

North Western Titanic March

ADEPTUS TITANICUS

EVENT ESSENTIALS

LOCATION: Element Games Stockport, Hallam Street

DATE: 15th of March 2026

BATTLEGROUP SIZE: 1750pts (1 Maniple minimum)

STRATAGEM HAND SIZE: 8

STRATAGEM POINTS: 6

GAME LENGTH: 2.5 Hours

BOARD SIZE: 4x4

NUMBER OF GAMES AND ROUNDS: 3 Games Lasting 4 Rounds Each

Event Discord: <https://discord.gg/3WfGQvRPDe>

SCENARIOS: Primary missions, battlefield and planetary effects for each round will be drawn and announced before start of the round. Players will select a Secondary Mission prior to each game from an Objective Pool made up of the Secondary Missions in the Open Engine War cards**. All rules other than Primary and Secondary Missions are taken from the **Adeptus Titanicus Matched Play Guide**.

() The full set of objectives and available secondaries will be posted on the official tournament discord server. This means, if you do not own the deck of cards, you will still be able to read the description of each mission there.**

LIST SUBMISSION: Submit your list on discord or e-mail leo@peakhammer.co.uk no later than midnight Sunday the 15th February 2026.

EVENT TIMETABLE

DAY ONE:

09:00 - 09:20: REGISTRATION

09:20 - 09:30: WELCOME/INSTRUCTIONS

09:30 - 12:00: GAME 1

12.00 – 12.25: Break

12.25 – 15.05: Game 2

15:10 – 17:40: Game 3

17:40 – 18.00 : Prizes and end of tournament

18:00 : End of tournament

EVENT SPECIFICS

North Western Titanic March 2026 is a one day tournament to build a North Western Titanicus Community. Total amount of Victory points across the events will be the main scoring, followed by VP Difference and total games won should there be a tie at the end of the event, following the ruleset in the Adeptus Titanicus Matched Play Guide book by Games Workshop.

RESTRICTIONS, HOUSE RULES AND FAQs

All up-to-date FAQs published by Games Workshop are in effect including the Matched Play Guide. In addition, the following restrictions are in place:

“A Galaxy in Flames” Battlegroup Restrictions:

- This is an Early Heresy Event. As such the following restrictions are in effect:

o **One titan per maniple can be selected to take Corruptions**

o **A maximum of one Vortex Missile can be selected**

o **Psi-Titans cannot be selected (These still count as standard Warlords, as long as they are equipped as such)**

o **Warmasters cannot be selected**

o **Titans of Legend cannot be selected**

Crusade Legios:

- Crusade Legios are subject to the following restrictions:

o Crusade Legios Special Rules: If you take a Crusade Legio you must only use that Crusade Legios rules as part of your Battlegroup (i.e. you cannot take one maniple as a Crusade Legio, and one maniple as a legio from the Traitor/Loyalist Legio books). In addition, only one set of Crusade Legio Special Rules can be selected, regardless of the number of maniples and auxiliary titans taken.

o Crusade Legio Specific Wargear: Autoloaders, Diabatic Warheads and Blind Missiles can be taken on a maximum of two engines in your battlegroup each

Dawn Attack/Dusk Attack:

- Players may only select **ONE** of these two Stratagems as part of their Stratagem Hand.

Out of Range Blast Weapons:

- If a weapon with the Blast trait is out of range of the target, the shot misses. Do not roll for scatter (*note. The counters GW's own FAQ, the primary reason for its inclusion is to assist speeding up tournament play*)

White Dwarf Stratagems (i.e. Venerable Machine Spirit):

- These Stratagems are not valid in tournament play and cannot be selected as part of your Stratagem Hand

“A Score to Settle” Tertiary Objective:

- **A Score to Settle cannot be selected as a Stratagem however other Tertiary objectives can be taken and scored as per the rules in the Matched Play Guide**

Warbringer Titans:

- Warbringer's are considered to have Tracking Gyros built into them for free. They are always considered to have an Arc of fire on their carapace weapon for no extra points.

ARMY SELECTION:

Battlegroups should be chosen from available Titan Legios and Knight Households using all current Games Workshop publications, including Crusade Legios. The latest FAQs and new rulings from the Adeptus Titanicus

APPENDIX

Matched Play Guide are in effect, as well as certain event-specific House Rules and rulings listed below. Battlegroups and Households must be built using the "A Galaxy In Flames" setting rules as outlined above.

TOOLS OF WAR:

The Event will provide tables and terrain. Players are expected to bring everything else they require to play each game including:

- Their Battlegroup.
- Any Battlefield Assets.
- A copy of the Open Engine War Cards. **(Optional, but recommended)**
 - <https://www.warhammer.com/en-GB/shop/adeptus-titanicus-open-engine-war-card-pack-eng-2023>
- A copy of the Matched Play Guide (If they have one - non essential).
- Any required Status Markers.
- Command Terminals **(Digital or Physical)**
 - If using digital command terminals, make sure they are already set up
- All relevant publications they may require.
- Two physical copies of their Battlegroup roster.
- At least **three 32mm** Objective Markers.

SCORING:

Victory Points will be taken from the Primary and Secondary objectives from the Open Engine War Cards. **A maximum of 40 victory points can be scored per game** including those scored from Tertiary Objectives. Tournament rankings will be based on total amount of victory points across the event. Should there be any ties, then the tiebreakers outlined in the Matched Play Guide will be used

• **Tertiary Victory Points** can be added to either primary or secondary VPs but the overall total VP's scored cannot exceed 40 VP's per game.

STRATAGEM HANDS & PERSONAL TRAITS:

The rules for Stratagem Hands are outlined in the matched play guide, however, for those without a copy details of what Stratagem Hands are can also be found in the appendix. Stratagem Hands and Personal Traits are selected as per the Matched Play Guide at battlegroup creation and must be included on the Battlegroup/Household roster. Your roster must be submitted via email to leo@peakhammer.co.uk or via the official tournament Discord (<https://discord.gg/3WfGQvRPDe>) no later than midnight Sunday the 15th Feb 2026. Your list can only contain any new releases (rules/models/weapons) if they were released (not including pre-order) by GW no later than Saturday the 24th of Jan 2026. As this tournament is 1,750pts each player must preselect a stratagem hand of EIGHT Stratagem Cards to be used of which SIX(6) points worth can be played in each game if playing against a Titan Legio plus two more for each additional Legio after the first their opponent is running if applicable. If playing against a Knight Household the Stratagem Points are FOUR plus any modifiers.

TABLE TERRAIN:

The tables at our event are laid out to provide interested and narrative challenges to people playing on those boards. Some tables will be more densely populated than others and this is intentional. Tables are not intended to be balanced. It is the responsibility of both players to agree before the game starts what type each item of terrain represents, however, as a rule of thumb these will have been set out with the following intentions:

- **Blocking Terrain:** Any complete building, silo, rock, tall ruin or similar. Anything that physically blocks line of sight or is of comparable height to a titan. You cannot shoot through the middle of blocking terrain even if there are items which allow you to see through (ruined windows etc.). You must consider the terrain's silhouette when drawing line of sight.
- **Difficult Terrain:** Any low-level ruin, River style features, pools, pipes or craters
- **Destroying Terrain** – All terrain features are considered to have the following stats;
2 Wounds (Per building, larger items made out of smaller buildings will count each small building as a part with 2 wounds. If it is destroyed – Remove the small destroyed section and keep the rest until and if destroyed)

Direct Hit – 15-16

Critical Hit – 17+ (Auto Destroy)

APPENDIX

- **Impassible Terrain:** Is a feature we avoid adding to tournament tables. No item should be considered impassible
- **Wall Sections:** Some tables may have walls, walls should be considered to be Blocking Terrain for the purposes of line of sight. Knight Households may encounter unforeseen issues with crossing walls if they are put on a table with this feature due to their scale. Knights can cross walls too high per their scale by counting it as Difficult terrain for the purposes of movement. Regardless of the minimum distance travelled to traverse the wall they can move a maximum of half their normal movement speed during their movement if they cross a wall.

Do not change the table layout

GAME PUNCTUALITY & LATE ARRIVAL TO A ROUND:

If you are more than 15 minutes late to arrive for the start of the round then your game will be forfeited with a 3 TP, 40 VP win assigned to your opponent and a 0 TP 0 VP loss assigned to yourself.

Obviously, some situations are unavoidable and we understand that problems may arise. If you anticipate lateness to the start of a round, please contact the TO's as soon as possible and communicate to them the extent of the delay. The TO's may take this into account if your opponent is happy to continue to wait for your arrival. To mitigate impact to an opponent's weekend the TO's may, if possible, offer the opponent a game with a stand-in player however this game will not alter the forfeits scoring.

STRATAGEM HANDS

In organised play, Stratagems are handled in a different way to other styles of play. In this case; Stratagems are chosen when building your Battlegroup and the chosen Stratagems remain the same over the entire event. This selection of Stratagems is known as the Stratagem Hand.

To create a Stratagem Hand, **you choose 8 stratagems to be part of your hand.** A player can select any Stratagems from those available to them, determined by their Legio or Household, allegiance, etc. following all normal restrictions (e.g. only one copy of each Stratagem is allowed unless noted otherwise). If a Stratagem is allowed to be purchased multiple times, each separate purchase counts towards the total number of Stratagems allowed. All Stratagems selected as part of the Stratagem Hand must be clearly noted down on the battlegroup roster. It is common for a player to show their opponent their roster before a battle to ensure fairness; as such, Stratagems will be known by the opponent in matched play.

STRATAGEM POINTS

You start with 4 Stratagem Points and gain +2 for each different legio your opponent runs.

As an example, if you play against someone who runs Legio Mortis **and** Legio Tempestus, you will have 8 Stratagem Points total to use over the game. If you face **only** Legio Mortis as an example, you will have 6 Stratagem points to use on your Stratagem hand over the course of the game.

The cost of each stratagem is noted at the bottom of the card.

OBJECTIVE POOLS

Objectives are chosen for each game from the Secondary objectives in the Open Engine War Cards. You decide which games to play which objectives, however, you can only play each objective once. When you have used a secondary objective, you cannot then use it again in a subsequent round. Objectives used in each game must be clearly annotated on your scoresheet for your opponent to see.