MAXIMAL FIRE

UNOFFICIAL RULINGS AND TOURNAMENT GUIDE

As of Oct 16th 2023

“Current” suggested restrictions for Tournaments and TO’s

This section is intended to offer tournament organisers a jumping off point when building their own tournament packs. The below are restrictions and clarifications which have been tied and tested in multiple tournaments and are intended to keep the “balance” right and reduce undue tournament agro and “feel bad”. They are also to highlight to TO’s potential combinations which are open for potential exploitation. This is a “point in time” suggestion based on the current publications as of April 2023 and is subject to future evolution.

Note that their inclusion below does NOT supersede specific restrictions which are outlined in the event pack. These are suggestions for TOs to use in their events and are not intended to outline restrictions in place for any given event.

* ***Vox-Blackout*** – if used in the First Round of the game, both players may still use any first turn *Stratagems (Overcharged Cannon, War March etc.).*
* ***Dawn Attack/Dusk Attack –*** Players may only select ONE of these two Stratagems.
* ***Acastus Knights***can only be taken by Knight Households
* ***Crusade Legios*** – Crusade Legios are permitted with the following restrictions:
  + Custom Legios can be taken as the only legio option in a Battlegroup and only 1 set of custom legio traits can be selected. They may not be combined with other legio rules or alternative custom legio rules
* ***Out of Range blast Weapons –*** if a blast weapon 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) –*** are not valid in tournament play

Unofficial “House” Rules Clarifications and rulings

This section is designed as unofficial clarifications and rulings on ambiguous rules. This is strictly our interpretation of how some frequently asked questions should be played, so that all players will know before an event what to expect. In a Maximal Fire organised Tournament play these rules will be enforced as below.

**Rules as Written clarifications and rulings**

* ***Armiger Knights –*** Can only be taken in a Titan Legio if there is at least one other Knight banner selected as part of the battleforce without the retainer rule (i.e Lancers/questoris etc.)
* ***Collisions –*** You cannot voluntarily collide with another titan. Collisions only occur when a titan is forced to move. i.e., Concussion special rule, falling, destroyed titans, “Fearful” Awakened Entity result etc.
* ***Concealment Barrage –*** When two titans are both covered by a Concealment Barrage, they cannot target each other with any attacks.By the wording of the stratagem “Any part of the battlefield underneath the template BLOCKS line of sight”. Weapons need line of sight from the weapon to the target, if two units are in close quarters within a concealment barrage, they cannot see each other and so cannot attack one another.
* ***Failed Order Rolls*** *–* when you fail an order roll you cannot issue any more orders to any other titan or maniple unless a supporting rule says you can. i.e., “Iron Resolve” Stratagem, “Might of the Omnissiah” Axiom Maniple rule, legio traits etc.
* ***Falling Titans –*** Ignore Void Shields. If you can walk through voids you can fall through voids.
* ***Full Stride –*** When activating on Full Stride in the combat phase the unit must move in one single straight line within its front arc without turns or zigzagging. Knights have no front arc, they can Full Stride in any direction, however, this must still be made in one single straight line
* ***Princeps Seniores Command Bonus –*** You only receive a +2 to command checks for Orders. No other command check roll such as Machine Spirit
* ***Princeps Seniores Personal Traits –*** You receive one Personal Trait PER MANIPLE taken in your battlegroup. If the game is being played with choosing rather than rolling personal traits, you cannot take the same trait more than once.
* **Shaken (Knights rule)** – A shaken test is taken each time a knight model is removed (not one command check at the end of the attack). To calculate the number of shaken tests required, total the number of knights that were removed either by the structure points being reduced to zero, or from a critical effect (note however that if a critical hit causes the structure points to be reduced to zero, this only counts as one test for the loss of two knights as this is simultaneous). *Campaign Compendium page 177.*
* **Shutdown Orders –** When you are given shutdown orders as part of an order dice or Shock attack your shields are reduced to X at the point of receiving the order. In the next available Damage Control phase, you can complete a repair roll as normal gaining the extra two bonus heat ventilation for being Shutdown. This means that you can restart your shields as normal when a titan is shutdown. In addition, as Shutdown is an order, it can be removed at the end of the Damage Control phase using the Loyalist Allegiance ability – Adaptive Tactics
* ***Split Fire –*** Targets for your weapons must be allocated for each weapon before resolving weapon attacks. The Split Fire order allows you to, in the Select Target step of the Combat Sequence, (page 33, step 1) select a different target for each of the units’ weapons. The Select Target step is the first step and, per the Combat Sequence is not repeated after step 6 (“repeat steps 2-5 for each remaining weapon”)
* ***Targets within Weapon Arc –*** As long as any part of a titans base is in weapon arc the Titan can be the target of that weapons attack. Draw Line of sight from the weapon to the target. (We appreciate that this is a contentious rule interpretation. Note that despite this apparently contradicting with wording within the rulebook this interpretation was clarified by a head office GW employee on the FAQ team and we will rule it this way until it is officially clarified otherwise)
* ***Maximal Fire –*** You generate 1 heat for each natural roll of 1 before any modifiers or rerolls. If you roll a one and chose to reroll it, you still take 1 point of heat. E.g., you roll a 1 and reroll it and hit with the reroll, you take 1 heat OR you roll a 1 and reroll it and roll another 1, you still only take 1 heat.
* **Stratagem/Trait usage** – Stratagems and traits which state are played “**in any phase**” can be played in an opponent's activation, however they cannot interrupt the opposing players activation once it has started unless specifically stated. This can be either through the use of the word “interrupt” in the description or in response to a specific action or scenario outlined such as “when an enemy titan finishes moving/suffers catastrophic damage” etc. Stratagems which state they are used “**at the start** of x round/phase” are played in that phase before any player takes an activation. If both players have an ability that would be played at the start of a phase, the first player enacts theirs first.
* **Vanguard Fighters (Custom Legio Rule)** - For Titans to benefit from this trait they must be outside of 6 inches from any friendly unit. This counts for both the free orders and the bonus to hit roll (see official FAQ)

**Ambiguous rules interpretations**

* ***Beam Weapons –*** For the purposes of determining which terrain pieces constitute “units” only a terrain piece that is classified as a piece of “Blocking” terrain (page 43 Main rulebook) **or** another piece of terrain that would incur a to hit penalty against the target is classed as a “unit” rather than any terrain piece under the line as implied in the rules. All other none interfering terrain pieces have no effect on beam. E.g., A titan is behind a trees that would incur a -1 to hit normally or behind a building. If the 1mm line crosses this terrain piece the titan is classed as a subsequent target and subject to the appropriate reduction in dice and cannot have locations automatically targeted. If the 1mm line does not intersect the terrain piece it can be targeted as normal.
* **Knight Stratagems** – Knight Household Stratagems must be chosen from the list within the Doom Of Molech supplement. Knights cannot utilise the original set of stratagems for Titan Legios
* **Line of Sight vs Weapon Arc** – Titans have 360-degree line of sight for purposes of determining visibility to targets. Arc for the purposes of weapons is the weapons firing angle and does not limit the titan's ability to identify targets around it.
* ***Tabling your Opponent and Victory point calculation in Objective games*** – In the event that one side destroys all of the opposing players units before the end of the game, for the purposes of determining Primary and Secondary objectives, first calculate the number of remaining turns and then calculate the maximum distance your force could travel in the time remaining. If this distance is greater than the distance to the objective, the objective is scored and added to your points. You do not automatically score maximum objective points for tabling your opponent. They have potentially denied you a sweeping victory with their valiant sacrifice!
* ***Targeted attacks –*** You have to be able to draw LOS to the target location for you to target it. If you cannot draw LOS, pick another location for the targeted attack.
* ***Magazine Detonation/Catastrophic Meltdown –*** Knight banners take D3/D6 hits per banner, not per model.
* **Player Priority** – If there is ever an occurrence which would result in a simultaneous event, (i.e: Player 1 Charges Player 2. Player 2 uses the stratagem “Thermal Mines” which both state the timing “immediately”) the stratagems interrupt is resolved prior to the completion of the action

**Matched Play Guide clarifications for tournament**

* ***Player Board edge -*** the board edge that the player is stood alongside indicated by the board edge at the bottom and top of the deployment map
* ***Neutral board edge*** – is the edge of the board not occupied by a Player Board Edge and outside of both players deployment zone (per deployment maps of Matched Play section of Titanicus main rule book- e.g. pages 86-88 softback)
* ***Horizontal Central Line -*** is an imaginary line that runs exactly halfway across the battlefield between both players board edges – usually running 48 inches left to right and exactly 24 inches away from either Player Board Edge (or the central line running left to right as indicated on the deployment maps)