

TITANS TACTICS - BATTLE REPORT 1

Can the Crew of the Returner stand up to the withering fire power of the Black Brigade?

Setup:

The Black Brigade is player 1 and chooses:

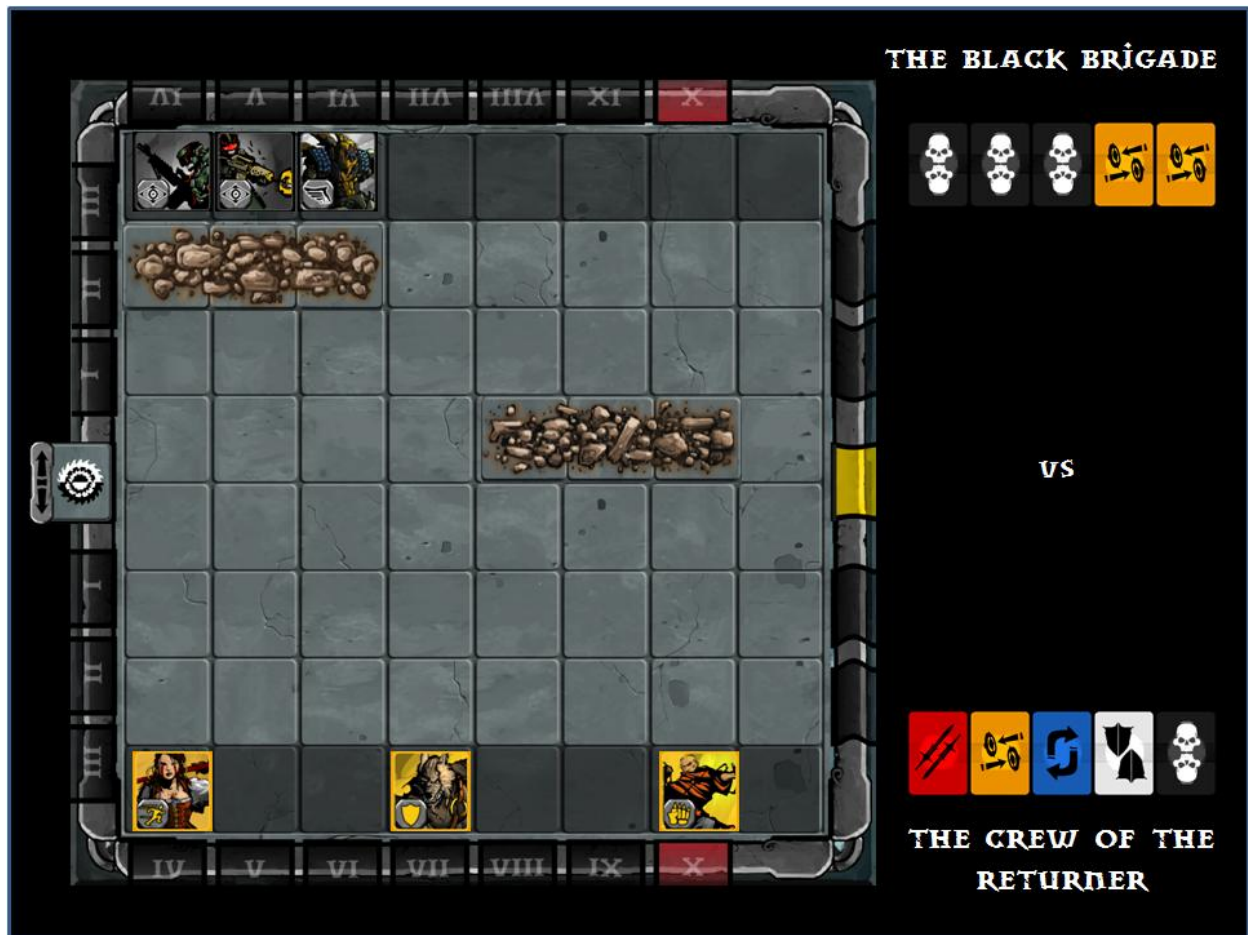


The Crew of the Returner is player 2 and chooses:



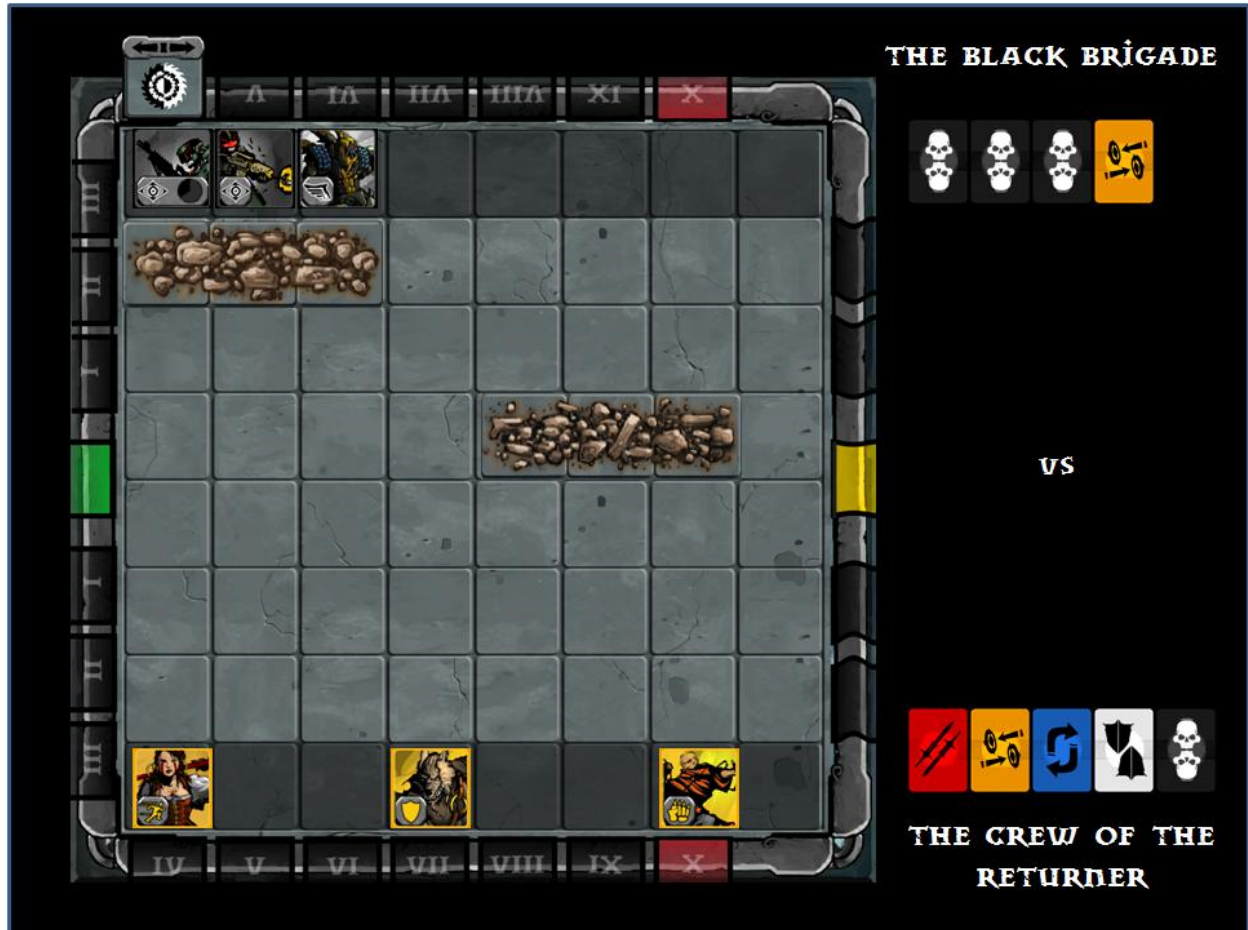
Setup

They place their walls and get their opening hands, leaving the game looking like this:



Round 1 - Turn 1:

Player 1 is going to open aggressively and try to win with heavy damage. She activates Ghost Sniper Reeves. She primes herself for 3, then snipes Cassandra dealing 4 points of damage. Satisfied with that opener, Reeves plans, redrawing the 3 black cards.



Round 1 - Turn 2:



Tangle whiplashes forward

Player 2 needs to get across the board or risk being shot to death. He activates Tangle. For Tangle's first action he whiplashes, targeting Cole, and places himself up field.

For Tangle's second action he spends a blue skill card to drag Cole forward. Cole doesn't take damage from drag thanks to his defender perk.

Having pulled Cole into range, Tangle plans, drawing 2 blue cards and a white card.

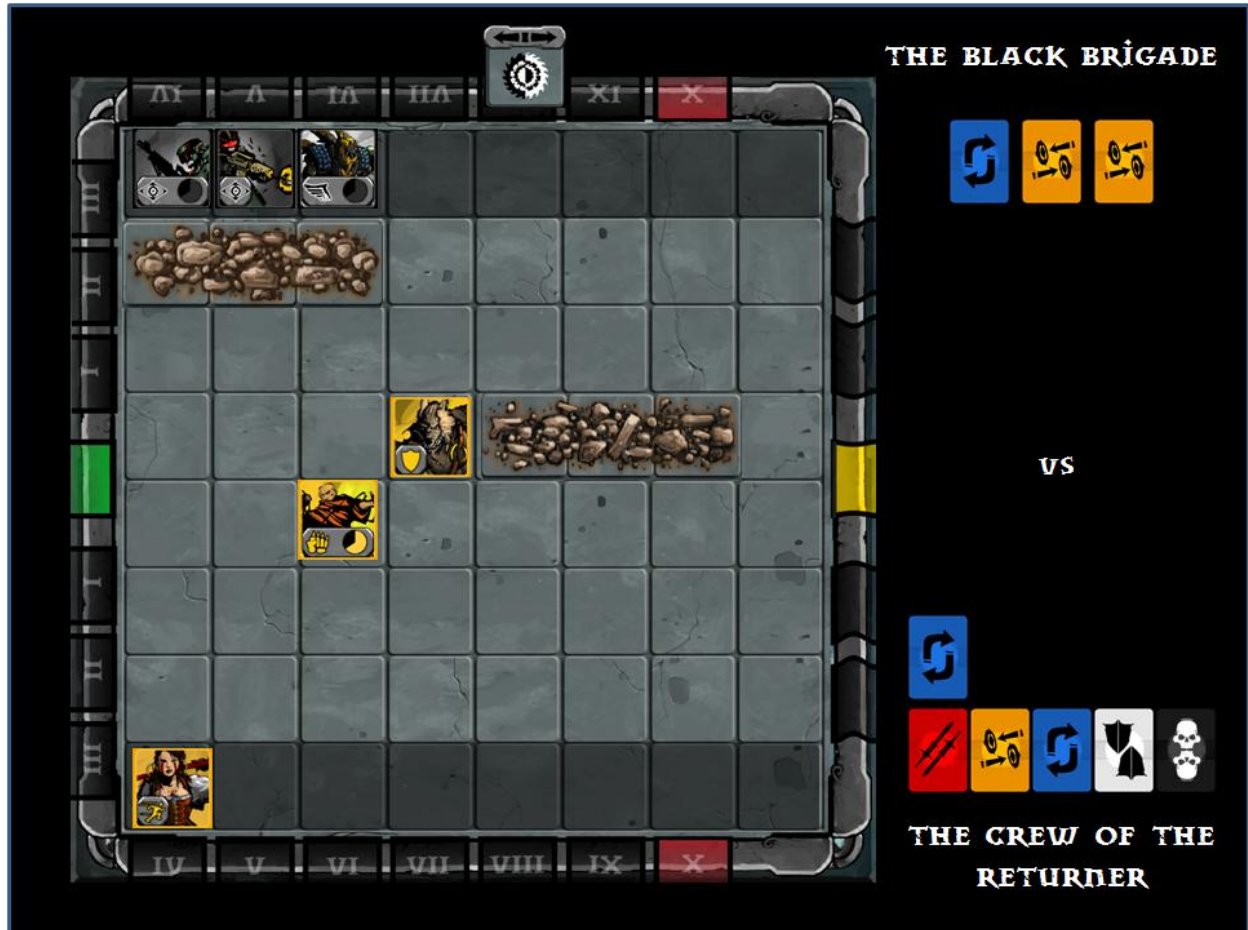


Tangle drags Cole into melee range



Round 1 - Turn 3:

Still focusing on aggression, player 1 activates the Reaper Aerial Drone and unleashes a second 3 prime, snipe round, into Cassandra. This earns her another 4 points. Wanting to play it safe and get the card advantage, she draws 2 yellows and a blue.



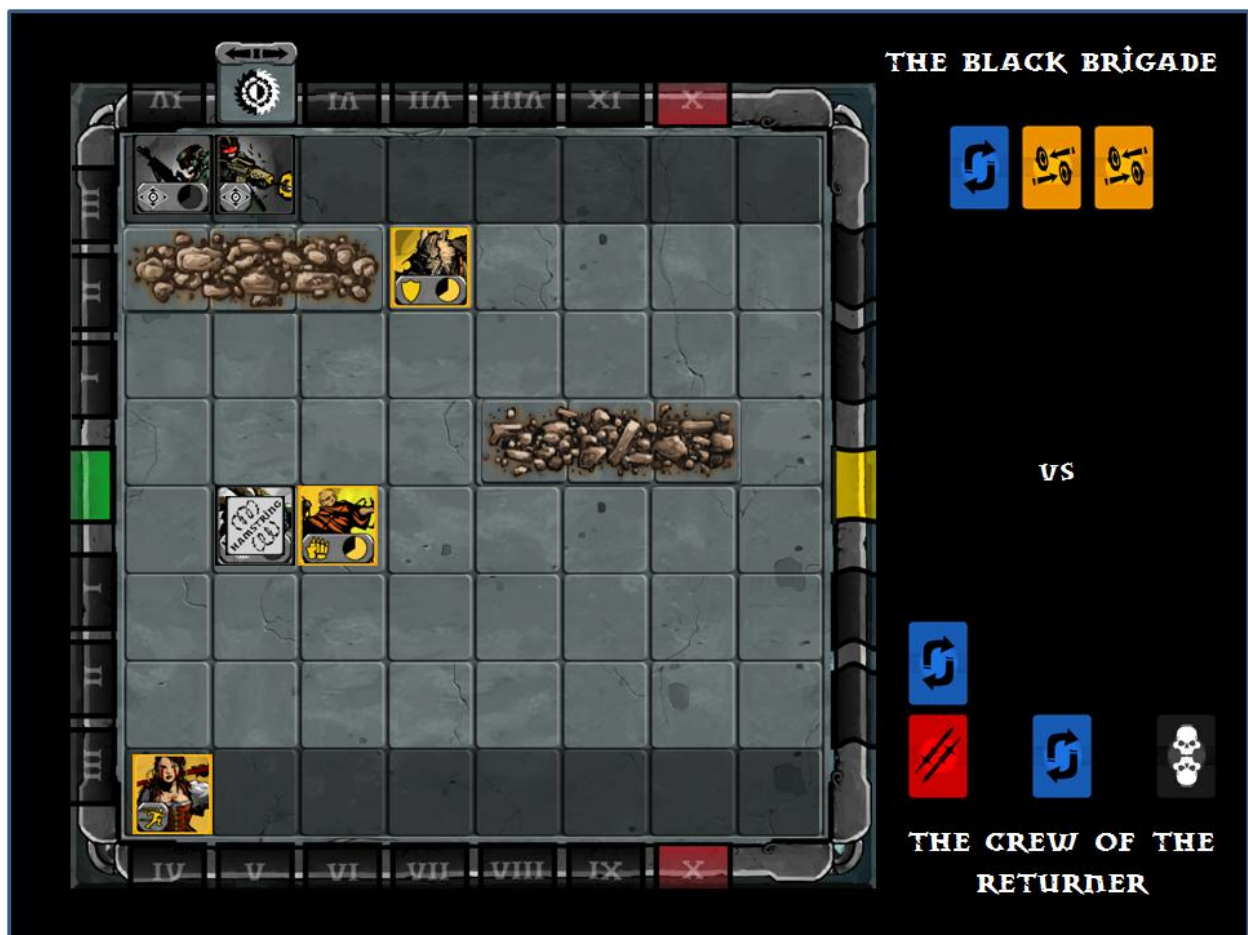
Round 1 - Turn 4:

Player 2 knows he needs to get some damage in or he's going to lose next turn. He activates Cole. Cole charges the Drone dealing a damage and placing himself in melee range.



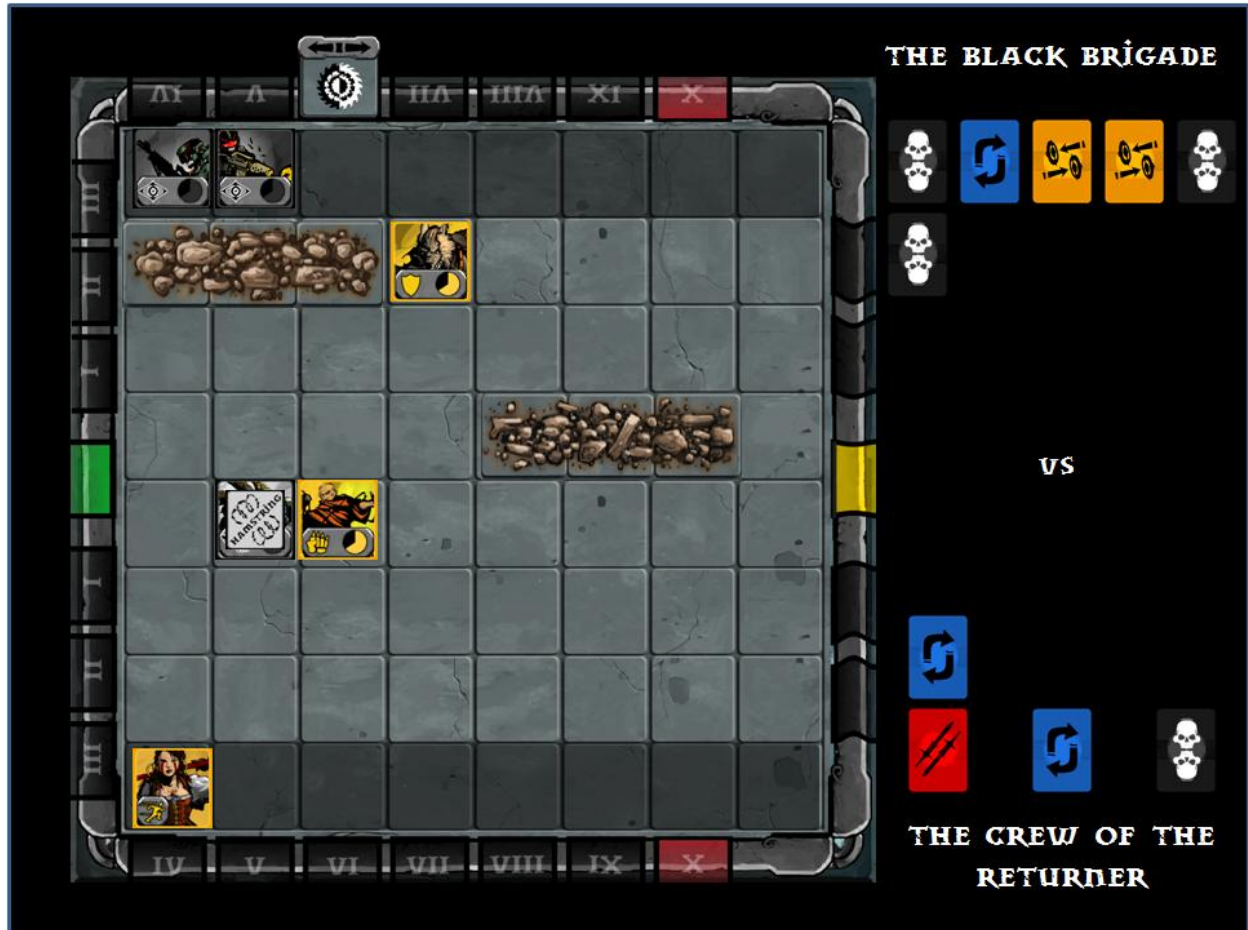
For Cole's second action he hamstring the Drone, dealing a damage and placing hamstring on the Drone.

Finally Cole pushes and throws the Drone backwards into melee range of Tangle. That's a push so it ends the turn and play passes back to player 1.



Round 1 - Turn 5:

Slate activates. Knowing she's not going to be able to win this round she needs to set up for next round. For her first action she snipes Cassandra dealing 1 point of damage. Her second action is to use preparation and draw 3 black cards. She then plans, getting 2 yellows and a blue.



Round 1 - Turn 6:

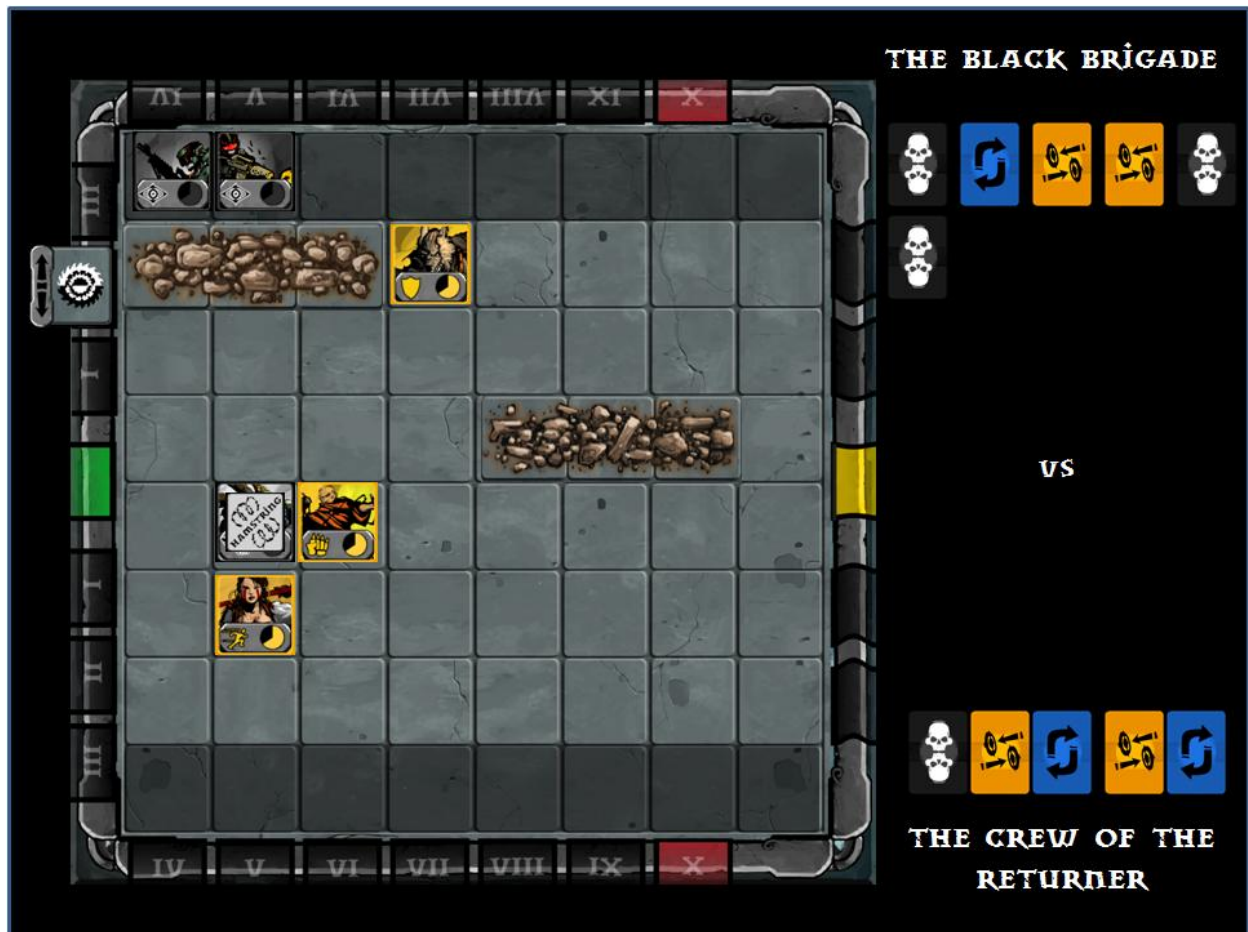
Player 2 knows he needs to make up some damage and Cassandra is just the Champion to do it.

He activates Cassandra and moves her two squares to be in melee range of the Drone.

Her second action is to backstab the Drone, dealing 2 damage since it's engaged with Tangle.

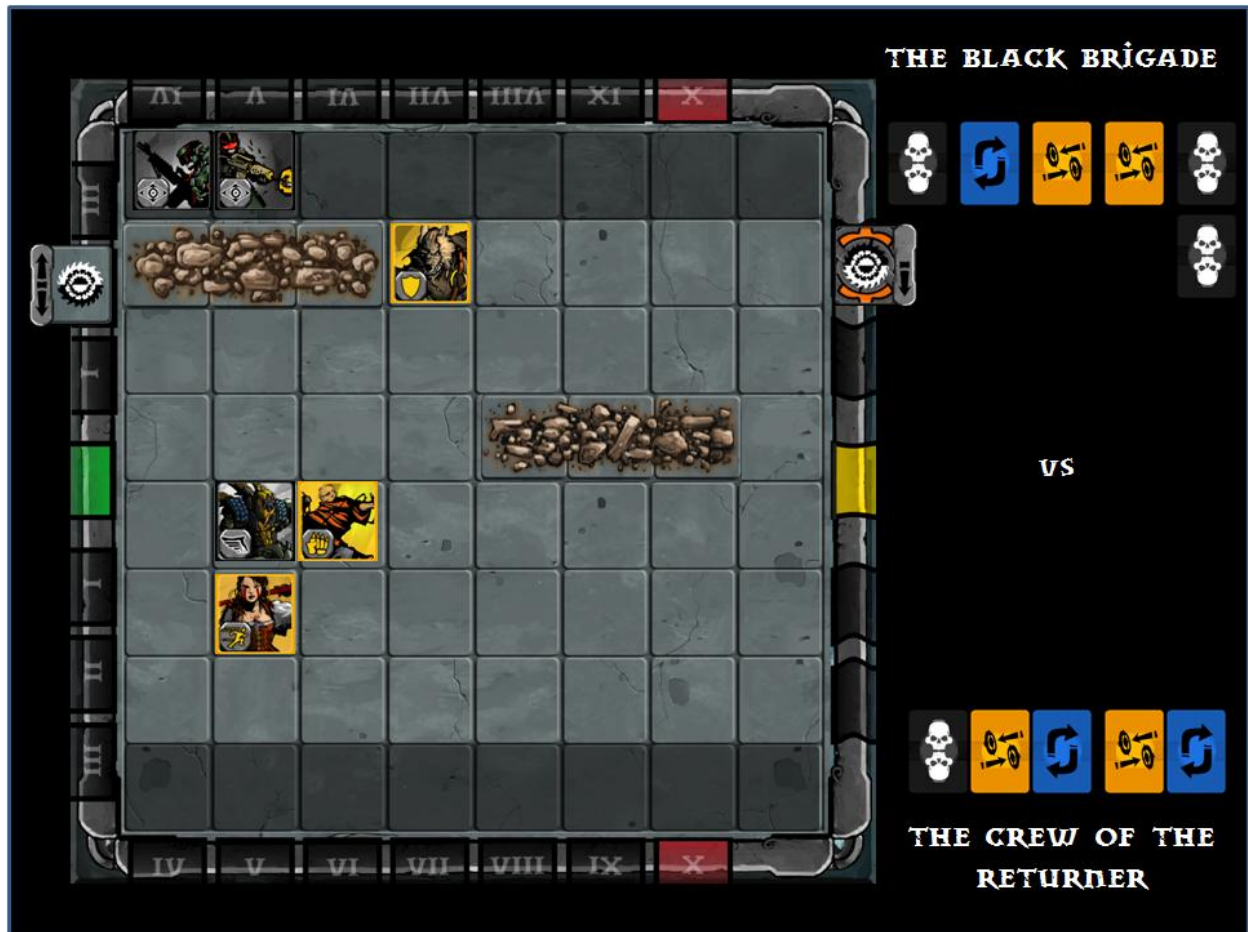
For her swift action she uses flurry, dealing 1 damage and letting her draw 2 cards. Knowing she can't swing the momentum this round, she grabs a yellow and a black.

She pushes and uses the black card she just drew to flurry again, gaining another point and 2 more cards, this time a black and a yellow.



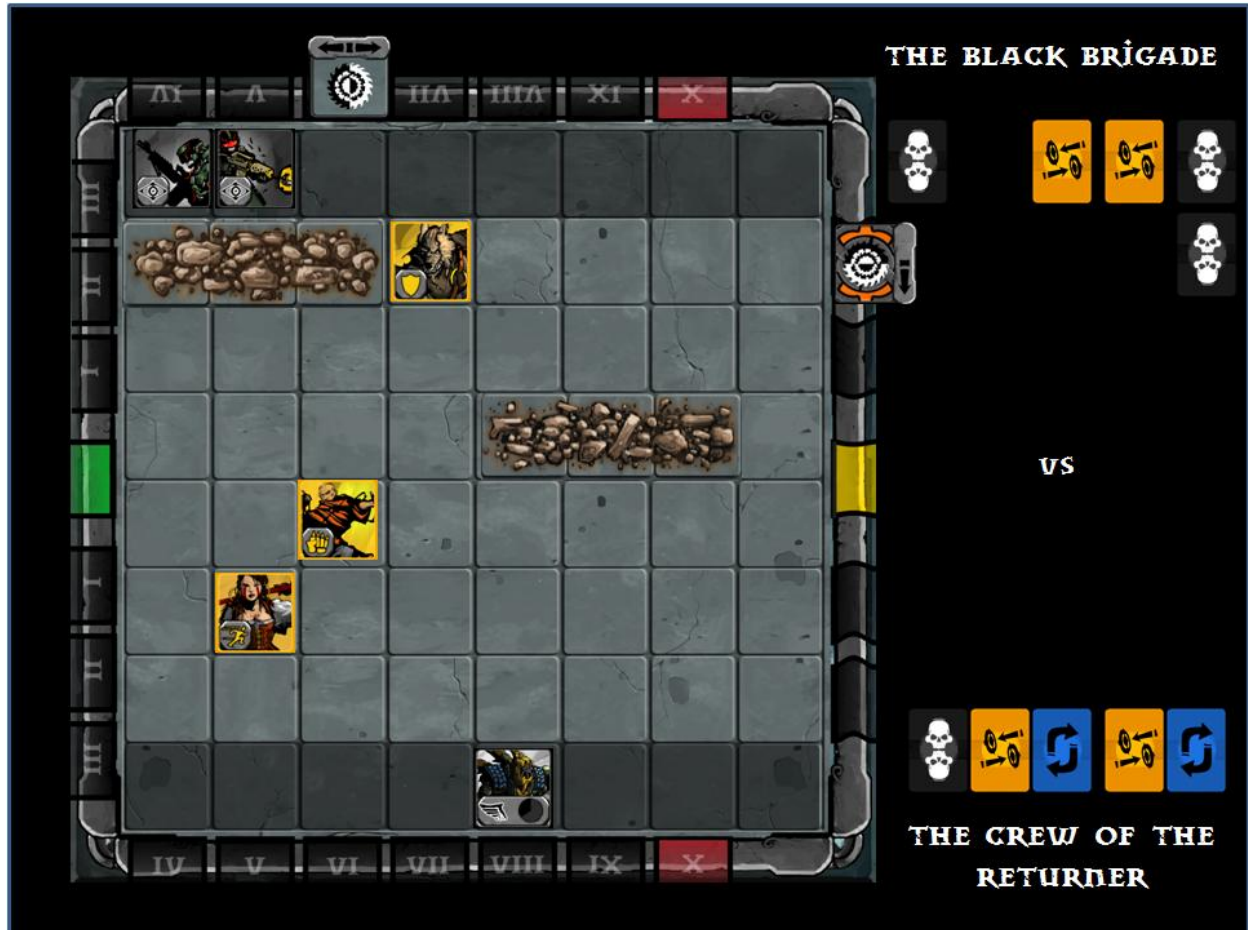
Round 1 - End

That is the end of round 1. Player 1 wins the momentum and player 2 does not sustain hamstring letting it drop.



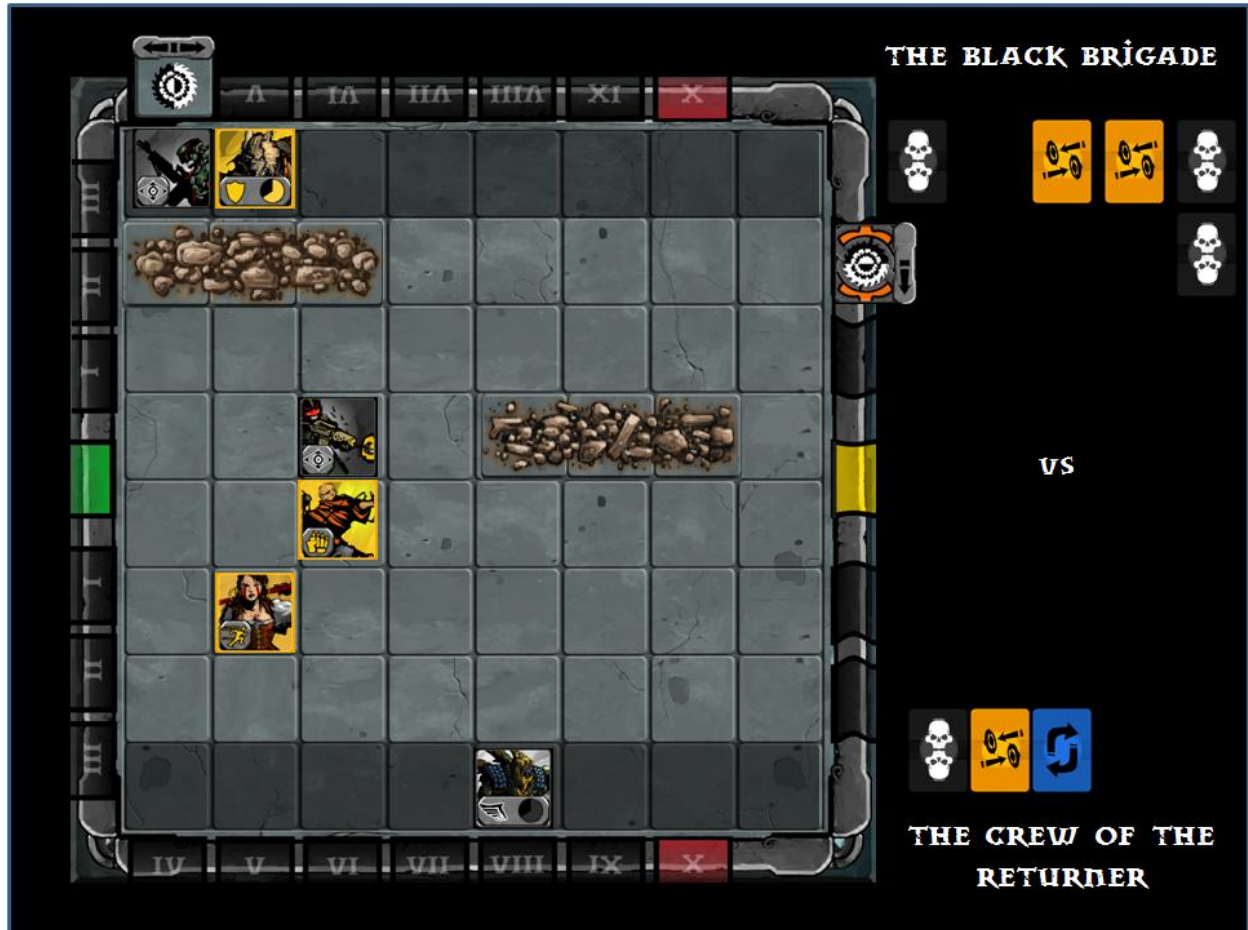
Round 2 - Turn 1:

Not wanting to be caught in a backstab again, player 1 acts with the Drone. He primes for 3, and then strafes off Cassandra getting out of melee range and dealing 4 damage. Then short on cards he plans. Getting ready for another prime snipe with Reeves, he pulls 3 blacks.



Round 2 - Turn 2:

Knowing the prime sniper is most likely coming, player 1 activates Cole first to try and disrupt it. He moves Cole into melee range of Slate. For his second action he throws Slate into melee range of Tangle, then he pushes and charges into Reeve's face.



Round 2 - Turn 3:

Even with Cole in his face Reeves sticks to the plan, but now she is forced to shoot at Cole. She primes and snipes but only deals 3 damage thanks to Cole's defender perk. She could push and snipe again but it would deal 0 damage to Cole so she is forced to plan. She draws 1 white, 1 blue, and 1 black.



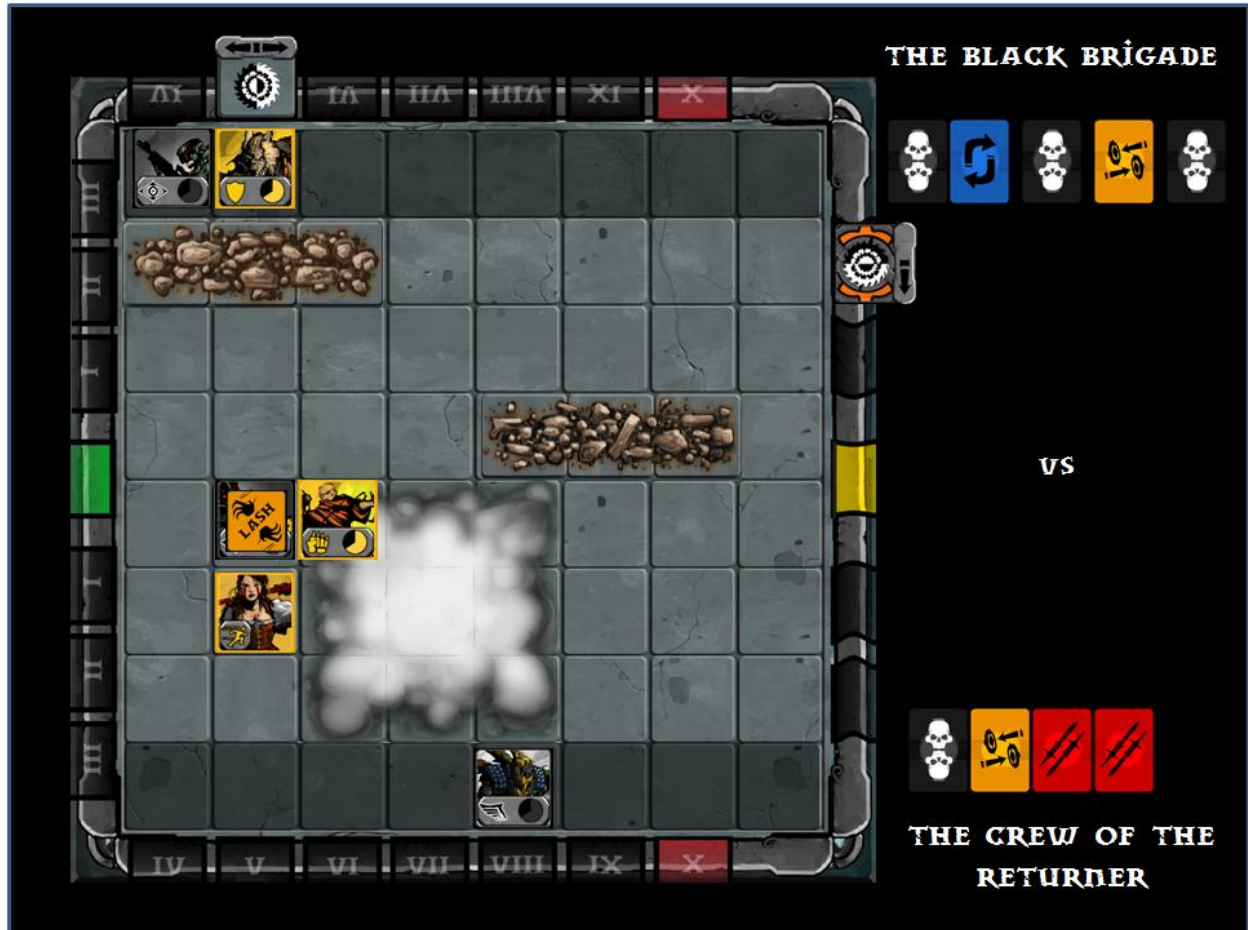
Round 2 - Turn 4:

Tangle acts, dragging Slate into melee range, and then lashing him. Having positioned his enemy, Tangle plans, grabbing 2 reds and a yellow.



Round 2 - Turn 5:

Commander Slate activates and takes 1 point of damage from the lash. Wanting to avoid the backstab, for his first action, he drops his shroud token to break engagement with Tangle. Then freed up, he snipes Cassandra for 1. He then plans, drawing 2 blacks and a yellow.



Round 2 - Turn 6:

Cassandra is thwarted for now but she is still going to bring the pain. For her first action she flurries and draws a black and a blue card. For her second action she flurries and draws a black and a yellow card. For her swift action she flurries and draws 2 black cards, and then she pushes and flurries a fourth time drawing a white and a blue. She is then at 8 cards so she discards the extra blue to bring her to 7.



Round 2 - End

Player 1 earns the momentum again. Player 2 sustains lash.



Round 3 - Turn 1:

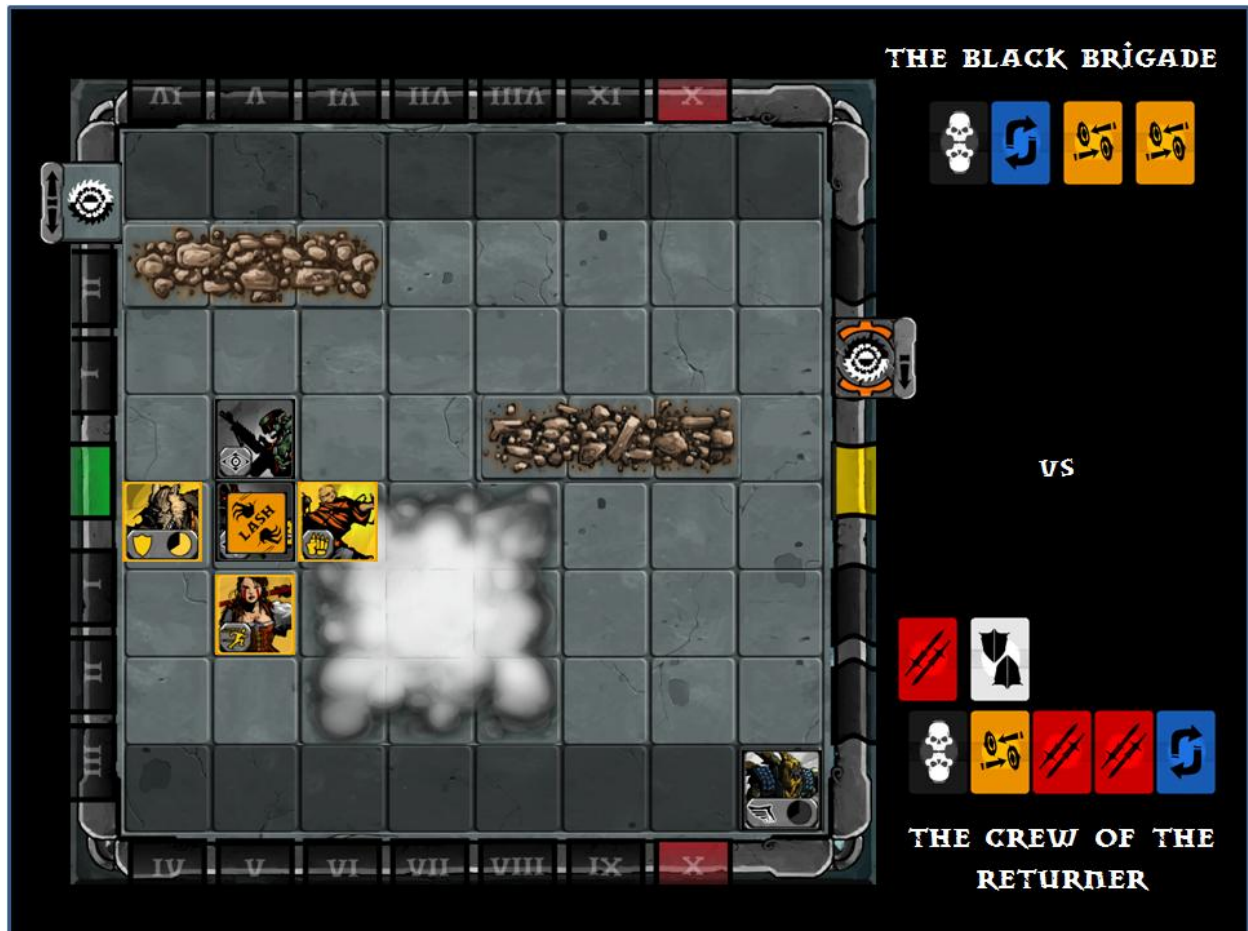
Not wanting to miss a chance to get damage in, player 1 starts with the Drone and prime strafes Cassandra, dealing 4 damage and hiding in the corner.

Knowing he's going for the kill, he plans to use Slate next and gets a blue, yellow, and black for the Drone's plan action.



Round 3 - Turn 2:

Player 2 activates Cole. Cole throws Reeves over the wall. Then charges the Reeves to end up next to Cassandra. The two damage dealt, he plans, getting a red, a yellow, and a blue.



Round 3 - Turn 3:

Focused on a momentum win, player 1 is going for pure damage to make it impossible for player 2 to get the balance token back on her side, and ignores the incoming backstab. She activates Slate. On activation Slate takes 1 unpreventable damage from lash. Slate uses his two actions to snipe Cassandra, and then plans 1 yellow and 2 blacks.



Round 3 - Turn 4:

Player 1 activates Tangle. Trying to pull all the damage out of lash he can, Tangle moves out of the shroud and lashes Reeves. Tangle then pushes and drags Reeves, repositioning her so that she is engaged with him alone.



Round 3 - Turn 5:

Player 1 only has Reeves remaining. She activates her, taking 1 damage from lash. Not wanting to waste cards on Tangle means she needs to get out of melee.

Reeve's first action is to vanish out of melee and into the shroud, which also removes the lash. She then snipes Cassandra for 1 damage. She then plans, grabbing 2 yellows and a blue.



Round 3 - Turn 6:

Cassandra finally has her moment in the sun. She backstabs Slate 3 times, then flurries, drawing a black and a red card.



Round 3 - End

Player 2 gets the momentum thanks, in no small part, to Cassandra's 7 damage turn. There are no effects to sustain.



Round 4 - Turn 1

Player 1 needs to come back so she opens fire with the Drone. A prime and a snipe into Cassandra gives him 4 points and a plan grabs the 3 blacks back.



Round 4 - Turn 2:

Needing to press the damage while he has the opening, player 2 starts with Cassandra. She backstabs for her first action, then flurries for her second, drawing a red and a black. For her swift action she backstabs again, and then she pushes and flurries, drawing a yellow and a blue.



Round 4 - Turn 3

Oh how the tables have turned. Knowing he needs to get damage in or lose, player 1 activates Reeves and prime snipes Cassandra getting his 4 damage in while he can. He then plans a white, yellow and a black into his hand.



Round 4 - Turn 4:

Tangle is up next. He tosses a lash on Slate and then drags him out of melee with Cassandra to stop him from getting any free damage. He then plans a blue, a black, and a red.



Round 4 - Turn 5:

Slate activates and takes another damage from lash. He moves the shroud to break engagement and snipes Cassandra to at least keep the damage even. He then plans and gets a yellow and 2 black cards.



Round 4 - Turn 6:

Player 2 knows he has momentum this round, so it's all about set up for next round. He moves Cole into the shroud and tosses Slate into melee range of Cassandra.

Then he plans and gets a yellow, and 2 reds.



Round 4 - End

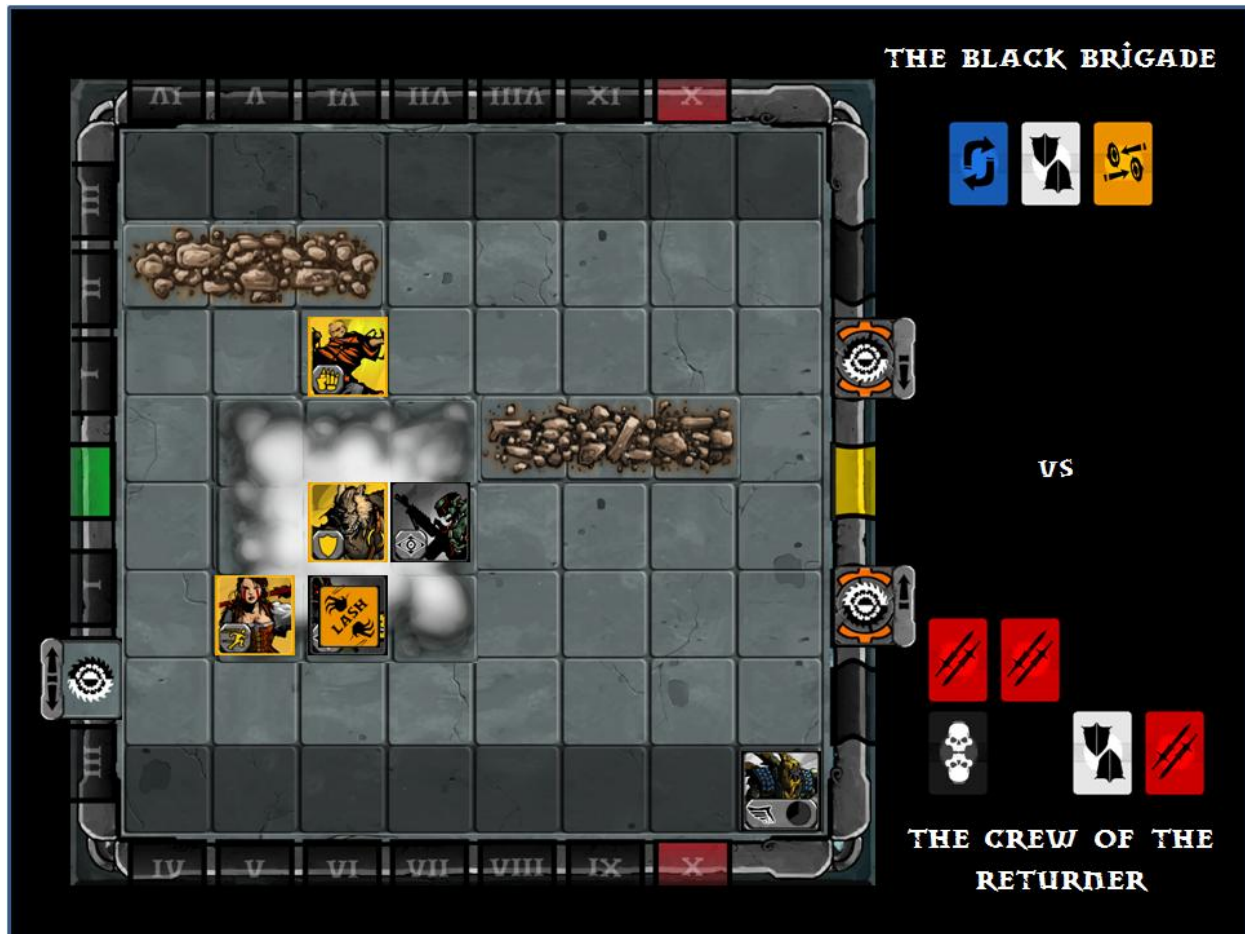
Player 2 gets the momentum and sustains the lash.



Round 5 - Turn 1:

Player 1 is in a tight spot. She decides to try to get some damage out of the Drone even though he has to target the skirmisher. She primes for 3 and snipes Tangle, discarding the blue card to complete the attack.

With no cards she has to plan, and pulls cards for Slate, a blue, white and a yellow.



Round 5 - Turn 2:

Cassandra does her dirty work. Three backstabs into Slate, and then push and flurry, drawing a yellow and a blue.



Round 5 - Turn 2:

Player 1 wanted to activate Slate next but she can't now or the lash damage will instantly end the game. So she is forced into acting with Reeves. Engaged with Cole and with no prime she has to escape. She vanishes out of melee and fires a snipe into Cassandra but this game is all but finished.

Being a good sport and playing it out, Reeves plans 3 yellows which is the maximum damage hand for Slate.



Round 5 - Turn 3:

Cole hamstring and charges Slate, the 2 damage ends the game.

