



The realm of Ultramar feels the sting of betrayal. The Five Hundred Worlds burn and god-machines battle for supremacy in a narrative Adeptus Titanicus event where your games will define the story. If playing games against like-minded, enthusiastic players with fully painted armies is something you aspire towards, or have always dreamed of, then come and experience a weekend like no other.

## **EVENT ESSENTIALS**

Date: 15th-16th February 2020.

System: Adeptus Titanicus, The Horus Heresy.

Battlegroup Size: 1,000pts, 1,500pts and 2,000pts

Board size: 4ft by 4ft

**Scenarios**: These will be revealed before the event.

Number of games: Five.

**Army Selection**: we will be using the matched play restrictions, with a few exceptions that are noted in full in the Your Army section of this pack

Tools of War: The event will provide Terrain for the Gaming Tables. The players are expected to bring everything else they need to play a game of Adeptus Titanicus including their Battlegroup, Battlefield Assets and Status Markers, command terminals, all relevant rules publications and at least two copies of their Battlegroup roster.

**Language:** We expect all players to be able to converse in English and have English versions of their publications

Meals: Lunch is provided on both days.

Other activities: Pub Quiz, Painting competitions and free entry to the Warhammer World exhibition.

#### SCHEDULE SUNDAY SATURDAY Registration in Bugman's Events Hall and 8.30am - 9.15am 10.00am Stores open Events Hall and Stores open 9.00am 9.15am Event brief 10.30am - 1.00pm Game 4 9.30am - 11.45pm Game 1 Lunch and Best 1.00pm - 2.00pm Lunch and Legend Battlegroup competition 11.45pm - 12.45pm Painting competition. 2.00pm - 5.00pm Game 5 Game 2 12.45pm - 3.00pm Break 5.00pm - 5.30pm Break 3.00pm - 3.30pm Awards Ceremony 5.30pm 3.30pm - 6.00pm Game 3 Warhammer World Closes 6.00pm Events hall and stores close 6.30pm Pub Quiz 7.00pm Bugman's Bar closes 10.00pm



# Your Army

You will need to make 3 battlegroups for this event one at 1,000 points, one at 1.500 points and one at 2,000 points, all 3 of these battlegroups need to be from the same titan legion and/or knight household but other than that they can be entirely different.

Each player needs to build their battlegroups according to the rules presented in the Adeptus Titanicus Rulebook, or a Knight Household force according to the rules presented in Doom of Molech with the following exceptions:

• A Battlegroup can include a maximum of one Knight Banner per Titan Maniple within the Battlegroup.

- Within a Household Force, all Knight Banners within a Lance, except for the Seneschal's Banner, must be Questoris or Cerastus Knight Banners.
- A Household Force can include a maximum of one Acastus Knight Banner as a Freeblade.
- The Crusade Titan Legion rules from White Dwarf July 2019 cannot be used when creating a battlegroup.

Once you are happy with your Battlegroups, you must record it on a typed up force roster. You will need to hand one copy of your force roster in at registration, and have at least one other copy to give to your opponents before each game.





### GAMES

The games will be played using scenarios that will be revealed nearer the event based around the 500 worlds of Ultramar. The points cost for these missions will be handed out with mission sheets at registration You will play each mission a maximum of once. Your opponent for each round will be randomly determined, but will always be of the opposite faction.

You will be given a Campaign Log when you register for the event. This will be your record for keeping track of your achievements and titans status over the weekend as well as who you played.

During each round, you will be given a mission status card. At the end of each game, record your achievements in both your Campaign Log and mission card. The mission card must be handed into a staff member.

### CODE OF CONDUCT

At Warhammer World, we place great emphasis on playing excellent games of Aeronautica Imperialis with like-minded people at the home of Warhammer. Therefore we expect players to play each game with a certain code of conduct to support this.

Ensure you arrive on time at your table for your game, greet your opponent, introduce yourself, offer them a copy of your squadron roster and start the game promptly. We then expect players to treat each other positively, demonstrate good sportsmanship and play the game in a timely manner.

### FAVORITE PLAYER VOTING

You can vote for the two opponents you enjoyed playing against the most (note that you can't vote for the same opponent twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game. You get two votes and you must vote only for only those players you played against. This is also a secret ballot, so don't let anyone see who you've voted for!

## Painting Competitions

During the event we will hold two painting competitions. These competitions are separate from the main event, so have no bearing on the overall rankings. They are there to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. You are eligible to enter each category once. To enter, you must have done the building and painting yourself.

The first is the Legends painting competition. Entry is open to anyone taking part in the event, and the winners are determined by player vote. The winning model(s) from each category will win a Legend award.

The categories are as follows:

**Knights of Legend** - includes any banner of models that are Scale 5 or less.

**Scout Engine of Legend** - includes any one model of Scale 6 to 7.

Battle Engine of Legend - includes any one model of Scale 8 to 9.

War Engine of Legend - includes any one model of Scale 10 or more.

The second competition is for the Best Battlegroup. This is a prestigious award for hobbyists who take the time and put in the effort to achieve a truly excellent standard of modelling and painting consistently across their whole force. Entry is open to anyone taking part in the event, and the winners are determined by player vote.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding these competitions, feel free to contact us before the event at whworldevents@gwplc.com.



### AWARDS

At the end of the event we will hold an award ceremony to celebrate particular feats of achievement over the weekend. The awards available are:

GODS OF THE 500 WORLDS For all players in the winning faction

MOST SPORTING LOYALIST PLAYER
For the loyal player with the highest
Sportsmanship score, with highest overall
ranking as the tiebreaker.

MOST SPORTING TRAITOR PLAYER
For the traitor player with the highest
Sportsmanship score, with highest overall
ranking as the tiebreaker.

KNIGHTS OF LEGEND
As voted by you, for the winner of the Knights category as detailed above.

SCOUT ENGINE OF LEGEND
As voted by you, for the winner of the Scout
Engine category as detailed above.

BATTLE ENGINE OF LEGEND
As voted by you, for the winner of the Battle
Engine category as detailed above.

WAR ENGINE OF LEGEND
As voted by you, for the winner of the War Engine category as detailed above.

BEST LOYAL BATTLEGROUP
As voted by you, for the most impressive looking
Loyal Battlegroup force.

BEST TRAITOR BATTLEGROUP
As voted by you, for the most impressive looking
Traitor Battlegroup force.