



TITAN'S FALL:

A Three Part Warhammer 40K Campaign

Introduction

Background:

The prosperous Imperial system of Titan lies along the fringes of the Gulf of Damocles, at the eastern edge of the Imperial Ultima Segmentum. Like most Imperial worlds, it is a world of towering spires, arcane technology and overcrowded hives. Unlike most however, it is a world that has become rich through the abundant iridium deposits found on the second moon of Atlas. Through these riches, life on Titan has become more bearable than most hive worlds, with its citizens enjoying a better quality of life than any Imperial citizen should expect. As a result, they have not only become comfortable in their way of life – they have also become afraid of losing it.

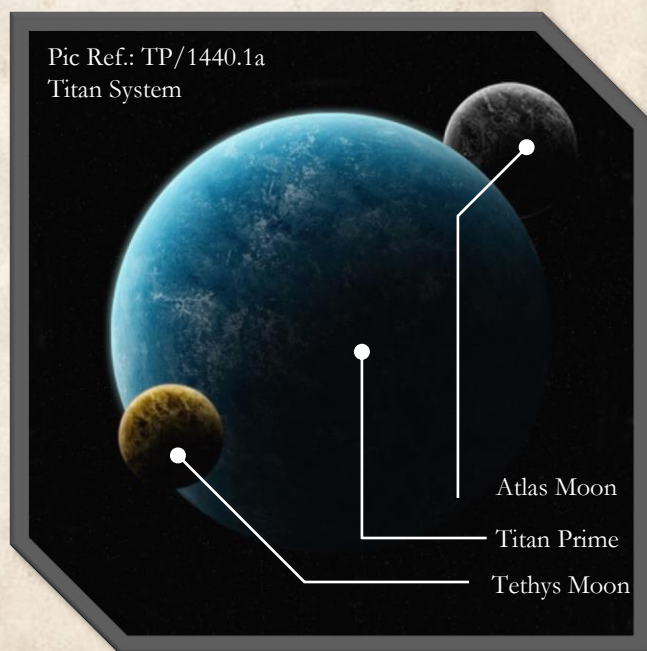
Titan has witnessed first hand the bloody ravages that war with the Tau has reaped on its neighbors, most notably the crushing Imperial defeat on nearby Agrellan (now named Mu'gulath Bay by its Tau Conquerors). Subsequently, when the first Tau probes reached Titan Prime, the Imperial Governor, *Hanx Malorak VI*, listened with interest and decided on a route of appeasement with the Tau. A secret deal was struck to enable limited trade with the Tau that would make him and his cabal even richer than they already was, and help secure his power as Governor of Titan. Of course the deal was kept secret from Imperial officials in an effort to avoid rousing Inquisitional Interest, but Titan being a relative backwater rarely aroused such attention. Soon afterwards, Tau Water Caste diplomats began arriving on Titan Prime and began covertly, influencing *Malorak's* policy decisions, opening up further trade, including that of the key Tau objective iridium, in exchange for technology and goods from the Empire.

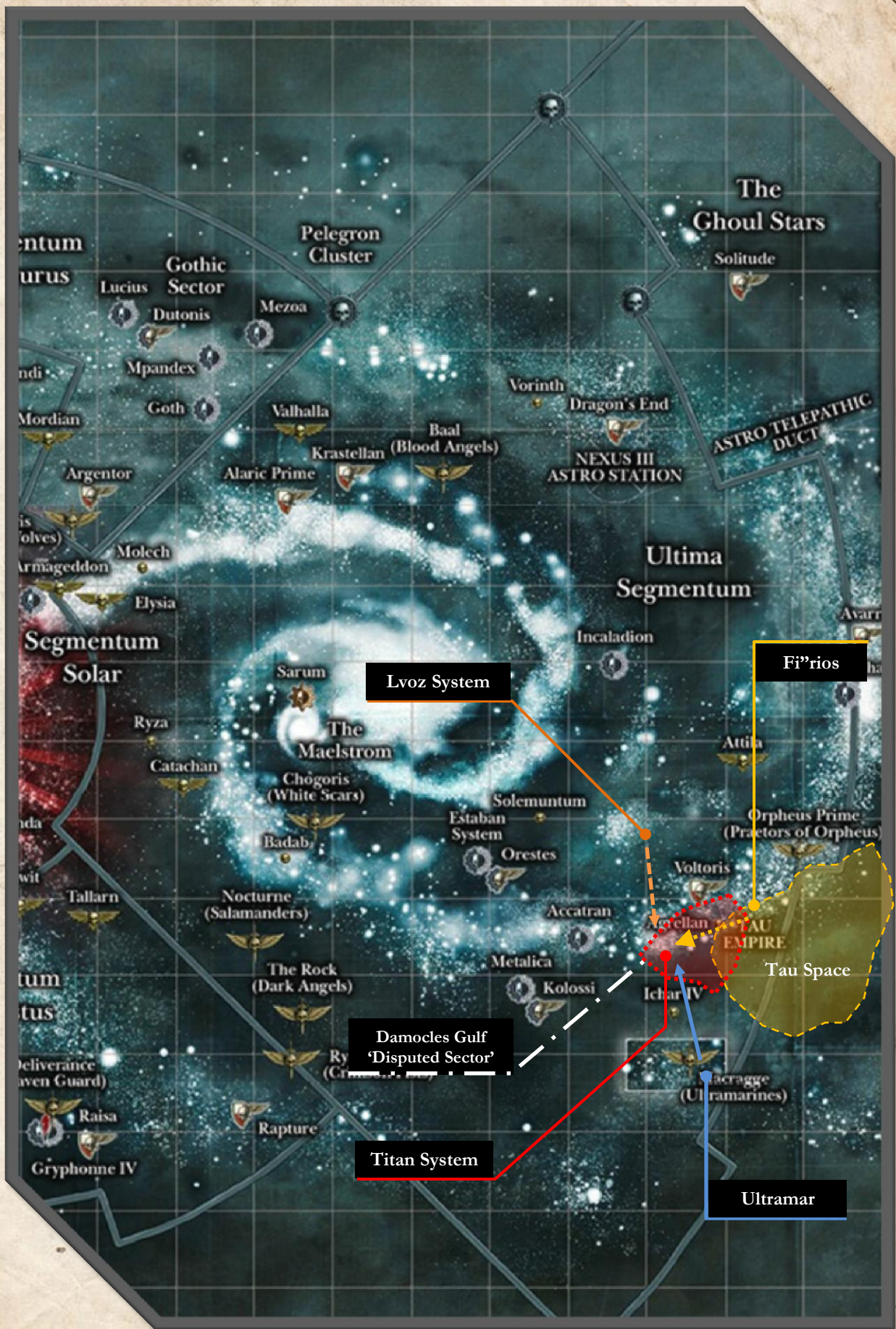
Following years of further prosperity, and under increasing influence from the Tau diplomats, *Hanx Malorak VI* declared Titan's free from the shackles of Imperial Tyranny, switching allegiances to his new Tau 'Allies'. The people of Titan followed him in his pursuit of the greater good, rounding up and executing those officials still deemed to be loyal to the Emperor and establishing an Independent Defence Force from the remnants of the planets standing Imperial Guard units.

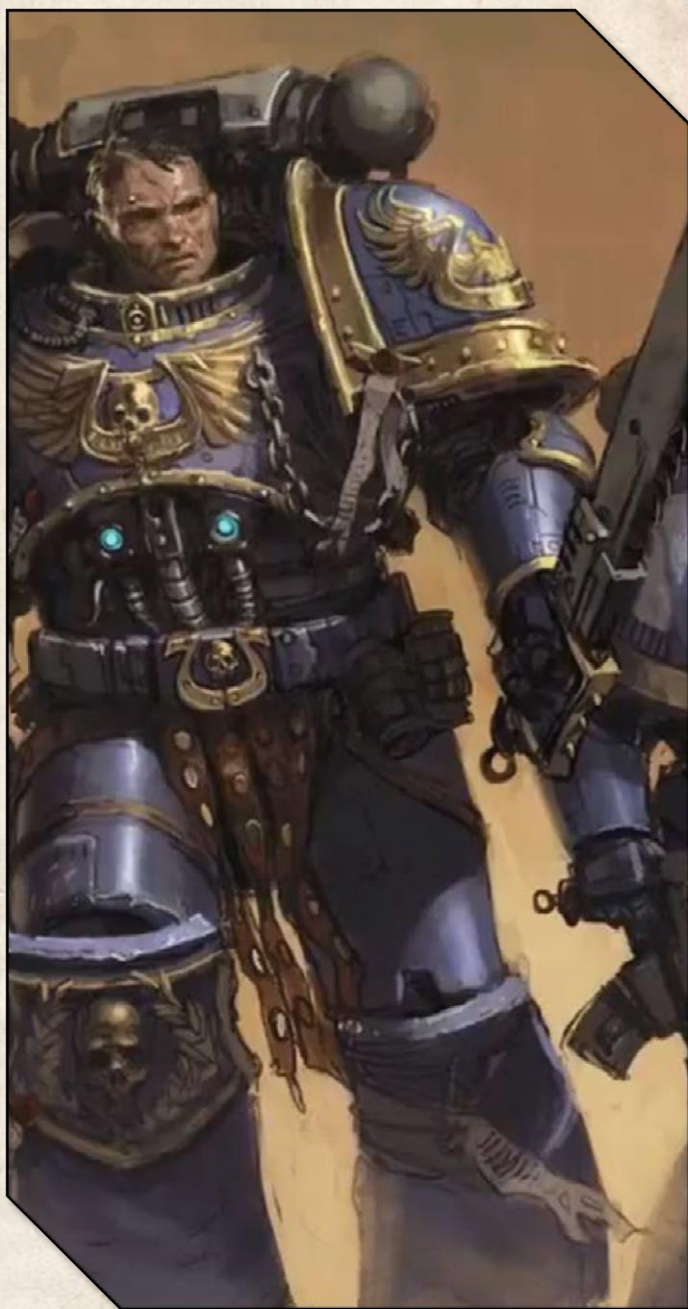
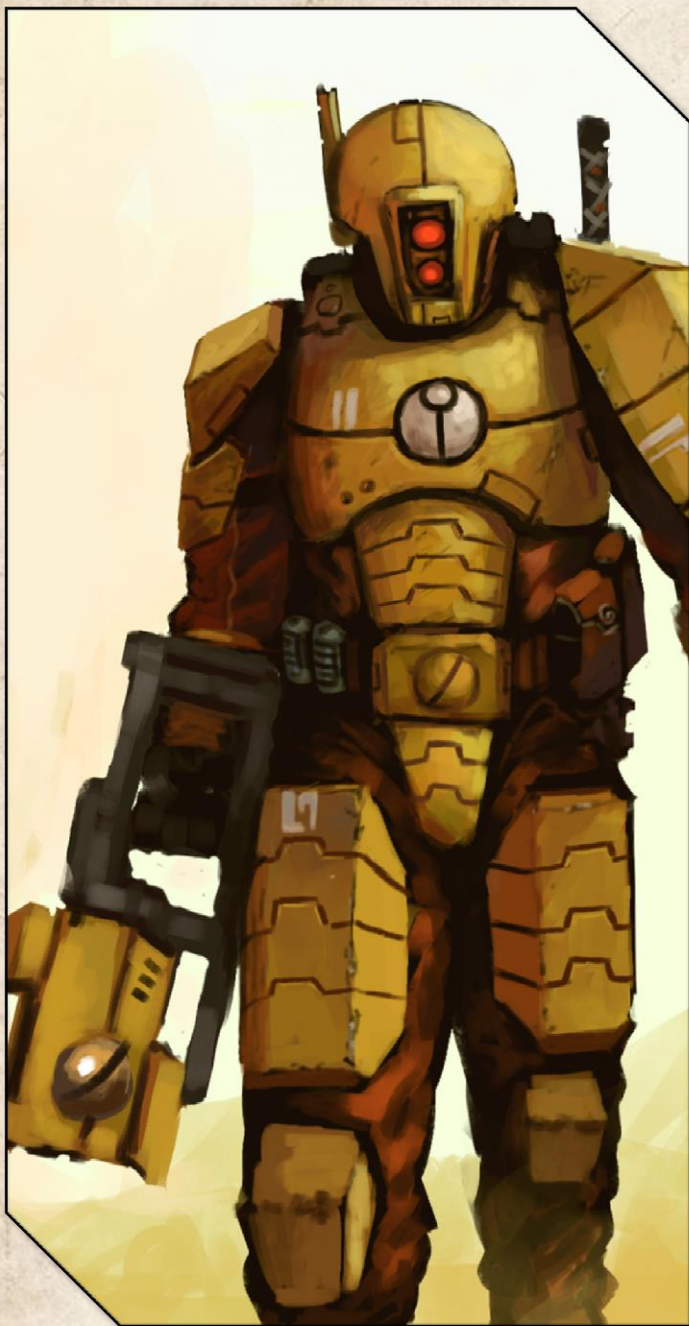
An invitation was extended to the Tau Military to establish a base in the system to provide 'military support' for the planets Defence Forces against any Imperial recriminations. It was duly accepted, and Tau Forces from the nearby Setpworld of Fi'Rios have been deployed in the form of a Contingent of various Early Insertion, Firebase Support, Crisis Drop Strike and Hunter/Mobilised Hunter Cadres.

However, the Imperium has not sat idly by. News of Titan's treachery has reached the regional hierarchy, and the decision to retake the system and its valuable resources has been made. No less than thirty Imperial Guard Regiments have been mobilized in the nearby system of *Lvoꝛ* to deal with *Malorak* and his Xeno associates.

These forces will take time to assemble and disembark, by which time the Tau will be deeply entrenched in the Titan system and far more difficult to remove. As a result, a Force of the Ultramarines Chapter – namely the 1st, 2nd, 3rd and 10th Companies – has been dispatched from Ultramar with instructions to contain the Tau threat and interdict further expansion of their presence until the vast bulk of the Imperial Guard forces can arrive.







PART 1:

The Tethys Moon Campaign

Escalating 850/1000/1000+ point missions with bonuses.



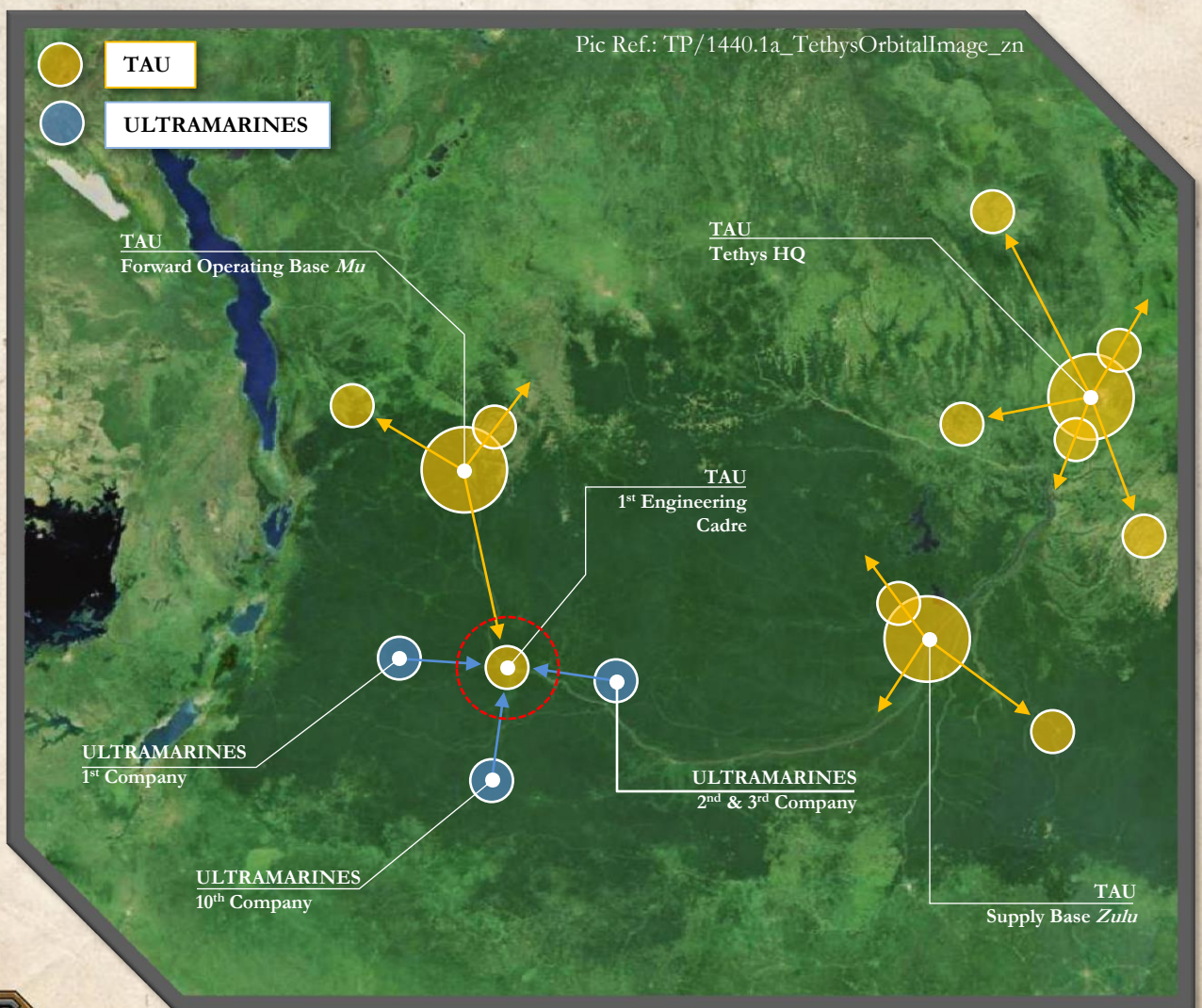
Mission 1.1: 'Incursion'

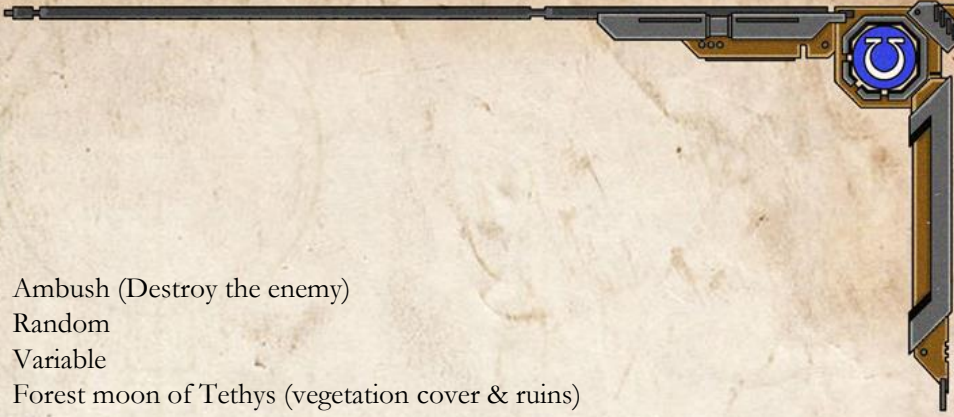
850 pts

The Tau Expeditionary Force has arrived on Titan Prime and is now, with the help of the traitor governor *Hanz Malorak VI*, in full control of the system and its resources. The primary focus of the Tau force is setting up a Relay Communication Beacon on the first moon of Titan Prime, *Tethys*. This will allow the Tau forces to report on Imperial activity throughout the sector and coordinate the arrival of reinforcements from the nearby Sept world of *Fi'Rios*. If the Beacon is established, it will make removal of the Tau threat and reconquering of the world for the Imperium all the more difficult.

Time is of the essence, and Ultramarine forces need to disrupt Tau activity on Tethys if they are to prevent the setting up of a Relay Beacon. To that end, a Rapid Insertion Force of fast moving strike units has been sent ahead of the main Ultramarine fleet to begin operations. They have decided to target the Tau engineering teams that are currently working towards the establishment of the Relay Beacon on Tethys.

Forward recon units of the 10th Company scouts have reported that the Tau 1st Engineering Cadre has been spotted conducting a geographic survey far away from their main Base of operations, presenting a target ripe for the plucking.....





Mission 1.1: 'Incursion'

850 pts

Mission Parameters:

Mission Type:	Ambush (Destroy the enemy)
Deployment:	Random
Turn Length:	Variable
Setting:	Forest moon of Tethys (vegetation cover & ruins)
Mission Special Rules:	Reserves/Night Fighting

Force Limitations:

Ultramarine forces:

2 HQ / 2 Troops (inc. dedicated transports) / 2 Elites / 2 Fast Attack

This is a Rapid Insertion Force, so Heavy Support units are not yet available and troop numbers are limited.

HQ choices exclude 'named characters' in campaign 1.0

Tau Forces:

2 HQ / 2 Troops (inc. dedicated transports) / 2 Elites / 1 Heavy / 1 Fort.

This is an Engineering Detachment, so Fast Attack units are not yet available and troop numbers are limited.

HQ choices exclude 'named characters' in campaign 1.0

Missions objectives:

Primary Objectives:

- Destroy/Defend the engineering teams

Ultramarine forces:

- For each enemy unit destroyed by the Ultramarine forces, **1VP** will be awarded. A further **25 points** bonus will be added to the total available for the final Mission 1.3.
- For every two units destroyed, the Ultramarine forces player can open up **one further FOC slot** of their choice (i.e. Fast attack/Heavy/etc) for the remainder of the 1.0 Campaign.
- If the Tau Force is totally destroyed, the Ultramarine forces will gain the element of surprise in the next mission, and gain the **'Master of Ambush'** warlord trait in addition to the normal warlord trait.

Tau Forces:

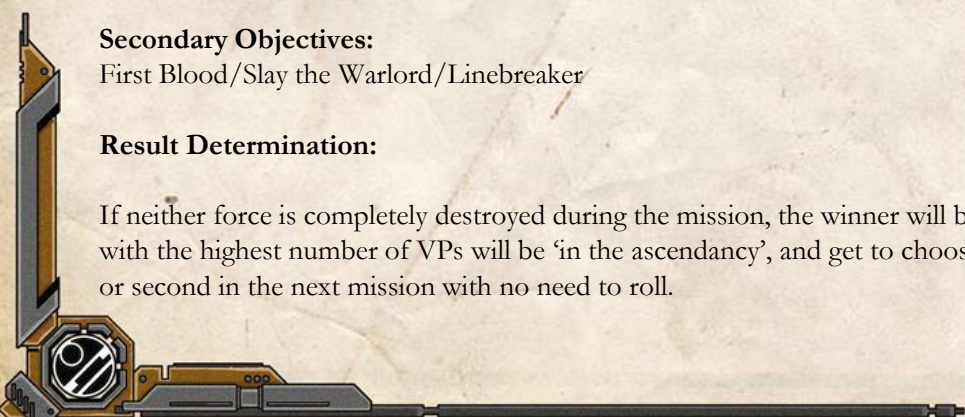
- For each enemy unit that is successfully repulsed by the Tau Forces, **1VP** will be awarded. A further **25 points** bonus will be added to the total available for the final Mission 1.3.
- For every two units destroyed, the Tau Forces can open up **one further FOC slot** of their choice (i.e. Fast attack/Heavy/etc) for the remainder of the 1.0 Campaign.
- If the entire Ultramarine force is vanquished, the Tau Forces have been alerted to the Imperial presence, and all units in the Tau Force gain the **'Stubborn'** special rule for the remainder of the 1.0 Campaign.

Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

Result Determination:

If neither force is completely destroyed during the mission, the winner will be decided on VPs. The player with the highest number of VPs will be 'in the ascendancy', and get to choose whether to deploy/ start first or second in the next mission with no need to roll.



Mission 1.2: 'Fallback'

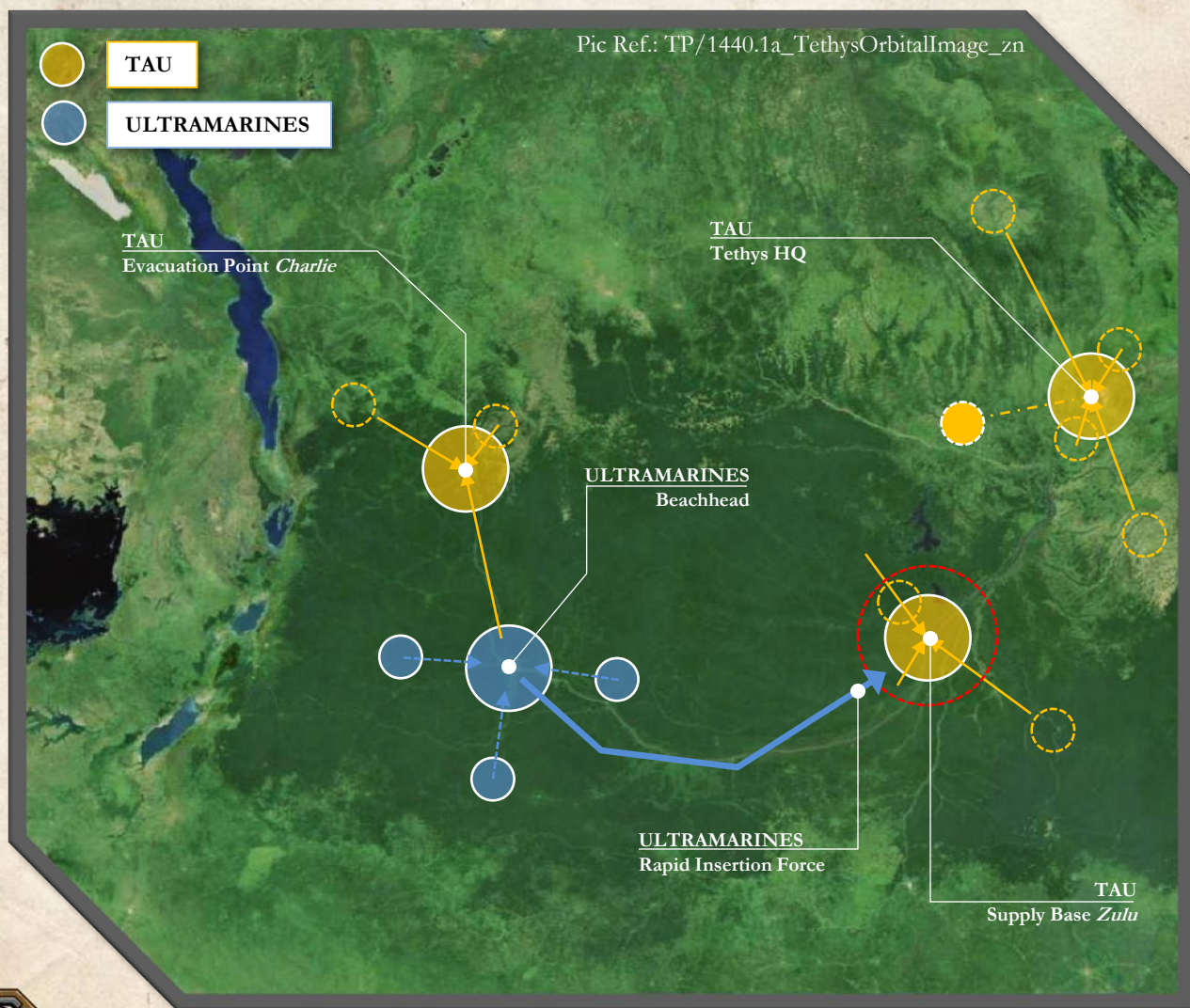
1000 pts


Surprised by the Ultramarine attack, and fearful that the arrival of the full Imperial Force is imminent, the traitor governor *Hanz Malorak VI*, has demanded that his new Tau Allies return their forces to Titan Prime and oversee the Defensive preparations.

The Tau Commander, more mindful of having his small force trapped on Tethys and less worried about *Malorak's* pathetic demands, is attempting to withdraw his forces to bolster the defences of Titan Prime. The hive world is much better suited to a long drawn out campaign, and there will be plenty of *Gen'vessa* fodder to throw at the Imperials before the Tau need commit their meager forces.

To try and prevent this withdrawal, the Ultramarine commander of the Rapid Insertion Force has decide to cut them off before they can leave, with the hopes of severely hampering the defence of Titan Prime and possibly leaving the unaided rebel Defence Force open to lightening attack by the full Ultramarine Task Force when it arrives.

While the wholesale destruction of Tau Forces would always be welcome, of more value than the Tau troops in this case are their supplies. A large stock pile of ammunition, weapons and equipment is on Tethys with the Engineering Cadre, and its destruction would be a crippling blow to the Tau defence of the system.





Mission 1.2 'Fallback'

1000 pts

Mission Parameters:

Mission Type:	Fighting Withdrawal (Destroy/Defend the Supply Depots)
Deployment:	Random
Turn Length:	Variable
Setting:	Forest moon of Tethys (vegetation cover & ruins)
Mission Special Rules:	Reserves/Night Fighting/Mysterious Objectives

Force Limitations:

Ultramarine forces:

2 HQ / 2 Troops (inc. dedicated transports) / 2 Elites / 2 Fast Attack / Bonus Slots

This is a Rapid Insertion Force, so Heavy Support units are not yet available (unless opened as bonus slots).

HQ choices exclude 'named characters' in campaign 1.0

Tau Forces:

2 HQ / 2 Troops (inc. dedicated transports) / 2 Elites / 1 Heavy/ 1 Fort. / Bonus Slots

This is an Engineering Detachment, so Fast Attack units are not yet available (unless opened as bonus slots).

HQ choices exclude 'named characters' in campaign 1.0

Missions objectives:

The Tau player places **4 objectives** (following standard deployment rules) to represent the Supply Depots, once sides have been chosen but before force deployment. To destroy the Supply Depot, the SM player must hold an objective *unchallenged* for a whole game turn (i.e. from the end of his movement phase to the beginning of his next movement phase).

Primary Objectives:

Destroy/Defend the engineering Supply Depots.

Ultramarine forces:

- For each Supply Depot destroyed by the Ultramarine Forces, **1VP** will be awarded and **50 points** will be added to the total available for the final Mission 1.3.
- For every two Supply Depots destroyed, the Ultramarine Forces can open up **one further FOC slot** of their choice (i.e. Fast attack/Heavy/etc).
- If all Supply Depots are destroyed, the Ultramarine Forces will gain the element of surprise in the next mission all units will gain the **'Scout & Outflank'** special rules.

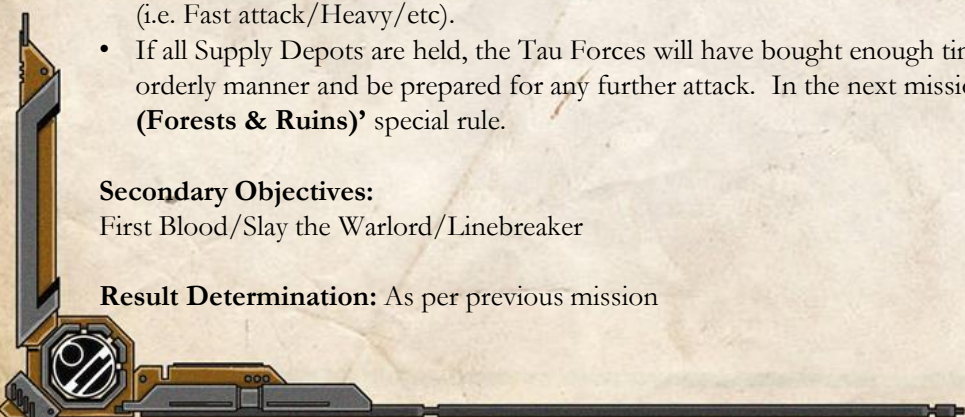
Tau Forces:

- For each Supply Depot that is successfully held by the Tau Forces, **1VP** will be awarded and **50 points** will be added to the total available for the final Mission 1.3.
- For every two Supply Depots held, the Tau Forces can open up **one further FOC slot** of their choice (i.e. Fast attack/Heavy/etc).
- If all Supply Depots are held, the Tau Forces will have bought enough time to affect the withdrawal in an orderly manner and be prepared for any further attack. In the next mission all units will gain the **'Stealth (Forests & Ruins)'** special rule.

Secondary Objectives:

First Blood/Slay the Warlord/Linebreaker

Result Determination: As per previous mission



Mission 1.2: 'Steadfast'

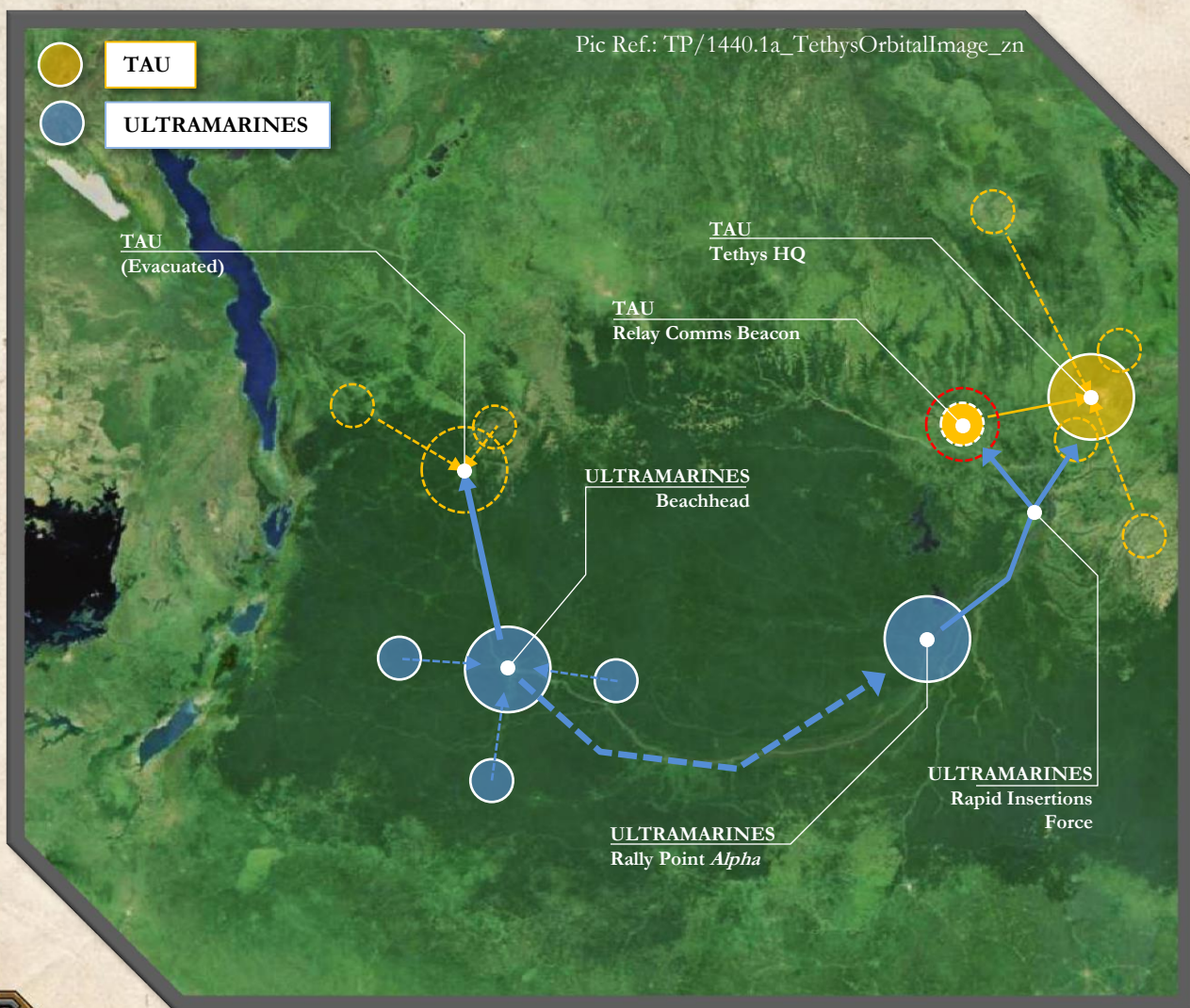
1000 pts (+ bonuses)

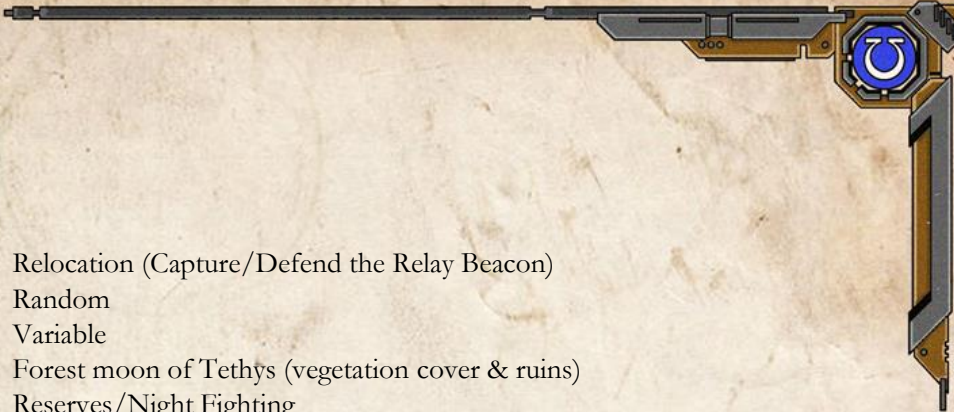
With Ultramarine attacks on their supply depots, Tau forces have accelerated their retreat to avoid becoming trapped on Tethys. However, before the Tau can affect a full withdrawal from Tethys, they must disassemble the partially constructed Communication Relay Beacon, so they can relocate it to Titan Prime and reestablish communications with the nearby Tau Sept world of Fi'Rios.

If successful, the Tau Forces will be able to orchestrate a quicker response from Tau High Command and reinforcements will arrive before the Imperial Guard forces, enabling the effective defence of the planet and retaining the system.

If they fail, any Tau reinforcements from Fi'Rios will be unable to receive information from their forces on Titan Prime, and will subsequently be more cautious in their approach. If the beacon falls into enemy hands, it will also allow them to intercept encrypted transmissions, severely hampering any Tau military activity in the Sector. If the beacon cannot be removed it must be destroyed!

With the arrival of the Ultramarine Fleet imminent, the Commander of the Rapid Insertion Force decides to risk all with one final strike, in an attempt to capture the Relay Beacon. With its capture, the war could be over much sooner than anyone anticipated....





Mission 1.3 'Steadfast'

1000 pts (+ bonuses)

Mission Parameters:

Mission Type:	Relocation (Capture/Defend the Relay Beacon)
Deployment:	Random
Turn Length:	Variable
Setting:	Forest moon of Tethys (vegetation cover & ruins)
Mission Special Rules:	Reserves/Night Fighting

Force Limitations:

Ultramarine forces:

2 HQ / 2 Troops (inc. dedicated transports) / 2 Elites / 2 Fast Attack / Bonus Slots

This is a Rapid Insertion Force, so Heavy Support units are not yet available (unless opened as bonus slots).

HQ choices exclude 'named characters' in campaign 1.0

Tau Forces:

2 HQ / 2 Troops (inc. dedicated transports) / 2 Elites / 1 Heavy/ 1 Fort. / Bonus Slots

This is an Engineering Detachment, so Fast Attack units are not yet available (unless opened as bonus slots).

HQ choices exclude 'named characters' in campaign 1.0

Missions objectives:

The Tau player places 1 building (following standard deployment rules) to represent the Relay Beacon once sides have been chosen but before force deployment.

Primary Objectives:

To successfully Capture/Defend the Relay Beacon, either player must have one *uncontested scoring model* in base contact with the Relay Beacon at the end of the game. If either player has a model in contact at the end of the game, or the Beacon is contested, then the result is a draw.

Ultramarine forces:

- If the Ultramarine Forces capture the Beacon at the end of the game, they may introduce **one named character** to their FOC choices for the 2.0 campaign

Tau Forces:

- If the Tau Forces capture the Beacon at the end of the game, they may introduce **one named character** to their FOC choices for the 2.0 campaign

Secondary Objectives:

None

Result Determination:

Who ever is on control of the beacon at the end of the game is the winner. If no one is in control of the beacon at the game, it is assumed the beacon was irreparably damaged during the fighting or deliberately scuttled by the Tau defenders, and the result is a draw.

