In the Shadow of Gods

A fierce battle to claim a disabled Warlord titan rages as repair crews have abandoned the God-Machine.

6 Objectives are placed as detailed on the map below. The normal sequence for preparing for battle is used.

Primary Objective: Take and Hold

Special Rules: A warlord titan is placed on the battlefield at the same time scenery is set up. The Warlord has 30 wounds remaining. It is counted as an enemy model by both sides. Because of the mid repair state. If the warlord is destroyed the reactor automatically melts down according to the Reactor Meltdown rule without a die being rolled. The army that inflicts the last and final wound on the Warlord loses -15 VP at the end of the battle. The opponent will roll any saves for the Warlord. The Warlord does not perform any melee attacks even though it may be charged and attacked just like any other enemy model.

A control panel located on a platform near the warlord can be controlled in the same way as an objective marker (however it is not an objective marker in terms of scoring the scenario). At the start of your shooting phase, if you control the control panel the Warlord immediately may fire one weapon at an enemy unit. These attacks are rolled by the player whose turn it is even though it is considered an enemy model. The warlord may not attack for any reason outside of this window.

Secondary Objective: The God-Machine Stirs (Progressive): Score 3VP each time you successfully declare a shooting attack with one of the Warlord Titan's weapons.