

## Remembering the Titans

In the distant history of Taltos, great stone titans were used on the field of battle to augment the ranks of warring armies. They have been all but forgotten; that is, until several were discovered recently. Gather enough power, and you will be able to activate and control them, at least for a short time. But you aren't the only one that knows about the titans! The other factions are coming for them too, and it is a race against time to grab them first. They must not fall into enemy hands!

This is a 1000-point Scenario and it lasts 5 Turns. The purpose of Remembering the Titans is to grab control tokens to take charge of the 4 titans on the battlefield and use them to destroy your opponent.

### Setup

Each deployment zone is a 12"x12" square in the corner of the battlefield. On the far side of the battlefield are 4 Stone Titans in a 12" square formation centered on the midline of the table. There are 3 CD-sized Control Zones; the first zone is located in the center of the 4 Stone Titans and contains 10 Control Tokens. The two remaining zones are located to either side of the first zone, 12" away. Each of these zones has 5 Control Tokens. Four initiative cards are added to the Initiative Deck, one for each Titan. Terrain is not dictated in this scenario.

### Control Tokens

Any model that is in one of the 3 Control Zones may pick up a Control Token so long as the center of the model's base in the Control Zone and there are still Control Tokens available. It requires a Specialty Action to pick up or carry a Control Token, and models carrying Control Tokens may not Fly, Burrow, or conduct Combat Actions (they may, however, take Defensive Strikes, Defensive Shots, or Counterspell while carrying a Control Token). Models may carry only 1 Control Token each. If they Fly, Burrow, or conduct a Combat Action, they immediately drop the Control Token anywhere in B2B with the model at a spot chosen by the controlling player. If a model carrying a Control Token is killed, it immediately drops the token anywhere in the base space vacated by the model, as chosen by the controlling player.

### Activating the Titans

Whenever one of the Titan initiative cards is draw, compare the number of Control Tokens held by each side. Whichever side has the greatest number of control tokens gets to choose one of the four Titans to activate. Each Titan may only be activated once per Turn as per normal Troops, and gets two actions, as directed by the

controlling player. If the number of Control Tokens possessed by each side is equal at the time a Titan initiative card appears, then no Titan activates at that time. Titan cards may be Spied as any normal initiative cards. Titans cannot be interacted with at any time other than during their own activation; during other activations (including those of other Titans), they are inanimate objects. They are considered to be a piece of Terrain when inactive (acts as an unscalable Size 2 wall for purposes of LOS and Cover). Once a Titan is damaged, it cannot be repaired. If a Titan is destroyed, its initiative card is removed from the draw deck. Titans do not gain Faction Doctrines of the controlling player's army when activated.

<b>Stone Titan</b>						
<b>Affiliation:</b> None/Neutral						
<b>Rank:</b> Monster				<b>Base:</b> Large		
<b>Race:</b> Golem						
<b>DT</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	
<b>MOV</b>	8	8	8	7	7	
<b>DIS</b>	7	7	7	7	7	
<b>DV</b>	11	11	11	11	11	
<b>MD</b>	15	15	15	15	15	
<b>S.A.:</b> Construct, Damage Reduction/1, Deflect/2, Fearsome						
<b>MAV</b> 7 7 6 6 6						
<b>#MA</b> 2 <b>S.A.:</b> Bludgeon, Mighty						

### Scoring

You earn 1 Objective Point for each 100 points of the opposing force you kill using the models from your army list. You earn 1 Objective Point for each 50 points of the opposing force that you kill using one of the Titans (for this purpose, the Titan must deliver the killing blow on the model). Divide the total number of points killed of the opposing force by 1000. Add it to your earned points for your final score.

#### Example:

Player A killed 771 points of Player B, 156 of this was by the Titans, 615 was not.

Player B killed 685 points of Player A, 495 of this was by the Titans, 190 was not.

Player A gets 9 Objective Points (3 from Titan kills, 6 from non-Titan kills), plus .771 kill points. Player B gets 10 Objective Points (9 from Titan kills, 1 from non-Titan kills), plus .685 kill points.

#### Final Scores:

Player A 9.771

Player B 10.685

