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SCENARIO: THE RENEGADE GUARDIAN  
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*A member of the Alliance council is attending a celebration hosted on their home world. The military have planned a performance as part of their grand welcoming ceremony in honour of this prestige guest. However just as the trumpet’s sound, there’s a malfunction in one of the Guardian Alphas, the pilot seems to have lost control and worse still the guns switch to active!  
  
The wondrous event turns to chaos and the military are forced to destroy one of their own.*

Playing the game:  
  
This is a special scenario where the Alliance force must engage and destroy the renegade Guardian Alpha. The aim of this scenario is simple. Destroy the Guardian, or destroy the military force if you are the Guardian Alpha.

* The Alliance force always take the first turn.
* A time limit **can** be applied to this scenario by using the rules of the game type: ‘To The Death’ (p45, Rulebook).

NOTE: This scenario is still being experimented with. Enjoy!

Guardian Alpha:  
  
Unit profile:  
  
  
 Shield/ Armour/ Resilience/ Primary AD/ Secondary 1 AD/ Secondary 2 AD  
 Points Value RIFLE GATLING MISSILE  
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Alliance Titan: Heavy 8 2 10 12 12/24  
 4+

* **Movement**:   
  A Titan can move 10cm and fire all weapons for 1CP or move 20cm and fire its primary weapon and Secondary weapon for 2CP.

**Jump pack**:  
Once per game a Titan can use its jump pack to move for 3CP and can move up to 40cm. If It does so it can only fire its **primary** weapon.

Guardian Weapons do not have to fire at the same target, they can be fired at separate units (this includes RF and OW). They however cannot **Increase Firepower.**

* **Primary weapon: RIFLE**   
  Range = 50cm.
* **Secondary Weapon 1: GATLING,**Range = 30cm.  
  Any rolls of 6, allow for an additional dice to be rolled. This continues until no 6’s are rolled. (These extra rolls can be added together for the purposes of Overkill results).
* **Secondary weapon 2: MISSILES  
    
  This weapon has 2 modes of firing, the controlling player picks which mode the weapon fires in each turn.** - ***Regular mode*** fires 12 shots, Range = 70cm.  
    
  *-* ***Burst mode*** fires 24 shot but can **only** cause Stuns. Range = 40cm

All weapon refers to the Primary Damage Resolution chart (p19, p47 Rulebook) when determining AD results.

**Close combat:**   
  
When a Guardian is in base to base contact with an enemy model or moves over a model (Friend or foe) **but not when using the Jump pack.**  
Roll a number dice equal to the models in the unit and apply results:  
1 = Miss  
2,3,4 = Stun (*Against infantry these are kills*)  
5,6 = Kill  
  
Enemy units that have Shield Units (but are not Guardians) count as not having shields when hit by a Titan in Close Combat.  
  
**Titanic Might**: Any stun results in Close Combat that are successful, are multiplied by 2.  
  
**Titan Command:** A Titan generates 5 CP at the start of the controlling player’s turn when Generating CP.

Destroying a Guardian:  
  
In order to destroy a Guardian , you must remove all of its **Armour Points (AP).**  You can do this with **successful Kill shots, Overkills** or applying accumulative **Stun Markers**.  
 **Shield –** Guardians use their shields to protect them from damage. Instead of rolling Defence Dice, the controlling player rolls dice equal to the amount of successful AD made against the Guardian. Each dice roll of a 4+ succeeds in negating 1AD result.  
  
**Resilience value** (*x*) – this clears stuns equal to (*x*) during phase 2: Recovery, automatically for no cost in CP (*you can spend CP as normal to remove more*).

**Armour Points –** refers to the amount of damage the Guardian can withstand.  
Every successful Kill Shot or every 2x Stun reduces the Guardians AP by 1.

**Reactor Core:** When a Titan is destroyed (reduced to 0 AP) , roll a dice and apply the following:  
1 = Superficial: Units within 10cm are hit  
2= Rupture: Units within 20cm are hit  
3= Ruined: Units within 30cm are hit  
4= Destruction: Units within 40cm are hit  
5= Explosion: Units within 50cm are hit  
6= Cataclysmic Meltdown: All units on the battlefield are hit  
  
When a unit is hit, Roll 1 dice for each model/base in the unit. Apply the appropriate result from the Primary **Damage resolution** chart. No DD are rolled.