



## 2026 FAQ & TOURNAMENT GUIDE

For the avoidance of doubt, the following rulings and clarifications will be in use at all Warhounds2Warmaster affiliated events until such time as they are addressed in an official Errata/FAQ document published by Games Workshop.

This FAQ is a living document and will be updated accordingly.

*This document builds upon the base that was set by the Twisted Titanicus FAQ and the Maximal Fire FAQ – there are differences but both were foundational and our thanks go to both for their contributions in helping to make the Adeptus Titanicus community what it is.*

Last Updated: 07/05/2026

### TOURNAMENT RESTRICTIONS

The following section outlines the current restrictions in place at Matched Play events:

- Titans of Legend – are not permitted.
- White Dwarf Stratagems – are not permitted
- Objectives cannot be interacted with by any units that deploy outside of a deployment zone. This includes Push Forwards, Hold the Line and Seize the Quadrants. This includes units deployed through Stratagems like 'Outflank' and 'Combat Drop', Legio Audax Canis Maniple Titans, Direwolf Titans.
- Tertiary Objective Stratagems – any Tertiary Objectives must be played in the DEPLOYMENT phase of the game and will only score points when the conditions are met – to avoid doubt, this means that you must play the card before any units are deployed and if you fail to meet the conditions will not score any Victory Points. This directly replaces the directions of all Tertiary Stratagems as to when to play them.



## House-Rules and Clarifications

**Antipathic Tempest** – This attack must follow all of the Attacking steps as per the rulebook – the attack has Arc for target selection, not 360 degree LOS. This attack must target a unit and be placed at a point within LOS on the targeted unit's base. This attack will use the Large Blast Template.

**End Phase** – Applying Critical effects from damage is the last step of the End Phase. Moving Vortex templates occurs beforehand and so any damage accrued is done before applying Critical effect.

### **Vortex Payloads** –

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

A Vortex Payload upgrade cannot be taken by a Reinforcement Titan.

A Maximum of ONE Vortex Payload upgrade may be taken.

Vortex templates can cause damage at two instances. When the attack is first made and in the End Phase when the Template moves (if the Template is removed – it causes no damage).

Moving OUT of the template – as a Full Stride or during the movement phase etc – does not trigger damage.

**Movement and Manoeuvres** – Manoeuvres (Turns) do not count as Movement for the purpose of Fortis Maniple Traits, Void Shield Generators etc. A turn must keep the central spot of the base in the same position – if this changes, then Movement has been used.

**Stepping Back Actions** – This can be a contentious issue – if you have forgotten to take an elective action (fire a weapon, rolled repair dice etc) and have ended the activation/phase, if your opponent has activated a unit and moved or rolled a dice then you cannot step back to complete the action. If you and your opponent agree to waive this, that is allowed.

The exception to this is where an automatic event occurs like taking heat from Reactor



damage, turning due to damaged legs. These must be completed – where actions have taken place in the interim, please let the TO know to make a ruling on the appropriate roll-back.

**Battlefield Assets** – These are placed in the deployment phase and are deployed BEFORE any units are deployed.

#### **Retainer: Titan Battleforce**

Retainer banners (Armigers and Moirax) may only be taken if there is at least one other non-retainer Knight banner selected (i.e. Lancers/Questoris/Atrapos etc.) as per the “Retainer” rule on their terminal.

#### **Retainer: Knight Household**

A Lance may include a maximum of One Retainer Banner – the other banners must be of the same Chassis.

**Bypass** – Weapons with the “bypass” trait can target specific areas on an enemy titan as if its void shields had collapsed. These shots are subject to the normal LOS rules for targeting a specific location, including the clarification on ‘Targeted Shots’.

**Collisions** – You cannot voluntarily collide with another titan. Collisions only occur when a titan is forced (Concussion, falling, destroyed titans, “Fearful” Awakened Entity result etc.) to move or where a movement is randomly determined after committing to the move, as with Warp Displacement.

**Concealment Barrage** – When two units are both covered by a Concealment Barrage, they do not gain LOS to one another and so may not attack one another.

Ardex Defences and ‘Barrage’ attacks are an exception.

Additionally, if a player decides to move a unit out of a concealment barrage, more than 25% of the unit in question must be exposed in order for that unit to be able to fire in the Combat Phase and/or itself be targeted. LOS rules are still observed and any weapon within the LOS blocking effect may target unless it does not require LOS to do so.

If less than 25% is exposed then the unit is still considered to be concealed and therefore may not target enemy units or be the target of attacks which require LOS itself.

**Failed Order Rolls** – when you fail an order roll you cannot issue any more orders to any other titan or maniple unless a supporting rule says you can. i.e., “Iron Resolve” Stratagem, “Might of the Ommissiah” Axiom Maniple rule, Legio traits etc.

**Falling Titans** – Ignore Void Shields. If you can walk through voids you can fall through voids.



**Ion Shields** – Ion Shield saves can be taken vs Melee attacks.

**Full Stride** – When activating on Full Stride in the combat phase, the unit must move in one single straight line within its front arc **without** turns or zigzagging. Knights have no front arc, they can Full Stride in any direction, however, this must still be made in one single straight line.

**Maximal Fire** – You generate 1 heat for **each** natural roll of 1 before any modifiers.

If you roll a one and chose to reroll it, you immediately take 1 point of heat. If your reroll is also a one, you immediate take 1 heat again.

**Princeps Seniores Command Bonus** – You receive a +2 bonus to command checks for Orders only (pg.55 AT Rulebook). No other command check roll such as a Machine Spirit roll is affected by this bonus.

**Princeps Seniores Personal Traits** – You receive one Personal Trait per maniple taken in your battlegroup. Each Princeps Seniores must have a different Personal Trait (Unless you are playing Legio Vulcanum).

**Split Fire** – Targets for your weapons must be allocated for each weapon **before** resolving weapon attacks.

The Split Fire order allows you to, in the Select Target step of the Combat Sequence, (page 33, step 1) select a different target for each of the units' weapons. The Select Target step is the first step and, per the Combat Sequence is not repeated after step 6 (“repeat steps 2-5 for each remaining weapon”)

**Stratagem/Trait Usage** – Stratagems and traits which state are played “in any phase” can be played in an opponent's activation, however they cannot interrupt the opposing players activation once it has started unless specifically stated.

This can be either through the use of the word “interrupt” in the description or in response to a specific action or scenario outlined such as “when an enemy titan finishes moving/suffers catastrophic damage” etc.

A common example would be the use of Warp Displacement. If Player A chooses to charge Player B, and Player B opts to use Warp Displacement in response, Player B must allow Player A to complete their charge action and any associated attacks **before** rolling for their Warp Displacement movement.

**‘Start of Phase’ Stratagems** – Those which state they are used “at the start of X round/phase” are played in that phase before any player takes



an activation. If both players have an ability that would be played at the start of a phase, the first player enacts theirs first and the second player has an opportunity to play their stratagem next before the normal course of play resumes.

**Targets within Weapon Arc** – As long as any part of a titan's base is in weapon arc, said titan can be the target of that weapon's attack. Draw Line of Sight from the weapon to the target. Where NO element of the Unit itself is actually visible, roll the Location dice and disregard the usual rule to reroll if you cannot see the Location to avoid finding yourself in an eternal feedback loop. *We appreciate that this is a contentious rule interpretation. Note that despite this apparently contradicting with wording within the rulebook this interpretation was clarified by a head office GW employee on the FAQ Team, and we will rule it this way until it is officially clarified otherwise.*

**Warbringer Titan Carapace Weapons** – Treated as Arc as per their weapon cards and all reasonable logic. Not corridor as per the GW Errata/FAQ. Warbringers cannot take the Tracking Gyros wargear as they already have Arc - they're mounted on a turntable!

**Shield Sharing** – Squadrons declare whether they wish to Merge Voids AFTER the attacker has declared which weapon they are firing with.

**Co-ordinated Strikes** – To gain the benefit of a Co-ordinated Strike the participating Titans must have at least one attack that can be made against the elected target. Where a Co-ordinated Strike is declared but this isn't possible (out of range, out of arc, weapons disabled etc) the Titans activation is still spent and only the Titan/s that can attack may do so. If this means only a single Titan is making attacks against the target, the armour rolls do NOT receive the +1. Declaring a Co-ordinated Strike is the first step in resolving an attack as per the Combat sequence in the Rulebook and the Co-ordinated Strike must be resolved for all participating units before resolving any attacks with other units within a Squadron.

**Warp Displacement** – when using the Warp Displacement Stratagem you must pick the direction of travel first, then roll the 2 dice and then move the Unit that far without changing facing. If this doesn't clear a building, the Unit is destroyed. If this causes units bases to overlap, a collision has occurred. Distance travelled for Warp Displacement is considered Movement and so can trigger Mine Stratagems and does count towards Charge calculations.

## Ambiguous Rules Interpretations



**Beam Weapons** – For the purposes of determining which terrain pieces constitute “units” only a terrain piece that would apply a “to-hit” penalty against the target is classed as a “unit” rather than any terrain piece under the line as implied in the rules.

All other non-interfering terrain pieces have no effect on beam. E.g., A titan is behind a building that would apply a -1 to-hit normally. If the 1mm line crosses this terrain piece the titan is classed as a subsequent target and subject to the appropriate reduction in dice and cannot have locations automatically targeted.

If the 1mm line does not intersect the terrain piece, it can be targeted as normal.

**Line of Sight vs Weapon Arc** – Titans have 360-degree line of sight for purposes of determining visibility to targets (including when determining whether a unit can be seen whilst deploying using the Canis Maniple’s “Pack Ambush” or Dire Wolf “Stalker” abilities). Arc for the purposes of weapons is the weapon’s firing angle and does not limit a titan’s ability to identify targets around it.

**Magazine Detonation/Catastrophic Meltdown** – Knight banners take D3/D6 hits per banner, not per model.

**Player Priority** – If there is ever an occurrence which would result in a simultaneous event, (i.e., Player A charges Player B. Player B uses the stratagem “Thermal Mines”, both of which state the timing “immediately”) the stratagem’s interrupt is resolved prior to the completion of the action.

**Tabling your Opponent and Victory point calculation** – In the event that one side destroys all the opposing player’s units before the end of the game, for the purposes of determining Primary and Secondary objectives, first calculate the number of remaining turns and then calculate the maximum distance your force could travel in the time remaining. If this distance is greater than the distance to the objective, the objective is scored and added to your points.

You do **not** automatically score maximum objective points for tabling your opponent.

**Targeted attacks** – You must be able to draw LOS to the target location for you to target it. If you cannot draw LOS, you must either pick a location within LOS or you may not make a targeted attack. For the avoidance of doubt, you cannot make a Targeted Attack when attacking using the ‘Barrage’ trait. You may also make targeted attacks when attacking within an enemy titan’s shields that are active (attacks made within 2inches) subject to any LOS restrictions as above and any applicable “to-hit” modifiers.

## MATCHED PLAY GUIDE CLARIFICATIONS

### Board Definitions



**Player Board Edge** - The board edge that the player is stood alongside indicated by the board edge at the bottom **and** top of the deployment map.

**Neutral Board Edge** – Is the edge of the board not occupied by a Player Board Edge **and** outside of both players deployment zone (as defined on pg.86-88 of the AT Rulebook)

**Horizontal Central Line** - Is an imaginary line that runs exactly halfway across the battlefield between both players board edges – usually running 48 inches left to right and exactly 24 inches away from either Player Board Edge (or the central line running left to right as indicated on the deployment maps)

### **Mission Clarifications**

**“Retrieval”** Objective Placement – If this primary objective is chosen, the objective marker may be placed anywhere along the central 24” of the Horizontal Central Line, effectively creating a 12” stand-off from the Neutral Edges.

**“Defend and Extract”** Scoring – If this primary objective is chosen, at the end of the battle the player scores 5VP if they control one objective, 15 if they control two or 25 if they control all three.

