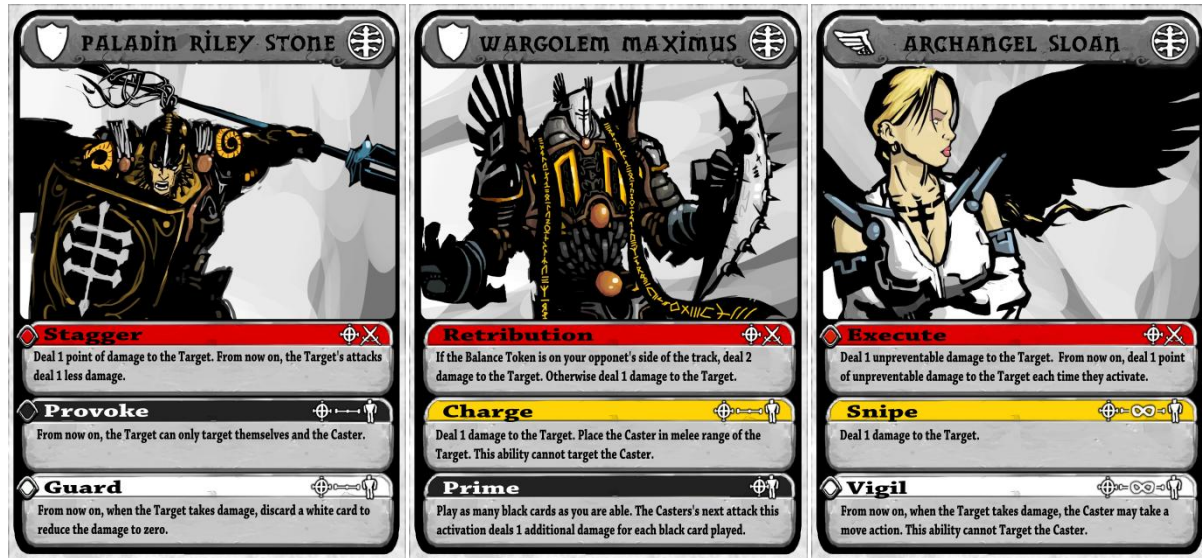


TITANS TACTICS - BATTLE REPORT 2

Can the Crucible of Order hold the line against the Creatures of the Created?

Setup:

The Crucible of Order is player 1 and chooses:

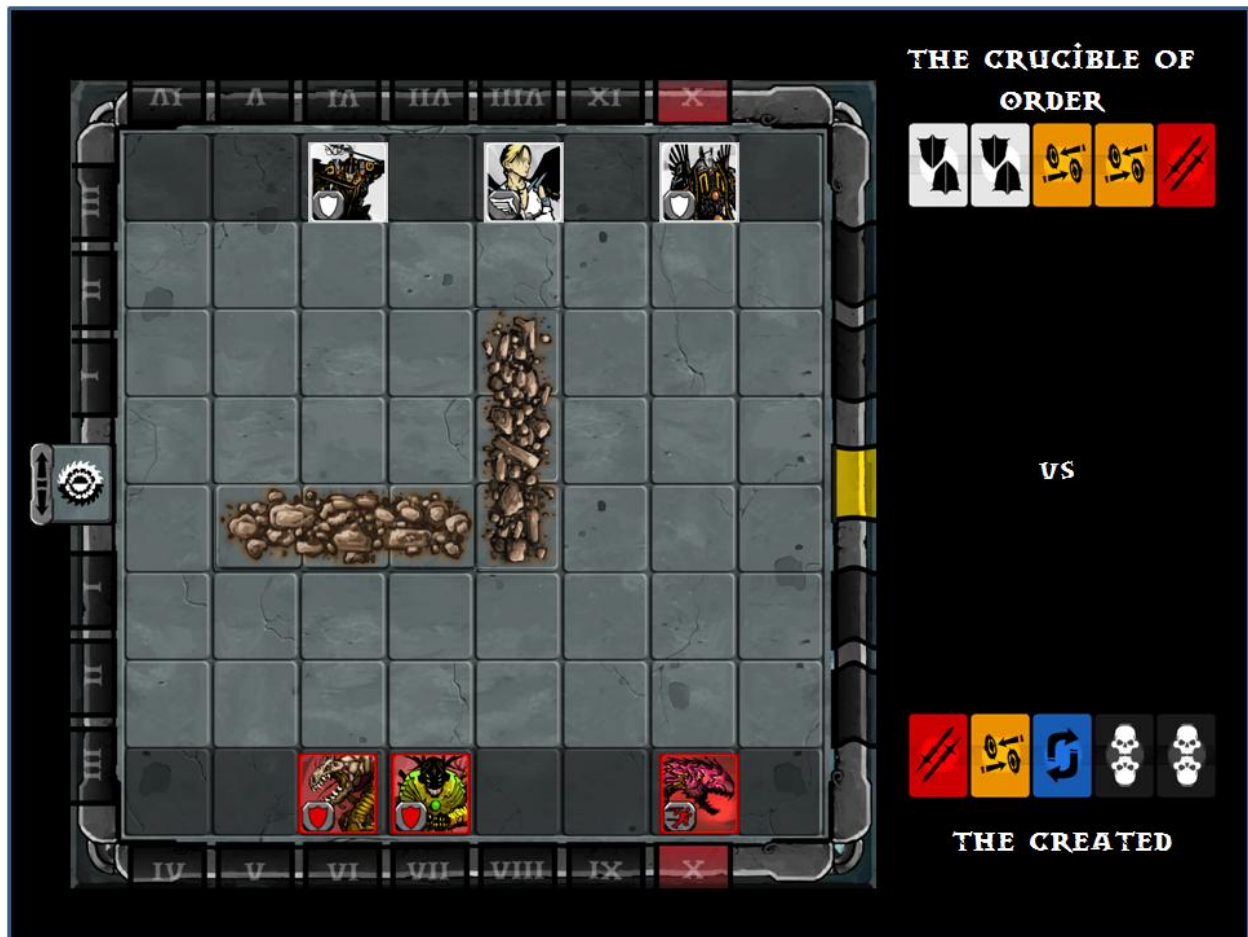


The Created is player 2 and chooses:



Setup

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

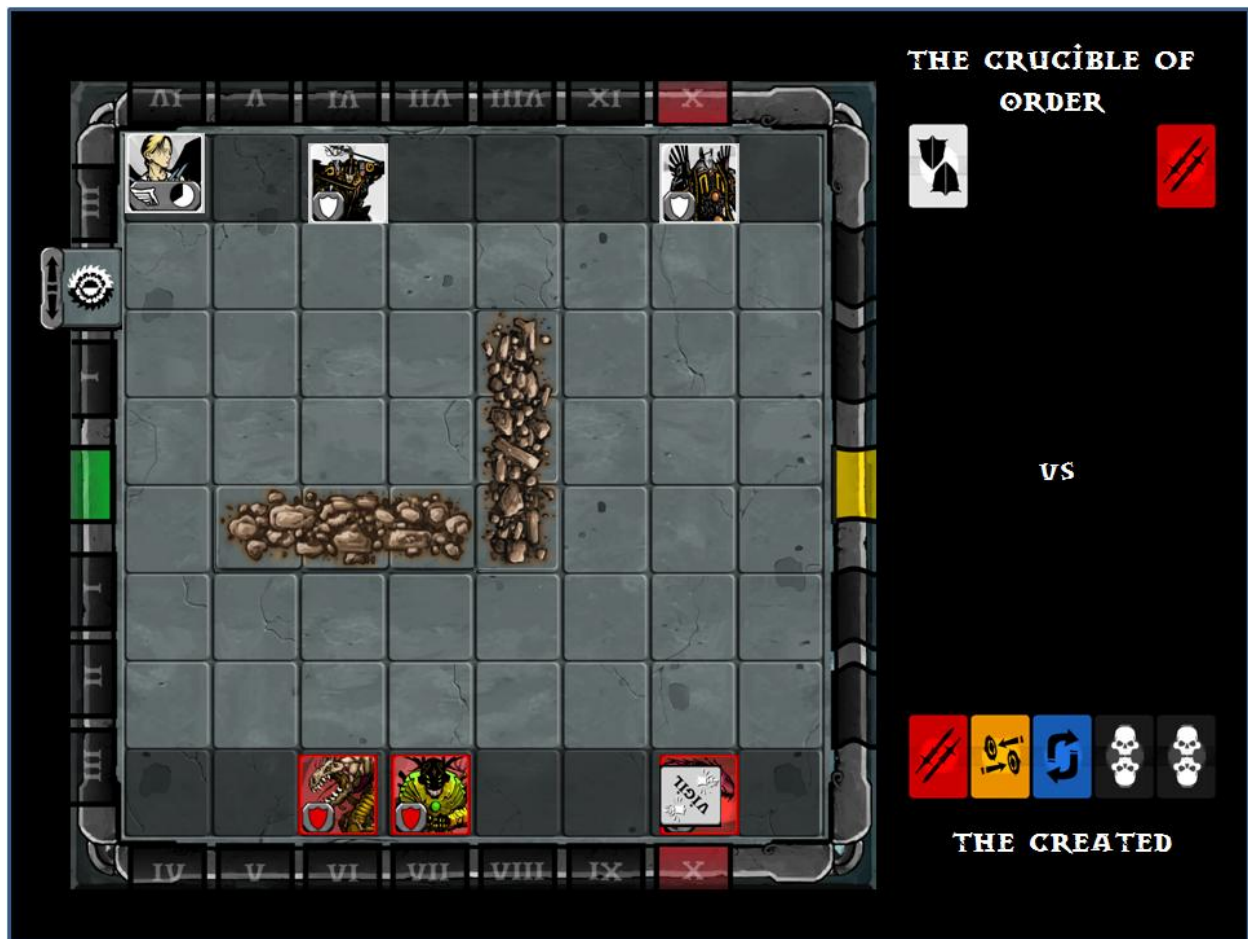


Round 1 - Turn 1:

Player 1 knows she has the stronger defensive team. She wants to open aggressively and then once ahead on points ride defense to victory.

She starts with Archangel Sloan. After dropping a vigil on the Ravager, she snipes it for her second action. The damage from snipe triggers the vigil allowing Sloan to move out of the corner for free.

Then, feeling she is safe for one round, she pushes and snipes the Ravager again. The damage triggers the vigil but she chooses to leave Sloan where she is.

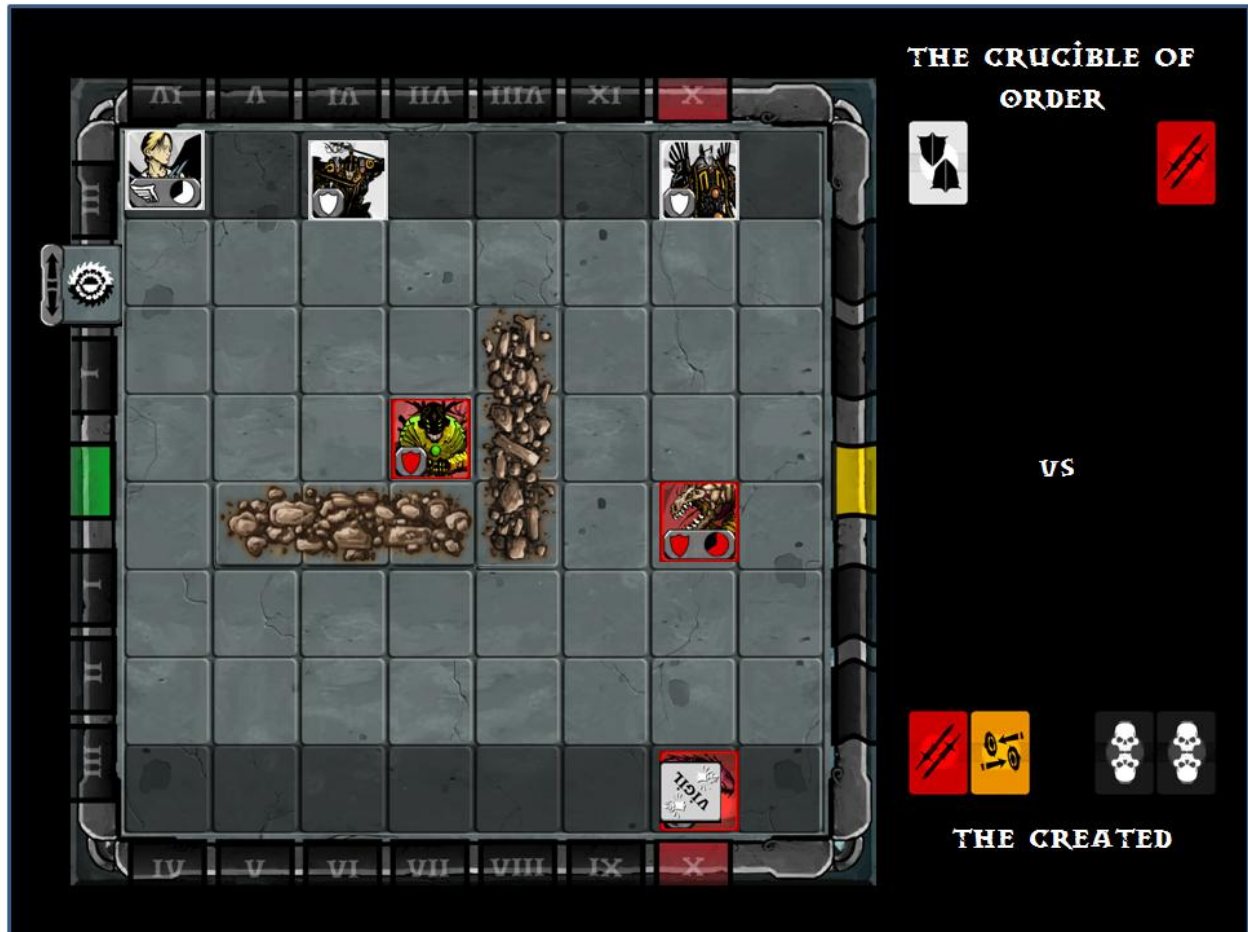


Round 1 - Turn 2:

Knowing he has to get up the board to have a chance, player two opens with the Dracolich. For his first action he moves diagonally in front of the Lurker and then one more square to the right. For his second action he uses throw on the Lurker to toss him over the wall.

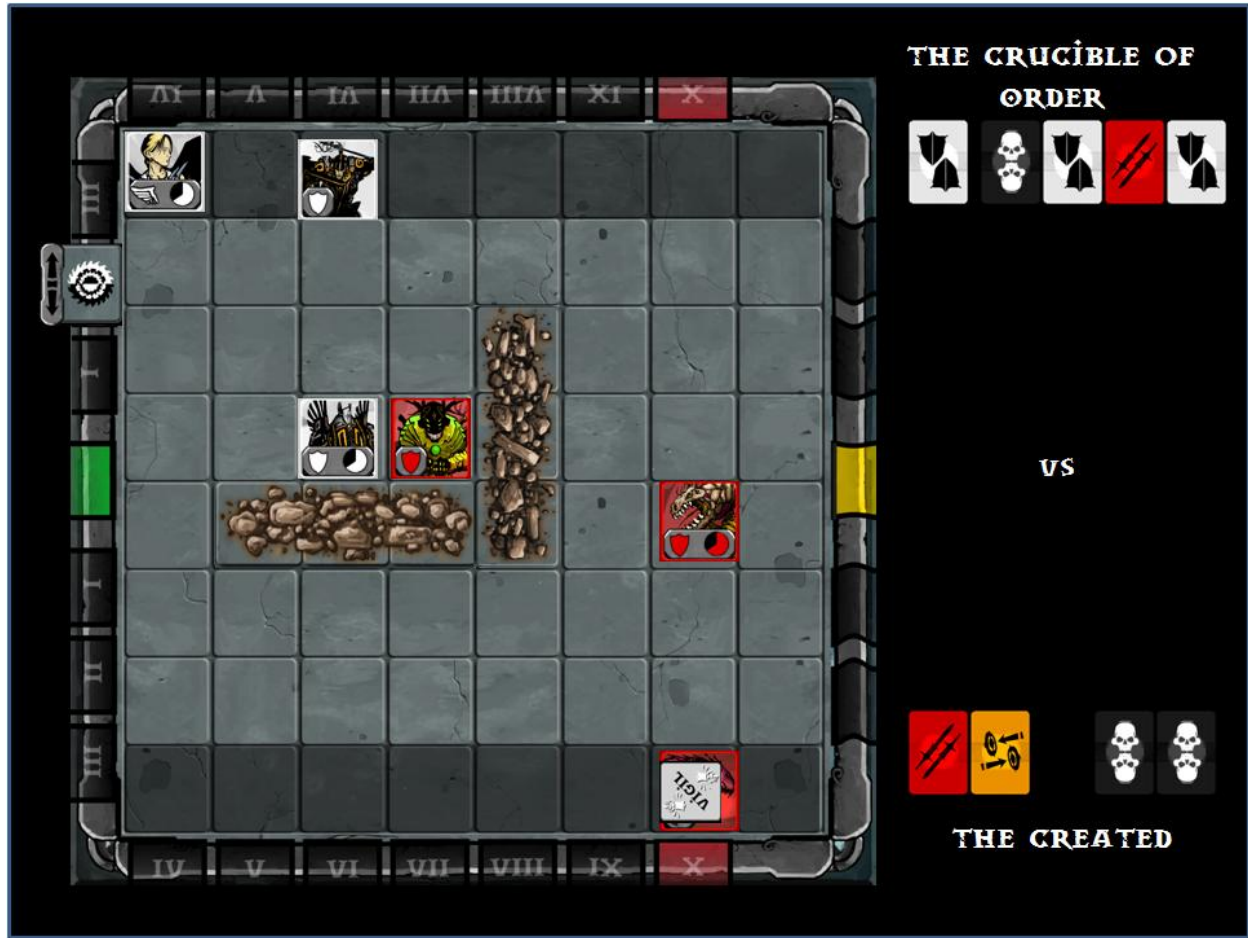
Throw deals a damage so normally he would give a point to his opponent, but the Lurker's defender perk blocks the damage.

Pushing, he moves the Dracolich again, up the board toward Wargolem Maximus.



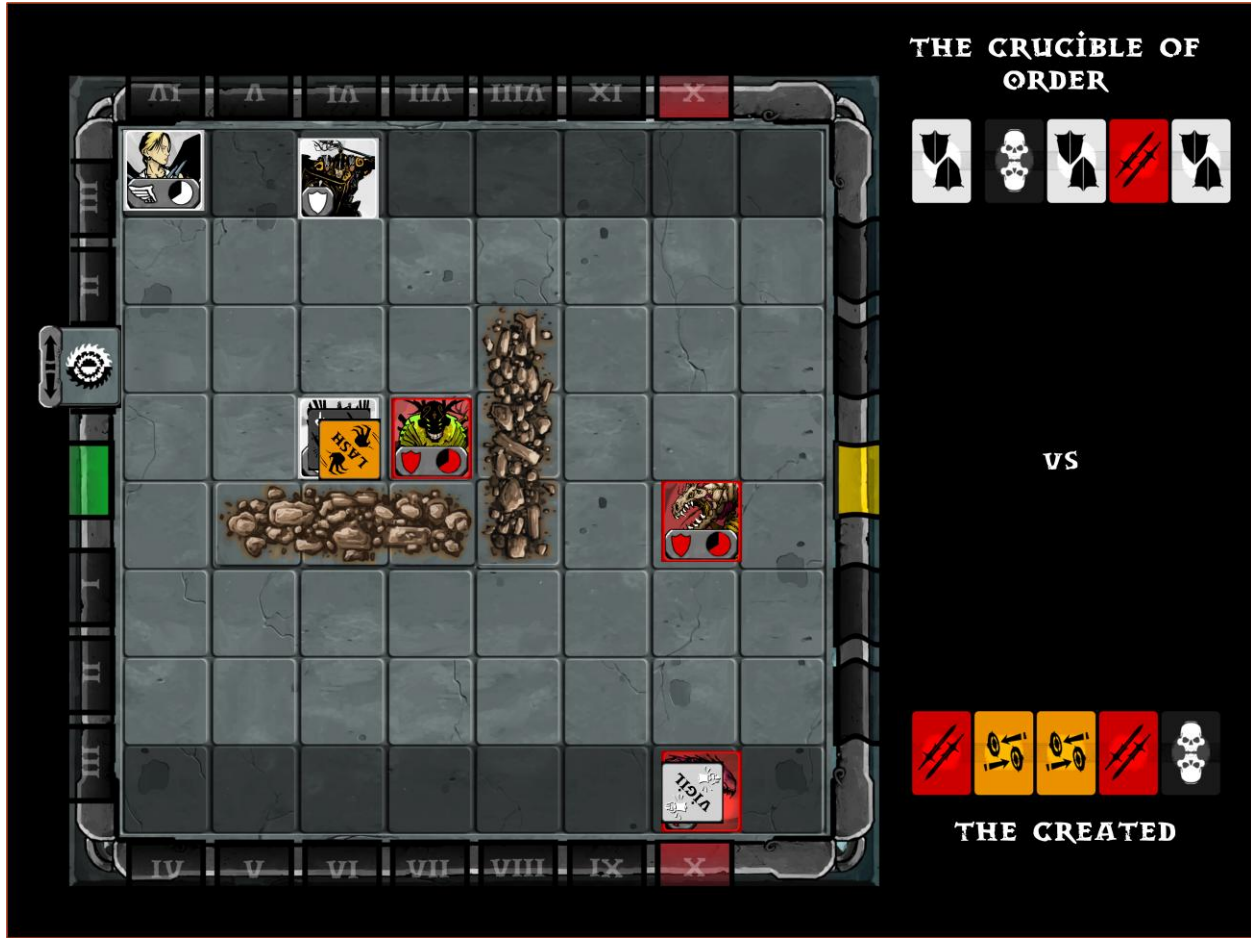
Round 1 - Turn 3:

Player 1 knows that she cannot afford to have the Lurker get a sunder off on Riley so she activates Max and double moves him into melee with the Lurker in hopes of holding it down. She then plans, grabbing 2 whites and a black.



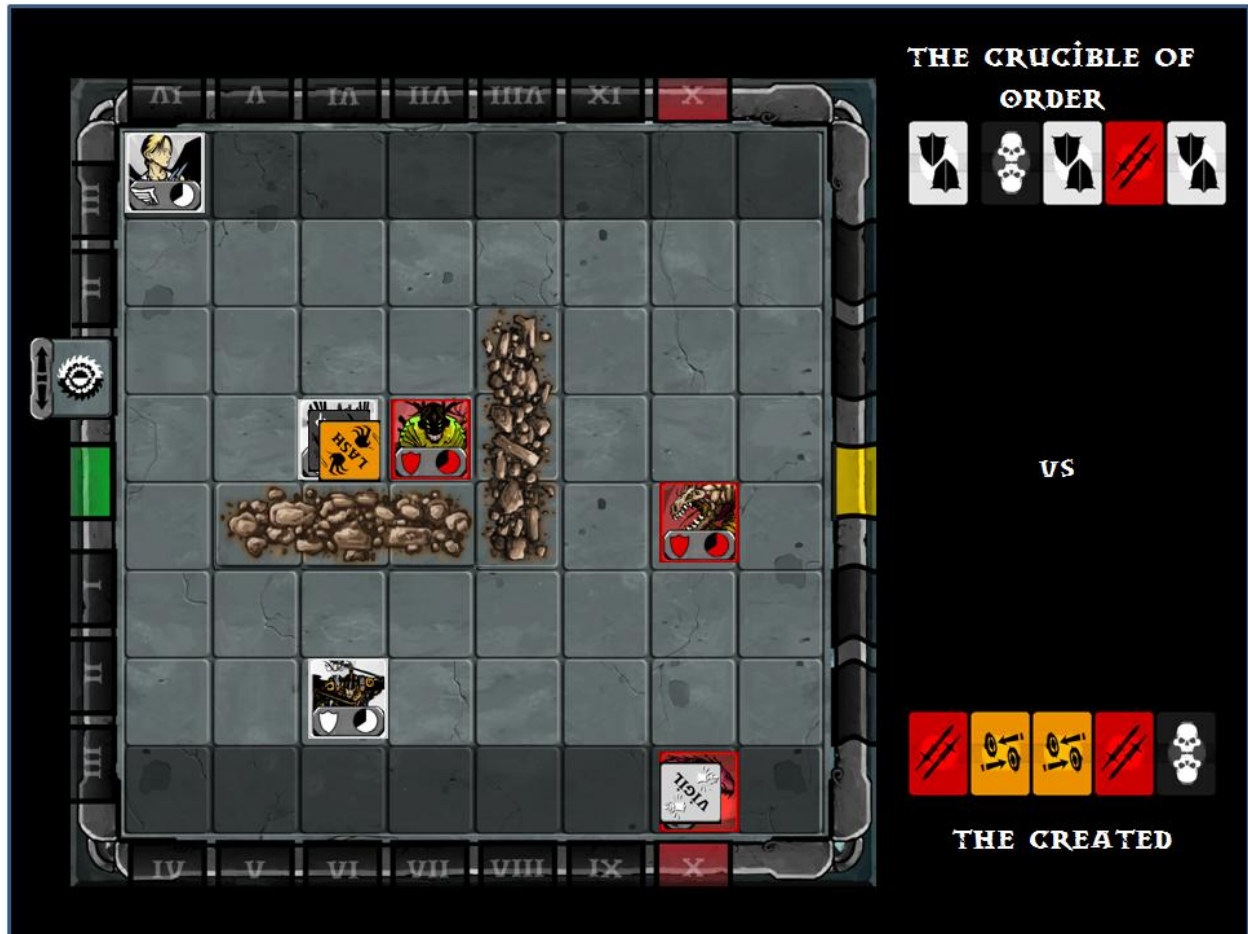
Round 1 - Turn 4:

Knowing he needs to give the Ravager more valid targets, player 2 activates the Lurker. Going for the target of opportunity it sunders Maximus and then lashes him dealing a damage. Then player 2 plans drawing 2 yellows and a red.



Round 1 - Turn 5:

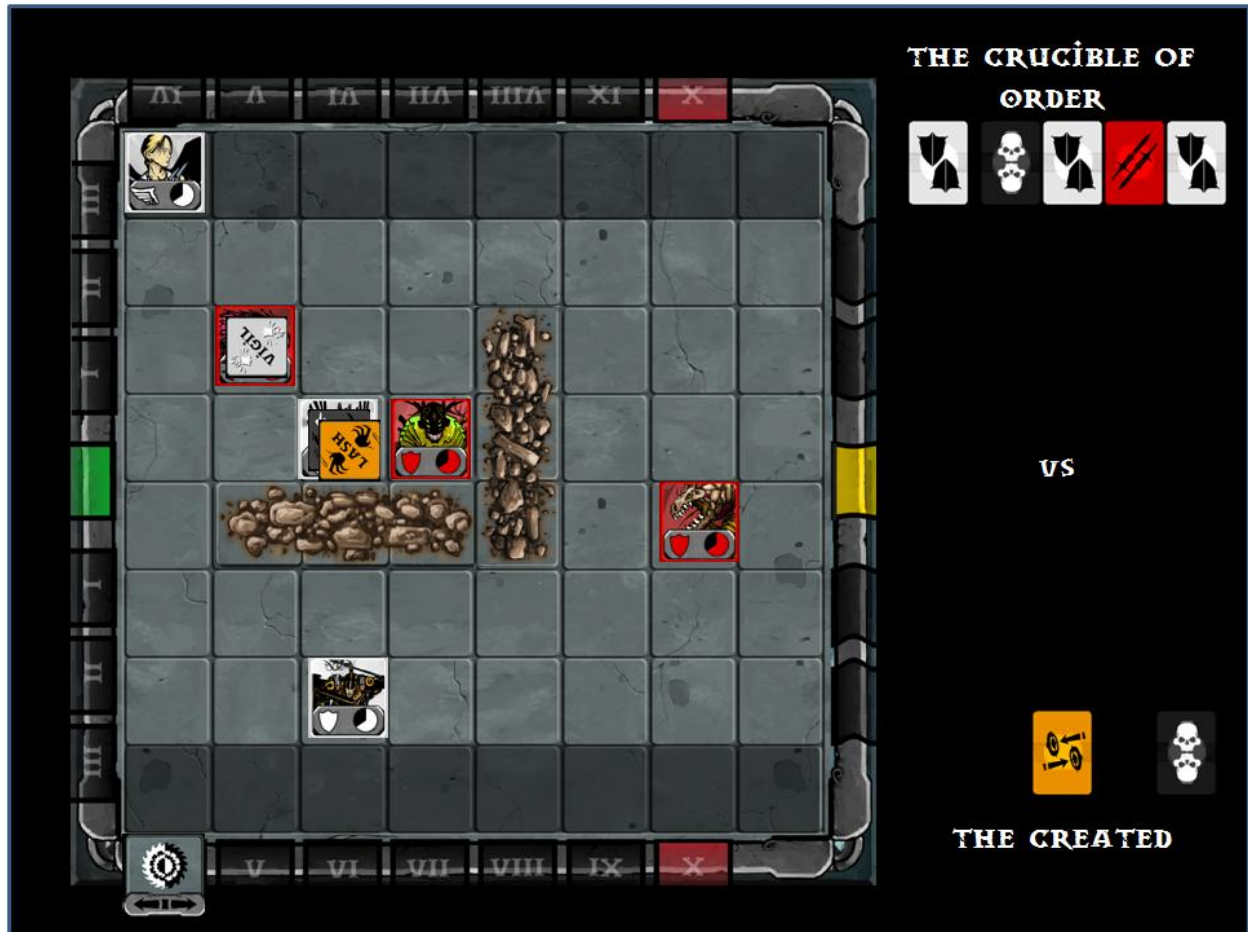
Player 1 needs Riley on the Ravager so takes 3 move actions to get around the board. The third move is a push and ends Riley's activation.



Round 1 - Turn 6:

Player 2 would love to score some cheap damage and get the momentum this round. He moves the Ravager two spaces next to the wall and then charges Maximus, leaping over the wall and scoring a point of damage thanks to sunder disabling Maximus' defender perk.

That's 2 actions, 1 to move, 1 to charge. He takes his swift action to rip and tear Maximus. Since Maximus took damage from the charge the rip and tear does 2 damage. Going for the damage while he can, player 2 pushes and rip and tears again for another 2. That is a push and it ends the activation and the round.



Round 1 - End

That is the end of round 1. Player 2 wins the momentum player 1 sustains the vigil. Player 2 lets lash drop but sustains sunder.



Round 2 - Turn 1:

Player 1 needs to start locking down her position now that she has drawn the Ravager out. She activates Riley who moves to the edge of the wall and provokes the Ravager. Then she plans 3 blacks.



Round 2 - Turn 2:

Low on cards player 2 activates the Lurker applies lash to Max dealing a damage and then breaks away to go after Riley. He takes only 1 damage on the break thanks to the defender perk. Knowing he can't get to Riley this round, he plans a blue, yellow, and red.



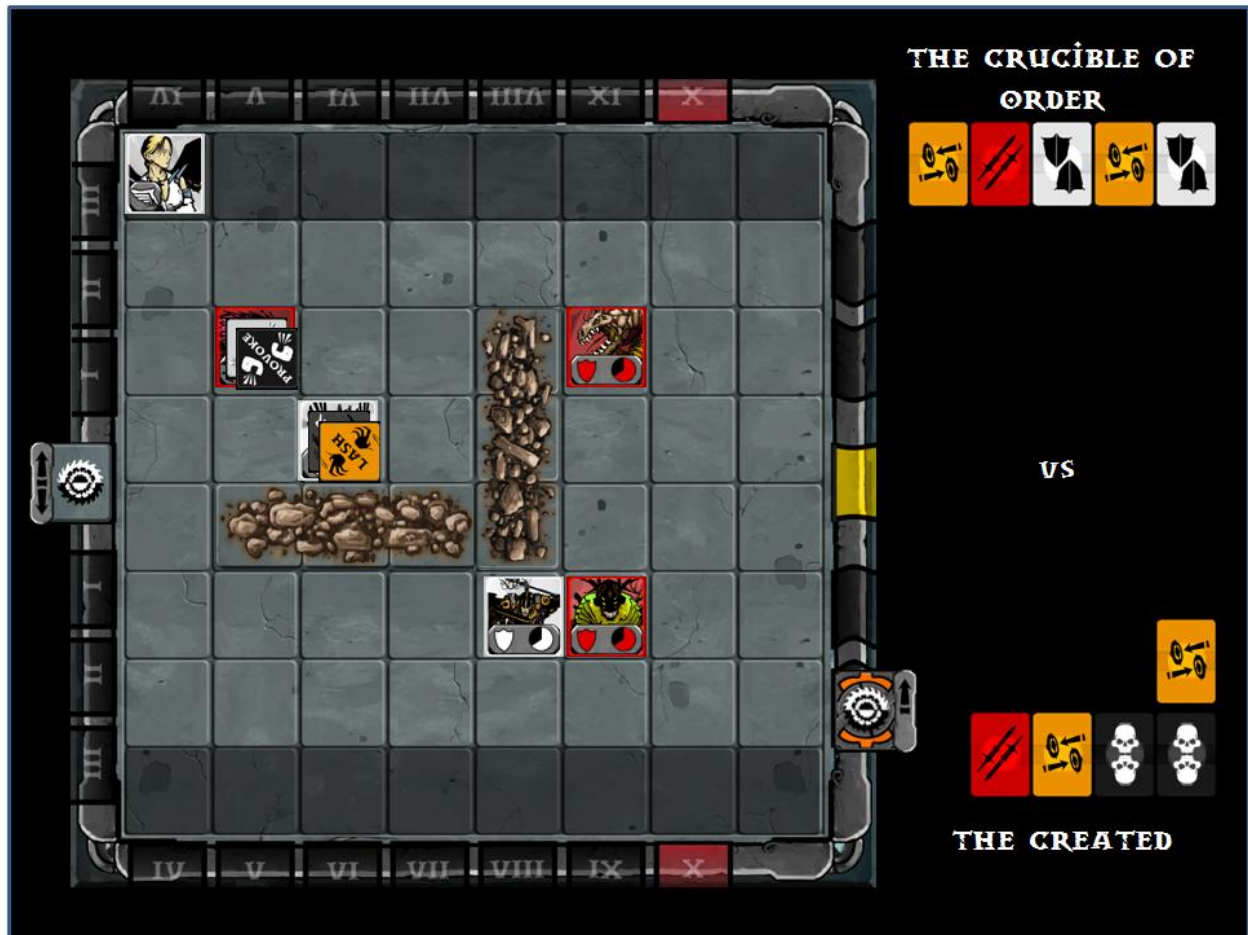
Round 2 - Turn 3:

Time for some revenge. Player 1 activates Maximus. He takes 1 damage from lash then primes himself for 3, then uses retribution for 5 damage (Retribution does 2 since player 2 is in the lead). Then she plans a red and 2 yellows.



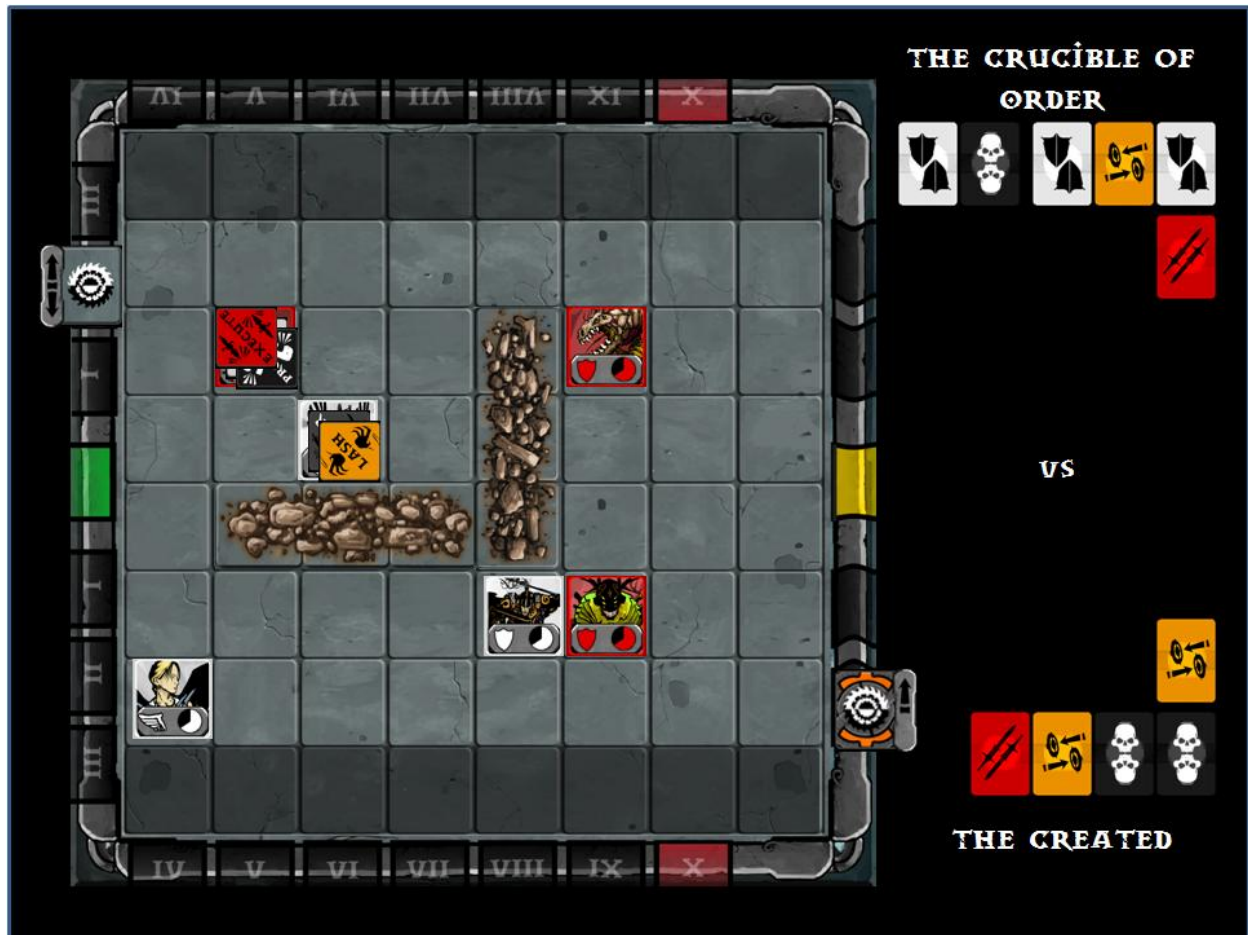
Round 2 - Turn 4:

Player 2 activates the Dracolitch. Determined to get the Lurker onto Riley, he moves and then throws the Lurker into melee range of Riley. He then plans 2 blacks and a yellow.



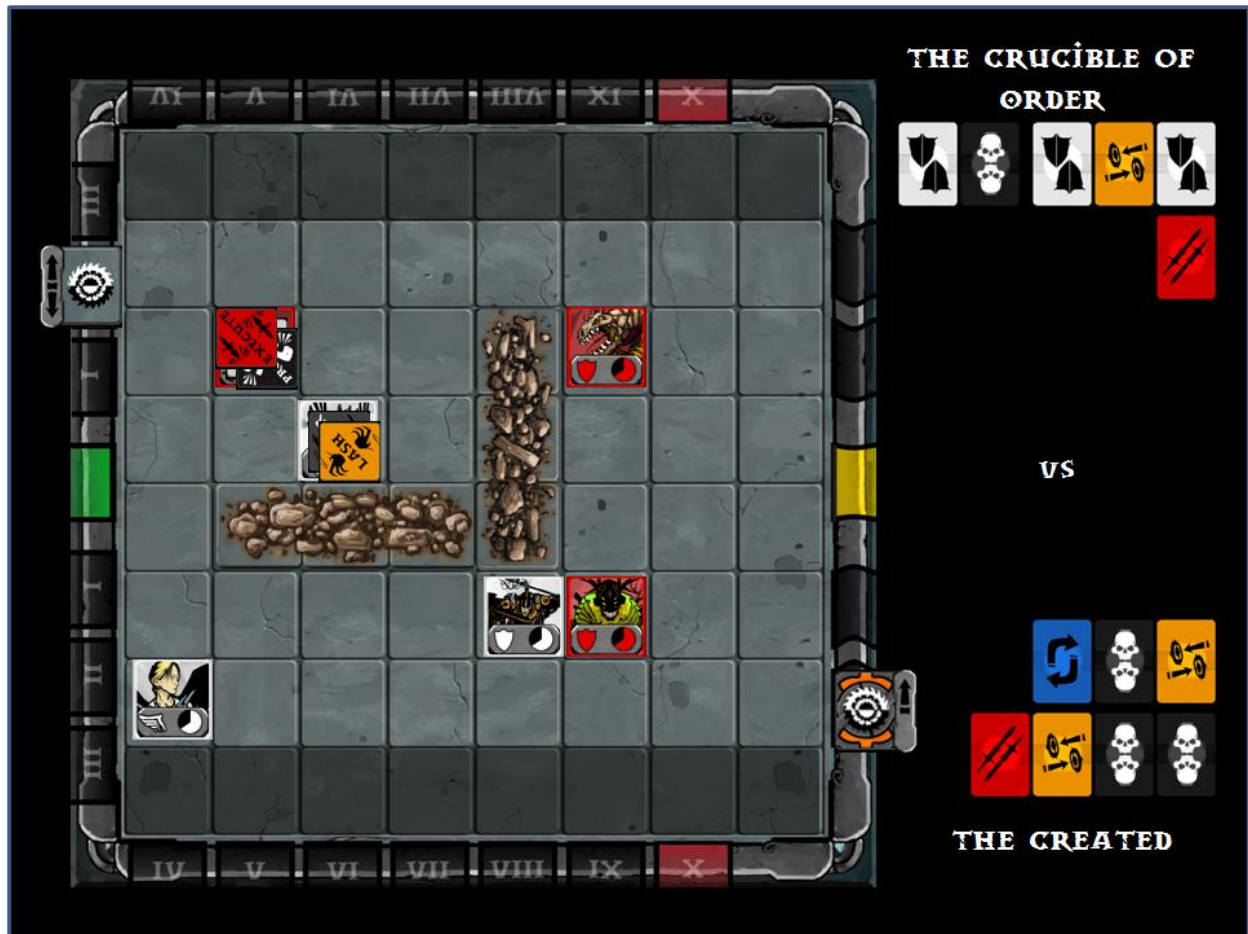
Round 2 - Turn 5:

Sloan is up. She snipes the Ravager which triggers vigil, allowing her to move into melee range of the Ravager. For her second action, she executes the Ravager, dealing a damage and allowing her a second vigil move which she uses to move out of range. She doesn't take break away damage thanks to her wings. She then plans grabbing a black, white, and a red.



Round 2 - Turn 6:

The poor Ravager is up to his neck in it at the moment. He activates and takes a point for the execute. The damage allows Sloan to move if she wants, but she holds in place for now. With the provoke on him the Ravager has no useful actions. He needs to try to get to Riley and hope that the Lurker can sunder him, but there is no value in doing so this turn since it would require a break. He yields 3 times and plans. Grabbing another black, a red, and a blue.



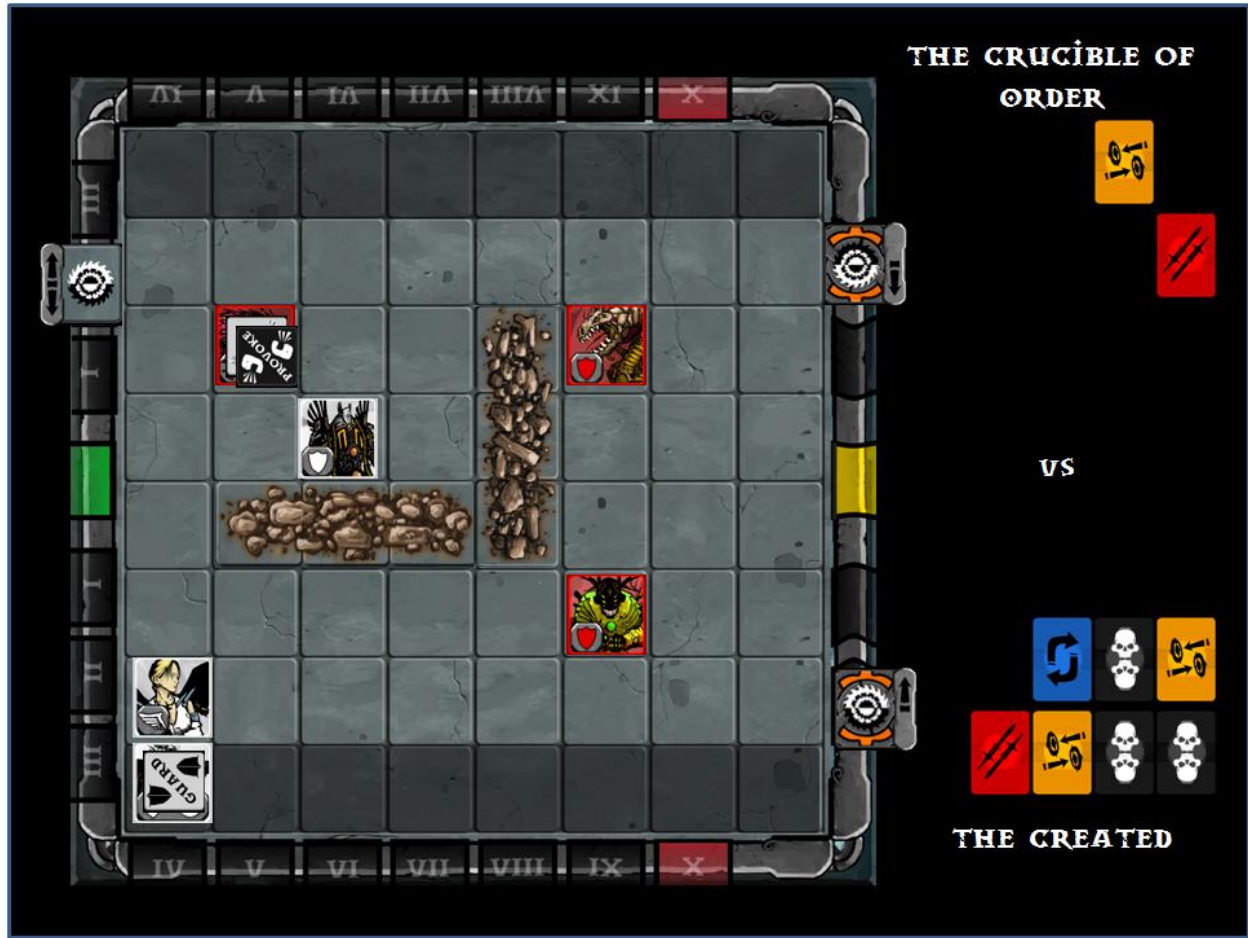
Round 2 - End

Player 1 earns momentum this time. She sustains the vigil and the provoke but lets the execute drop. Player 2 lets both of his effects drop.



Round 3 - Turn 1:

Knowing he can't leave Riley engaged, player 1 activates Riley. Riley guards himself and then breaks. He discards a white card to guard off the break away damage. Wanting to make any sunders to come as expensive as possible, he pushes and moves into the corner.



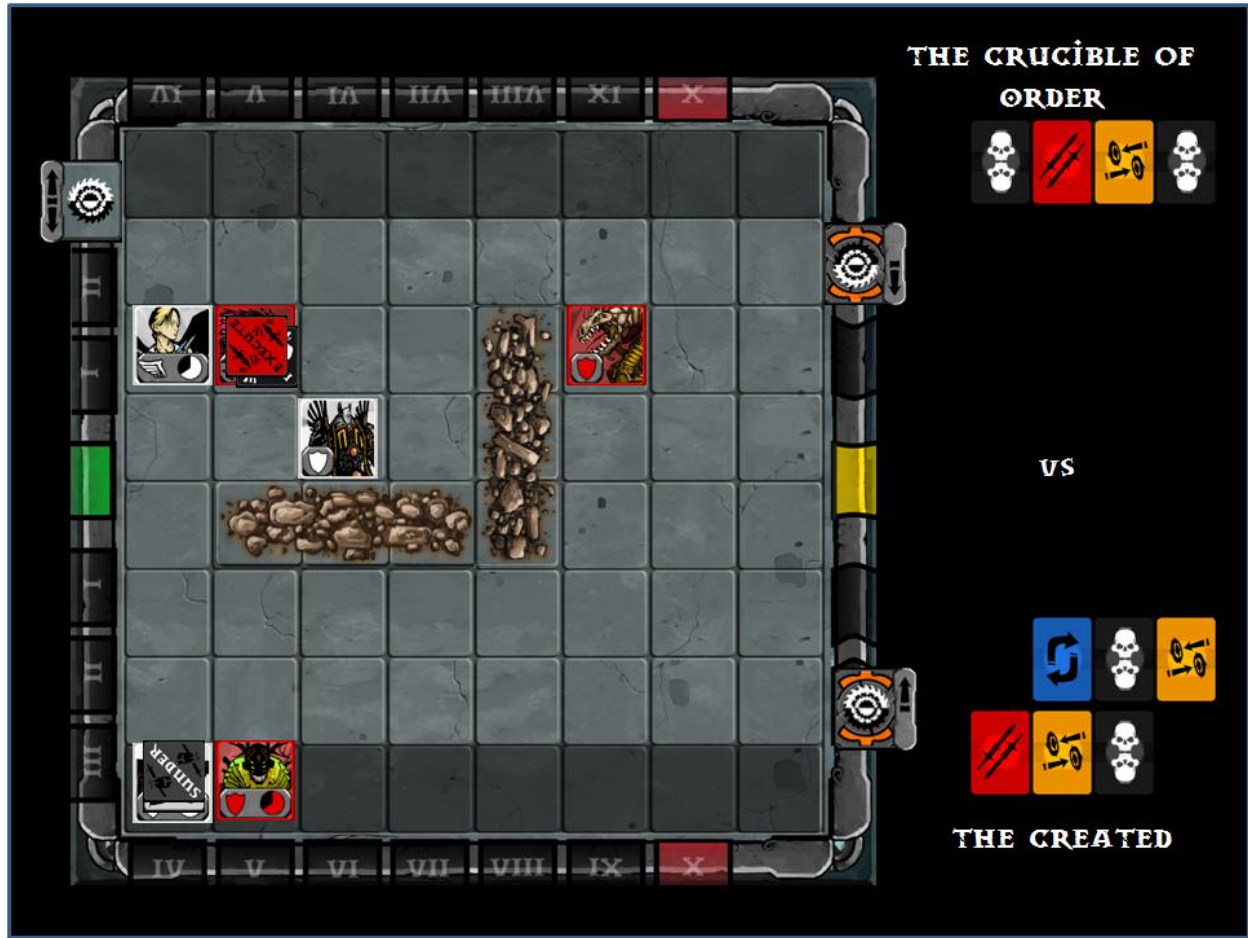
Round 3 - Turn 2:

Knowing he needs the sunder or he's going to lose, player 2 activates the Lurker, moves twice and then pushes to sunder Riley.



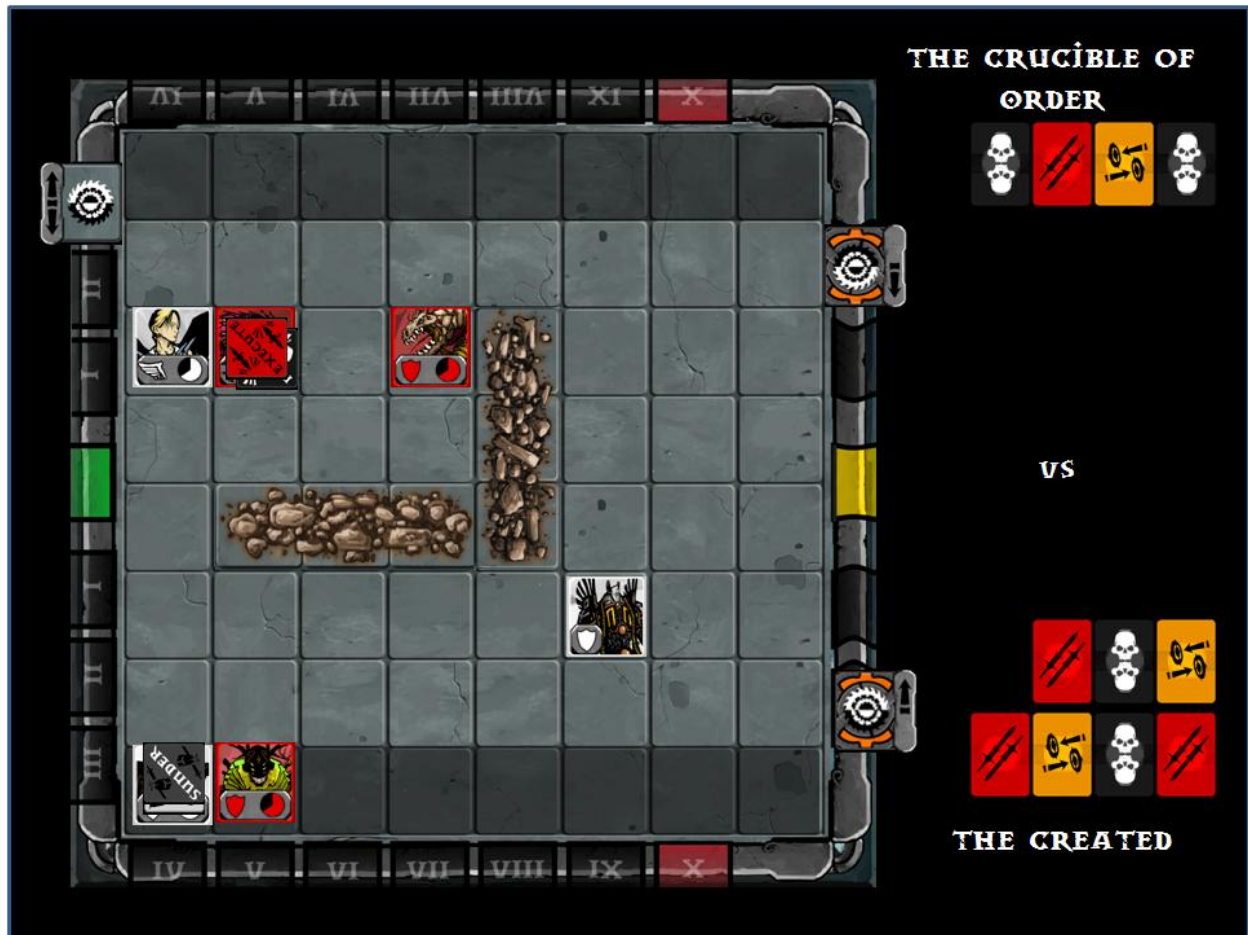
Round 3 - Turn 3:

Player 1 activates Sloan. She moves back into melee range with the Ravager and executes him. She does not take the vigil move because with the provoke on she is safe and she wants to keep the Ravager off the newly sundered Riley. She then plans a red and 2 blacks.



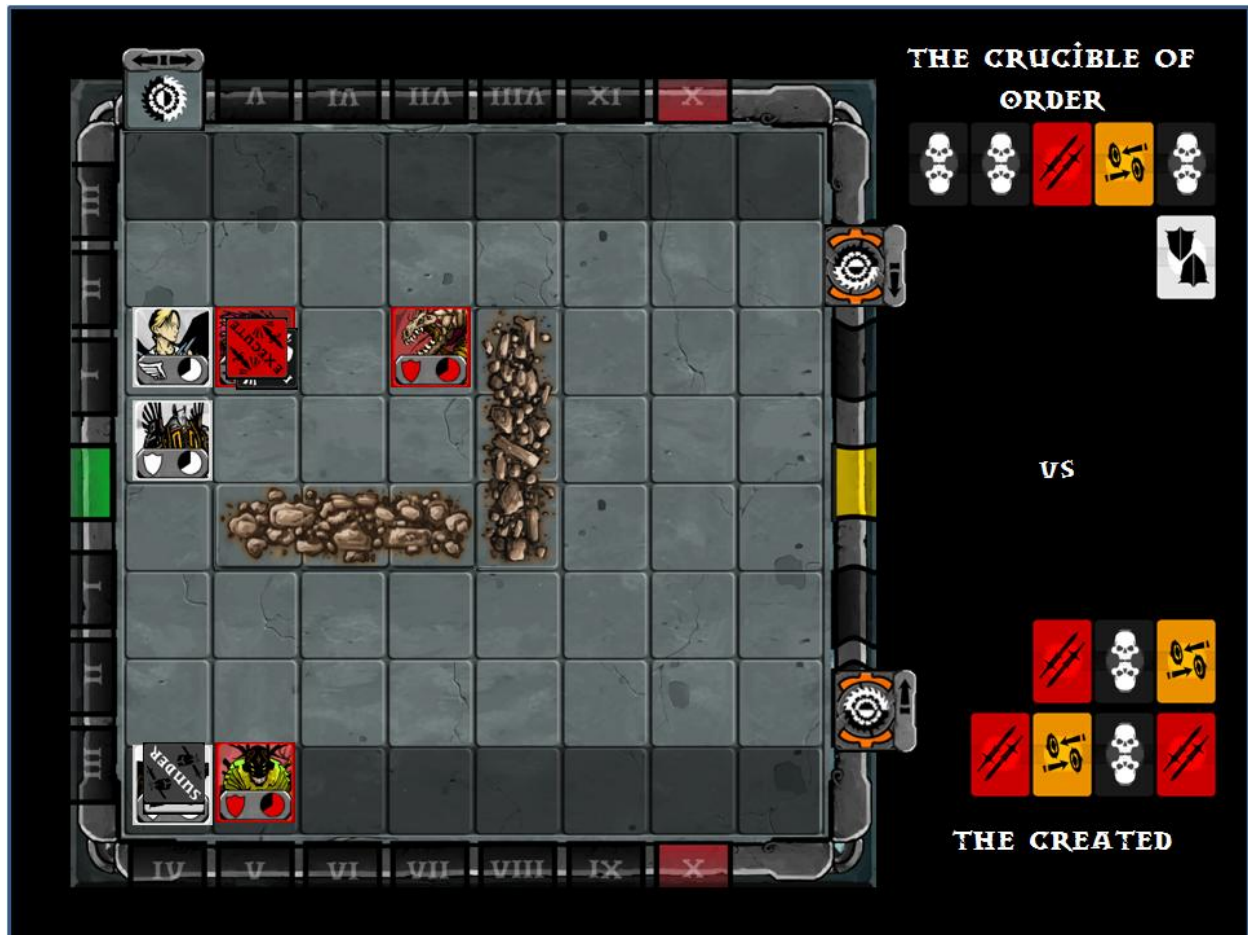
Round 3 - Turn 4:

Player 2 activates the Dracolitch and moves once and then tosses Maximus out of melee range to try and free up the Ravager. He then plans 2 more reds.



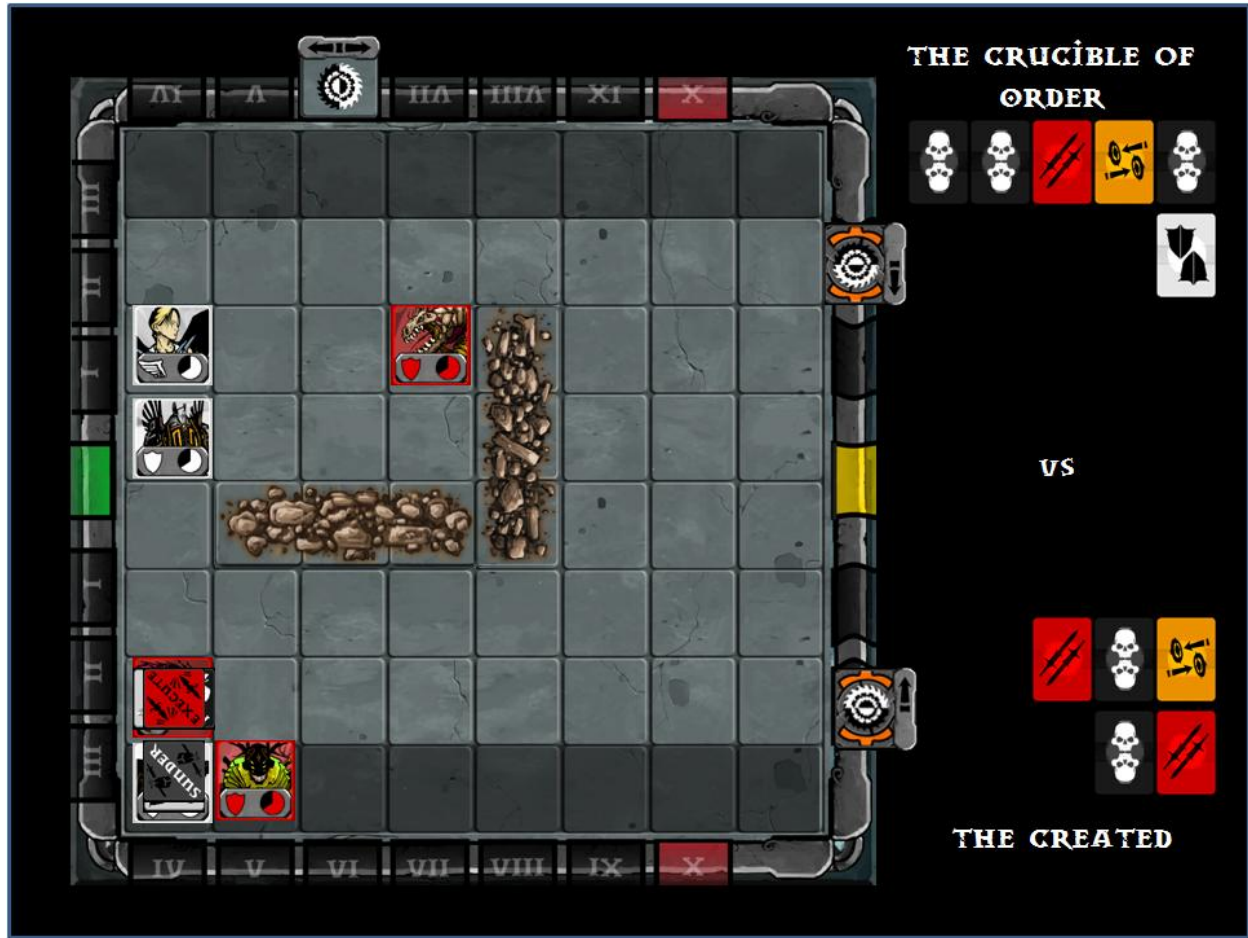
Round 3 - Turn 5:

Player 1 moves Maximus and then charges the Ravager, dealing a point and engaging him again. He then plans a black, a white, and a yellow.



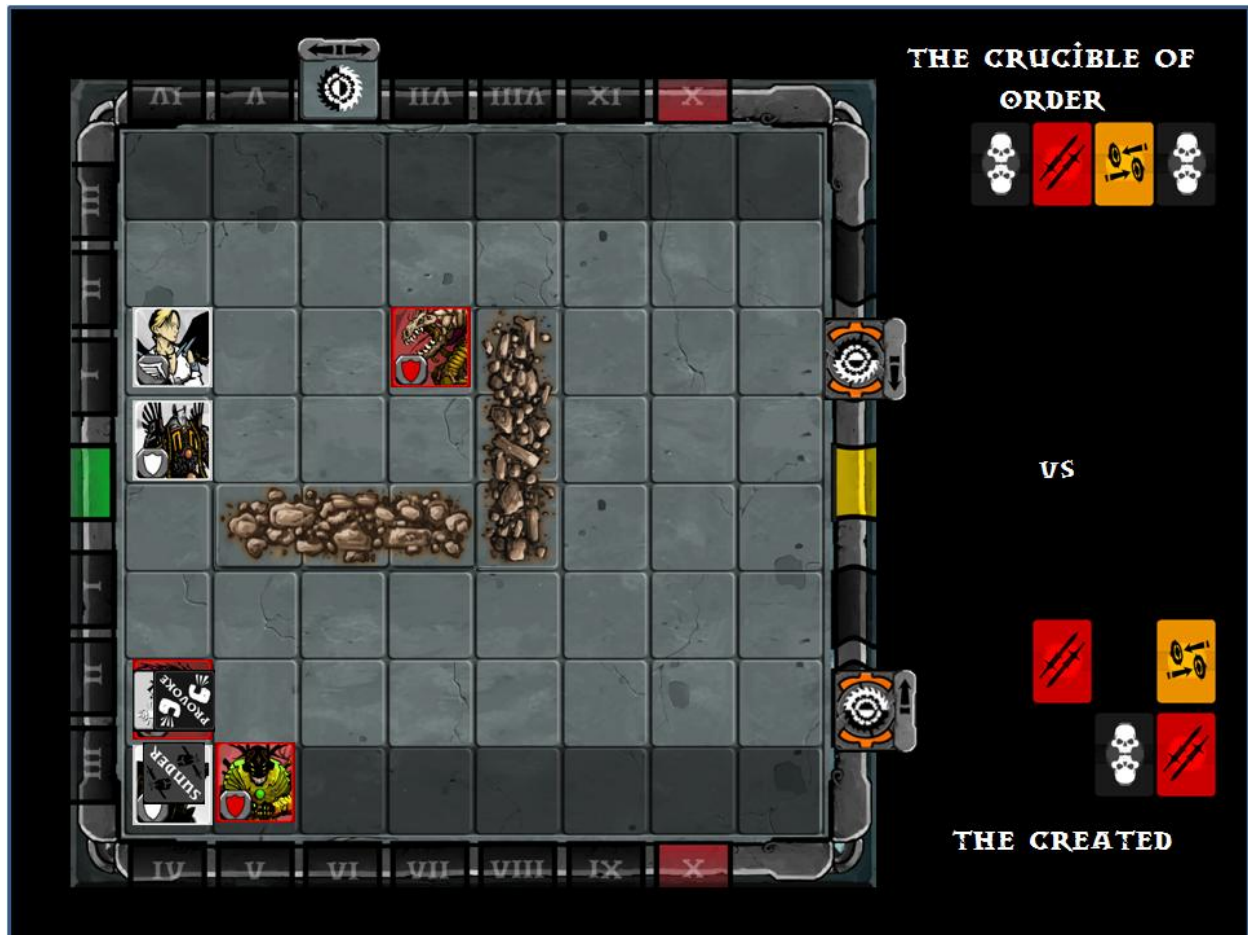
Round 3 - Turn 6:

The Ravager activates and takes a point of damage from execute. Knowing if he doesn't go for broke he's just delaying the inevitable, he double moves resulting in 4 break damage! He then charges and pushes to rip and tear for 3 damage to try and hold the line.



Round 3 - End

Player 1 gets the momentum and sustains provoke and vigil but lets guard and execute drop. Player 2 keeps sunder.



Round 4 - Turn 1

Player 1 has lethal damage. She activates Maximus, primes for 2 and charges the Ravager dealing 3 damage. She then pushes and retributions for 1, winning the game.

