

## +++ Adeptus Titanicus: Friendly Engine War Doubles +++

### Force Guidelines

- Your Legio Battlegroups will be FULLY PAINTED, 2500-3000 points with a base number of 4 Stratagem points, any Princes Traits may be chosen vs rolled.
- Build one or multiple Battlegroups between players, it's up to you.
- A single House Battlegroup can be fielded, but *only* alongside a Legio Battlegroup.
- Battlegroups are chosen using the methods found in the Loyalist and Traitor books.
- Allegiances will be used. If you have Corrupted Titans...be cool about it...and be prepared to clearly explain how the madness of the warp works.
- Legios, Stratagems, and Upgrades are chosen from the Loyalist or Traitor books only. (Knight Households may choose Houses and Stratagems from any appropriate book).
- Battlefield Assets may be taken, though they must be represented by a model on the table. These are as follows: *Command Bastion, Apocalypse Missile Stronghold, Plasma Generator, Communications Relay, Macro Cannon Battery, Void Shield Relay, Forward Observers, Titan Hunter Infantry.*
- A Battlegroup is limited to one model with a Vortex Payload.
- Crusade Legios are ok, but expect them to be scrutinized beforehand and have backup ideas ready to go. (There's like 30 something Legios! C'mon and just pick one already!)
- Tertiary Objective Stratagems may not be chosen, unless they are Legio Specific.
- Bring 3 Objective markers (Numbered in some fashion, under the base etc.) and a single Crashed Crew marker. Bonus cool points if they are specially modeled and painted!

### Event Format

- Random match ups each round, this is not a tournament, no rankings will be kept.
- Impromptu challenges and rematches are encouraged before match ups are drawn!
- All earned VPs from a game will go towards the faction's running total for the event.
- Player wins and losses will not be tracked. But...
- Give it your best shot for your faction's sake, even if facing defeat in a game!

### Schedule

- ❖ 9:00 - 9:30 - Check in
- ❖ 9:30 - 1:00 - Game 1
- ❖ 1:00 - 2:00 - Break
- ❖ 2:00 - 5:30 - Game 2
- ❖ 5:30 - 6:00 - Awards

## +++ Setting Up An Engine War Game +++

### **The Battlefield**

1. Scatter the wrecked crew objective D6" from the center of the board.
2. D10 Roll off. Starting with the player who rolled highest, alternate placing the three numbered objective markers on the table so they are not within 12" of a player table edge, 3" of a neutral table edge (i.e. the edges to your left and right), or 9" of any other numbered objective marker or wrecked crew marker.
3. D10 Roll off. If both players roll 5 or higher, the battlefield is not hostile. If one player rolls 4 or less, draw a single Hostile Terrain card and generate a result. If both players roll 4 or less, two unique results are generated from that card instead.

### **Determine Missions**

1. Each player rolls a D10. If a 10 is rolled, that player may choose the three Primary Objective cards instead of drawing them as detailed in the next step.
2. Each player draws three Primary Objectives from their deck, places them FACE UP for the duration of the game, and secretly chooses one as their true objective now.
3. Each player draws three Secondary Objectives from their deck and three Tertiary Objectives from the common deck, chooses one of each, and places the two chosen cards FACE DOWN for the duration of the game.
4. Important: You may not choose a drawn Secondary Objective that matches your chosen Primary Objective, that card is simply ignored if drawn.

### **Choose Battleforces**

1. Choose your battleforce and stratagems based on the size of the game to be played.
2. Reveal battleforces (not stratagems) at the same time.
3. If one player qualifies as an Underdog, then their opponent returns the "false" Primary Objectives to the deck. The Underdog may not change their stratagems, only spend any bonus value that they've gained.
4. Resolve anything described as happening 'before the game begins', followed by anything described as 'at the start of the battle'.

### **Deploy Forces**

1. Draw a single Battlefield Deployment card, which shows half of a 4'x4' table to be mirrored by each player, and make any further rolls as required before Deployment.
2. D10 Roll off. Winner may seize command and choose a deployment zone or pass command to their opponent.
2. The player that has command deploys units first, alternating as specified by the deployment card until all units are placed.
3. Alternating placing any stratagems, with the player that has command deploying first.

## +++ Engine War Mission Universal Rules +++

### **First Round Advantage**

In the first round, the player that finished deploying units last rolls a D6 instead of a D10 when rolling for Initiative.

### **Game Length**

At the end of round 4, roll a D10. On a 9+ the game ends. At the end of round 5, the game ends on a 5+. The game automatically ends at the end of round 6.

### **Mission Scoring Notes**

- Titans with Shutdown orders and Shaken knight banners are not eligible to earn VPs.
- Unless specified as “fully within”, instances of “within” are also read as “partially within”.
- Measure from the edge of a model’s base to the center of any objective markers.

### **Nowhere to Hide**

Units may not purposefully leave the table unless you have an objective that dictates they can do so to earn VPs. The model simply halts at the table edge.

### **Annihilation?**

If an opponent has no models on the board at the end of any round, the game ends. However, total up each player’s VPs at that moment to determine a winner. Always play to your mission!

### **Wrecked Crew Objective Marker**

Unlike the numbered objective markers, the wrecked crew objective marker may be moved by either player. A model can pick up the marker if, at the end of that model’s current movement, it is within 2” of the marker, or touching the base of a friendly model already carrying the marker. From this point on, that model is said to be carrying the marker. If the model is subsequently destroyed during the game, the marker is placed by the owning player so that it is in contact with the model when destroyed, before any movements caused by falling etc. If a model finds itself within 2” of the marker at the end of any phase, and no enemy can claim the same to be true, that model may pick up the marker and carry it.

### **Multiple Battlegroups**

When two Battlegroups are present in a single force, one Princeps or High Scion is chosen at the start of the game to be the ranking commander for the force to fulfill any scoring requirements.

### **Deployment Zones and Larger Tables**

The Battlefield Deployment cards show one half of a standard 4’x4’ table, broken into a grid of squares or rectangles that fill the space equally. In the case of a standard 4’x4’ table these are 12” squares and 12”x6” rectangles. Mirror the displayed half on each side of the table for both players. For larger tables, simply add equal amounts of space to the grid to fit the table in question.

## +++ Engine War Mission Universal Rules +++

### **Crew Survival Rolls**

If such a roll is called for to determine VPs earned, roll a D6 and work through the following:

- Catastrophic Damage result was: *Silenced, Laid Low or Wild Fire* then a 3+ is a success, becoming 4+ if there was any critical Head damage.
- Catastrophic Damage result was: *Magazine Detonation or Catastrophic Meltdown* then a 4+ is a success, becoming 5+ if there was any critical Head damage.
- If the Head location was destroyed then a 6+ is a success.

### **Destroying Terrain**

This is the only Optional Rule not viewed as such and in full effect during games. Any other Optional Rules can be used if *both* players agree beforehand. Guidelines for terrain Armor values are as follows:

- Smaller terrain pieces are Armor 10 and require a 4+ to destroy not 5+.
- The majority of buildings and industrial terrain on the table are Armor 12.
- Larger buildings and small natural rock formations are Armor 13.
- Unique or colossal terrain and large natural rock formations pieces are Armor 14.

### **Targeting Terrain**

Choosing terrain as a target grants a +1 to hit modifier. The Spilt Fire Order comes in handy when hoping to destroy a feature the enemy is hiding behind...

### **Terrain and Blast Weapons**

If terrain is specifically targeted and hit by a weapon with the Blast trait, but the template covers an enemy unit beyond that would not normally be in LOS to the firer, roll to see if the terrain is destroyed first. If the terrain is not destroyed, the attack ends immediately as the terrain absorbs the brunt of the attack. If the terrain is destroyed, only then are any models under the blast affected. This also applies to any missed shots with the Blast trait that would scatter in such a way that it would hit models not in LOS to the firing Titan due to intervening terrain.

## +++ Totally Optional House Rules For Experienced Players +++

### **Rear Arc Attacks and the Head Location**

Count any Head locations rolled as Body when the rear arc is targeted by an attack. The Head can not be targeted from the rear, even with a weapon that has the Melee trait.

### **Knight Close Combat Weapon Limitations**

Knights attacking with a Melee trait weapon can only target Leg and Arm Weapon locations if the difference in Scale between the Knight and Titan is 5 or more.

### **Arioch Power Claw**

These have a 3 attack dice Vulcan Mega Bolter built in, for no additional points cost. *Because.*

## +++ Engine War Knight Household Mission Objective Adjustments +++

### **Headhunter Primary**

Score 10VPs if you destroy the highest ranking knight model, increasing to 15VPs if its entire banner is also destroyed.

Add +5VPs if the highest ranking knight model was destroyed by your own ranking commander.

Add +5VPs if a single unit from amongst the highest Scale units in the enemy battleforce is destroyed.

### **Display of Power Primary**

Score 5VPs at the end of the game if you have a unit within 6" of the center of the board, increasing to 10VPs if the unit contains a High Scion or is a Titan.

Add +10VPs if you have a second unit within 6" of the center of the board.

Add +5VPs if your highest ranking knight model is closer to the center of the table than any enemy Titan or High Scion.

### **Spearhead Strike Primary**

Score 10VPs when you move any number of units, even partially, off your opponent's board edge, increasing to 15VPs if any unit contains a High Scion or was a Titan.

Add +5VPs if the unit moved off was your ranking commander.

Add +5VPs if any number of enemy units are destroyed within 12" of their table edge by one of your units that are also within 24" of the enemy's table edge.

Note: You may not score anything from this objective during the first two game rounds.

### **Headhunter Secondary**

Score 5VPs if you destroy the highest ranking knight model, increasing to 8VPs if its entire banner is also destroyed.

### **Spearhead Strike Secondary**

Score 5VPs when you move a unit, even partially, off your opponent's board edge, increasing to 8VPs if this unit contains a High Scion or is a Titan.

### **Punish The Reactor, Balanced Reactor, Pride of the Legio, Intractable Engine Tertiary**

If you have no Titans in your force, you may discard any of these and draw a replacement.

### **Leg Salvos, Headshots, Targeter Locks Tertiary**

If there are no Titans in the enemy force, you may discard any of these and draw a replacement.