

+++ Adeptus Titanicus: Friendly Narrative +++

Force Guidelines

- Your Legio Battlegroup will be FULLY PAINTED, and vary between 1250-2000 points per the mission, with perhaps a few experienced players taking up to 2500 during round 3.
- The base number of Stratagem points will vary as well.
- Any Princeps Traits may be chosen vs rolled.
- No Household Battlegroups please.
- 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.
- 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!)

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!
- Missions will vary as the narrative advances but you will be able to read them fully before building your Battlegroups for a game. Surprises will be lurking however!
- All earned VPs from a game will go towards the faction's running total for the round.
- 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 - 12:00 - Game 1
- ❖ 12:00 - 1:00 - Break
- ❖ 1:00 - 3:30 - Game 2
- ❖ 3:30 - 4:00 - Break
- ❖ 4:00 - 6:30 - Game 3
- ❖ 6:30 - 7:00 - Awards

+++ Setting Up A Narrative Engine War Game +++

The Battlefield

1. A single Battlefield Deployment card will be dealt face down by the Game Master ahead of each round. Do not flip it over until deployment later.
2. Scatter the wrecked crew objective D6" from the center of the board.
3. 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.
4. D10 Roll off. If both players roll 5 or higher, the battlefield is not hostile, ignore the card placed by the Game Master and flip it facedown. If one player rolls 4 or less, generate a result from the card. If both players roll 4 or less, two unique results are generated from that card instead.

Determine Missions

1. The Game Master will determine the mission by dealing Objective cards onto the tables ahead of each round. If any of the cards are facedown - they are secret! You may look at your faction's Objectives but do not reveal them to your opponent until the appropriate time.

Choose Battleforces

1. Choose your battleforce and stratagems based on the size of the Battlegroup you wish to field between 1250-2000 points. (up to 2500 during Round 3!) It's up to you.
2. Reveal battleforces (not stratagems) at the same time.
3. If one player qualifies as an Underdog, then all facedown enemy Objective cards are revealed. 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. Flip the face down Battlefield Deployment card up now. These show 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.*