MAXIMAL FIRE

BEACHHEAD 2027

ADEPTUS TITANICUS
"THE END AND THE DEATH" TOURNAMENT

EVENT ESSENTIALS

LOCATION: Bournemouth International Centre (BIC)
DATE: 13th and 14th February 2027
GAME: Adeptus Titanicus
SYSTEM: "The End and the Death" Open Engine War System and Scoring (see below)
BATTLEGROUP SIZE: 1,750pts/2,500 Epic Clash
STRATAGEM HAND SIZE: 6/8
STRATAGEM POINTS: 5/6
GAME LENGTH: 2.5 Hours
BOARD SIZE: 4x4
NUMBER OF GAMES AND ROUNDS: Five Games Lasting 5 Rounds Each

SCENARIOS: Primary missions for each game will be drawn and announced before each round by Maximal Fire from the Open Engine War cards to be played across every table. 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. All other Open Engine War Cards are not in effect.

PRIZES: 1st, 2nd and 3rd, Master Artificer Award (Best Painted), Esteemed Princeps (Best Sport) and Titan Slayer (Most Engine Kills).

LUNCH: The BIC offers a selection of food that can be purchased and eaten on location. Players cannot consume their own food or food brought from elsewhere in the premises.

PAINTING: All models should be painted with at least three colours, and based as standard.

LIST SUBMISSION: New Recruit is planned to be used for event placements and scoring. As such you must sign up to the event on New Recruit in advance of the event (please download the app in advance) and submit your Battlegroup rosters via the app no later than midnight Sunday the 31st January 2027. As this event uses different points on each day, everyone should submit two lists – one for each day.

EVENT TIMETABLE

DAY ONE:
08:30 - 09:00: REGISTRATION
09:00 - 09:15: WELCOME/INSTRUCTIONS
09:15 - 11:45: GAME 1
11:45 - 12:30: LUNCH (Best Painted Comp)
12:30 - 15:00: GAME 2
15:00 - 15:15: BREAK FOR ADMIN
15:15 - 17:45: GAME 3
17:45 - 18:00: GO HOME

DAY TWO:
09:00 - 12:00: GAME 4
12:00 - 13:00: LUNCH (Best Painted Finals)
13:00 - 16:00: GAME 5
16:15 - 16:45: BREAK/TITAN WALK
16:45 - 17:00: PRIZES/END OF EVENT

EVENT SPECIFICS

BEACHHEAD 2027 is a two-day, five game individual tournament event run alongside the Beachhead Expo at the Bournemouth International Centre. This is a Swiss style Tournament system based around a combination of the Primary and Secondary Objectives from the Open Engine War Missions and the scoring system outlined in the "Adeptus Titanicus Matched Play Guide" by Games Workshop.

At the end of the event, we will be awarding a selection of prizes to the individuals which overall ranked highest, the individual with the best painted Battleforce, Most Engine Kills and Best Sport. The event will be split with three games on Saturday played at 1,750 points and two games on Sunday played at 2,500 points. **Both lists must have the same Legio rules and Allegiance.**

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:

- **"THE END AND THE DEATH" BATTLEGROUP RESTRICTIONS:**
  This is a Late Heresy Event. Every titan chassis is available to choose from with the following exception:
  - Titans of Legend cannot be selected

- **CRUSADE LEGIOS:**
  Crusade Legios are subject to the following restrictions:
  - ***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.
  - ***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

- **TERTIARY OBJECTIVE- "A SCORE TO SETTLE" & "JUSTICE FOR THE FALLEN":**
  A Score to Settle and Justice for the Fallen **cannot** be selected as a Stratagem however other Tertiary objectives can be taken and scored as per the rules in the Matched Play Guide

- **"DOMINANT STRATEGIST" PRINCEPS TRAIT:**
  Dominant Strategist **cannot** be taken as a Princeps Trait

- **WARBRINGER TITANS:**
  Warbringer's are considered to have Tracking Gyros built into them for free. They are also allowed to draw on all Reaver Weapons except those with the "Melee" trait.

- **VORTEX MISSILES:**
  The usual "1 per maniple rule" applies to Vortex Missiles however, the maximum number that can be taken in a Battlegroup is **TWO**

- **PSI-TITANS ANTIPATHIC TEMPEST:**
  The Psi Titan psychic powers wording and stat line is replaced with the following:
  - "When a unit that has channelled Antipathic Tempest is activated in the Movement phase, it cannot move or make turns. Instead, pick an opposing players unit within line of sight and within the Psi-Titan's front arc. Place the 5" Blast Template anywhere so that the central hole is placed fully on the target models base and resolve a weapon attack against any model touching the Blast Template (models under the central hole are hit once, not twice) using the following weapon profile:

Dice	*Strength*	*Arc*	*Traits*
1	8	Front	Blast (5"), Concussive, Psi, Quake

Attacks made with Antipathic Tempest automatically hit – no roll is required and the Blast Template does not scatter

EVENT SPECIFICS

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 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 "The End and the Death" 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.
- Any required Status Markers.
- Physical command terminals (Digital terminals are NOT acceptable).
- A mobile device with New Recruit downloaded onto it (with an active account).
- 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. Tournament Points and player rankings will be determined using the scoring format outlined in the Matched Play Guide. Matches will be selected per the Swiss format.

- **TERTIARY VICTORY POINTS:** When scored are combined with to your total secondary VPs. The overall combined total of Secondary and Tertiary VPs cannot exceed more than 10 VPs total per game.

i.e. – You score 6 VPs from your Secondary Objective and 5 from your Tertiary. Your combined secondary VP total is 10 VPs. Not 11

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 New Recruit no later than midnight Sunday the 31st January 2027. 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 2027.

As this tournament is 1,750pts and 2,500pts each player must preselect two sets of stratagem hands of SIX (for day one) and EIGHT (for day two) Stratagem Cards. Available points to play in each game follow standard rules for Stratagem points at Confrontation (for day one) and Epic Clash (for day 2) matched play levels.

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 terrains silhouette when drawing line of sight.

- ***Difficult Terrain:*** Any low-level ruin, River style features, pools, pipes or craters

- ***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 there 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.

If both players agree they can make small changes to the terrain format such as moving items or removing items. If any change to the table is made it MUST be returned to how the table looked prior after the game is concluded. Any handling of the terrain must be completed with care and any breakages immediately reported to a TO.

BEST PAINTED COMPETITION:

The Best Painted award this year will be judged by the Maximal Fire team. In the event of a tie Maximal Fire will request a tie break vote from another Beachhead TO. This is a change from last year to allow people more time to enjoy the convention. After Game 1 has finished on Day 1 (just prior to lunchtime), please arrange your models on your table for display. Please note that although display boards are highly encouraged (as they look awesome!), this award will only focus on the titan battlegroups and display boards will not be considered when judging.

GAME PUNCTUALITY & LATE ARRIVAL TO A ROUND:

Punctuality at events is a courtesy that should be extended to all opponents but sadly it's something that has now come up at more than one event. Plenty of time is factored in throughout the day for Lunch and attending the wider convention as well as a later start on the Sunday. It is not acceptable to be unreasonably late to the start of the event. This not only impacts your own enjoyment of the weekend but also damages your opponent's enjoyment as well. 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.

TITAN WALKS:

At every Beachhead event we try and get everyone and their titans together for a mass community photoshoot. This takes place after the end of game 5 while scores are being counted and winners determined. At the end of game 5 please pack up your equipment as quickly as possible and clear the table. A table will be set aside for the photo shoot, please move your models to that table as quickly as you can (assuming you want to take part) and leave plenty of room for others by stepping aside so they can do the same when you have finished.

APPENDIX

OTHER FAQS, RULES AS WRITTEN INTERPRETATIONS AND AMBIGUITIES

All rulings from the Maximal Fire House Rules and Rulings document are in effect apart from the Optional House Rules (*see above for House Rules being used for this tournament*). This document will be available separately on the https://maximalfire.com/resources website, and covers areas of discussion and ambiguity. Refer to this document before calling a Referee over should they arise during the game.

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, each player selects a number of Stratagems depending on the Battle Level of the game: 4 for Skirmish, **6 for Confrontation** and **8 for Epic Clash.** 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.

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.

GAME DEPLOYMENT (TAKEN FROM MATCHED PLAY GUIDE)

Game One: Strengthened Flank
Game Two: Staggered Front
Game Three: Fortified Position
Game Four: Confrontation
Game Five: Line of Battle