

UNOFFICIAL FAQ, ERRATA & TOURNAMENT GUIDE

ADEPTUS TITANICUS

UPDATES SINCE LAST VERSION/REMOVED SINCE LAST VERSION

As of Aug 28th 2026

CURRENT RESTRICTIONS FOR MAXIMAL FIRE ADEPTUS TITANICUS TOURNAMENTS

This Section has been removed as Event specific restrictions are covered in Event Packs and does not need to exist in this document

The below are restrictions and clarifications which are in effect for Maximal Fire Tournaments and Narrative Events. These restrictions are intended to keep the “balance” right and reduce undue tournament agro and “feel bad”. This is a “point in time” list based on the current publications as of August 2024 and is subject to future evolution and change.

- ~~*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.

- ~~*Dawn Attack/Dusk Attack:*~~

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

- ~~*Dominant Strategist:*~~

~~There are other fun traits available. Dominant Strategist can not be taken as a Princeps Seniores ability.~~

- ~~*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~~

TABLING YOUR OPPONENT AND CALCULATING VICTORY POINTS FOR 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 Victory Points gained for 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!

UNOFFICIAL “HOUSE RULES” CLARIFICATIONS AND RULINGS

This section is designed as unofficial clarifications and rulings on ambiguous rules which have not been addressed by Games Workshop. This is strictly our (Maximal Fire's) 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 event, these rules will be enforced as below.

RULES AS WRITTEN CLARIFICATIONS (C), RULINGS (R) & OFTEN MISSED RULES (M)

- ***Armiger Knights (M):***
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. – See “Retainers” Special Rule)
- ***Collisions (R):***
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 (C):***
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. In addition, if over 75% of a titan’s base is covered by a concealment barrage, it is concealed and can neither draw line of sight to a target (weapons not requiring line of sight are not affected – i.e Barrage), nor be selected as a target of an attack (clarified by a head office GW employee on the FAQ team, rule in effect until it is officially clarified otherwise)
- ***Dawn Attack/Dusk Attack (R):***
Players may only select ONE of these two Stratagems as part of their Stratagem Hand.
- ***Failed Order Rolls (M):***
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 Ommissiah” Axiom Maniple rule, legio traits etc.
- ***Falling Titans (R):***
Falling Titans ignore Void Shields. If you can walk through voids you can fall through voids.
- ***Full Stride (M):***
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
- ***Maximal Fire (C):***
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.
- ***Princeps Seniores Command Bonus (C):***
You only receive a +2 to command checks for Orders. No other command check roll such as Machine Spirit
- ***Princeps Seniores Personal Traits (C):***
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.
- ***Psi-Titans Antipathic Tempest: (R):***
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

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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:

<u>Dice</u>	<u>Strength</u>	<u>Arc</u>	<u>Traits</u>
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

- **Shaken (Knights rule) (C):**

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 (C):**

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 shut down. 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 (C):**

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")

- **Stratagem/Trait usage (R):**

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 and Traits 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 could be played at the start of a phase, such as Dominant Strategist, the first player enacts theirs first.

- **Targets within Weapon Arc (C):**

As long as any part of a titan's 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)

- **Vanguard Fighters (Custom Legio Rule) (R):**

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)

- **Warp Displacement (R):**

When a player declares a target unit for Warp Displacement, before rolling the 2d6 for the distance travelled, the player must declare which arc the unit is travelling in (front, side, rear). Once declared the unit must travel the full distance rolled inside of that arc. As knights have no arc they can be moved in any direction. If the roll of the distance on 2D6 results in the unit overlapping with another unit, or ending in terrain, follow the normal

rules as stipulated on the Stratagem. The distance travelled by Warp Displacement is not added to the range of a Charge for the purposes of working out the number of dice rolled by a weapon with the Melee Trait, or any other similar effect which is triggered on a unit "moving" (i.e. Thermal mines etc.).

"AMBIGUOUS" RULES INTERPRETATIONS

- ***Battlefield Assets (R):***
Unless specifically stated that they are deployed in a different phase of the game as part of the Stratagem, Battlefield Assets are deployed after all models have been deployed during the Deployment step of the game
- ***Beam Weapons (R):***
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 (R):***
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 (R):***
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.
- ***Targeted attacks (R):***
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. A weapon with the Psi trait can make targeted attacks even if shields are up as they are ignored for the purposes of shooting
- ***Titan Hunter Infantry (R):***
Can only shoot in the Combat phase. To attack in the movement phase requires a First Fire order and as Titan Hunter Infantry are unable to be issued orders can only attack per normal combat rules. Both stands are activated at the same time as one activation and do not return to the game if they are destroyed.
- ***Magazine Detonation/Catastrophic Meltdown (R):***
Knight banners take D3/D6 hits per banner, not per model.
- ***Player Priority (R):***
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
- ***Wild Fire (R):***
When a titan suffers a result of "Wild Fire" on the Catastrophic Damage table. A titan makes an attack with each weapon that does not have the Melee Trait before falling.

MATCHED PLAY GUIDE CLARIFICATIONS FOR TOURNAMENT PLAY

- ***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:***
This 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:***
This 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)

EVENT "ERAS"

Maximal Fire events are based on "Eras". Each event that we run for Adeptus Titanicus will stipulate an "Era" that it is played in. Each Era contains a number of restrictions or considerations that should be made when building a Battlegroup.

"Dawn of Heresy":

- This is an Early Heresy Event. As such the following restrictions are in effect:
 - *Corruptions cannot be selected*
 - *Vortex Missiles cannot be selected*
 - *Psi-Titans cannot be selected*
 - *Warmasters cannot be selected*
 - *Titans of Legend cannot be selected*

"A Galaxy in Flames":

- This is a Mid-Heresy Event. As such the following restrictions are in effect:
 - *One titan per maniple can be selected to take Corruptions*
 - *A maximum of one Vortex Missile can be selected*
 - *Psi-Titans cannot be selected*
 - *Warmasters cannot be selected*
 - *Titans of Legend cannot be selected*

"The End and the Death":

- This is a Late Heresy Event. Few restrictions are in effect:
 - *Titans of Legend cannot be selected*