

The Sky is Falling

Scenario one of a solo Xenos campaign using Titan Legions 2nd Edition or NetEpic Gold Rules.

You have been assigned to a small, backwater planet on the outskirts of the Empire. Until last year, you had never even heard of this forsaken planet, but now you are sure that it will be your cause of death. Death from boredom. Your small garrison force has languished away in corn fields and city corners while the rest of the galaxy burns and here you still sit. You wish that something, anything would happen....tonight it will.

On your normal patrol, you have set up near a local town that serves as a water supply for the district. Someone decided it was of strategic importance in the distant past, but you enjoy it because the water supply is also used by a local brewery to make some easily procured refreshments. Just as you sit down for your first taste, all of the lights go out. Not just in the bar, but as far as you can see. You try to radio headquarters to see what is going on, but get no response. In the distant sky, bright stars begin to fall all around your position....

Set Up: Create a small town located in the direct center of the board. The town should be located adjacent to a processing plant or water tower which will be the focus of the attack. The player sets up in the center of a randomly determined quadrant. All units must be set up within 20cm of the center of the quadrant.

The rest of the board maybe set up however the player decides, but should mimic a remote town surrounded by forest, hills, and other natural terrain.

Player One (Human): You start with a 2,000ish point army of your choice that is set up within 20cm of the center of a randomly determined quarter of the table. All units must be within command range. As an alternative to picking a point value army, choose three-four company cards along with 10-15 support cards. Deal yourself on random company and 5 random support cards.

Player Two (Auto): The Eye Horrors units enter the board by orbital drop. Each pod will drop onto the board in a random location. Use a scatter die to determine the direction (always scatters) from the processing plant. The units will land 10+10d6cm in this direction during the movement phase. Any unit that drops off the board appears at the edge of the board. All Eye Horror units go on advance orders and begin to move directly toward the processing plant.

Turn 1:

Eye Horrors automatically win initiative.

Units Dropped: One Observer Horde Drop composed of 3 pods (1 x Observer Pod, 1 x Observer Pod, 1 x Command Observer) and 1-3 randomly determined drops from the Turn 2-5 Table.

Turn 2-5:

Randomly determine an additional drop which lands during the beginning of the movement phase before any other movement has occurred. Place a single barrage marker on the spot (any unit under the template is an 8bp barrage with a -4 save, surviving units are moved 1d6cm in a random direction from the edge of the barrage marker. When this is done, place the dropped Eye Horror units on the barrage marker and give them orders as described below.

Eye Horror Unit Drop Table

Roll 2d6	Units Dropped	Targeting Pattern	First Fire if X targets in range
2	Harvester Pod x 2	AP	
3	Eye Horror Pod x 2	AP	
4	Eye Tyrant Pod	AT	
5	Beholder Pod	AT	
6	Observer Pod	AT	
7	Gorgon Pod	AT	2+
8	Observer Pod	AT	
9	Watcher Pod	AT	3+
10	Seeker Pod	AP	
11	Evil Eye Pod	AP	3+
12	Cyclops Pod	AT	2+

Eye Horror Orders: On all successive turns, the Eye Horror units follow the above chart to determine their choice of targets and orders. Units designated with AP are anti-personnel units and will target units in the following order of preference: Infantry, walkers, light tanks/artillery, heavy tanks. Units designated as AT are anti-tank units and will target units in the following order of preference: Heavy tanks, light tanks/Artillery, walkers, infantry. If a unit has multiple targets in range (designated on the table) it will go on first fire orders. If the unit has fewer targets than this number in range, it will go on advance orders. If the unit has no units in range but can see enemy units between itself and the objective, it will go on advance. If the unit can see no enemy units between itself and the objective, they will go on charge orders. Roll initiative and follow all rules as normal. All Eye Horror units will move directly toward the objective unless enemy units or terrain prevent this.

Objective (winning the game): For player two (Eye Horrors) to win, one unit must reach the processing plant/water tower and win a close combat against it in the close combat phase. If an Eye Horror unit is in close combat with multiple units including the processing plant, it will always attack the plant first. The processing plant is considered to have a CaF of -1. The Eye Horrors have until the end of turn 6 to complete the task. If they accomplish the task, the human player loses. If they do not accomplish this task, the human player wins the scenario.

Campaign: If the human player wins the scenario, he gains two benefits in the next campaign fight. First, he gains two infantry stands of his choice (one should be a command unit) that survived this battle to join the next fight with a transport. If the player did not take any transports for the fight, one is requisitioned (pick the minimum usable transport for the race). Secondly, he gains a +1 for initiative during the first turn to represent the early warning brought by the above unit. If the player lost, he gains no extra units and suffers a -1 to his initiative roll.