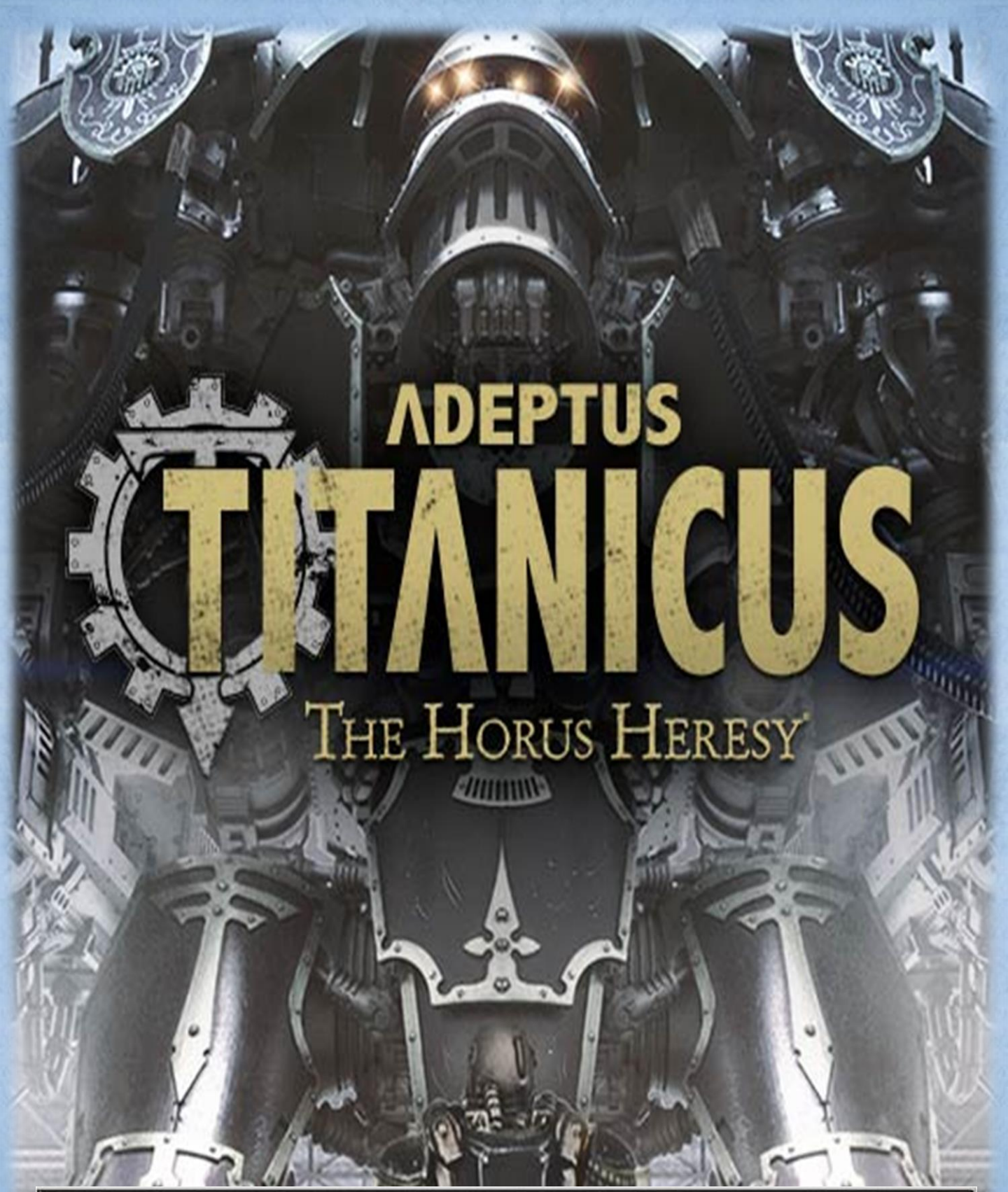


MATCHED PLAY MISSIONS

Revision 2a

INTRODUCTION

The purpose of this supplement is to provide an alternate set of Matched Play missions to those presented originally in the main rulebook for Adeptus Titanicus (AT18).

The main aims whilst producing these missions was (i) to offer players an expanded range of missions, and (ii) to ensure all missions have an equal amount of Victory Points, thus ensuring a fairer gaming experience and a more equal chance of winning for each player.

The procedure for setting up your games is slightly modified from the process described in the main Adeptus Titanicus rulebook; the main differences being that missions are kept secret for your opponent until the end of the game (thanks to Mark from the Age of Darkness podcast for that excellent suggestion!) and that secondary missions objectives are chosen by the player rather than being dictated by the choice of primary mission. The advantage of keeping your chosen mission secret is that some missions are quite easy to counter if known beforehand; for example, Vital Cargo from the main Adeptus Titanicus rulebook (page 85). In keeping the missions secret, it is possible for canny players to attempt to bluff their opponent in order to disguise their real intentions. It also better represents the confusion and chaos encountered in a real warzone; after all, the true objectives of a particular battle are unlikely to be known by the enemy generals, let alone the foot-soldiers whose job it is to enact or prevent those lofty goals.

Graham Sanders
September 2019

UPDATE (27 JANUARY 2020):

Following invaluable playtesting and constructive comments from the community, the missions contained here have been updated to allow Imperial Knights to fully participate in games of Adeptus Titanicus.

Pre-Game Procedure

1. Choose points level for game and choose armies (as per page 84 of the rulebook).

2. Determine Underdog Rating and Stratagem points (as per page 84 of the rulebook).

3. Place one unmarked objective marker in the exact centre of the board.

4. The two players roll off using a D10. Starting with the player who rolls highest, the two players should take turns in placing three numbered (1-3) objective markers anywhere in the no-mans-land between the two deployment zones. Each marker should be at least 9" from any other numbered marker.

5. Each player rolls 2D10 and declares which two Primary Missions these correspond to (as detailed on the following pages). Each player then secretly writes down one of the two of them to be their chosen Primary Mission for the game.

6. Each player then secretly chooses one of the Secondary Missions (as detailed later in this supplement).

7. Choose Stratagems (as per page 86 of the rulebook).

8. Determine deployment map (as per page 86 of the rulebook).

9. Carry out any actions described as happening 'before the game begins'. Then carry out any actions described as happening 'at the start of the battle' (as per page 88 of the rulebook).

Mission 1 "Maelstrom of War“

The battlefield is strewn with the littered carcasses of fallen god-engines. Among them are the irreplacable MIU's of legendary Titans from the Legio, destroyed by the treacherous guns of the enemy. It is an act of utmost honour for the Legio to retrieve these heirlooms and prevent them from falling into enemy hands...

Set up: As soon as this mission is selected, the player secretly writes down one of the numbered objective markers (1,2 or 3).

Primary mission victory conditions: A player earns 15VP at the end of the game if they have a unit within 2" of their chosen objective marker, and their opponent does not have any units within 2" of it. The other two numbered objective markers are worth 5VP each at the end of the game if the player has a unit within 2" of it, and their opponent does not have any units within 2" of it.

Mission 2 "Headhunter“

The forward scout elements in the vanguard of your Legio have reported that engines from a rival Titan Legio are walking in the immediate vicinity and are proceeding on your position. Leading their Maniple is a fearsome enemy, commanded by a Princeps Seniores of not inconsiderable notoriety and fame. To end the reign of terror of such a foe would be a great achievement worthy of the annuls of the Legio...

Primary mission victory conditions: A player earns 20VP at the end of the game if they kill their opponent's Princeps Seniores, or Seneschal for armies which comprise entirely of Knights. If the opponent’s force had more than one Princeps Seniores or Seneschal, then you must secretly write down, at the start of the game, which is the one you are targeting and therefore the one which will grant points to you if it is successfully destroyed.

The player earns an additional 5VP if the kill is earned by their own Princeps Seniores or Seneschal. If their opponent's nominated Princeps Seniores is not destroyed at the end of the game but has suffered critically damage in at least one location, the player instead earns 10VP.

Mission 3 "Hold Ground“

As battle rages across the war zone, your Legio receives orders from Supreme Command dictate that the hard-fought ground earned at the cost of many lives must not be squandered. 'Not one step back!' is the order of the day. The lives of those who paid in blood and tears must be honoured...

Primary mission victory conditions: A player earns 10VP if there are no enemy units within (or partially within) 12" of their board edge. They earn an additional 5VP if there are no enemy units within (or partially within) 18" of their board edge. They earn an additional 5VP if there are no enemy units within (or partially within) 24" of their board edge. They earn an additional 5VP if there are no enemy units within (or partially within) 30" of their board edge.

Mission 4 "Engage and Destroy“

War is spread across many fronts, and the lives of each of your engines must be spent wisely. The enemy must be made to pay for their unfaithfulness. Every engine killed is one less that can fight in the endgame of this great eruption of fratricidal carnage, the Siege of Terra...

Primary mission victory conditions: The player earns victory points at the end of the game based on the points value of units completely destroyed during the game:

Less than 25% of points:	0VP
26-50% of points:	10VP
51-75% of points:	15VP
76-100% of points:	25VP

Mission 5 "Domination“

An enemy Legio is on a route-march through the sector, seeking to outflank other elements of your larger battlegroup. If unchecked, the enemy forces will gain a major tactical advantage, potentially resulting in the destruction of many Engines and leading to an irreversible breakthrough. However, their route is known and their progress can be halted if your Engines can block a narrow pass. Their march must be stopped...

Primary mission victory conditions:
The player earns 10VP at the end of the game if they have an operational Titan or Knight Banner comprising at least one remaining Knight (for armies which comprise entirely of Knights) fully or partially within 6" of the centre of the board. The player earns an additional 10VP at the end of the game if they have a second operational Titan or Knight Banner comprising at least one remaining Knight (for armies which comprise entirely of Knights) fully or partially within 6" of the centre of the board. The player earns an additional 5VP at the end of the game if the Titan closest to the centre of the board is their Princeps Seniores, or, for forces comprising solely of Knights, if the Knight banner closest to the centre of the board contains their Seneschal.

Mission 6 "Speartip Strike“

Arrayed before you lie the serried ranks of the enemy, stalwart in their defensive lines. However, should those lines be shattered, your Engines can run amok, laying waste to the enemy even as their lines break down in disarray. Your Engines must launch a spear tip assault against the enemy lines. If successful, a quick victory in this sector can be secured...

Primary mission victory conditions:
A player earns 10VP at the end of the game if they have moved one Titan off their opponent's board edge. They earn an additional 10VP at the end of the game if they have moved a second Titan off their opponent's board edge. They earn an additional 5VP if one of those two Titans is their Princeps Seniores*. Note that Titans cannot be moved off the board in the first two game turns. A Titan must be able to move the entirety of it's base off in a single Move or Full Speed action in order to move off the board.
* Note that if your force comprises multiple Maniples, then any one (but only one) of your Princeps Seniores can claim the 5VP for moving off the board.

For armies comprising solely of Knights, the player who chose this mission earns 10VP at the end of the game if they have moved one banner comprising at least two remaining Knights off their opponent's board edge. They earn an additional 10VP at the end of the game if they have moved a second banner comprising at least two remaining Knights off their opponent's board edge. They earn an additional 5VP if one of those two banners contains their Seneschal*. Note that Banners cannot be moved off the board in the first two game turns. All remaining Knights in a banner must be able to move the entirety of all of their bases off the table in a single Move or Full Speed action in order to move off the board.
* Note that if your force comprises multiple Seneschals, then any one (but only one) of your Seneschals can claim the 5VP for moving off the board.

Mission 7 "War for Territory"

In order to prepare for the landing of a ground invasion force massive enough to swing the tide of the war in the whole sector, a suitable drop zone must be secured. Unfortunately, the only flat ground of sufficient size is currently occupied by forces allied to the enemy. To ensure a successful landing, the enemy must be purged from the surrounding lands, at any cost...

Primary mission victory conditions: A player earns 5VP at the end of the game for each quarter of the board in which they have a unit fully or partially within, and which has no enemy units fully or partially within it. In addition, the player earns an additional 5VP at the end of the game if they are the first to destroy a unit in the game.

Note that a unit can only claim to be within a single board quarter for the purposes of this mission; the unit is said to be within the table quarter in which the majority of it's base (or the majority of the individual models, in the case of Knights) is in. In cases where a unit is split exactly 50:50 between two quarters, the owning player can choose which table quarter it counts as being in.

Mission 8 "Breakthrough"

In Engine war, bringing shame to an enemy Legio is as important as the physical destruction of their Titans. For any Titan to stand tall in the enemy lines is a painful blow to the honour of the enemy. For the mightiest Engine to break through the enemy lines is a stain which will forever blemish the history of a once proud Legio...

Set up:
As soon as this mission is selected, the player secretly nominates their Titan with the highest Scale, or, for forces comprising solely of Knights, their banner with the highest points value. If they have two or more with the same Scale (or points cost, in the case of full Knight forces), the player may choose which is selected for this mission.

Primary mission victory conditions:
A player earns 15VP at the end of the game if the nominated Titan or Knight Banner finishes the game with it's base(s) partially, but not wholly, in their opponent's deployment zone. If the nominated Titan finishes the game with it's base fully within their opponent's deployment zone, they instead earn 25VP. If the nominated Knight banner finishes the game with the bases of all remaining Knights in that banner fully within their opponent's deployment zone, they instead earn 25VP.

Mission 9 "Rescue Mission“

During a previous engagement, the command crew of a respected Engine from your Maniple was stranded in no-mans-land after the destruction of their Titan. As well as the honourable need to rescue the crew of a fellow Engine, it is imperative that the strategic battle plans and force dispositions they are carrying do not end up in enemy hands...

Primary mission victory conditions:
The player earns 25VP at the end of the game if they move the Titan or Knight banner controlling the central (unmarked) objective off their own board edge (note - the Titan/Knight banner cannot move off the board with the objective until turn 4 or later). The player instead earns 10VP at the end of the game if the Titan/Knight Banner controlling the central (unmarked) objective is fully within it's own deployment zone at the end of the game. Note that the bases of all model(s) in the unit must be fully within their own deployment zone to achieve the 10VP in this case.

Controlling the Objective:
A Titan model, or individual Knight model, can pick up the central (unmarked) objective marker if, at the end of one of their movement phases, they are in base contact with it. From this point on, that Titan/Knight model is said to be controlling the objective. If the Titan/Knight model is subsequently destroyed during the game, the objective marker is placed by the owning player so that it is in base contact with the destroyed model (use the position of the model before any movements caused by falling etc). If the objective is dropped, it is no longer said to be controlled. The central objective marker may be moved.

Mission 10 "Hold Ground“

The battlefield has several key points which must be held by your Engines and denied to the enemy until reinforcements can enter the fray to secure them. These points may be strategically important buildings, vital communications relays or caches of munitions which must not be allowed to fall into enemy hands. The future of the war in this sector depends upon it...

Primary mission victory conditions:
The player earns 4VP at the end of game-turns three and four for each of the three numbered objectives they are in base contact with one of their units, with no enemy units in base contact with. Objectives can only be claimed during turns 3-4. In addition, the player earns an additional 1VP at the end of the game if they have models in base contact with all three of the numbered objectives at the end of the last turn of the game.

SECONDARY MISSIONS

(A) Secondary mission victory conditions:
the player earns 10VP at the end of the game if they destroy half (rounding up) of their opponent's units.

(B) Secondary mission victory conditions:
the player earns 10VP at the end of the game if they get at least two units partially or fully into their opponent's deployment zone.

(C) Secondary mission victory conditions:
the player earns 10VP at the end of the game if there are no enemy units in their deployment zone at the end of the game.

(D) Secondary mission victory conditions:
the player earns 10VP at the end of the game if they have at least half (rounding up) of their units still alive at the end of the game.

(E) Secondary mission victory conditions:
the player earns 10VP at the end of the game if they fully move at least one Titan of class 7+ (or, two smaller Titans if you do not have a Titan of class 7+ in your starting forces) off the board by the end of the game.

(F) Secondary mission victory conditions:
the player earns 10VP at the end of the game if they destroy one building per full 500pts of your starting points of your battle.

(G) Secondary mission victory conditions:
the player earns 10VP at the end of the game if there are no enemy units partially or fully within 24" of your board edge.

(H) Secondary mission victory conditions:
the player earns 10VP at the end of the game if they have units partially or fully within at least two quarters of the board, with no enemy units partially or fully within those two board quarters. Note that a unit can only claim to be within a single board quarter for the purposes of this mission; the unit is said to be within the table quarter in which the majority of it's base (or the majority of the individual models, in the case of Knights) is in. In cases where a unit is split exactly 50:50 between two quarters, the owning player can choose which table quarter it counts as being in.

(I) Secondary mission victory conditions:
the player earns 10VP at the end of the game if they have the unit closest to the centre of the board at the end of the game.

(J) Secondary mission victory conditions:
the player earns 10VP at the end of the game if they have destroy their opponent's most expensive unit.

SET-PIECE MISSIONS

Set-Piece Mission A: "Scorched Earth“

The contested war zone is a treasure trove of resources and materiel which, if allowed to fall into the wrong hands, would grant a major advantage in the ongoing conflict. Therefore, rather than risk any chance of the enemy securing it, Strategic Command on both the Loyalist and Traitor sides has decreed that it must be destroyed...

Set up: Before setting up any scenery, each player rolls off, using a D10. Beginning with the player who rolls highest, place five suitably modelled objectives (e.g. buildings, fuel tanks, ammo stores, supply depots etc) in their opponent's deployment zone. After deploying the objectives, place any other scenery as desired by the two players.

Each objective has a 4+ Ion Shield save, and uses the following profile:
12-13: hit
14-15: critical hit
16+: catastrophic hit

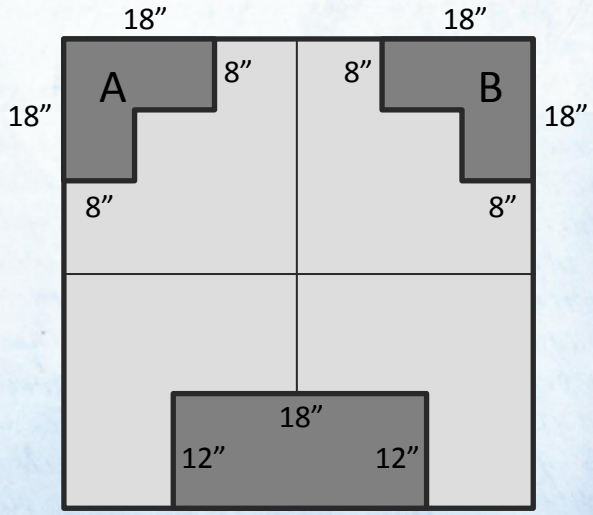
Primary mission victory conditions: A player earns 5VP at the end of the game for each objective they destroy.

Set-Piece Mission B: "Capture the Castle“

A stronghold of vital importance has been identified by both sides of the conflict. The stronghold contains the control functions for the in-system jump point which allows void traffic into and out of the star system. If it falls, the flow of war materiel into the contested world will be in the undisputed control of the enemy. This cannot be allowed to happen...

Set up: Prior to the first round, arrange a 12" x 18" zone of buildings as shown in the diagram.

Deployment : When deciding which deployment type to use, instead of rolling on the normal table, the following deployment method is instead used. Each player rolls off; the player who rolls highest chooses either deployment zone A or B, as shown on the diagram below. Their opponent uses the other zone.



Primary mission victory conditions: A player earns 5VP at the end of the game for each unit (up to a maximum of 25VP) for each of their units which ends the game fully or partially within the 12" x 18" zone.

REVISION HISTORY

Revision	Date	Comments, changes
1a	1 Sept. 2019	First draft
2a	27 Jan. 2020	Updated to allow Imperial Knights to fully participate in missions