

WARHOUNDS II WARMASTERS

Embers of Warfare 2025

++++ AN ADEPTUS TITANICUS MATCH PLAY EVENT +++++

LOCATION

[Farnborough International Exhibition and Conference Centre.](#)

15th November 2025 & 16th November 2025

EVENT TIMETABLE

DAY ONE:	DAY TWO:
08:15 - 09:00: REGISTRATION	08:45 - 09:15: ARRIVE
09:00 - 09:15: WELCOME/INSTRUCTIONS	09:15 - 11:45: GAME 4
09:15 - 11:45: GAME 1	11:45 - 12:45: LUNCH (Best Painted Finals)
11:45 - 12:30: LUNCH (Best Painted Comp)	13:00 - 15:30: GAME 5
12:30 - 15:00: GAME 2	15:30 - 15:45: TITAN WALK
15:00 - 15:15: BREAK FOR ADMIN	15:45 - 16:00: PRIZES/END OF EVENT
15:15 - 17:45: GAME 3	16:00 - 16:30 PACK UP & GO HOME
17:45 - 18:15: GO HOME	

Greetings Princeps,

Sponsored by Warhounds2Warmasters, we present Embers of Warfare, a Matched Play event following the Embers of War series. This is a 2 day, 5 game Singles event pitting 2000 point battlegroups against each other in glorious engine war using the Matched Play Guide rules and the Warhounds2Warmasters FAQ.

BATTLGROUP SELECTION

Players must select a 2000 points matched play Titan Legio Battlegroup or Knight Household Battlegroup using the rules published in the Adeptus Titanicus Matched Play Guide, Traitor & Loyalist Legios and Campaign Compendium.

Crusade Legio Battlegroups are permitted at this event.

Titans of Legend are not permitted at this event, likewise with maniples from White Dwarf or Community articles/publications.

Princeps Traits and Knightly Qualities are to be selected at list creation and will be locked in for the duration of the event. If you are running multiple maniples within your battlegroup, each maniple must have its own Princeps Seniores with their own trait.

Each Princeps Seniores **must** have a different trait, duplicates are not permitted unless you are playing Legio Vulcanum.

The 'Dominant Strategist' Trait is **not available** for this event – feedback and comments will be requested following the event from all attendees as to how this limit is experienced.

Battlegroup lists must be submitted for review by **Midnight (UTC) October 31st 2025** to bme.short@hotmail.co.uk

STRATAGEMS

Each player must create a *Stratagem Hand* of 8 stratagems to be used at the event which must be noted on their team battlegroup list as per the Adeptus Titanicus Matched Play Guide. Players will receive 4 *Stratagem Points* to use per game, plus an additional 2 for each set of Legio rules their opponent is using. Players may choose from any applicable stratagems published in the main Adeptus Titanicus rulebook, Adeptus Titanicus Matched Play Guide, Traitor & Loyalist Legios books or the Campaign Compendium books.

Knight Household lists must choose from the Knight Strategems only. They cannot use Titan Legio Strategems.

No Tertiary Objective Stratagems may be taken.

Stratagems printed in White Dwarf will not be permitted.

FAQ & ERRATA

We will be using any official FAQ & Errata document published by Games Workshop up to 31 October 2025, and an accompanying Warhounds to Warmasters supplemental FAQ will be available digitally and printed versions will be on hand for reference on the day. Any official FAQ & Errata published after this date will be used at the TO's discretion.

MISSIONS

We will be using a selection of deployment maps, primary and secondary objectives found in the Adeptus Titanicus Matched Play Guide during this event.

Deployment Maps will be drawn randomly before each round.

Before the start of each round, after the Deployment Map has been announced, players can choose a Primary Objective from the Matched Play Guide with the following modifications:

Direwolf Heavy Scout Titans, Titans within an Audax Canis Maniple and ANY unit deployed using the Outflank Stratagem cannot interact with any objective that requires possession (Vital Cargo, Retrieval etc). The TO can make a ruling on request for any objectives and units **BEFORE** a game is provided, these rulings are final.

Each Primary and Secondary Objective may only be selected once during the event.

Tertiary Objectives are **not** in effect for this event. Feedback gathered from previous Embers of War events has indicated that these provide an unwelcome experience to the majority of games. As with other

changes and limitations, we welcome any and all feedback on this limitation **after** the event from those that have played and will continue to consider this feedback in the format of future events.

SCORING

Mission scoring will be as per the player's selected primary and secondary objective parameters, with an additional 50 VP for a win, an additional 25 VP for a draw and an additional 5 VP for a loss.

Round Tie-breakers – in the event of a draw at the end of each game, the Tie-Breaker is as follows:

Scale Destroyed

Where the Scale Destroyed is also a tie, a Draw is declared and the Players will roll-off to determine who proceeds to a Win table and Loss Table for the next Round.

Event Tie-breakers – in the event of a draw at the end of the Event the order of Tie-Breakers are as follows:

Victory Points Conceded

Scale Destroyed

Scale Lost

There will be a tally the scale of all engine kills AND losses throughout the day so make sure to track these for your score submittals after each round.

PAINTING AND MODELLING

Whilst it is anticipated that your battlegroups will be decked out in their full panoply of war, we understand that constant repair and resupply means that may not be the case!

Whilst there is no requirement to field a fully painted battlegroup, please make sure your units are at least assembled and base coated.

Conversions and counts-as weapons are welcome (and encouraged if you're going to run a corrupted Traitor Legio!), but please go through any converted/3rd party weapon loadouts with your opponent before the game starts. The same goes for any of your titans placed on scenic bases.

Occasionally these bases can grant unintended advantages/disadvantages to players regarding Line of Sight. Please discuss and agree on a mutually acceptable method of determining LoS to/from any affected models prior to beginning the game.

The Event Details:

Tickets go on sale on the [Ticket Shop](https://wargamesreading.co.uk/product-category/warfare-tickets) see <https://wargamesreading.co.uk/product-category/warfare-tickets>

No refunds will be given within 4 weeks of the event.

Tickets will be £50 for the event which includes entry to Warfare 2025 Trade show on both days.

THE VENUE

Embers of Warfare 2025 will be held at:

[Farnborough International Exhibition and Conference Centre.](#)

ShowCentre, Etps Rd, Farnborough GU14 6TQ

Full details are available on the WAR Warfare 2025 [event page](#).

<https://wargamesreading.co.uk/tc-events/warfare-2025/>

There is free parking onsite, please see event page above for further details.

There will be a decent selection of food vendors on site throughout the day.

WHAT YOU NEED TO BRING

Please make sure that you bring the following with you;

- Your battlegroups
- Terminals, weapon cards & pips – **PLEASE NOTE THAT PHYSICAL TERMINALS ARE REQUIRED**
- Dice (including reactor, orders, location, scatter & D10s) & templates
- Tape measure
- x2 **printed** copies of your Battlegroup list
- x3 32mm objective markers
- Rulebooks
- A pen or pencil

PRIZES

Trophies and Prizes will be awarded for 1st, 2nd & 3rd Placements as well as for the voted Best Painted Battlegroup. There will be other prizes and/or trophies available throughout the event

The Evening

Embers Events are traditionally followed by socialising, This will be taking place in the Maidenhead area, details to finalised closer to the time of event, if you are interested, please contact us in advance via email.

We're looking forward to seeing you there. Any questions please contact us via email or via Discord.

Email: bme.short@hotmail.co.uk

Discord: "Taff @ Warhounds2Warmasters"