

Warfare 2022

Adeptus Titanicus (v1.0)

Introduction

Warfare is the Wargames Association of Reading's annual wargaming show. This year the show is being held on the 12th and 13th November Farnborough International Exhibition & Conference Centre. This is a new venue for the show and means the show will be considerably larger than it has been in previous years. As part of the show we run a number of events, including Adeptus Titanicus. This document contains everything you need to know to take part.

Tickets

Tickets, which can be bought online from the Wargames Association of Reading website (www.wargamesreading.co.uk), are £45 and includes show entrance. When booking your tickets please ensure that we have your correct name(s) and email address, so we can keep you informed of any changes to the event. Also for this event, there are separate tickets for Loyalist and Traitor players; please buy the appropriate ticket for your battlegroup. Refunds can only be given on tickets before the end of September. At the time of writing there is a maximum capacity of 30 players.

If you have any questions regarding the event, please email the organizers at tournaments@wargamesreading.co.uk.

The Story so Far

++++Transmission TO [BETA GARMON SECTOR COMMAND]++++

++++FROM [OMRAX THREE MAGOS DOMINUS]++++

++++402.012M31++++

++++MESSAGE BEGINS++++

To the most high Goten Mu Kassanius, Magos Principia Militaris,
Archmagos Maxima Dominus, Machina Dei

Glory to the Omnissiah!

We bring you dire tidings of the traitors advance into the Omrax system.

After an initial skirmish sized force landed without apparent warning from our system monitors, we have been able to recover control of Hive Prime and the remains of our holdings on the moon Mondus.

The blasphemers however have overwhelmed the defenders of the Industrus sector, including the vital dockyards and our air support base Gamma, reducing the effectiveness of our defence.

While we have retained control over the moon Mondus, the enemy were engaged in a mysterious fight for control of the main population caverns. The damage sustained by this fight between the two traitor legios lead to the surface collapsing, burying both forces except, we hear, for the foul titans Lucius Pretoria and Animundus, who

were reported as leaving with these strange black mineral deposits, daemons howling. Mondus is now effectively dead, with no strategic value. May the Omnissiah welcome all the loyal servants of the Omnissiah who perished.

Since the destruction on Mondus, the planetary noosphere has been receiving strange scraps of almost coherent binharic and even the most sacred hexagrammic encodings, which some amongst the Mechanicum believe will, if analysed, give the location of a powerful STC – the original Terrax pattern Warhound. If true, it's recovery would bring glory to the Omnissiah. However, dissenting voices say we should focus on the immediate war effort and enact extreme protocols, mining the planet resources in totality, including the increasing amounts of black mineral we find laced throughout the planets crust, as the code indicates the presence of an Abominable Intelligence within the Omrax system, and the code must not be processed.

From our remaining auspex data and vox intercepts, it appears that the Traitor forces are pursuing similar goals.

It has been noted that both [REDACTED] and [REDACTED] titans appear to suffer strange effects from
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We ask for reinforcements.

Glory to the Omnissiah!

++++MESSAGE ENDS++++

Timings

Saturday 12th November

0815-0900 Registration
0910-0915 Welcome and Briefing
0915-0930 Campaign Phase
0930-1200 Game 1
1200-1245 Lunch Break
1245-1300 Campaign Phase
1300-1530 Game 2
1530-1545 Break
1545-1600 Campaign Phase
1600-1830 Game 3
1900 Venue Closes

Sunday 13th November

0830-0915 Arrival
0915-0930 Campaign Phase
0930-1200 Game 4
1200-1330 Lunch Break and Painting Judging
1330-1345 Campaign Phase
1345-1615 Game 5
1630ish Awards

What to Bring

- Your fully painted and based battlegroup
- Rulebooks and Supplements etc. that you need to play your army. If you can't show a rule, then you can't use that rule. *
- A copy of this tournament pack*
- Titan Terminals and tokens

- Tape measure
- Dice**
- Glue for Battlefield repairs
- Pen(s) for recording results

* You don't have to bring paper copies of any of these if you have access to them digitally. However, we can't guarantee that there will be any available/accessible plugs for the charging of devices at Warfare, so please plan accordingly and make sure that the device you are using is fully charged and able to last a full day of gaming.

** A note on dice. I know we all have our own special dice that we like to use but since at Warfare you may be playing people you don't know please can you ensure that any dice you are using are readable and only have symbols on either the 1s or the 6s. At the start of the game let your opponent know which facing the symbols are on. If you have symbols on both facings, then all dice with symbols count their symbols as being on the 1s regardless of the actual side they are on.

Battlegroups

As default battlegroups should be chosen using the rules for a confrontation on p.84 of the rulebook. However, as some missions you may be playing may be in weird environments and/or narratively suited to different styles of forces we encourage you to bring extra models that you can use if you want to. There is no list submission, and you may use a different list for each game you play if you want to.

There may also be opportunities for doubles games either as a 2v1 or 2v2 format over the course of the day. For these games each side will have a points limit of 2000 points.