



# THE HARROWING OF TYRAS III

## THE GOONHAMMER UK OPEN OCTOBER 2022

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**What:** Narrative Adeptus Titanicus Campaign

**When:** 29th and 30th of October 2022

**Where:** Nottingham Girls' School Sports Hall, 9 Arboretum Street, Nottingham, NG1 4JB

**Players:** 24 - 12 Loyalist and 12 Traitor Battlegroups

**Games:** Five games ranging from 1250 to 2500 points

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Version 1.3

Minor changes from the previous version to be highlighted in purple



# EVENT FORMAT

The weekend will follow a narrative campaign following the Forge World's fate, where the events of one game can impact the next and ultimately your faction's success.

This is **not** a competitive event

We're all here to slam our Titans into each other and set off some sweet chain reactions.

Be excellent to each other and take something other than Dominant Strategist for a change.

## FACTIONS

Tickets are sold on a per faction basis, Loyalist and Traitor.

In the case of drops or other unforeseen circumstances that the spare player is unavailable, volunteers may be asked for to change faction. Note that players who swap factions will not be forced to change allegiance (with it's associated wargear and abilities) if they don't want to.

Some of the rounds are played as Doubles, these teams are not fixed and will be formed amongst the faction on the day, so don't fret if there are an odd number of your group attending.

## RULES, FAQs AND ERRATA

The tournament will use all Games Workshop rules publications, FAQs, and errata published up to two weeks ahead of the event. Anything published after this date will not be used (subject to TO discretion)

## RULES QUERIES

If you have any queries relating to event rulings, please submit them to [contact@goonhammer.com](mailto:contact@goonhammer.com) and specify "GHO UK AT" in the subject line

## BATTLEGROUP SELECTION

The battles for Tyras will be fought at different scales, with some interesting mechanics which will impact how your Battlegroup performs, please read Battlegroup Creation for more details

- 1250
- 1750
- 2000
- 2500 (optional, see Army List submission)

## Schedule

### Saturday

8:30-9:00 Registration

09:00-09:15 Briefing

09:15-11:45 Game 1 - 2000 Points

11:45-12:45 Lunch

12:45-15:30 Game 2 - 1750 Points

16:00-19:00 Game 3 - 1250 Point Doubles

### Sunday

09:00-09:15 Briefing

09:15-11:45 Game 4 - 2000 Points

11:45-13:00 Lunch and Best Battlegroup Judging

13:00-16:00 Game 5 - Mega Battle 2500 points solo OR 1250 Doubles

16:30 Campaign Epilogue and Prizegiving



## List Submission

Please read the Campaign Rules section thoroughly before making your lists, as several mechanics will impact their creation.

Whilst this isn't a competitive event, please submit your **Army Lists by the 22<sup>nd</sup> of October** [contact@goonhammer.com](mailto:contact@goonhammer.com) with "GHO UK AT" at the start of the subject line.

Please include your Stratagem Arsenal, Battlegroup Roster and lists.

In the Doubles Round, you may take a single Warmaster or Iconoclast instead of a valid 1250 point battlegroup, provided your teammate agrees (and who wouldn't?) – it must still be included in your inventory (see campaign rules)

Please indicate if in the final round you would rather play 2500 points or 1250 point doubles, we will endeavour to match people up accordingly.

***Soggy:** You know you want to take that Warmaster/Iconoclast with full escort or the full Extergimus list...*

All models are to be *Battle Ready, painted and based on their correct bases as a minimum. All models are to be modelled WYSIWYG, however feel free (and please do) to go crazy with conversions as long as it is still clear to your opponent what is going on.*

## WHAT YOU NEED TO BRING

- Your Battlegroup
- Printed copy of your Battlegroup Roster to track your XP/Damage (template will be provided)
- Two printed copies of each of your battlegroups
- Dice, templates measuring tapes, pen/pencil,
- Support/Ground assets included in the base AT set
- Command terminals

We expect people to have terminals for each of their Titans present. If this is not possible on account of loss or damage, please arrange to print off a suitable proxy

## Food and vendors

Unfortunately, catering will not be available from the school kitchen this time around. Factorum will be running a stand in the main hall selling snacks and drinks, as well as a range of both Games Workshop and 4Ground products.

There is a Sainsbury's Local around the corner, otherwise I'd recommend hitting up Deliveroo/etc ahead of lunch time.

## Photography

The Goonhammer team will also be taking photos throughout the event. Our privacy policy is published on the Goonhammer Open UK events page on the website.



## Prizes & sponsors



Element Games have come through with some amazing prize support for everyone. Please use our referral link to tell them to keep this up!



The kind folks at [Battlebling](#) are sponsoring the AT event, and have given us a **coupon code** which you can use on their [store](#) to get 10% off any nameplates for your titans – goonhammer10

Prize categories are to be confirmed but will include the following:

- Best Loyalist Princes
- Best Traitor Princes

The best princes of each faction will be determined by a favourite opponent vote



## VENUE

The Goonhammer Open is being held at the Nottingham Girls High School sports hall. Ample free parking is available just off of Arboretum Street as marked above a few minutes away. The Addison Street gate is shut on the weekends, so please enter via Balmoral Road



## House Rules

### Restrictions

Several event specific restrictions will apply to the weekend beyond the normal rules

- No duplicate Personal Traits
- **Dominant Strategist is banned - Deal with it**
- Crusade Legios are strongly discouraged to avoid their gaminess. Please email in advance to get this approved, we reserve the right to tell you to tone it down or take a normal Legio instead
- All Titans must be from a Legio, so no denying your opponent SP
- A limit of one Vortex missile per 1250 points (ie one for all games except the final round)

### Doubles Format

When playing a doubles game, each team counts as one player, for example one player on each team will roll for the Opus etc. A team will have a shared pool of SP to pick stratagems from and no duplicates are allowed, except for stratagems which must be played at the start of the game which upgrade a unit – e.g. *Experimental Locomotors*, although these must target a unit from each players battlegroup.

### Knight Banners and Scale

Knight Banners increase in scale for each multiple they are of the minimum banner size, rounding up for the purpose of stratagems (Outflank) or for holding objectives.

*For example, a banner of two Cerastus are scale 4, but a banner of three or four will count as scale 8*

### Vox Blackout

If played during the first strategy phase of the game, Vox Blackout has it's normal effect but does not prevent the use of stratagems that *must* be played on the first round – e.g. *Overcharged Cannon*

### Optional Rules

Any optional rules such as Overloading Voids will not be played by default, however if both players agree and would rather play with them – go for it!

### Warp Displacement

This can be played at any time – although if you are ahead consider using this only during your own activation.



## Campaign Rules

In addition to the outcome of your games deciding the fate of the Tyras system, we will be putting in some campaign rules to spice things up a little and help forge your narrative for the weekend.

### Priceless Relics

All Titans must be named.

*Soggy: I'm disappointed in you if they aren't already.*

This is to aid in tracking it's exploits and downfalls over the weekend.

The same God-Engine can (and should) reappear in your different lists for the weekend, with the option to swap to different weapons if you have them available in your inventory – more on this later.

### Housekeeping

We will be issuing out a roster template (hopefully laminated) to help track the tale of your God-Engines over the weekend – including their skills, damage, and engine kills.

### Stratagem Arsenal

As part of creating your battlegroup, select eight stratagems which will be available to you to choose from for the weekend. These eight stratagems are to be recorded on your roster, which will be available for your opponent on the day. This is to represent your battlegroup's preferred method of war, and help speed up things on the day with stratagem selection.

Usual rules for how many SP you get per game apply, although the path of the campaign may affect this number

*Note: Many missions will have binary win conditions, so tertiaries may not be worth it.*

### Battlegroup Roster/Coffin Ship Inventory

For the weekend you will need to create a Battlegroup Roster, an inventory of materiel aboard your Legio's coffin ship. By default, the coffin ship will hold 2500 points of Titans, Knights and **extra weapons or wargear**.

The contents of your Coffin ship do not have to a valid battlegroup. From this inventory you will then make your lists for the weekend – Titans with the same name are treated as the "same" Titan even if they are equipped with different weapons or wargear.

Don't panic if you only have 2000 points of Titans, this is a "*sideboard*" mechanic for the weekend. There is a way to expand your hold, which is covered under Requisition and Supply which will make fielding Warmaster/Iconoclast Titans easier.

### Skilled Warriors

The Princeps Senioris of a Maniple still gain the +2 to command checks during Orders phase but do **not** gain a personal trait by default. **Any personal traits must be acquired via the *Tempered by Battle* requisition.**

**No Personal Traits or Crew Skills may be duplicated across your entire Battlegroup Roster**

### Swapping Titans

As each Titan has a name, it can reappear in the different lists over the campaign.

- A Titan appearing in different lists is the same God-Engine and crew, so any skills earned or damaged sustained and carried over.
- Weapons and Wargear may be swapped if you have them spare within your inventory
  - Mutations are fixed for the weekend. We encourage you to model them or have some method of keeping this easy to track for your opponent.



## Requisition and Supply -Titans

The God-Engines of the Collegia Titanica require extensive logistical support to keep them in the fight. This is represented by Requisition Points (RP), which can be used for several different purposes.

**Your Battlegroup starts with 5RP**, which you can use as part of battlegroup creation such as *Expanded Holds* or kept in reserve to repair damage sustained over the course of the campaign.

- **1RP Expanded Holds** – increase your Roster capacity by 500 points
- **1RP Tempered by Battle** - Give the Princes of a Titan in your Inventory a Personal Trait or a Titan Crew Skill\*
- **1RP Battlefield Upgrades** – Upgrade a Titan with one of the upgrades from Shadow and Iron\*. This upgrade does not count towards your Inventory cap.
- **1RP Battlefield Repairs** - Choose a Titan with critical damage to one or more locations and roll a number of dice equal to its Servitor Clades. For each result of 4+, it repairs one point of critical damage.
- **1RP Ommissiah's Blessings**: Choose a Titan or Crew with a Battle Scar. Remove that Battle Scar.

*\*Shadow and Iron page 90~, these tables has been included in the appendix for easy reference*

### Notes:

RP may only be spent outside of battle – before the campaign or between games.

Expanded holds is there to allow you to take a larger battlegroup and change your list up often, but it will limit the number supplies you have available for the weekend.

Each battle taken part in will reward you with **1RP**, regardless of win or loss. Additional RP may be gained or lost over the course of the campaign.

A Titan may have a Personal Trait for it's Princes OR a Titan Crew Skill.

Personal Traits, Titan Crew Skills and Campaign Titan Upgrades may not be duplicated.

A Titan may only have one Titan Upgrade acquired via RP

## Achievements

Certain accolades will be rewarded over the weekend, these include and are not limited to:

- **First Blood**: The first person to get an Engine Kill each round (it has to be called out to be valid)
- **Titan Ace**: When a unit reaches 5 Engine Kills over the campaign (has to be the final dealer of the blow)
- **Remembrancer**: The Player(s) who record the most titanic deed to be retold at the Campaign Summary.
- **Dressed to Impress**: The person dressed most befitting a Princes of the Collegia Titanica – it is Halloween after all
- **The Little God-Engine that could**: During the campaign wrap up we will look back on the Titan that has had the most unfortunate weekend.

## Persistent Damage – Titans

After each game, each Titan that was destroyed must roll a number of dice equal to its Servitor Clades – the type of dice depends on how it fell in battle:

- If the result was a Magazine Detonation or Catastrophic Meltdown use d6s
- Otherwise use d10s

For each result of a 1-3, roll a hit location die.

- If the result is not a weapon, the Titan starts with one point of critical damage to that location. A Titan cannot start with more than two points of critical damage to a given location
- If the result is a weapon, determine a weapon randomly as usual - the weapon in that mount is disabled at the start of the next battle, even if you switched weapons (the mount is damaged, not just the weapon).

If the result contained at least one unmodified 1, roll the location die. On a result of “Head” or “Special,” the Titan’s crew suffers a Battle Scar generated from the table below. Otherwise, the Titan suffers a Battle Scar generated from the table below:

d6	Crew Battle Scar
1	<b>Damaged Sensorium:</b> The Titan’s sensorium and auspex ranges have been compromised by the rigors of battle. The Titan does not benefit from any positive ACC values, but still suffers penalties from negative ACC values. In addition, it cannot benefit from the <i>Barrage</i> trait.
2	<b>MIU Interference:</b> The Titan’s mind-impulse uplink has been damaged, causing it to broadcast static into the mind of its crew. The Titan’s Command, BS, and WS skills cannot be improved for any reason, and it does not benefit from bonuses to any Command or Hit rolls.
3	<b>Damaged Targeting System:</b> The Titan’s targeting systems are compromised, and the moderati are not able to efficiently bring its weapons to bear. The Titan cannot go on Split Fire or First Fire orders.
4	<b>Displeased Machine Spirit:</b> The Titan’s machine spirit has grown dissatisfied with its crew’s lack of competence, and refuses to put itself at risk despite orders to the contrary. The Titan cannot go on Charge or Full Stride orders.
5	<b>Shaken Crew:</b> The wounds suffered by the crew, both physical and mental, have shaken their will to fight. The Titan cannot re-roll dice for any reason.
6	<b>Wounded Princes:</b> The Princes has been wounded, and while they can still carry on the fight, the stress of battle may prove to be too much for them. When taking a Command check for any reason, on an unmodified result of 1, the Titan loses any orders it has and receives a Shutdown order. Additionally, if the Titan has suffered any points of critical damage to the head, treat the amount of critical damage it has suffered to its head as one higher for determining what critical damage effects are affecting it.





d6	Titan Battle Scar
1	<b>Overtaxed Reactor:</b> The Titan's plasma reactor has been pushed beyond its nominal safety one too many times. Any time the Titan would roll the reactor die, it must re-roll a "blank" result and cannot re-roll the "Awakened Machine Spirit" result for any reason.
2	<b>Malfunctioning Weapon Mount:</b> One of the Titan's weapon mounts has jammed, limiting the crew's ability to bring it to bear. Determine a weapon at random. If the weapon fires at a target whose center of base is outside its forward "corridor" arc, it takes a -2 penalty to hit.
3	<b>Strained Locomotors:</b> Excessive use outside normal operating tolerances have rendered the Titan's locomotor servos vulnerable to failure. When the Titan finishes a move, if it used its Boosted Speed or Manoeuvre values during that move, roll 1d6 for each inch beyond its Base Speed or for each turn before its Base Manoeuvre value it used. For each result of 6, the Titan suffers one point of structural damage to its legs.
4	<b>Slapdash Repairs:</b> The Titan's armour has been compromised by repeated fire beyond ordinary repair. Determine a location at random. All incoming attacks against that location gain +1 to armour rolls.
5	<b>Flickering Void Shields:</b> The Titan's void shield generator is on the fritz and is much less reliable. When making a shield save for the Titan, if any of the dice show an unmodified result of 1 after re-rolls, the attack gains the <i>Voidbreaker (1)</i> trait. If it already had the <i>Voidbreaker (X)</i> trait, increase X by 1.
6	<b>Compromised Internals:</b> The stresses of the battlefield have collapsed maintenance tunnels and other routes through the Titan, making mid-battle repairs significantly more difficult. The Titan's Servitor Clades value is reduced by 1.

## Requisition and Supply -Knights

### Persistent Damage – Knights

Knight Banners had a rough time going up against God-Machines. We're still considering how to execute this one in a balanced and fair way. I'm open to feedback if anyone has ideas.

At the time of writing, any Knight Banners or Knight Households will be excluded from Campaign mechanics. If you only have a Knight Household list – you can still take it, you just will be missing out on half of the shenanigans of the campaign. Reach out to me and let me know how you feel on this one.



# Appendix

These tables of upgrades are from the campaign section of Shadow and Iron and have been included for easy reference.

## TITAN UPGRADES

### Overcharged Weaponry

The chosen weapon gains either the Maximal Fire (Draining) or Shieldbane (Draining) traits, chosen by the controlling player. If the weapon already has either of these Traits, it loses the (Draining) trait

### Reinforced Cladding

When purchasing this upgrade, choose either the Head, Body, or Legs of the Titan being upgraded.

Apply a -1 modifier to all Armour rolls made for a location with Reinforced Cladding

### Thermosiphon Reactor

A Titan with this result does not roll on the Reactor Overload table while the Reactor Status marker is in an orange hole. In addition, the first time it vents plasma each round, the Titan can vent plasma on a 3+ instead of a 4+. This upgrade has no effect if the Titan is suffering from the Reactor Leak (X) Critical Damage effect

### Enhanced MIU

A Titan with this upgrade may be issued any order without the need to make a Command check. However, if no Command check is taken, roll a D10. On the roll of a 1, the MIU overloads. The Titan immediately takes 1 point of Critical Damage to its Head and this upgrade has no effect for the rest of the battle

### Automated Repair Failsafes

When purchasing this upgrade, choose either the Head, Body, or Legs of the Titan to contain the upgrade. Once per battle, when this Titan is activated in any phase, it can initiate its Failsafes. If it does so, it immediately regains up to D3 Structure points it has lost from that location. If at any point before it activates its Failsafes the Titan takes Critical Damage on a location with this upgrade, the upgrade is destroyed – it cannot be used for the rest of the battle.

### Enhanced Automotives

A Titan with this upgrade increases both its Movement and Boosted Movement characteristic by 2", to a maximum of 10". If, during the battle, the Titan suffers Critical Damage to its Legs, this upgrade is disabled and has no effect for the remainder of the battle

### Tracking Arrays

Add 1 to the Hit rolls of all attacks made by a Titan with this upgrade when using a weapon's Long range. However, at the end of the Combat phase in which a Titan with this upgrade has made one or more weapon attacks, roll a D10. On a 1, the Tracking Arrays overload. The Titan immediately takes 1 point of Critical Damage to its Head and for the remainder of the battle, this upgrade has no



## TITAN CREW Skills

### Accurate

A Titan with this skill applies a +1 modifier to all To Hit rolls for attacks made with weapons without the Melee Trait.

### Expert Marksmanship

A Titan with this skill does not suffer penalties for making a Targeted attack *with one weapon per battle round* (This has been modified from the book version)

### Brawler

A Titan with this skill adds 1 to the Dice value of all weapons with the Melee trait it is equipped with.

### Agile

A Titan with this skill can make up to two turns before moving as part of a Charge Order, instead of one

### Machine Born

A Titan with this skill adds 1 to all Repair rolls it makes during the Damage Control phase.

### Natural Leader

Once per game, during the End phase, you may choose who will be the First Player for the next turn. If both players use this skill during an End phase, players roll off as normal. Only one Titan per player can use this ability per game no matter how many Titans have the skill, and a Titan with this skill must be present on the battlefield when this skill is used.

### Vanguard Fighter

A Titan with this skill may be issued Charge and Full Stride orders without the need to make a Command check.

### Bombard Commander

A Titan with this skill may be issued First Fire and Split Fire orders without the need to make a Command check.

### Titanic Duellist

Apply a -1 modifier to all To Hit rolls for attacks made against a Titan with this skill by weapons with the Melee trait.

## CHANGELOG

### 1.0

- Initial Doc

### 1.1

- Confirmed taking Warmaster/Iconoclast in Doubles as one person's 1250 list was viable

### 1.2

- Added initial Campaign Rules for Titan Battlegroups
- Added house rulings for Warp Displacement and Optional Rules

### 1.3

- Element Sponsorship
- Included Titan Crew Skills and Titan Upgrades in appendix
- Added note that a Titan may have a Personal Trait OR a Titan Crew Skill
- No duplicated Campaign Titan Upgrades and only one per Titan
- Note about Knight Banners and Households being excluded from campaign mechanics
- Clarified that RP may only be spent outside of game
- Banned Dominant Strategist
- Added achievements – Remembrancer, Dressed to Impress and the Little Titan that could
- Added note that Tertiary objective strats are a waste of time
- Put submission back a week