

BETRAYAL AT ITHRACA: HOLDING THE LINE

This mission represents the valiant defence offered by the 'Nine Paragons of Ithraca', where nine Legio Praesagius Warlords sacrificed themselves to delay the advance of Legio Suturvora. Chosen as the mustering point for the principal strength of both Legio Praesagius and Legio Suturvora, the barren lands surrounding Ithraca City played host to over 200 god-engines drawn from both Legios. Mustered in preparation for an assault upon the Ork-infested Ghaslakh xenos hold, the two forces were, to all appearances, allies in both purpose and belief. This was to be proven false as the *Arutan*, a colossal orbital lifter bearing much of Legio Praesagius' strength, took to the air and the flow of information from Calth's planetary data manifold fell silent, cutting off communication across the planet. As many force commanders sought to re-establish contact with the network, Legio Suturvora awoke, reactors flaring into life even as fire rained from the sky.

The opening salvo of orbital fire was both precise and deadly, laying waste to key infrastructure across the city of Ithraca and felling the *Arutan*, the vessel ploughing into the ground and carving a destructive furrow in the city below. As confusion reigned amongst the Loyalists, the Fire Masters bellowed their triumph, marching upon those True Messengers still present upon the muster fields. Unaware of the danger about to befall them, a score of Titans fell to the weapons fire of their once-allies before a response could be mounted. Were it a less disciplined Legio, it is likely that the True Messengers would have fallen that day. Instead, those of Legio Praesagius that still stood formed into a defensive position, the larger Warlords locking shields to protect those weakened by the onslaught unleashed by the advancing Fire Masters. Together, these Warlords marched to meet the assault of their new foes, offering their lives to cover the retreat of their Legio.

Battlegroups

One player controls the Legio Praesagius forces, while their opponent controls those of Legio Suturvora. Each player selects a battlegroup as described on page 53 of the *Adeptus Titanicus* rulebook. The Legio Praesagius player's force should have a Battle Rating of up to 2,500 points and can only include Warlord Titans, while the Legio Suturvora player's Battle Rating should be up to 3,000 points. Each force must consist of at least one maniple, plus any reinforcements. Neither side can include Knight Banners.

DESIGNER'S NOTE:

The Nine Paragons of Ithraca

Historically it was the Nine Warlords of Legio Praesagius that marched against the Fire Masters in order to buy time for the rest of their Legio to retreat into the streets of Ithraca. If the players wish, the Legio Praesagius player can build a Battlegroup of nine Warlord Titans armed as they see fit. The Legio Suturvora player should then have a Battle Rating equal to 500 points more than the Legio Praesagius player. It should be noted that such a battle would be a large one and ideal for several players, or a gaming club, wishing for a grand affair.

Battlefield

The battle is played on a 6'x4' board. The battlefield represents the barren plains surrounding Ithraca and should be set up with rocky outcrops, cracked ground and piles of rubble representing those Titans already destroyed.

Stratagems

The Legio Praesagius player has no Stratagems for this battle. The Legio Suturvora player has 2 points to spend on Stratagems (see page 64 of the *Adeptus Titanicus* rulebook). They may not choose any Ground Assets or Tertiary Objectives Stratagems.

MISSION SPECIAL RULES

Paragon's Bastion: Those Warlord Titans of Legio Praesagius that survived the Fire Masters' first onslaught shielded the retreat of the rest of their Legion. For the duration of the battle, Legio Praesagius Titans may share void shields as if they were part of the same squadron.

Traitorous Ambush: Unprepared for the betrayal perpetrated by their supposed allies, the god-engines of Legio Praesagius suffered significant damage before they could answer in kind. After deployment, but before the game has started, roll a D6 for each of the Legio Praesagius player's Titans. On a 1-3, the Titan lowers its Void Shield level by D6. On a 4-6, a random location loses D3+1 points of Structure or, if it is a weapon, it is disabled. This damage can cause Critical Damage if there are no Structure points left at the location indicated but cannot result in Catastrophic Damage. If a roll would cause Catastrophic Damage, any excess damage is ignored.