

MAXIMAL***FIRE***

BEACHHEAD WARM UP 2025

ADEPTUS TITANICUS “THE END AND THE DEATH” TOURNAMENT

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EVENT ESSENTIALS

LOCATION: Entoyment Wargaming Centre

DATE: 27th September

GAME: Adeptus Titanicus

SYSTEM: "The End and the Death" Adjusted Open Engine War with Matched Play Guide Scoring (see below)

BATTLEGROUP SIZE: 1,850pts Epic Clash

STRATAGEM HAND SIZE: 8

STRATAGEM POINTS: 6

GAME LENGTH: 2.5 Hours

BOARD SIZE: 4x4

NUMBER OF GAMES AND ROUNDS: Three Games Lasting 5 Rounds Each

SCENARIOS: Primary missions for each game will be randomly drawn before each round by Maximal Fire from the Open Engine War cards to be played across every table. Players will select a Secondary Missions 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.

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

LUNCH: Entoyment 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. There are other food options available nearby.

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

LIST SUBMISSION: You must submit your Battlegroup roster to maximalfire@gmail.com no later midnight Sunday the 21st September 2025. This must be in a clear Word Doc format or Battlescribe

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: PRIZES/END OF EVENT

EVENT SPECIFICS

BEACHHEAD WARM UP 2025 is a one day, three game individual tournament at Entoyment Wargaming Centre. This is a Swiss style Tournament system based around a combination of the Victory Points from the Open Engine War Missions and the “Adeptus Titanicus Matched Play Guide” by Games Workshop. At the end of the Saturday, 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, Best Sport and Wooden Spoon. The event will be split with three games on Saturday played at 1,850 points

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” Event Era:***
 - This is a Late Heresy Event taken from the Maximal Fire “Era’s” battlegroup restrictions. There are no model restrictions that need to be factored into this event
- ***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.
 - ***Legio Specific Wargear:*** Autoloaders can only be taken once per maniple.
- ***Titans of Legend:***

Cannot be taken as part of a Battle Group
- ***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 Matched Play Guide are in effect, as well as certain event-specific House Rules and

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rulings listed below. Battlegroups and Households must be built using 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, Battlefield Assets, Matched Play Guide, Open Engine War Cards and Status Markers, physical command terminals and all relevant publications. Each player should bring two PRINTED physical copies of their Battlegroup roster, as well as at least **three 32mm** Objective Markers. Apps and tablets in place of physical terminals are NOT acceptable however apps for Stratagems are permitted as long as the selection is disclosed to your opponent.

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 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.

STRATAGEM HANDS & PERSONAL TRAITS:

Despite the missions being chosen from the Open Engine War Cards, all other rules from the Matched Play Guide will be in effect including Stratagem Hands. 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 to maximalfire@gmail.com no later than midnight Saturday the 21st Sept 2025. 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 13th of Sept 2025.

As this tournament is 1,850pts each player must preselect a stratagem hand of EIGHT Stratagem Cards to be used of which SIX 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.

BEST PAINTED COMPETITION:

The Best Painted award is Peer voted with the TO's vote breaking a Tie. After Game 1 has finished (just prior to lunchtime), please arrange your models on your table for display to your peers. Before the end of Lunch, please ensure that you take time to view all the models on the table and vote for your favourite (details of how this will be done will be explained on the day).

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. It is not acceptable to be unreasonably late to the start of the event. This not only impacts your own enjoyment of the day 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.

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.

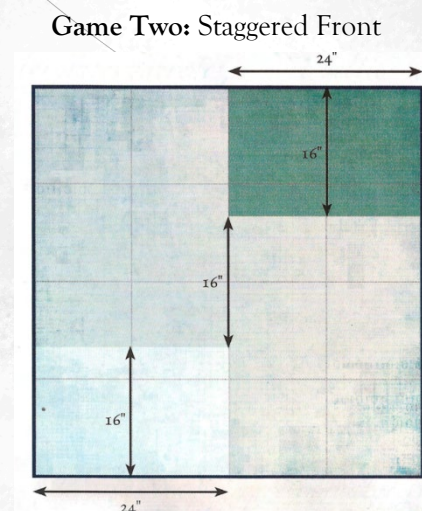
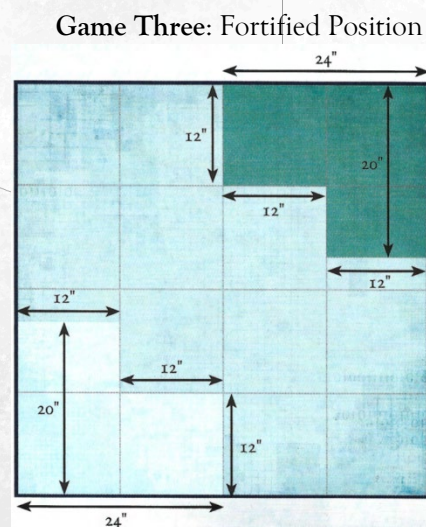
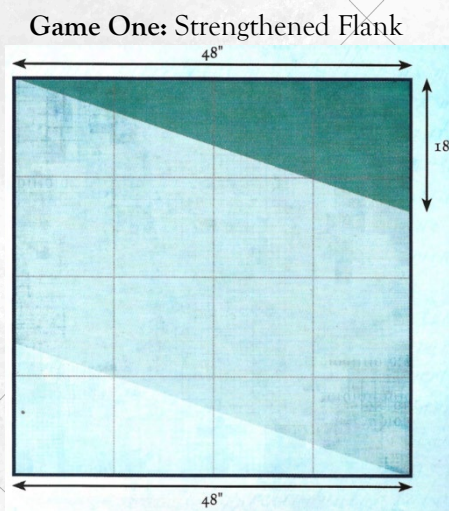
GAME DEPLOYMENT (FROM THE MATCHED PLAY GUIDE)

Game One: Strengthened Flank

Game Two: Staggered Front

Game Three: Fortified Position

DEPLOYMENT MAPS



APPENDIX

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.