**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:

![Titan Tactics Asset](image1)

- **Plentiful**: This Asset may be attached to the same unit more than once.
- **Veteran**: This unit gains +1 Tactics.
- **Champion of the Arena**: When this unit receives an Order, it may instead disable this Asset and @Glory.
- **Disable 1**: When a Fireteam in this unit suffers damage, you may @disable Asset to reduce that damage by 1.

**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:

- **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.