

MAXIMAL***FIRE***

BEACHHEAD 2025

ADEPTUS TITANICUS
“DAWN OF HERESY” TOURNAMENT

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EVENT ESSENTIALS

LOCATION: Bournemouth International Centre (BIC)

DATE: 8th & 9th February 2025

GAME: Adeptus Titanicus

SYSTEM: "Early Heresy" Adjusted Matched Play Guide System and Scoring (see below)

BATTLGROUP SIZE: 1,950pts Epic Clash

STRATAGEM HAND SIZE: 8

STRATAGEM POINTS: 6

GAME LENGTH: 2.5 Hours

BOARD SIZE: 4x4

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

SCENARIOS: Picked by the players as per the Matched Play Guide Objective pool rules from a reduced selection as highlighted below. All rules are taken from the Adeptus Titanicus Matched Play Guide.

PRIZES: 1st, 2nd and 3rd, Master Artificer Award (Best Painted), Esteemed Princes (Best Sport), Titan Slayer (Most Engine Kills) and Wooden Spoon. Prizes include Vouchers, STLs and physical products courtesy of the amazing guys at Battle Bling (<https://battleblingstore.co.uk>) and Thunderhead Studios (www.thunderhead-studio.com & www.battlefrontgroup.com)

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: You must submit your Battlegroup roster to maximalfire@gmail.com no later midnight Sunday the 2nd February 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: GO HOME

DAY TWO:

09:30 - 12:00: GAME 4
12:00 - 13:00: LUNCH (Best Painted Finals)
13:00 - 15:30: GAME 5
15:30 - 15:45: BREAK/TITAN WALK
15:45 - 16:00: PRIZES/END OF EVENT

EVENT SPECIFICS

BEACHHEAD 2025 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 the "Adeptus Titanicus Matched Play Guide" by Games Workshop. At the end of the Sunday, we will be awarding a selection of prizes to the individuals which overall ranked highest, the individual with the

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best painted Battleforce, Most Engine Kills, Best Sport and Wooden Spoon. The event will be split with three games on Saturday and two games on Sunday played at 1,950 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:

- ***“Dawn of Heresy” Battlegroup Restrictions:*** 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*
- ***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.
- ***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

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 “Early Heresy” setting rules as outlined below.

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 and Status Markers, physical command terminals and all relevant publications. Each player should bring two 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

SCORING:

Will be taken from the rules outlined in the Matched Play Guide. Matched will be selected per the Swiss format. Team scores will be taken from the total points scored by all members of the team

STRATAGEM HANDS & PERSONAL TRAITS:

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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 Sunday the 2nd Feb 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 25th of Jan 2025.

As this tournament is 1,950pts 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.

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.

BEST PAINTED COMPETITION:

The Best Painted award is a combination of Peer and Judge voted. After Game 1 has finished on Day 1 (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). These votes will be tallied up and the judges will determine the top 5 entrants based on peer voting. At lunchtime on Day 2 these entrants will be invited to display their models again for the judges to cast their final vote.

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.

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

Game Four: Chance Engagement

Game Five: Line of Battle

OBJECTIVE SELECTIONS:

Per the Matched Play Guide, each player selects from their pool of objectives one set of primary and secondary missions from the below list that they can play once each across the five games. If you do not have access to the Matched Play Guide then the rules for the Objective Pool are listed in the Appendix. Not all Primary objectives will be in play for the event and must be selected from the below limited list. All Secondary objectives are available to select as normal from the Matched Play guide. Each Objective (both Primary and Secondary) can only be used once each during the event. Players should ensure that they note which objectives they selected on their scoresheet.

TITAN LEGIO PRIMARY OBJECTIVES:

- Asset Protection
- Hold the Line
- Salt the Earth
- Seize the Quadrant
- Secure and Hold
- Push Forwards
- Honour Thy Forebears
- Defend and Extract (Replace the last sentence of paragraph 3 with “In addition, a marker must end its move at least 5” from any battlefield edge”

KNIGHT HOUSEHOLD PRIMARIES:

- Asset Protection
- Hold the Line
- Salt the Earth
- Seize the Quadrant
- Secure and Hold
- Push Forwards
- Honour Thy Forebears
- Defend and Extract (Replace the last sentence of paragraph 3 with “In addition, a marker must end its move at least 5” from any battlefield edge”

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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 list of Primary and Secondary objectives above. You decide which games to play which objectives, however, you can only play each objective once. When you have used a primary and 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.

PRIMARY OBJECTIVES

SECURE AND HOLD

If this objective is chosen, the player with this objective places three objective markers: one at least 12" from their own battlefield edge, one no more than 12" from their opponent's

battlefield edge and one within the centre of the battlefield (or within 1" if this is not possible). At the end of the battle, each player calculates the total Scale of their units within 6" of each objective marker to determine which player controls each objective. Units which have not been destroyed but are Structurally Compromised, or in the case of a Household Support unit have lost more than half of their models, count as half their Scale (rounding down) when calculating the total Scale. A player controls an objective if the total Scale of their units within 6" of an objective marker is greater than the total Scale of their opponent's units within 6" of the objective.

Scoring Victory Points: At the end of the battle, the player with this objective scores 5 VPs if they control one objective marker, 15 VPs if they control two objective markers or 25 VPs if they control all three objective markers.

HOLD THE LINE

Scoring Victory Points: If this objective is chosen, then at the end of the battle the player with this objective scores 5 VPs if there are no enemy units within 12" of their battlefield edge, 15 VPs if there are no enemy units within 18" of their battlefield edge or 25 VPs if there are no enemy units within 24" of their battlefield edge.

PUSH FORWARDS

Scoring Victory Points: If this objective is chosen, then at the end of the battle the player with this objective scores 5 VPs if at least one friendly unit is within 24" of the opposing player's battlefield edge, 15 VPs if at least one friendly unit is within 15" of the opposing player's battlefield edge or 25 VPs if at least one friendly unit is within 8" of the opposing player's battlefield edge. If, at the end of the battle, the player with this objective has at least one enemy Titan within 15" of their battlefield edge, the highest number of VPs they can score is 15, even if they have one of their own units

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within 8" of the opposing player's battlefield edge.

SALT THE EARTH

If this objective is chosen, the opposing player places an objective marker anywhere in their deployment zone at least 10" from any battlefield edge. During the End phase of any round, if a unit controlled by the player with this objective is within 1" of the marker the unit may destroy the objective - remove the marker from the battlefield.

Scoring Victory Points: At the end of the battle, the player with this objective scores 25 VPs if the objective was destroyed in round one, two or three, 15 VPs if it was destroyed in round four, or 5 VPs if it was destroyed in round five onwards.

SEIZE THE QUADRANT

If this objective is chosen, then at the end of the battle divide the battlefield into four 2'x2' sections and determine the total Scale of each player's units in each quarter. Units which have not been destroyed but are Structurally Compromised, or in the case of Household Support units have lost more than half of their models, count as half their Scale (rounding down) when calculating the total Scale. The player with the highest total Scale in a quadrant controls that quadrant. If the total Scale of both players is equal, neither player controls the quadrant. Each unit can only be counted once when scoring VPs — if a unit is within multiple quadrants, the controlling player chooses which Quadrant it counts as within for the purpose of scoring; it is ignored for the remaining quadrants.

If playing on a battlefield larger than 4x4, then it should be divided into four quadrants of equal size, each including a single battlefield corner. Scoring Victory Points: At the end of the battle, the player with this objective scores 5 VPs if they control one quadrant, 15 VPs if they control two quadrants and 25 VPs if they control three or more quadrants.

HONOUR THY FOREBEARS

If this objective is chosen, then after both players have finished deploying, the player with this objective must choose one of their Titans on the battlefield to carry their Legio's Honour Banner. Place a marker on that Titan's base or Command Terminal to signify this. If the Titan carrying the Honour Banner is destroyed place an objective marker where the centre of that Titan's base was, or deployed by the controlling player touching the Titan's base if the model is still on the table (e.g., due to a Silenced result). A friendly Titan can pick up the Honour Banner if they are within 1" of the marker when they activate during the Movement phase or Combat phase — this counts as their activation for that phase.

If using a Household battlegroup, the player with this objective chooses a Knight Banner instead. When the final Knight in the designated Banner is destroyed, place an objective marker where its base was. Another friendly Knight Banner can pick up the Honour Banner if at least one model from the Banner is within 1" of the markers when the Banner is activated in the Movement phase or Combat phase — this counts as that Banner's activation for that phase.

Scoring Victory Points: At the end of the battle, the player with this objective scores 25 VPs if the Honour Banner is being carried by the Titan who started the battle carrying it, VPs the Honour Banner is being carried by any other friendly Titan or 5 VPs if the Honour Banner is not being carried by any friendly Titan but no enemy units are within 8" of the objective marker.

If using a Household battlegroup, the Lance in which the Knight Banner originally carrying the Honour Banner is in is used in determining the number of VPs earned. At the end of the battle, if any Banner from the original Lance is carrying the Honour Banner, the player with this objective scores 25 VPs. Otherwise, they score 15 VPs if the Honour Banner is being carried by any other friendly Knight Banner or 5 VPs if the Honour Banner is not being carried by any friendly Knight Banner but no

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enemy units are within 8" of the objective marker.

ASSET PROTECTION

If this objective is chosen, the player with this objective places three Asset Protection objective markers; each one must be at least 10" from that player's battlefield edge, at least 5" from any other battlefield edge and at least 10" from another previously placed Asset Protection objective marker. At the end of the battle, each player calculates the total Scale of their units within 4" of each objective marker to determine which player controls each objective. Units which have not been destroyed but are Structurally Compromised, or in the case of a Household Support unit have lost more than half of their models, count as half their Scale (rounding down) when calculating the total Scale. A player controls an objective if the total Scale of their units within 4" of an objective marker is greater than the total Scale of their opponent's units within 4" of the objective.

Scoring Victory Points: At the end of the battle, the player with this objective scores 5 VPs if they control one objective marker, 15 VPs if they control two objective markers or 25 VPs if they control all three objective markers.

DEFEND AND EXTRACT

If this objective is chosen, the player with this objective places three Defend and Extract objective markers; each one must be at least 12" from that player's battlefield edge, at least 5" from any other battlefield edge and at least 10" from another previously placed Defend and Extract objective marker.

At the end of each round, calculate the total Scale of units within 4" of each objective marker to determine which player controls each objective. Units which have not been destroyed but are Structurally Compromised, or in the case of a Household Support unit have lost more than half of their models, count as half their Scale (rounding down) when calculating the total Scale. A player

controls an objective if the total Scale of their units within 4" of an objective marker is greater than the total Scale of their opponents' units within 4" of the objective. Whichever player controls an objective marker can move that marker up to 6" in any direction. The marker cannot move through enemy units, cannot end its movement overlapping the base of another unit and cannot move through Impassable terrain. In addition, a marker must end its move at least 12" from either player's battlefield edge and at least 5" from any other battlefield edge.

Scoring Victory Points: At the end of the battle, the player with this objective scores 5 VPs if they control one objective marker, 15 VPs if they control two objective markers, 20 VPs if they control three objective markers or 25 VPs if they control all three objective markers and all are within 12" of the player's battlefield edge.

SECONDARY OBJECTIVES

STAND TALL

If this objective is chosen, at the end of the battle the player with this objective scores Victory points based on the total number of points from their battlegroup remaining on the battlefield. Determine the total points value of friendly units remaining on the battlefield. Units which have not been destroyed but are Structurally Compromised, or in the case of Household Support units, have lost more than half of their models, count as half their points (rounding down to the nearest whole number) when calculating the total points.

Scoring Victory Points: The number of Victory points scored is dependent on the total points remaining relative to the starting points total of the battlegroup as shown in the table below:
Percent of battlegroup remaining Victory Points:

<33% - 0
33-50% - 3
50-66% - 10

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>66% - 15

DENY THEM

If this objective is chosen, after both players have finished deploying the player with this objective must choose two units from their battlegroup on the battlefield: one must be a Princeps Seniores and the other must have a Scale of 5 or more that is not a Princeps Seniores.

Scoring Victory Points: The player with this objective scores 10 VPs if the chosen Princeps Seniores has not been destroyed by the end of the battle. In addition, they score 5 VPs if the second chosen unit has not been destroyed by the end of the battle.

GLORY AND HONOUR

If this objective is chosen, after both players have finished deploying, the player with this objective must choose three of their opponent's units and designate one as a Primary target and the other two as Secondary targets. The Primary target must be the unit with the largest Scale in the enemy battlegroup – if two or more units have the same Scale, the player with this objective can choose which the Primary target is. The Secondary targets can be any units of Scale 5 or more, chosen by the player with this objective.

If your opponent is using a Household battlegroup, the Primary and Secondary targets are chosen differently. The Primary target is the entire Lance belonging to the Seneschal or High King, one secondary target is the Seneschal's or High King's Banner and the remaining Secondary target is a chosen Knight Banner (this cannot be part of any Banner already chosen as a target nor from a Lance already chosen as a target). If, for whatever reason, the listed targets are not available, discard this objective and randomly determine another.

Scoring Victory Points: At the end of the battle, the player with this objective scores 7 VPs if the Primary target has been destroyed and 4 VPs

for each Secondary target that has been destroyed. If a chosen target was not on the battlefield at the start of the battle (e.g., due to a Stratagem or special rule) and has not arrived on the battlefield by the end of the battle, they count as destroyed for the purpose of scoring this objective. If playing at an event where an objective cannot be discarded, then if only one Secondary target can be chosen, that target is worth 8 VPs. If only a Primary target can be chosen, that target is worth 15 VPs instead.

ENGAGE AND DESTROY

If this objective is chosen, at the end of the battle the player with this objective scores Victory points based on how much of the enemy's battlegroup they have destroyed. Determine the total points value of destroyed enemy units, rounded to the nearest whole number, Units which have not been destroyed but are Structurally Compromised, or in the case of Household Support units have lost more than half of their models, count as half their points (rounding down) when calculating the total points destroyed.

Scoring Victory Points: The number of Victory points scored are dependent on the total points destroyed relative to the starting points total of the battlegroup as shown in the table below. When calculating percentages, round to the nearest whole number:

<40% - 0
40-60% - 5
61-80% - 10
>80% - 15

PRIORITY ASSIGNMENT

If this objective is chosen, after both players have finished deploying, the player with this objective must secretly choose two of their units; one must be designated as Shield and the other Spear. In addition, one of the chosen units must be designated as Alpha and the other as Beta.

Scoring Victory Points: At the end of the battle, the number of VPs scored is dependent on the status of units designated as Shield and Spear,

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and which is designated as Alpha and Beta. The unit designated as Shield scores points if it has not been destroyed and is still on the battlefield at the end of the battle.

The unit designated as Spear scores points if it has destroyed at least one enemy unit of equal or higher scale than itself; if the enemy battlegroup does not have such a unit, then the Spear unit must have destroyed two or more enemy units of a lower Scale than itself instead. The Spear does not have to be on the battlefield at the start of the battle and, so long as it completed its objective before being so, can have been destroyed; if a unit is destroyed due to the Spear taking Catastrophic damage, and the subsequent effect destroys an enemy unit, these do not count towards the objective. If enough units cannot be chosen (e.g., due to the enemy battlegroup not having enough units of lower Scale than the Spear unit) discard this objective and randomly determine another.

Scoring Victory Points: The unit designated as Alpha scores 9 VPs if it completed its objective as described above. The unit designated as Beta scores 6 VPs if it completed its objective as described above.

A MATTER OF HONOUR

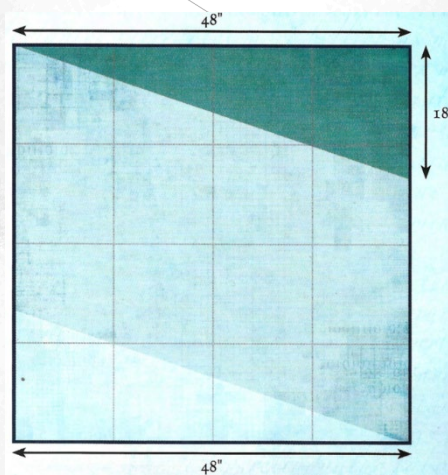
If this objective is chosen, after both players have finished deploying, the player with this objective must secretly choose two of their units, designating one as Alpha and the other as Beta. Once chosen, they must secretly pair the chosen units with enemy units of equal or higher Scale; note down which unit is paired with which enemy unit. If a unit controlled by the player cannot be paired in such a way (e.g. due to being of a larger Scale than all enemy units) then it must be paired with two enemy units of lower Scale. A unit cannot be paired if it has already been chosen as part of this objective.

If four units cannot be chosen (e.g., due to the enemy battlegroup having three units all of lower Scale than all units in this player's battlegroup), discard this objective and randomly determine another.

Scoring Victory Points: The unit designated as Alpha scores 9 VPs if it destroyed the unit(s) it was paired with. The unit designated as Beta scores 6 VPs if it destroyed the unit(s) it was paired with. In both instances, a weapon attack from the chosen unit must have destroyed the target; this can be because of a direct weapon attack or the target being destroyed due to the result of Catastrophic Damage caused to another unit by the Alpha/Beta unit.

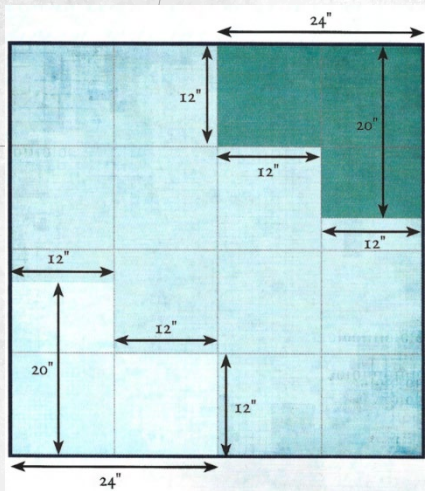
DEPLOYMENT MAPS

Game One: Strengthened Flank

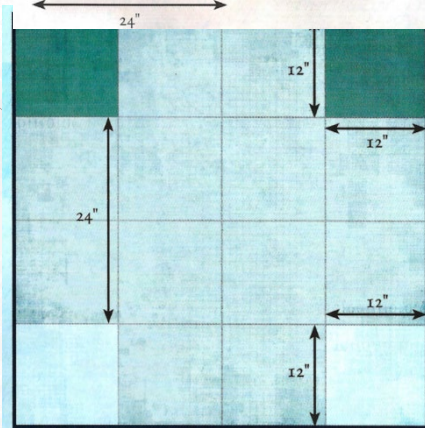
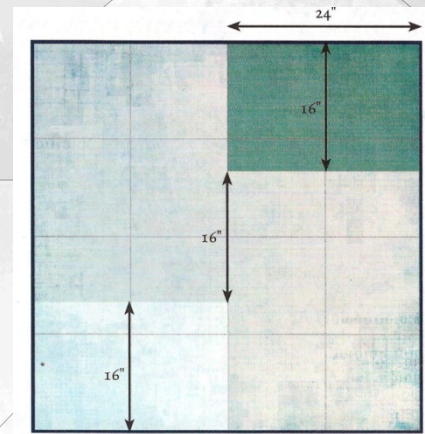


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Game Two: Staggered Front



Game Three: Fortified Position



Game Four: Chance Engagement

Game Five: Line of Battle

