

TITANS TACTICS - BATTLE REPORT 3

Can the Black Brigade outfox the Dreamers?

Setup:

The Black Brigade is player 1 and chooses:

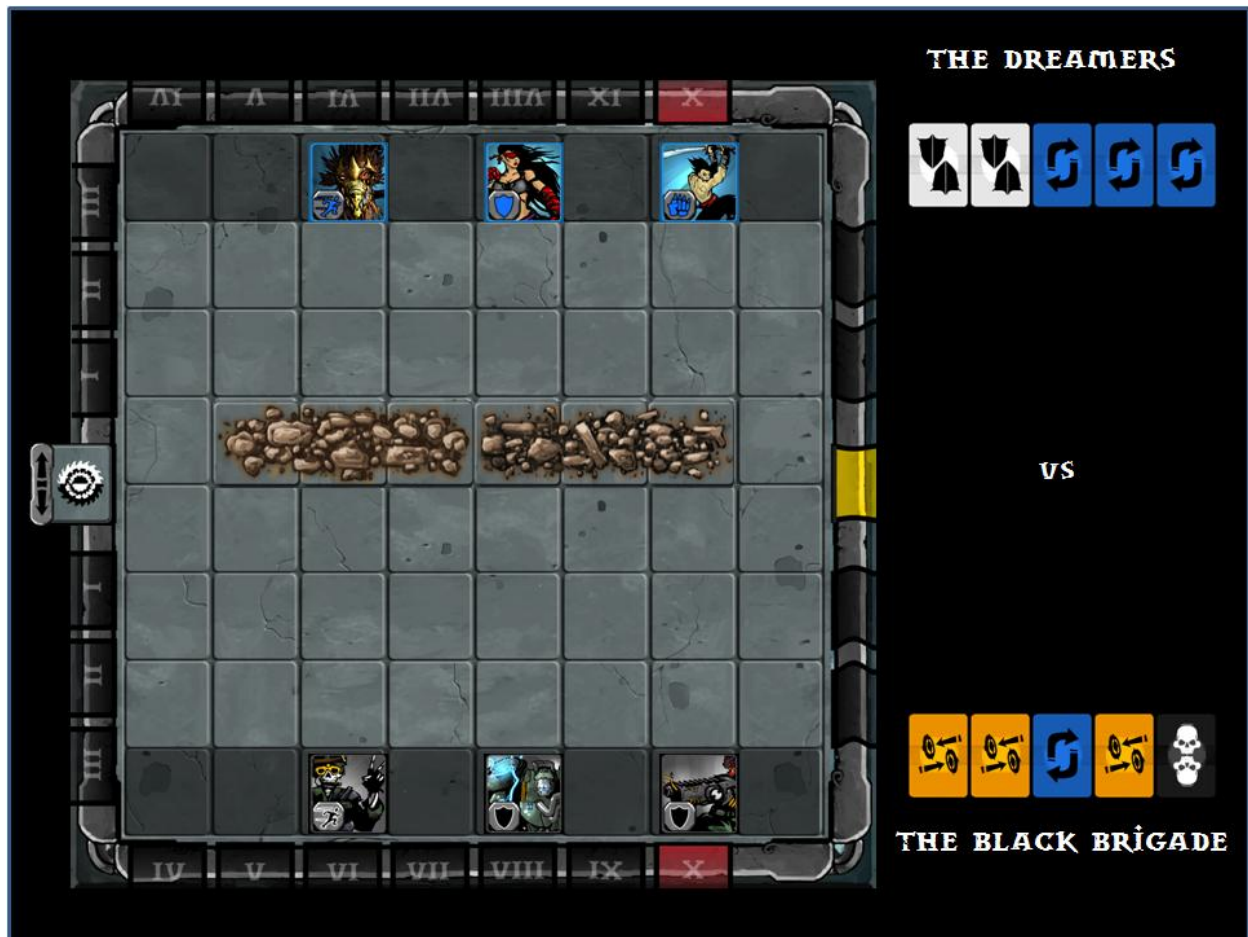


The Dreamers are player 2 and chooses:



Setup

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

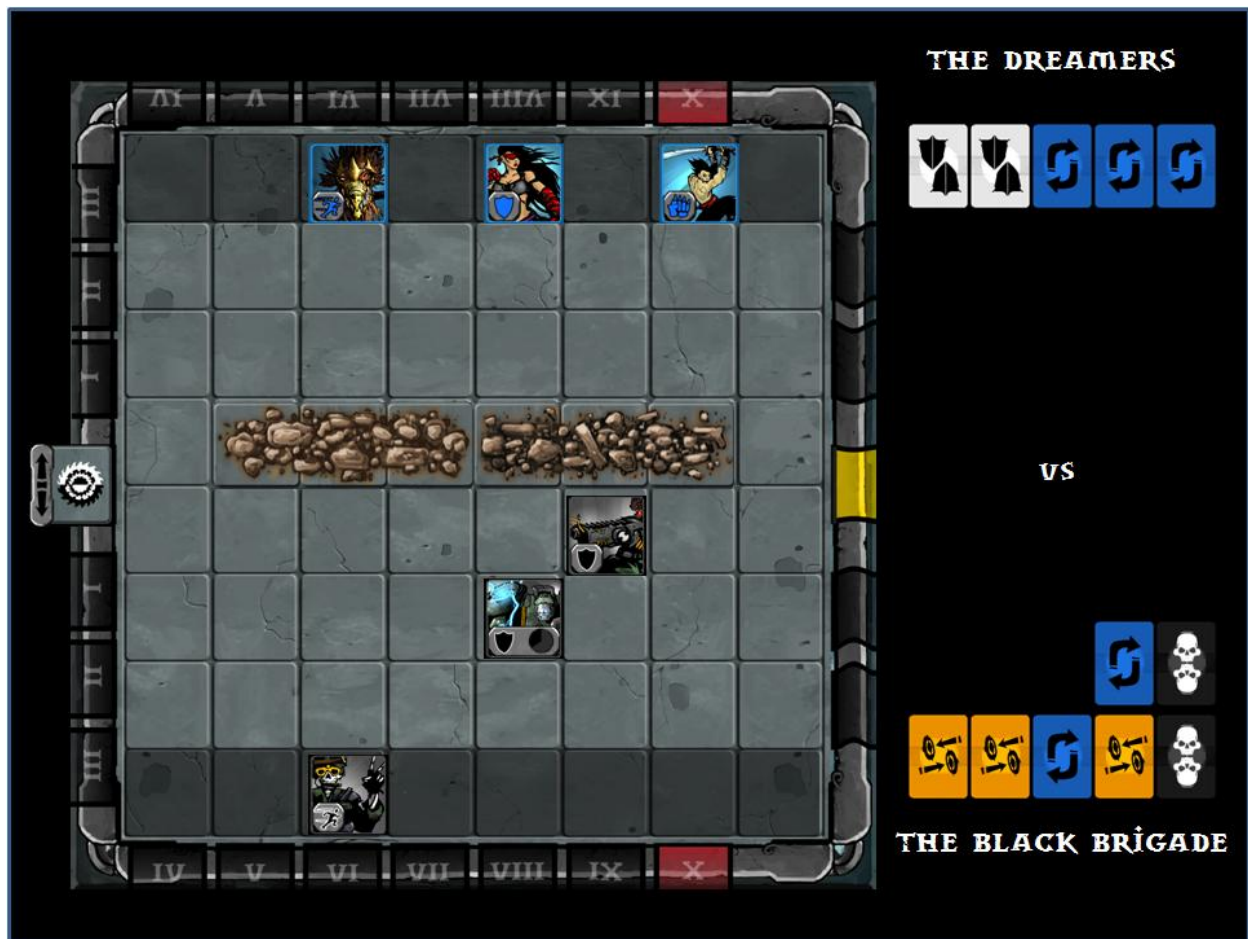


Round 1 - Turn 1:

Player 1 considers opening with Jones to try and get off a three damage nuke. The placement of the Dreamers' champions, however, means the attack would either be a lot of cards and actions or just a 2 damage nuke. He will hold that for later and try to open by taking the midfield.

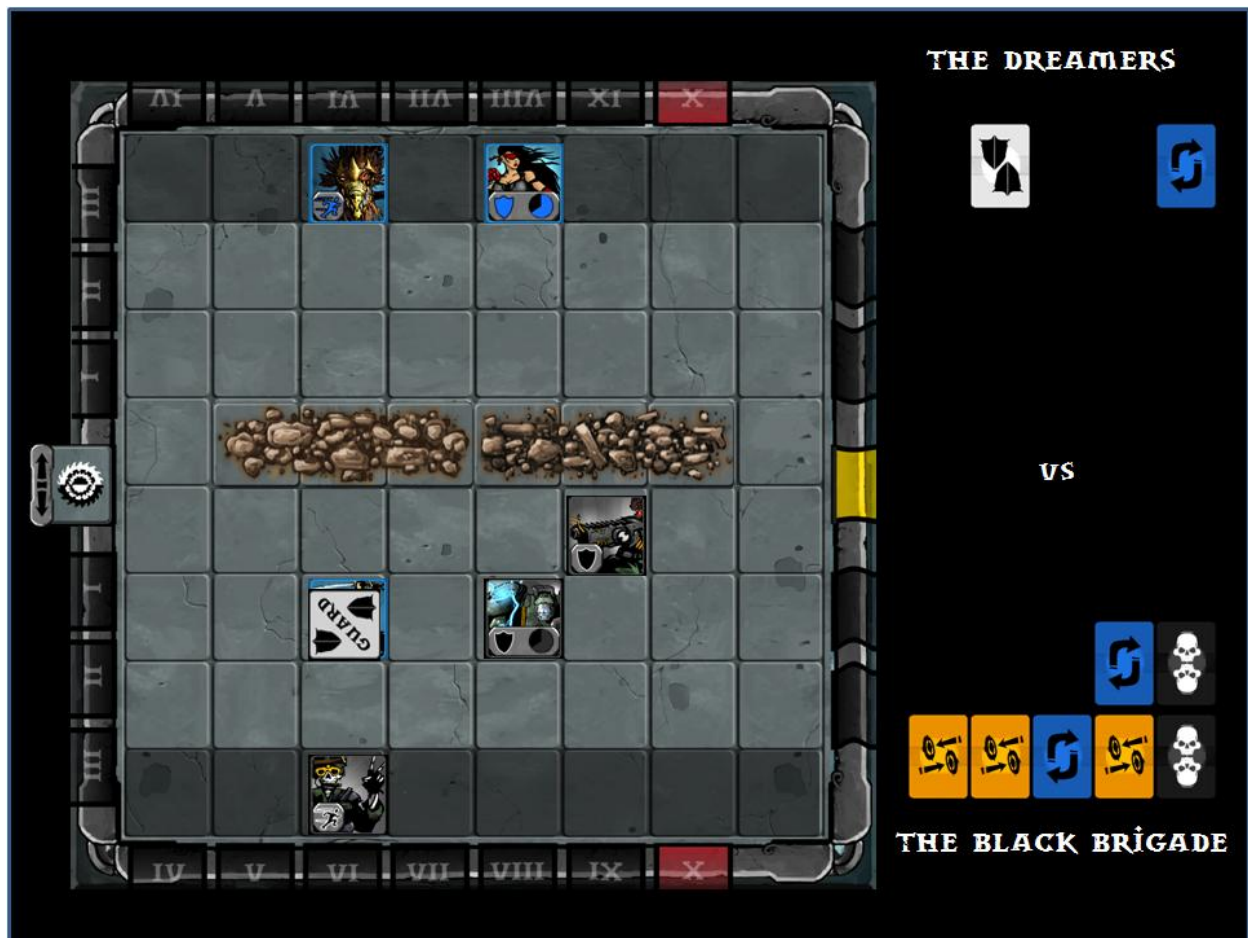
He activates the Nimbus Tank, who moves up field and then drags Railgunner Dresden forward.

The Railgunner does not take damage because he is a defender. Holding the midfield, player 1 plans and grabs a black and 2 blues.



Round 1 - Turn 2:

Knowing that Jones is the soft target and that Roshi is her primary damage dealer, player 2 starts to get him up the board. First, she activates Lea. Lea guards Roshi and then teleports him up to the wall. Player 2 pushes and teleports Roshi, this time over the wall, intentionally leaving him in range of Deseden to see if she can bluff out a barrage.

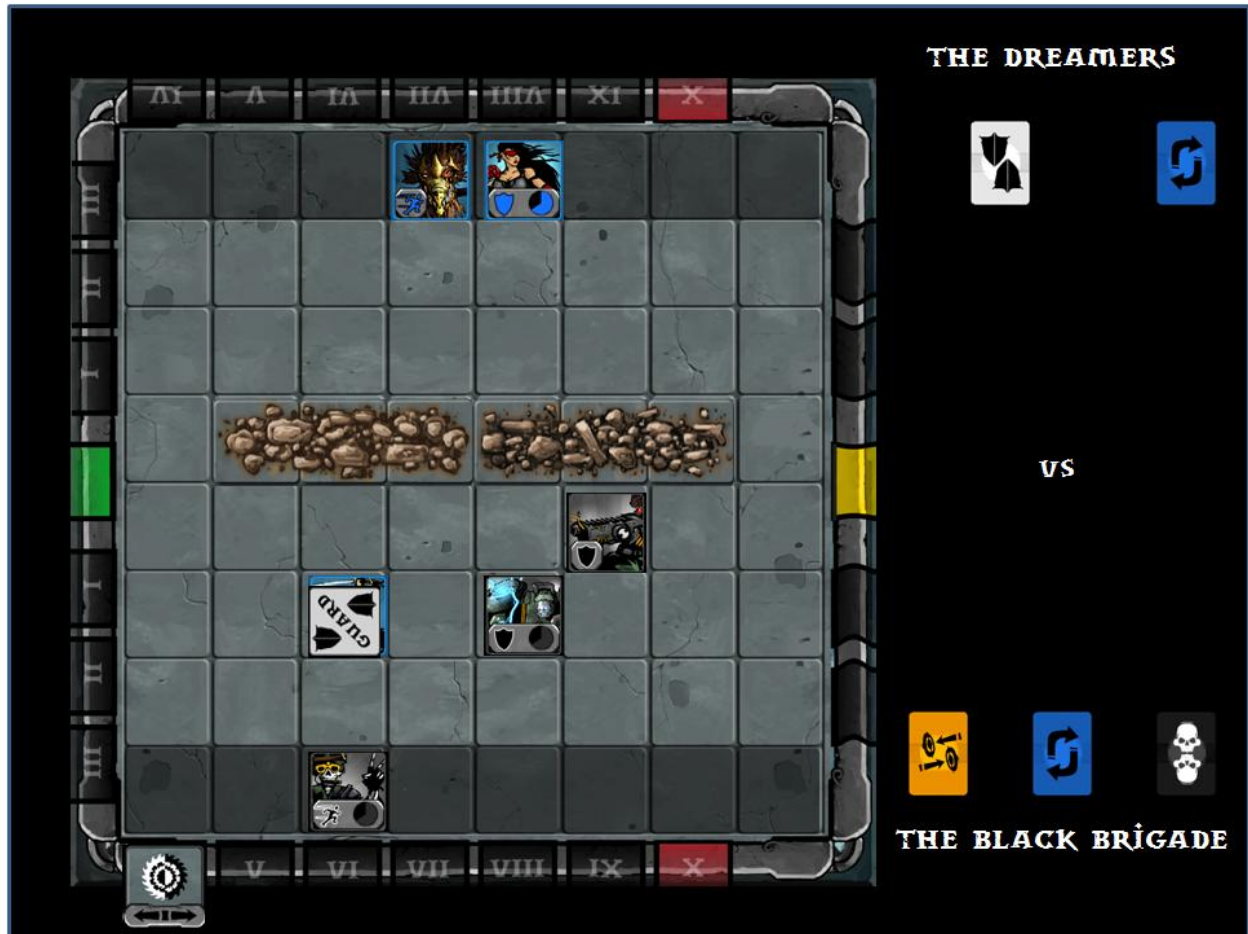


Round 1 - Turn 3:

A round of nuking, though only 2 damage per nuke, seems like the way to go. Player 1 activates Jones.

Jones' first action is to rangefinder himself so he can reach across the board, then teleport Bronzeman next to Lea.

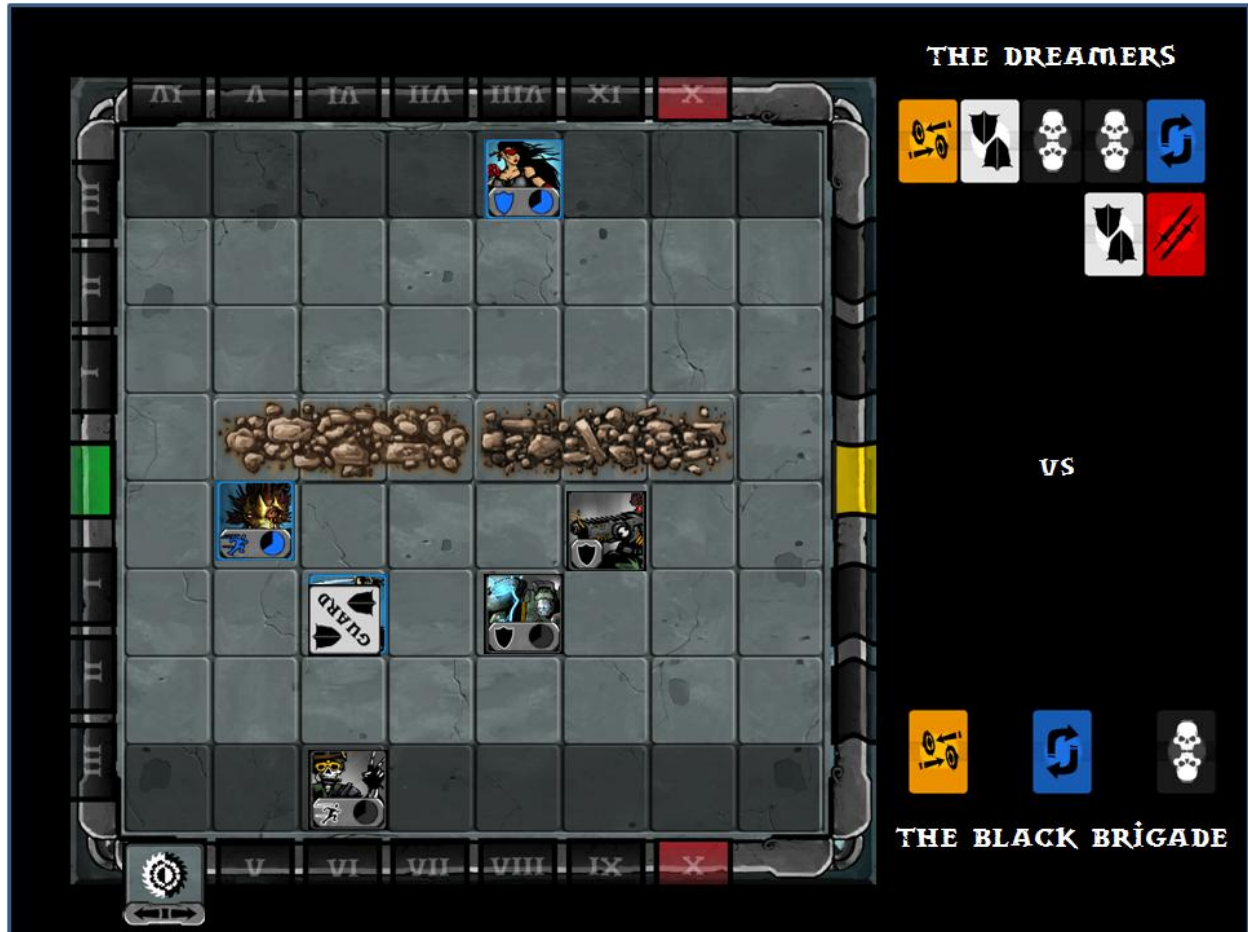
For his swift action, he nukes the pair for 2 damage. Happy with his hand, he pushes for another 2 damage nuke.



Round 1 - Turn 4:

Low on cards it's time to get Bronzemane involved.

First he moves twice to a more threatening position, then preps for his swift action drawing 2 yellows and a black. Then, player 2 plans, grabbing a blue, white, and a red.



Round 1 - Turn 5:

Dresden activates, drops covering fire on Jones, then slows Roshi, burning a blue and paying the yellow for the Skirmisher perk.

Then he plans, grabbing 2 blues and a red.



Round 1 - Turn 6:

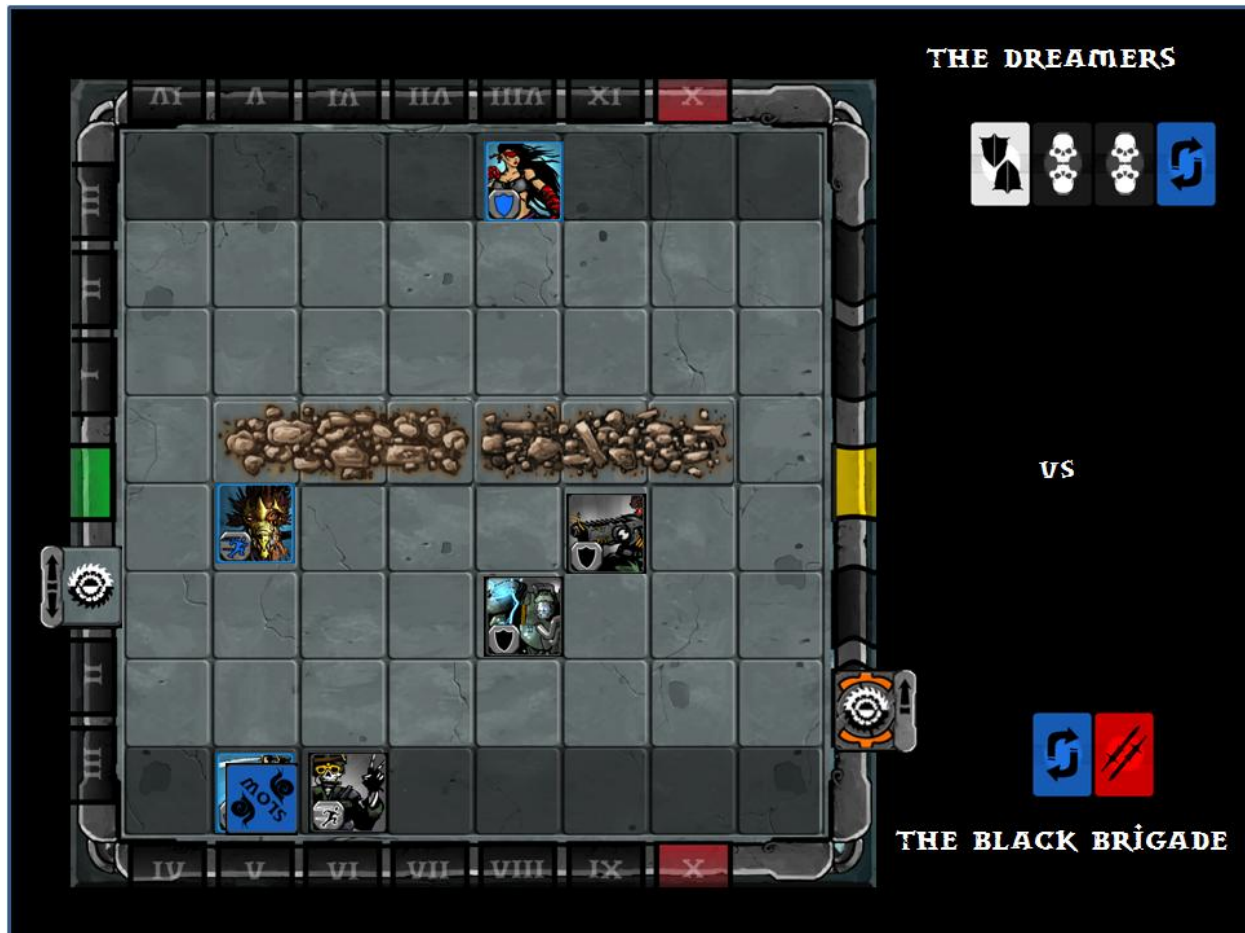
Roshi activates and charges Jones, dealing a damage. Then Roshi uses leafcutter and deals 2 damage since he has more cards than his opponent.

Thanks to the slow, that was a push so Roshi ends his activation in the covering fire. Not wanting to take the damage, player 2 guards the damage off.



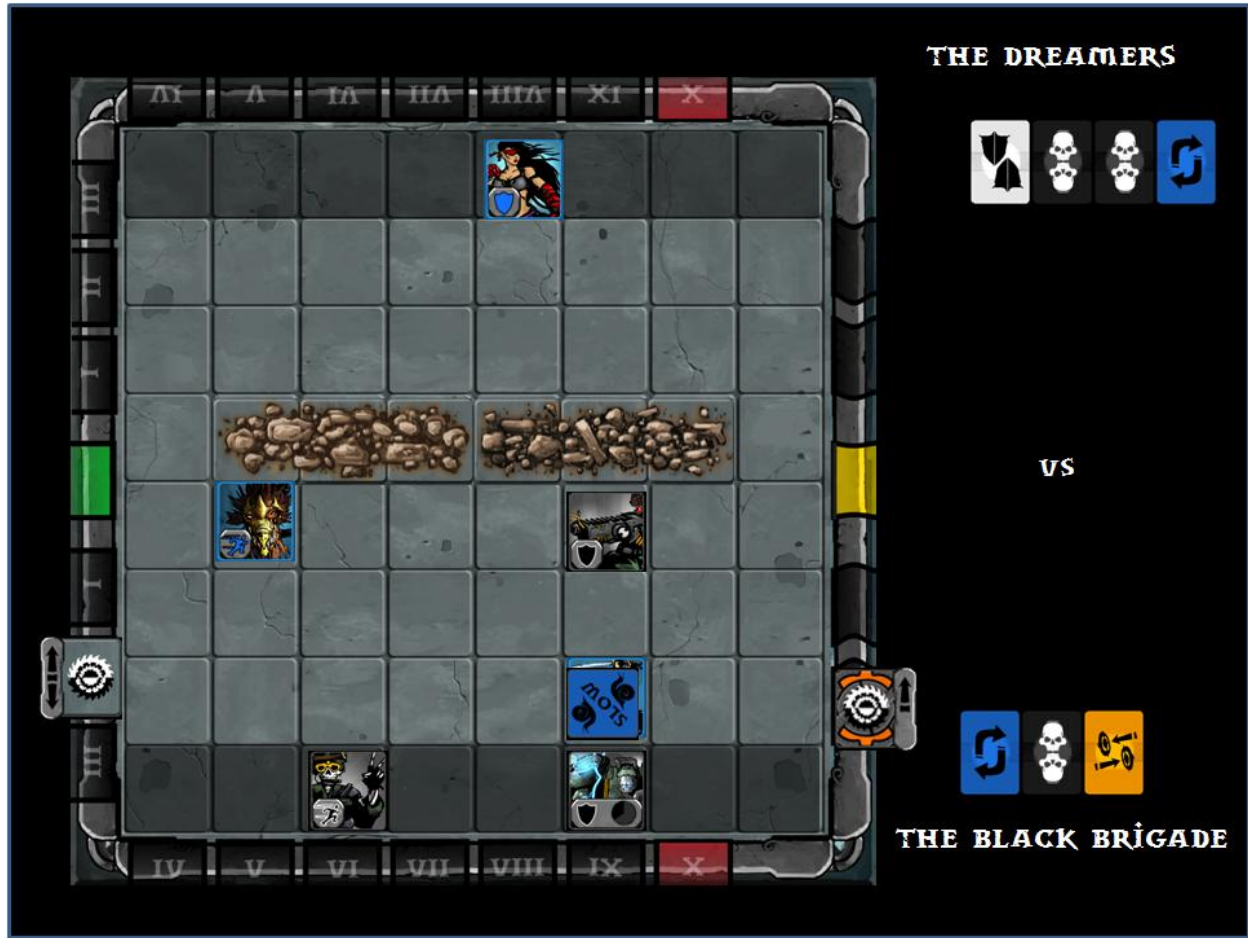
Round 1 - End

That is the end of round 1. Player 1 wins the momentum. Player 1 also sustains the slow but not the covering fire. Player 2, seeing covering fire drop, drops the guard.



Round 2 - Turn 1:

Player 1 wants Roshi off of Jones so he is free to nuke. He activates the Nimbus Tank and drags Roshi over, which costs him both of his cards. He then moves so that Roshi will not be able to move into melee range and engage either of his other champions. He then plans a blue, black, and yellow.



Round 2 - Turn 2:

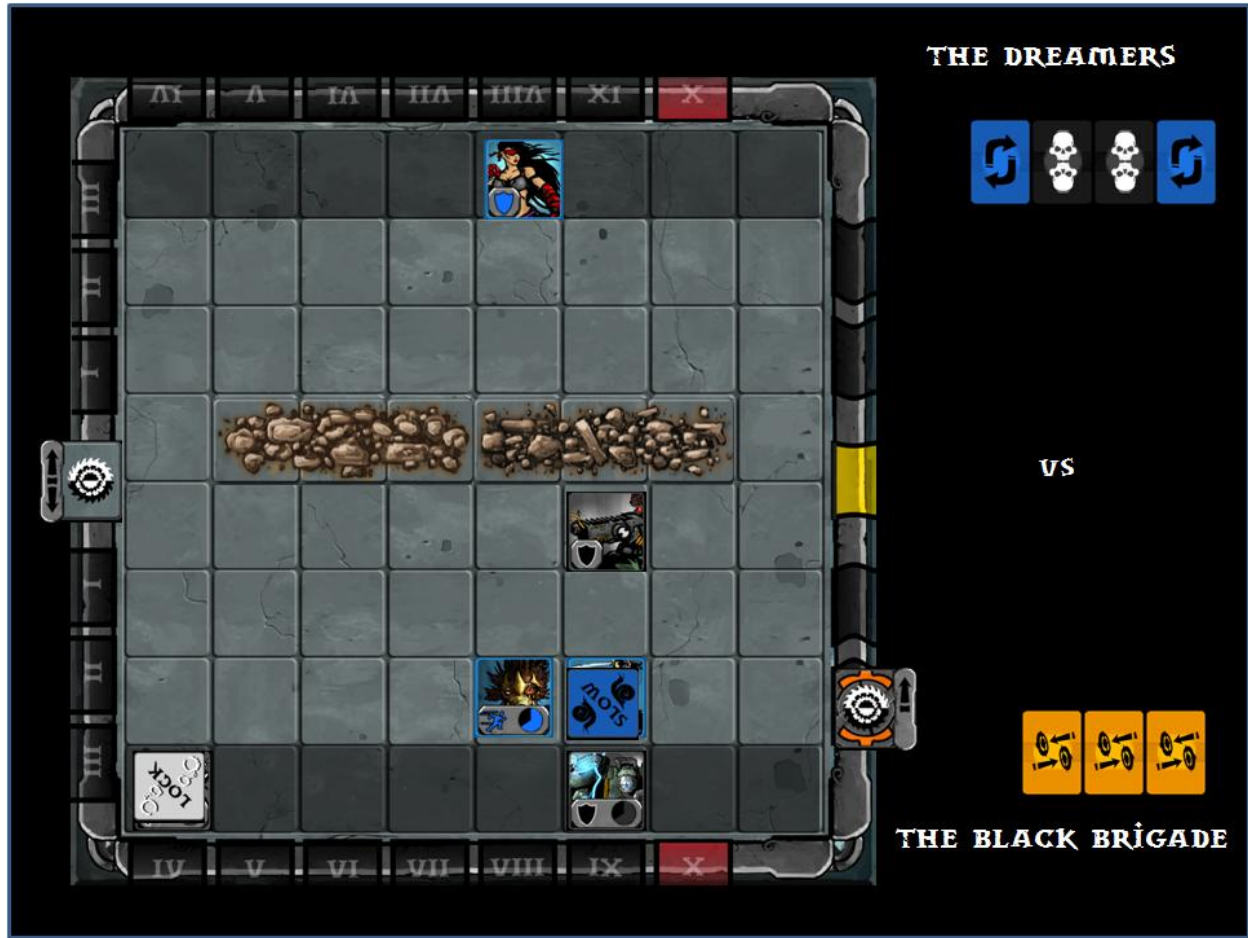
Bronzeman moves in to start shutting down the situation. He moves and then locks Jones, cutting off yellow abilities to end the nuking. For his swift action he uses preparation, drawing a red and 2 blues. By pushing, he disarms Jones.

Player 1 is in dire straits card-wise and chooses to drop the black and yellow.



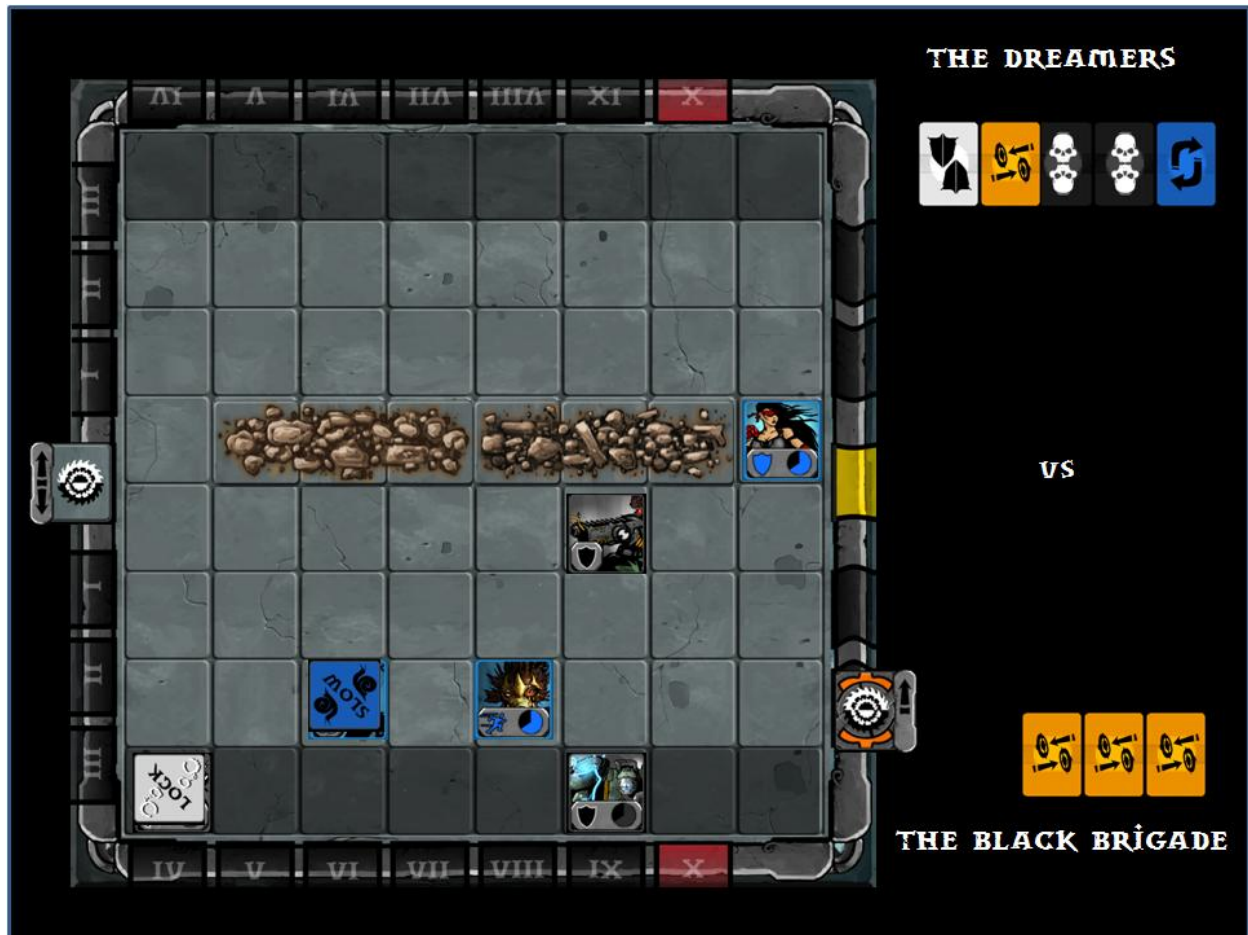
Round 2 - Turn 3:

With Jones locked player 1 knows he can't get damage from Jones, and so with just one card he uses him next. He teleports Bronzemane into melee range of the Tank and then uses the rest of his actions to move to the corner and plan 3 yellows.



Round 2 - Turn 4:

Lea is up next. She teleports herself into range of Roshi, having to go to the side to avoid the wall. Then she teleports Roshi out of engagement and plans a yellow, white, and a blue.



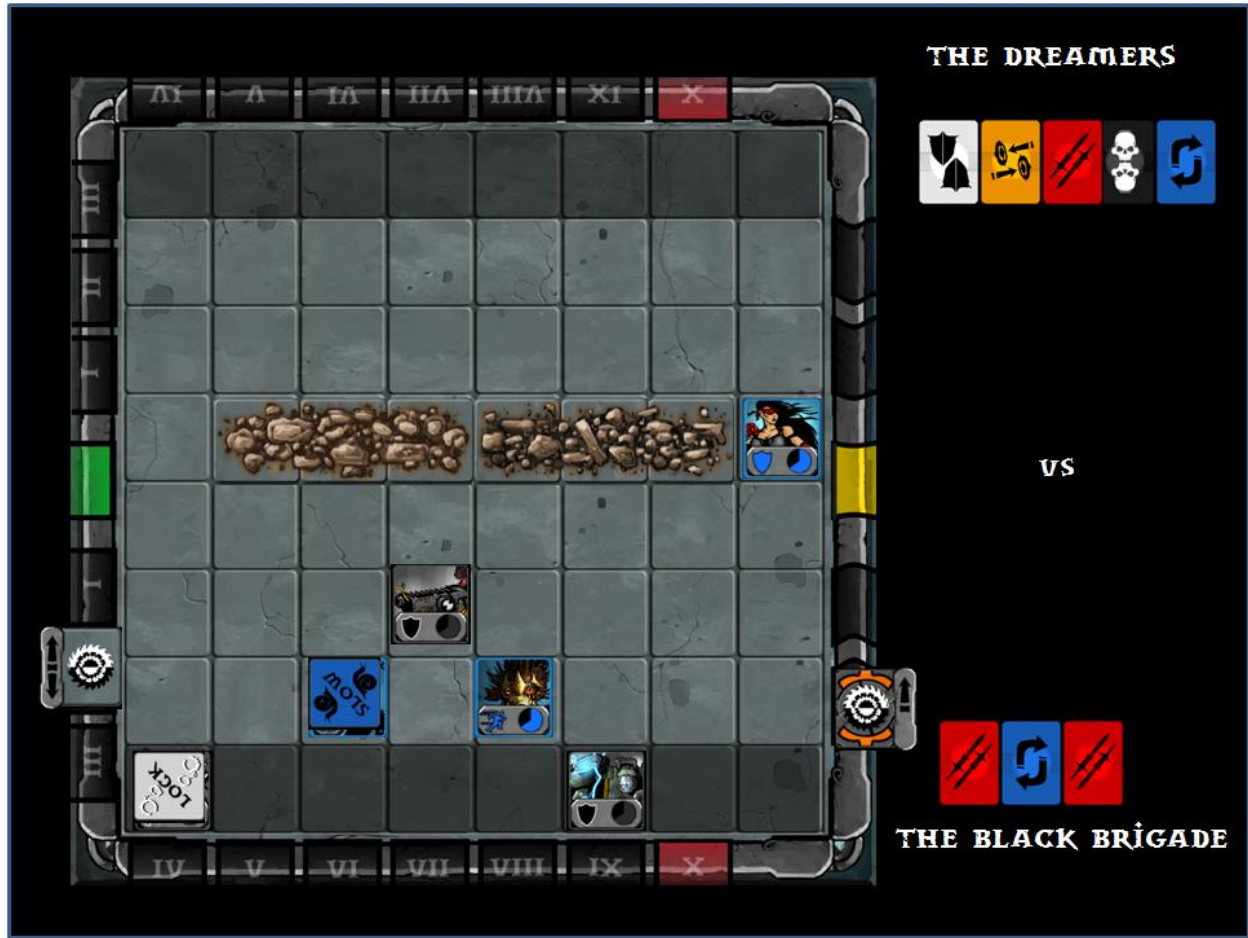
Round 2 - Turn 5:

Dresden is up. Seeing Roshi setting up for a charge, he barrages Bronzeman for 3 then moves into melee with both of them, locking Roshi down. He then plans 2 reds and a blue.



Round 2 - Turn 6:

Roshi needs to get some damage in. He considers breaking to get to Jones, but instead stays and flurries Dresden. The flurry does no damage but lets him pull 2 reds. He pushes and leafcutters Dresden for 2 which is reduced to 1 due to the defender perk. That's a push thanks to the slow and his activation ends.



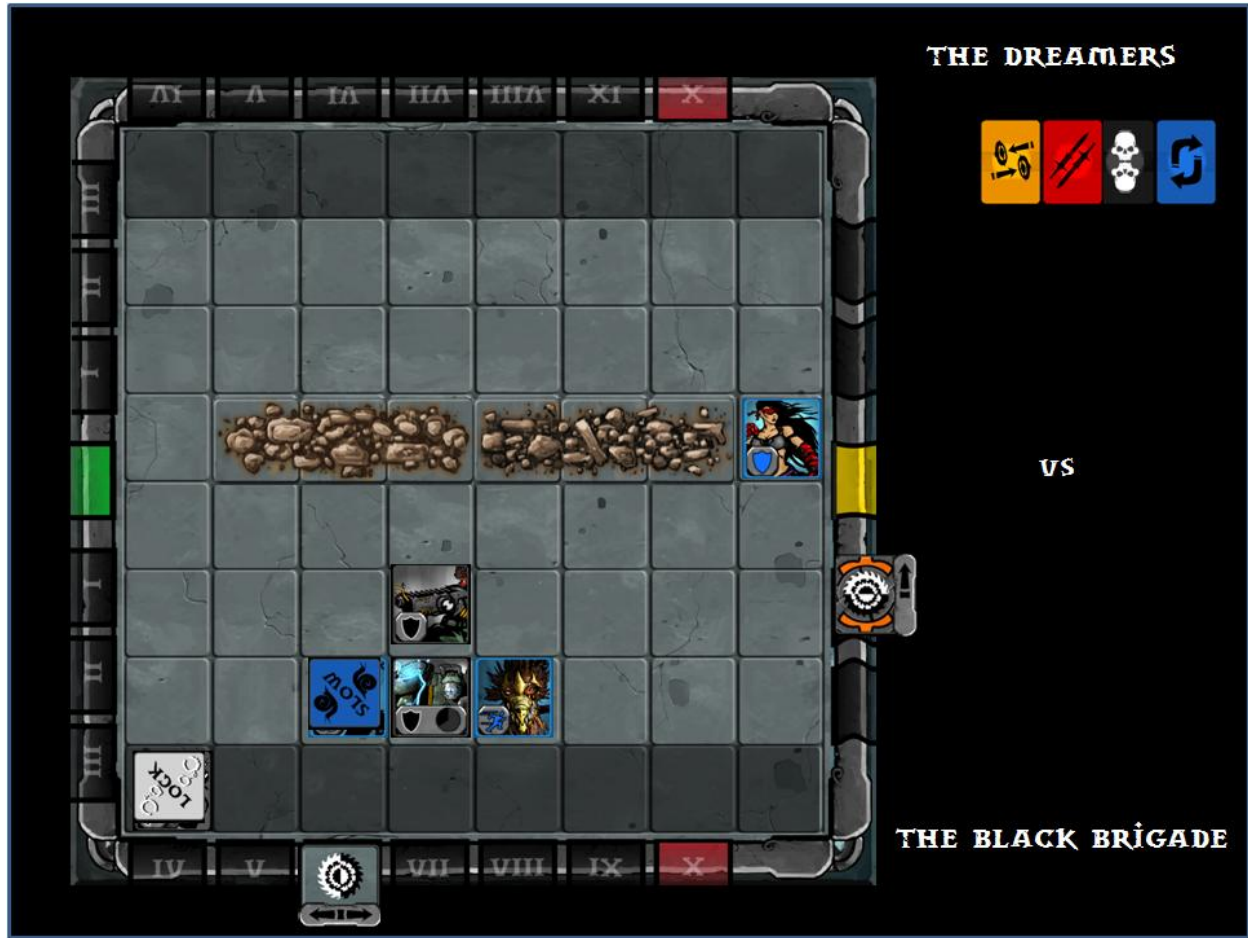
Round 2 - End

Player 1 continues to earn momentum and sustains slow. Player 2 keeps up the lock.



Round 3 - Turn 1:

Going for the kill and knowing that a disarm is coming if he holds cards, player 1 moves the Nimbus Tank to engage Bronzeman and Rosh, and sweeps twice. The second sweep is a push, ending the activation and leaving him with no cards.



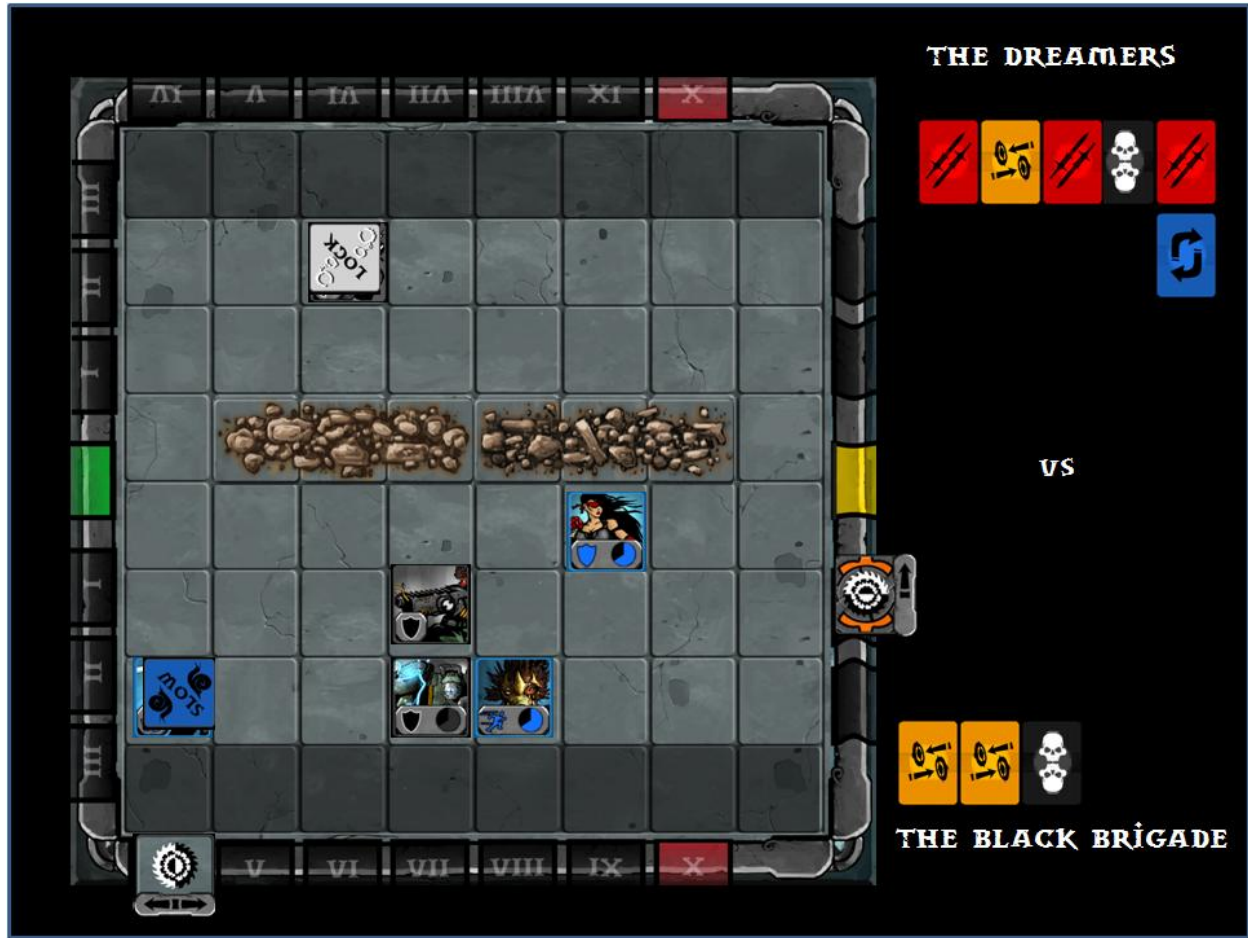
Round 3 - Turn 2:

Things aren't looking good for player 2. Saving Bronzemane for when he can disarm, player 2 activates Lea. She moves and teleports Roshi into melee with Jones. She then plans 2 reds and a blue.



Round 3 - Turn 3:

Jones can't deal damage but he can try to avoid taking Roshi's next attack in the face. Player 1 activates Jones and moves him 3 times. His retreat costs 2 break away damage but he is able to get out of range. He then plans 2 yellows and a black.



Round 3 - Turn 4:

With Jones out of range it doesn't look like there is a way to pull this one out. Player 2 simply can't generate enough damage, but she is going to give it a try. Knowing that she can't afford to take any more damage, she disarms Dresden twice emptying player 1's hand. Then she yields and plans grabbing 2 reds and a white.



Round 3 - Turn 5:

The end is coming...

Dresden activates, yields twice, and then plans, grabbing 3 blues. He's confident though that he has the win.



Round 3 - Turn 6:

He's right, it's all but over. Roshi fights to the bitter end, moving then charging Jones. He earns a point but there is no way he can swing the momentum back. That is the last activation in the round.

The Black Brigade wins on momentum.

