

## THE INVASION OF PARAMAR V: PLAIN OF FIRE

This mission represents the assault upon the Paramar Nexus during the Invasion of Paramar V. A world that served both as a vital lynchpin of the Imperium's tangled skein of empyreal travel and a vital staging post and supply terminus for outward expansion, Paramar V proved a primary target for the Warmaster's initial blows against the Imperium. The greater part of the task of conquering the world was entrusted to the Alpha Legion, partially in recognition of the subtlety needed to achieve it and partially as a final demonstration of loyalty for Alpharius and his warriors towards the Warmaster, for many were convinced the Alpha Legion had yet to truly bleed themselves against the Imperium. Before the fires of Isstvan V had settled, the Alpha Legion fragmented, departing for numerous far flung systems, nearly half its number destined for Paramar V. With them came significant strength drawn from the Warmaster's Mechanicum allies, including ten entire maniples of Legio Fureans Titans.

The conquest of Paramar V was intended to be a swift affair, with the Alpha Legion hoping to overwhelm the world with an assault led by subterfuge. But events conspired against it, the Legion's presence revealed before the plan could be enacted. Switching to a more traditional assault, the Traitor force made landfall upon the planet, conceiving of a single assault spearheaded by the armoured elements of the Legion against the Paramar Nexus, the central spaceport terminus of Paramar V and centralised command of the planet. With the god-engines of the Tiger Eyes at the fore, the Traitors focused their advance on the Nexus, committing the best part of their strength against a single goal. It was the guns of the Legio Fureans that spoke first, the Tiger Eyes engaging the engines of Legio Gryphonicus that stood as wardens of Paramar V. Both sides unleashed firepower capable of levelling entire cities in a single sweep, and the battlefield over which they fought soon became a radioactive wasteland wreathed in deadly mist. The clash between the two Titan

Legions created a no-man's land to the fore of the Nexus complex that no man or lesser machine could hope to cross and survive. As the ground forces of the Traitor assault moved to circumvent this deadly miasma, the two Titan Legions continued their deadly duel, both sides seeking nothing short of the total eradication of their foe.

### Battlegroups

One player controls the Legio Fureans forces, while their opponent controls those of Legio Gryphonicus. Both players select a battlegroup as described on page 53 of the Adeptus Titanicus rulebook. Both players' forces should have a Battle Rating of up to 2,500 points. Each force must consist of at least one maniple, plus any reinforcements. Neither side may include Knight Banners.

### Battlefield

The battle is played on a 4'x4' board. The battlefield should contain a moderate amount of buildings, with several open sections representing roads and landing zones.

### Stratagems

Both players have 2 points to spend on Stratagems (see the Adeptus Titanicus rulebook). Neither player may choose the Outflank Stratagem or any Tertiary Objectives Stratagems.

### Mission Special Rules

**Radioactive Mire:** As the action progressed, the battle between the two Titan Legions turned the battlefield into a radioactive wasteland deadly to anything left exposed. When rolling on the Catastrophic Damage table, add 2 to the result of the roll. In addition, when a Titan with a Void Shield level of X is activated in the Strategy phase, roll a D10, adding one to the result for each Titan that has suffered Magazine Detonation or



**Catastrophic Meltdown** Catastrophic Damage this battle. On an 8+, increase that Titan's Reactor Status level by 2.

**Smoke and Smog:** The battlefield over which the two Legios fought soon became wreathed in smoke, hampering sight lines and blinding both sides. Any attack made by a unit against a target more than 24" away suffers a -1 modifier to its Hit rolls, in addition to any other modifiers. In addition, at the start of each round, both players, starting with the First Player, may deploy a single smoke marker anywhere on the battlefield. Any part of the battlefield within 2" of a smoke marker counts as Blocking terrain. Smoke markers are removed during the End phase of the round they are placed.

### Deployment

The Legio Gryphonicus player deploys their forces within 6" of a board edge of their choice. The Legio Fureans player then deploys their forces within 6" of the opposite board edge.

### The First Round

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

### Battle Length

The battle lasts for five rounds, after which one side will have emerged victorious. 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, both players score a number of Victory points equal to the points value of each enemy Titan that has been destroyed; units that are Structurally Compromised award half their total points value (rounding down). The player who scores the most Victory points claims victory.

