

# LONDON GRAND TOURNAMENT PRESENTS

## ADEPTUS TITANICUS

Princeps, Power your Locomotors and Invoke your Machine Spirits, because the God Engines are coming back to LGT!

### What:

An Adeptus Titanicus tournament at the London Grand Tournament on Friday 27th September!

3 Games, 1750 points each and a selection of balanced missions to put your strategy to the test.

This tournament is intended to be fun for players of all abilities, with a gentler first game to get you into the swing of things with some mission bonuses that you can take with you throughout the event.

Reserve your spot at this early event and spend the rest of the weekend bathing in glory, taking in (or partaking in) the other weekend activities, or with a well earned rest.

### When:

Friday Sept 27<sup>th</sup> 2024 from 13:30

### Where:

The Lee Valley Indoor Athletics Centre, 61 Meridian Way, Edmonton, London N9 0AR, UK.

### Where can I get tickets:

Tickets are available now, from our [webstore](#).

# TULA IX

Although far from any of the great Forgeworlds, the Tula system was both rich in mineral deposits, and a useful jump point, not too far from more heavily used routes. Most of the systems smaller planetoids were already fully 'utilised' in the Imperial war effort, however, as greater demands were placed on sourcing materials, the influx of additional labour commissions and trading guilds, together with rising tithes, led to a less than amiable local population, requiring 'incentivisation' to maintain the flow of materials. As the only planet with a naturally near-breathable atmosphere, the ninth planet of the system became the main focal point for administration and trade. To ensure that peace was maintained, the system was kept free of any potential piracy, and to ensure a timely response could be mustered in this part of the sector, along with the local Arbites and Auxillia forces, a small Household and Legio presence was established. However, stoked by unrest and an apathy for a far distant Emperor, allegiances were called into question. The Imperium's grip, though mighty when brought to bear, is loose in this sector, and other powers have set their sights on Tula's resources and location.

## Welcome to Tula IX

Your Battlegroup has been dispatched to secure core facilities and ensure that these are protected from a significant invading force. Take control of the area and destroy any enemy that you encounter!

## What you will need to bring

You should bring a Legio or Household Battlegroup of up to 1750 points to meet a selection of balanced missions. Your Battlegroup should be built using the standard 'Building a Battlegroup' rules from the Rulebook, Doom of Molech, Loyalist Legios, Traitor Legios, and Matched Play Guide published by Games Workshop and as updated / clarified by the FAQs available from Warhammer Community. We will be using Basic and Advanced, but not Optional Rules from the Rulebook for this event.

You may bring Psy-Titans or Corrupted Titans to this event, though please ensure to discuss these and their abilities with your opponent prior to your game.

You may use multiple Legios and/or Households in your Battlegroup, however, this may affect the number of Stratagem Points your opponent has available to them at the start of each battle, as per the Matched Play guide p10 / Loyalist or Traitor Legios p8

You will also need to bring any tokens, dice and rulebooks required to play the game, and any appropriate markers to represent Battlefield Asset Stratagems / lasting effects.

You will need to provide a printed roster, listing each unit, its weapons, upgrades and any other options, indicating which unit is your Battlegroup Leader, along with your selected hand of 6 Stratagems, which will be the only stratagems that you may use for the duration of the event. As per Matched Play guide p10 (i.e. you will receive 3 Stratagem Points plus 2 per Legio Trait in use by your opponent, plus any that you receive for other Princeps Traits or upgrades).. If you intend to use a tablet or other electronic device to maintain your Command Terminals, these must be made readily available to your opponent at any time, and it is your responsibility to ensure that you have sufficient power for the duration of the event or be prepared to revert to physical terminals.

# TULA IX

## The Tournament

The Tournament will consist of 3 Games, using your 1750 point Battlegroup (the same is used for each mission)

Each mission will last for 5 turns and will be scored according to Primary and Secondary Objectives as per the Mission Briefing. Any Tertiary Objectives selected, will count towards the maximum number of Secondary Objective Points available, as per the Matched Play Guide. Note: Mission maps containing the battlefield layout and locations of objectives will be provided prior to each mission.

## Event Timings

13:30 Briefing – Roll Call & Mission Parameters

13:45 Mission 1 –

15:30 Mission 2 –

17:45 break

18:30 Mission 3 –

21:00 Debrief and Presentations

# MISSION SCENARIOS

## MISSION ONE -Secure and Hold

The enemy has been sighted on the outskirts. Show them the power of your battlegroup and drive them from the area.

**SETUP:** Consult the auspex read-out showing the three key zones for this area.

**OBJECTIVES: Primary Objective – Secure and Hold:** Each player is seeking to control the three key zones in this area. At the end of the battle, count the scale of the units on each side within 6" of each key zone, halving the value of any titans that are structurally compromised. The player with the highest scale points controls the zone. Each player scores points as follows; Control 1 zone = 5VPs, Control 2 zones = 15VPs, Control all three zones = 25VPs. **Secondary Objective – Scout the Area:** Scan the area for potential traps and report back. At the end of the battle, score 5VPs if you have a unit wholly within your own half of the board. Score an additional 5VPs if you have a unit wholly in a further quarter of the board. Score and additional 5VPs if you have a unit wholly in the remaining quarter of the board.



# MISSION TWO

## -Cut off the Head

The enemy appears to have brought their elite units into this area. Your Battlegroup Leader has been fitted with a little extra surprise for the foe. Place that and get out of there. This is a chance for us to knock out their core and decimate their morale.

**SETUP:** Consult the auspex read-out to determine the position of the enemy units.

**OBJECTIVES: Primary Objective – Cut off the Head:** Each player is seeking to destroy the enemy's elite units. Each player selects three enemy units that are to be destroyed, one of which must be the enemy's Battlegroup Leader. At the end of the Battle, score 5VPs if you have structurally compromised the enemy Battlegroup Leader or 15 VPs if you have destroyed it, and a further 5VPs for each of the other selected units that have been destroyed. **Secondary Objective – A Little Something for the Weekend:** If, during the battle, you are able to move your Battlegroup Commander to within base contact of the designated zone, score 10VPs. If, after completing that, your Battlegroup Commander is alive at the end of the game, score an additional 5VPs



# MISSION THREE

## - Bring Them Down

The enemy appears to have brought in additional resources and established a small bridgehead at the edge of the main combat zone. It is imperative that this is destroyed. However, we have a highly important secondary objective for your ears only!

**SETUP:** Consult the auspex read out detailing key battlefield objectives.

**Primary Objective – Bring Them Down:** The enemy has garrisoned its command in a stronghold at the edge of this zone. It is imperative that this is destroyed. The Stronghold is protected by 2 Void Shields, has a Structure of 5 and takes Direct Hits on a 12+ and Devastating Hits on a 15+. Any other buildings in the marked zone harbouring the enemy are also fair target – buildings within the enemy's deployment zone may be targeted as per the Optional Rule on p52 of the Rulebook and have an Armour Value of 13. If they are destroyed, remove them from the play area. If at the end of the battle, the Stronghold has been destroyed, score 15VPs. Any other buildings destroyed in the enemy's deployment zone are worth 5VPs each to a maximum of 10VPs. **Secondary Objective – Secret Mission:** You will receive a secret mission objective to undertake during this engagement – you should keep this private from your opponent. This mission might or might not interact with the other objective markers on the mission auspex and may or may not be the same as your opponents. Victory Points for this objective can be found on the card and are only declared at the end of the battle,

One way or another, it all ends here!

