

SCOURING OF THE OLLANZ CLUSTER: BREAKTHROUGH

As the battle for Beta-Garmon escalated, the unfolding conflict drew increasing numbers of forces into its brutal embrace, but it was not the sole target of the Warmaster's ire. Further afield, smaller detachments sought to conquer star systems deemed important to the Loyalists' war effort with the aim to drain the Imperium forces at Beta-Garmon of supplies and reinforcements. To this end a Traitor force, supported by Titans drawn from Legio Fureans, advanced upon the Ollanz Cluster, intent upon gaining control of the valuable resource worlds within it. Believing the Cluster to be devoid of any meaningful resistance, the advancing Traitors were surprised by the sudden appearance of a demi-Legion from Legio Astorum, supported by elements of the Iron Hands Legion. Intending to reinforce Beta-Garmon, the Loyalists had been rearming and refuelling at the Borman system when the Traitors moved upon the Ollanz Cluster. Although outnumbered, the Warp Runners dared not give the invaders unrestricted access to the cluster and moved to oppose their advance.

It was upon Borman IV that the turning point of the brief but intense conflict came about. Aware that they were outnumbered and unlikely to triumph in a straight fight, especially against an entrenched enemy, the Loyalists moved to break open their foes' defences with a targeted assault. Marshalling their numbers upon the Yrevendi Desert, the Titans of Legio Astorum focused their efforts upon a weak point in the Legio Fureans lines. With a Loyalist vanguard luring the Traitors into the Yrevendi Desert thanks to a bold diversionary assault, the Titans of Legio Astorum unleashed their fury upon the Tiger Eyes, hoping to shatter the enemy's strength in a single surprise thrust aimed at devastating the isolated Titan Legion and leaving the overall Traitor strength critically weakened. Such an assault was not without risk, for though the Warp Runners' assault was carefully calculated to ensure the Loyalists outnumbered the pursuing

Tiger Eyes, nearly the entire Loyalist strength was committed to this single battle, meaning defeat would effectively hand control of the Ollanz Cluster to the Traitors.

Battlegroups

One player controls the forces of Legio Fureans while their opponent controls the forces of Legio Astorum. Each player selects a battlegroup, as described in the Adeptus Titanicus rulebook. The Traitor player's force should have a Battle Rating of up to 2,000 points, while the Loyalist player's Battle Rating should be up to 2,500 points. Each force must consist of at least one maniple, plus any reinforcements. Neither side may include Knight Banners.

The Battlefield

The battle is played on a 6'x4' board. Parts of the battlefield represent rivers of lava; at least two should be on the battlefield, although more can be added if players wish, with each being at least 2" wide and flowing from one battlefield edge to another. The remainder of the board should contain a light amount of rocky outcrops and other natural terrain pieces.

Stratagems

Both players have 2 Stratagem points to spend on any Stratagems they wish. The Traitor player may not choose the Outflank Stratagem.

Mission Special Rules

Punishing Assault: The Tiger Eyes have been lured into the path of the advancing Warp Runners through a series of diversionary attacks, leaving them vulnerable to a surprise thrust by the Loyalist forces. At the start of the first round, after determining the First Player but before any Titan is activated, roll a Command check for each of the Tiger Eyes Titans, subtracting



2 from the result. If the check is failed, the Titan can only be activated in the Movement or Combat phase of the first round, not both. In addition, no Tiger Eyes Titan can be issued an Order during the Strategy phase of the first round.

Lava Rivers: Rivers of lava cross the Yrevendi Desert, presenting a danger even to a massive Titan. When setting up the battlefield, players should clearly designate which parts of the battlefield are Lava Rivers. Lava Rivers count as Dangerous Terrain. In addition, if a Titan moves into a Lava River involuntarily, for example due to the Concussive trait, roll a D6. On a 5+ the Titan rights itself before falling into the lava and nothing else happens. On a 1-4, the Titan counts as having moved into Deadly Terrain.

Deployment

The Legio Fureans player picks a board edge and deploys their units within 18" of that edge. Each unit must be placed at least 6" from an already deployed unit; units that are part of a Squadron may be deployed within 3" of each other instead. If a unit cannot be deployed in this way, the Legio Astorum player deploys the

unit instead, placing it anywhere within 18" of the Legio Fureans player's board edge. The Legio Astorum player then deploys their units anywhere within 18" of the opposite board edge.

The First Round

In the first round, the Legio Astorum player chooses who will take the Opus Titanica and be the First Player.

Battle Length

The battle lasts for five rounds, after which the Warp Runners have either decimated the Tiger Eyes or their sudden assault has been blunted. If all the units controlled by either player are destroyed at any point before this, the battle ends immediately.

Victory

At the end of the battle, calculate the total number of points of Legio Fureans Titans that have been destroyed, counting units that have been Structurally Compromised as half their points (rounding down). If the total is equal to or greater than 65% of the Legio Fureans' starting Battle rating, the Legio Astorum player is victorious. Otherwise, the Legio Fureans player is victorious.

