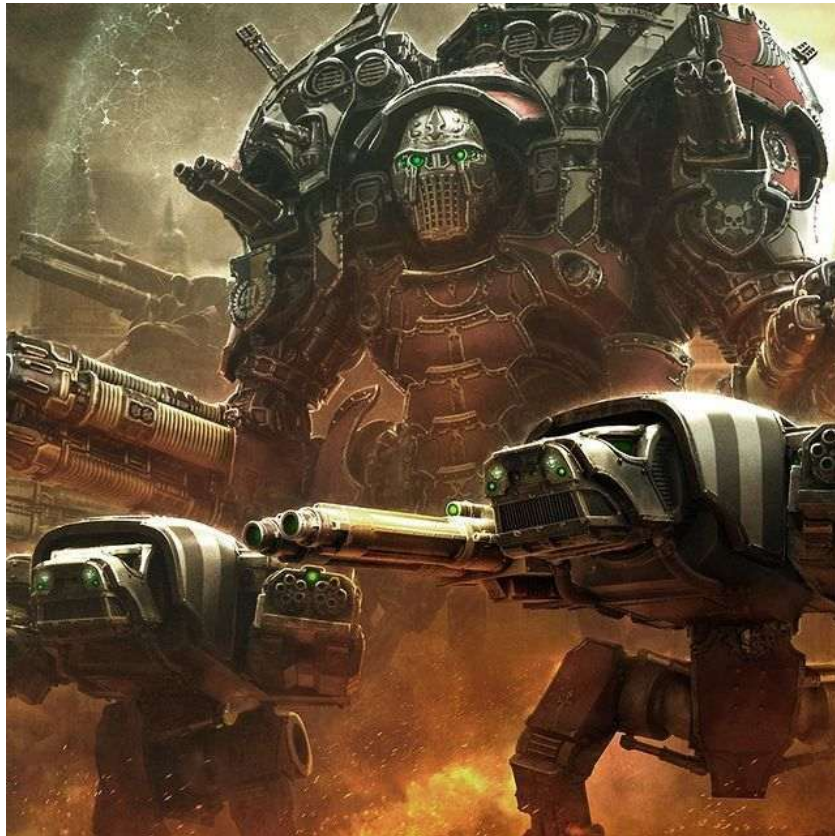




## **Ashes of War 3**

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



**Factorum, Warminster – The Cookery School, The Old Silk  
Works, Factory Lane, BA12 8LT**

**Saturday 28 November 2026**

Greetings Princeps,

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**

Princeps 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 Princeps Senioris with their own trait.

Each Princeps 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 **Friday 10<sup>th</sup> November 2026**.

ASHES OF WAR 3 NR LINK tbc

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.

Warden Titans will be available for Ashes of War 3.

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 and the Open Engine War deck during this event.

Deployment Maps will be drawn randomly before each round by the TO.

Two Primary Objectives will be drawn for each round and notified to all attendees via email and as a separate document in the W2W -> Titanicus Content -> Resources section.

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

Tertiary Objectives may score a maximum of 5 Tertiary victory points and will cost NO Stratagem points. Each player must select a single Tertiary Stratagem as a Tertiary 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.

## **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:

**Highest Primary VP Scored**

**Highest Secondary VP Scored**

**Highest 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/3<sup>rd</sup> 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 will be awarded for 1st, 2nd & 3rd place.

*Please note, anyone placing 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> 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 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> 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 **Most Valued Princeps** (Best Sport) and finally **Atlas Award** (Strongest Player) 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 The Cookery School, The Old Silk Works, Factory Lane, BA12 8LT

What3Words: /// **pancakes.heckler.firepower.**

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](mailto:warhounds2warmasters@gmail.com)