



Ashes of War 2

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



Factorum, Warminster – New Venue Details TBC

Saturday 18 July 2026

Greetings Princesps,

The Warhounds2Warmasters team are proud to present: Ashes of War, a series of Matched Play events following the Embers of War series. This is a 1 day , 3 game Singles event pitting 2000 point battlegroups against each other in glorious engine war using a modified approach to the Matched Play Guide rules and the Warhounds2Warmasters FAQ.

EVENT TIMETABLE

0900-0915: Registration

0930-1200: Game 1

1200-1300: Lunch

1315-1545: Game 2

1600-1830: Game 3

1845-1900: Results

BATTLEGROUP 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

Princesps 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 Princesps Senioris with their own trait.

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

Heavy Maniples – A Single Mandatory Warlord slot may be replaced for all Legios (except Audax) with a Warmaster/Iconoclast engine, at the appropriate cost.

Battlegroup lists must be submitted for review via New Recruit by **Saturday 4th July 2026**. Lists including **Warden Titans need to be emailed instead**.

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 Stratagems only. They cannot use Titan Legio Stratagems.

Tertiary Stratagems may not be selected in your Stratagem Hand – please see below Missions section detailing objectives.

Stratagems printed in White Dwarf are not permitted.

FAQ & ERRATA

We will be using any official FAQ & Errata document published by Games Workshop up to 30 June 2026, an accompanying supplemental FAQ will be available digitally and printed versions will be on hand for reference on the day.

Per Feedback from the last events, the following modification is in effect:

Vortex Payload – A Warp Missile Support Rack may be upgraded to have a Vortex Payload if a Titan Battlegroup is selected and has the Loyalist Allegiance. A Vortex Payload upgrade can only be taken by a Reaver Battle Titan **within** a Maniple.

A Vortex Payload upgrade may NOT be taken by a Reinforcement Titan.

A Maximum of 1 Vortex Payload Upgrade may be taken per Force.

Warden Titans will be available for Ashes of War 2 and CANNOT be equipped with a Plasma Blastgun.

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 with additional mission added in taken from the Open Engine War deck during this event.

Deployment Maps will be drawn randomly before each round.

Two Primary Objectives will be drawn for each round and notified to all attendees via email.

Select a Secondary Objective. Each Secondary Objective may only be selected once during the event.

Tertiary Objectives may score a maximum of 5 victory points and will cost NO Stratagem points. Each player must select a single Tertiary Stratagem as an Objective at the start of the deployment phase before any Units are placed. A Tertiary Objective may only be used once during the event, in the same manner as Secondary Objectives and must be recorded.

Please note: ANY unit deployed outside of the deployment zone for any reason (Direwolf or Canis Maniple deployment, Outflank or Combat Drop Stratagems as an example) cannot interact with Objectives – they cannot destroy objectives in Wrath and Ruin or Salt the Earth. They cannot contest objectives for scoring and they cannot claim quadrants or count for the purposes of Hold the Line or Push Forwards. If you are using any of these units or stratagems, please speak to the TO for clarification to avoid any disappointment in your planning.

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:

Primary VP Scored

Secondary VP Scored

Tertiary VP Scored

Example:

Where two players have scored 20 Victory points, if one player has scored 15 Primary and 5 Secondary and the other has scored 10 Primary and 10 Secondary – the player with the greater Primary score will be the victor.

Where both players scores are equal, the next Tie-Breaker is considered:

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:

Total Primary VP across the day - If a Draw -> Total Secondary VP across the day - If a Draw -> Total Tertiary VP across the day

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.

PRIZES

Podium Trophies (and Prizes) will be awarded for 1st, 2nd & 3rd place.

Please note, anyone placing 1st, 2nd or 3rd place will be excluded from the Achievement Trophies placements – we want to see as many attendees standing up and receiving recognition.

Achievement Trophies will be awarded for **Best Painted Force 1st, 2nd and 3rd place**, the **Bloodthirsty** (Highest Engine Scale Kill AND Highest Engine Scale Loss, combined), **Tactical Genius** (Highest Engine Kill Scale Kill AND Lowest Engine Scale Loss) the **Best Sport** (MvP) and finally **Strongest Player** (Wooden Spoon) for holding up the entire table!

Please note that the entire force (bases as well) must be painted by the entrant to be eligible for Best Painted nominations – commissioned forces etc cannot be voted for.

The Evening

W2W Events are traditionally followed by a meal to which any and all players and guests that wish to come along are more than welcome to attend. **We will be determining a venue shortly – stay tuned or contact one of the W2W team!**

THE VENUE

Ashes of Warfare will be held at:

Factorum, Warminster TBC

What3Words: ///

Hot food, snacks and drinks are available on site throughout the day - <https://www.factorum-community.org/menu>

The Warminster Travelodge is a short drive away and reasonably priced.

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 no. copies of your Battlegroup list
- x3 no 32mm objective markers
- Rulebooks
- A pen or pencil

We're looking forward to seeing you there. Any questions please email us at warhounds2warmasters@gmail.com