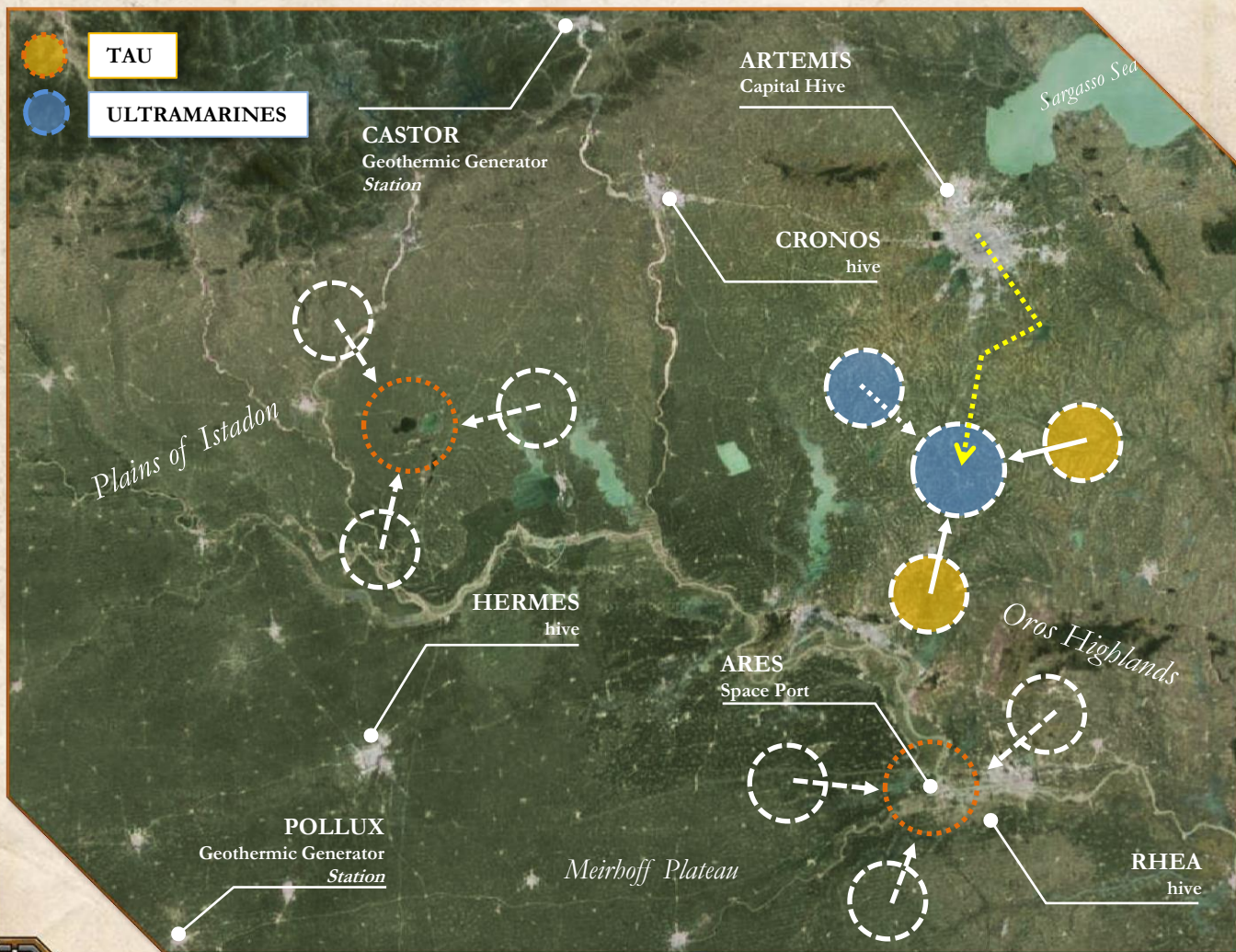
1500 pts (+ bonuses)

The horizon burns. All over Titan Prime, it's once beautiful sunsets are now blotted out by thick plumes of acrid smoke. The Ultramarines 'scorched earth' strategy has left not one citizen of the planet unaware of their ability to strike where they want and when they want, and that the Emperors wrath is absolute.

Cracks are starting to show in the Allied forces of the Tau and Rebels. A handful of small outlying outposts, manned by untrained human militias and conscripts, have already signaled their surrender to the Imperial Forces in orbit. These poor fools, ignored by the Ultramarine's fleet due to the strategic insignificance of their positions, have been dealt with harshly by their human compatriots under the guise of their Tau overseers. This has helped keep order - but it hangs by a thread.

As the Tau keep a wary eye on their rebel comrades, news of a treachery at the top of the command chain threatens to undo everything they have undertaken to maintain control of the rank and file. The Cities Chief Engineer - *Euphrati Dell* - plans to defect to the Ultramarines with full schematics of Artemis Hive and the new fortification network. A rendezvous has been agreed, and he has slipped out of the city.

The Tau, however, know this. Thanks to their advanced eavesdropping equipment, they are in full knowledge of the planned defection and have decided to set an ambush. Not only do they intend to recover the stolen schematics, but aim to deal the Ultramarines a shattering defeat and put a stop the raids once and for all.



Mission 3.3: 'Bushwhacked'

1250 pts (+bonuses)

Mission Parameters:

Mission Type: Ambush (Capture *Euphrati Dell* / Destroy the Enemy)
Deployment: Special (see below)
Turn Length: Variable
Setting: A small cluster of buildings, facilities and machinery.

Mission Special Rules: Reserves, Night Fighting, Grim Resolve (see below),
Relief Force (see below), Welcome to the Party (see below),
Euphrati Dell (See below)

- **Grim resolve:** When in possession of *Euphrati Dell*, all friendly units within 6" of his model have the fearless special rule.
- **Relief force:** The Ultramarine Player may either deploy reserves normally or may hold the entire reserve force in standby and automatically deploy it all on turn 3. If deployed in this way, they may also choose to arrive on any table edge.
- **Welcome to the Party:** Tau forces set up the ambush, and thus have the element of surprise. As such, in the first turn all Space Marine units can only use psychic powers, shoot / run or assault if they first pass an initiative test.
- **Euphrati Dell:** As the objective in this game, he follows the same rules as 'the relic' in the Eternal War mission of the same name (refer to 40K Rulebook).

Force Limitations:

Ultramarine forces:

Single Standard Combined Arms Detachment + 1 Formation (from same Faction)

- Both Forces are now at full strength, so no restrictions to number of FOC slots apply, and one formation slot has been introduced.
- HQ choices exclude 'named characters' in campaign 3.0 (unless previous campaign bonus was earned)

Tau Forces:

Single Standard Combined Arms Detachment + 1 Formation (from same Faction)

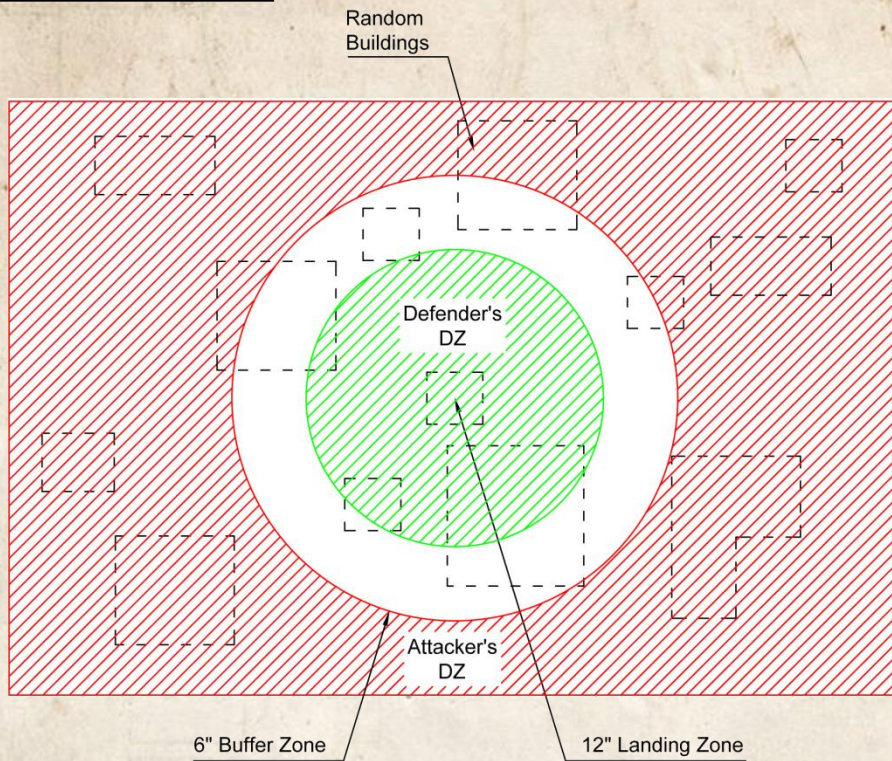
- Both Forces are now at full strength, so no restrictions to number of FOC slots apply, and one formation slot has been introduced.
- HQ choices exclude 'named characters' in campaign 3.0 (unless previous campaign bonus was earned)

Missions objectives:

Place **1 Objective Marker** - ideally a suitable man sized model - in the centre of the board to represent Chief Engineer *Euphrati Dell*.

To successfully Capture Chief Engineer *Euphrati Dell*, either player must have one model in possession of *Euphrati Dell* at the end of the game, following the rules for 'the relic' set out in the Eternal War mission of the same name (refer to 40K Rulebook).

Mission 3.3: 'Bushwhacked'



Primary Objectives:

- Capture *Euphrati Dell*

Ultramarine forces:

- For each enemy unit destroyed by the Ultramarine Forces, **1VP** will be awarded.
- If *Euphrati Dell* is captured at the end of the game, a further **5VPs** will be awarded.
- If all enemy units are destroyed and *Euphrati Dell* is captured, the Ultramarine Forces may introduce **one named character** to their FOC choices for the 4.0 campaign.

Tau Forces:

- For each enemy unit destroyed by the Tau Forces, **1VP** will be awarded.
- If *Euphrati Dell* is captured at the end of the game, a further **5VPs** will be.
- If all enemy units are destroyed and *Euphrati Dell* is captured, the Tau Forces may introduce **one named character** to their FOC choices for the 4.0 campaign.

Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

Result Determination:

If neither force is completely destroyed during the mission, the winner will be decided on VPs.

The overall winner of the Part 3.0 Campaign gains the following special rule for all missions in the Part 4.0 Campaign.

- **Ultramarines:** The overwhelming manner of the Tau defeats has led to a number of mutinies in the Rebel Defence Forces. As such, the Tau Force no longer trusts the humans and loses the ability to field Gue'Vesa Auxiliaries. Conversely, the Ultramarines Force **gains** the ability to do so.
- **Tau:** Battle hardened by a series of crushing victories over the Ultramarines, and earning the trust of their Tau Allies in the process, the Gue'vesa have proved themselves in combat and are no longer an ill trained and ill equipped militia. As such, all Gue'vesa units can be upgraded to **Veteran Gue'vesa** (these are essentially Gue'vesa Auxiliaries with the profile and equipment choices of Veteran units from the Imperial Guard Codex).