



TITAN SMASH!

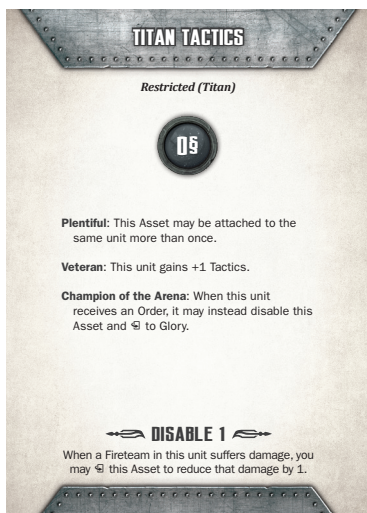


What's better than a giant robot, a hydra, a mechanical colossus, and an aquatic monstrosity duking it out for glory? Nothing.

ADDITIONAL SETUP

Players do not choose Commanders for this Operation, instead they may hire any one non-Commander Titan unit or unit with a Combined Arms Titan. All Assets are treated as having Cost 0.

Players may also purchase the Titan Tactics Asset:



Stratagem Decks are ignored for this Operation.

During Scouting, place two fixed Objective Markers on the centerline, each Marker halfway between the center of the table and once of the table edges.

During Scouting, no more than four of any type of Markers or Terrain may be placed. If multiple Companies would place markers or Terrain of the same type, they must alternate placing one at a time. Treating all Markers or terrain of that type as friendly.

During Deployment, starting with the player with initiative and proceeding in descending order, each player deploys their Company anywhere within 8" of a Table Edge and at least 8" away from any other player's Company.

SPECIAL RULES

At the start of each Turn, each player must flip a card, which determines the new Initiative for the Turn.

At the start of a units Activation, it may gain any one non-Tactics Token.

All Titan Fireteams gain the following Trigger to Actions:

- ② **Shove Aside:** Move the target 2" in any direction. This Trigger may be declared any number of times.

VICTORY CONDITIONS

At the end of a units Activation, score 1 VP for each other Titan which or Scrapped an Asset during its Activation and for each other Fireteam Killed that Activation.

During the End Phase, each player with a unit near an Objective scores VP based on how close the Fireteam is to the Objective:

- Units with a Fireteam within 6" of an Objective are worth 1 VP.
- If any Fireteam is closer to an Objective than all other Fireteams, its unit is worth an additional 1 VP.

This game does not last 5 Turns, and instead lasts until one Fireteam is left on the board, that Fireteam's Controller wins.

At the end of any Turn in which one or more players have 10 or more VP, all Fireteams in Companies with fewer than 10 VP are Killed.

MEGA-BATTLE

This Operation is for 3- 10 players. With 5+ players, a 4'x 6' table is recommended.