



ADEPTICON 2010

BATTLEFLEET GOTHIC TOURNAMENT

Last Update: 10.27.2009

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2010.

EVENT DESCRIPTION

In the grim darkness of the far future, war rages across the stars. Fleets of starships will fight for supremacy in the void of space. The AdeptiCon 2010 Battlefleet Gothic Championships will test your skills as a naval tactician, your abilities as a painter, your sportsmanship, and your knowledge of the Battlefleet Gothic game and universe. Bring your best effort, because only one player will be crowned Best Overall in the BFG event of the year.

BASIC RULES

- The Battlefleet Gothic (BFG) rules from the Games Workshop website will be used.
- All rules and fleets from the Games Workshop Website and Specialist Games Website will be used. This includes Craftworld Eldar and Adeptus Mechanicus Fleets.
- The [2007 FAQ](#) will be in effect.
- These rules are considered "current" and will override all previous versions and printings (i.e. Warp Storm, BFG Magazine, etc.)
- Experimental rules will NOT be used, with the exception of rules specifically mentioned in the FAQ (i.e. Ordnance and Nova Cannons).
- Turret Suppression special rule from the 2002 Annual will be in effect as it has been admitted to have been left off accidentally from the 2007 FAQ.
- Forge World models and rules MAY be used. A Tau player may use "Counts As" rules to count their Forge World models as the Specialist Games equivalent for the fleet list from Armada or the Tau Kor'Or'Vesh fleet list from the Forge World website.
- All models in a fleet MUST be fully painted.
- What You See Is What You Get (WYSIWYG) - ships must be correctly modeled.
- Although the use of miniatures to represent ordnance is allowed, counters may also be used to represent attack craft and torpedoes but they must be of the correct size (20mmx20mm for attack craft tokens and of the equivalent length for torpedo markers.) If counters are used, they MUST be from the official Specialist Games/Games Workshop website or be from the BFG box set.
- You must bring all materials needed to play including dice, measuring devices, templates, models, calculators, and any rules that you will be using.
- Players must bring sufficient blast marker for their fleets to use! Blast markers can be printed off from the Games Workshop Website.
- When time is called for a round, all player's must drop the dice and stop playing - no exceptions. Because of this, please be aware of the time left in the round and do not start a turn you cannot finish.
- If illegal units are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play.
- All rulings by the tournament judges will be final.

FLEET RULES

- Each player will bring a fleet that does not exceed 1500 points.
- Fleets must follow the all the requirements of their lists (i.e. fleet commanders)
- Your fleet must contain at least one ship with either Cruiser or Battleship in its ship type profile.
- "Named Ship" upgrades from the Battlefleet Gothic rulebook are allowed as generic upgrades as are the upgrades from the appendix of Armada.
- The Battlefleet Gothic Championships are "full disclosure," so each player must share their fleet list with their opponent on request.
- Adeptus Mechanicus random ship upgrades will be rolled at the start of each game.



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GAMEPLAY

- The AdeptiCon Battlefleet Gothic Championships will consist of 3 games.
- Round 1 pairings will be randomized, and a Swiss system used for rounds 2 and 3.
- Games will last for a maximum of 2 hours.
- Leadership will be rolled for each game.
- Sub-plots will NOT be used. This includes the sub plots for the Adeptus Mechanicus
- Ships may NOT move into low orbit.

SCORING

++ BATTLE ++

- All missions will have a primary and secondary objective.
- Primary objectives will contribute to the player's VP total to determine the winner of each scenario. The margin between both players VPs will then determine the battle points awarded.

<149 VPs = Draw (9 each)

151-749 VPs = Solid Victory (Winner: 11, Loser: 7)

750-1349 VPs = Crushing Victory (Winner: 14, Loser: 3)

1350+ VPs = Massacre (Winner: 17, Loser: 0)

- Achieving secondary objectives will earn bonus battle points. (Full: 5, Partial: 3, None: 0)

++ THEME AND APPEARANCE ++

- Theme and appearance judging will be performed by the tournament staff. Fleets will be graded on the following criteria:
 - Is this fleet fully painted with a minimum of three colors per model? (3 pts)
 - Can each ship be clearly identified? (3 pts)
 - Are details on each ship picked out? (3 pts)
 - In the opinion of the judge(s), is this fleet one of the three best fleets in the tournament? (3 pts)
 - Does the fleet have a background or story (3 pts)
- In addition, at the end of the tournament, each player will nominate one of their opponents to be their "favorite theme/appearance". Each nomination is worth +3 points.

++ SPORTSMANSHIP ++

- At the end of each game, both players will turn in a results sheet. This results sheet will have a sportsmanship section that should be filled out and turned in by both players. The following criteria will be used:
 - Was your opponent prompt to report for the start of the round? Yes/No
 - Did your opponent share their fleet list with you before the game? Yes/No
 - Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.) Yes/No
 - Was your opponent consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes? Yes/No
 - Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time? Yes/No
 - Were rules issues that may have arisen during the game handled amicably by your opponent? Yes/No
 - Would you voluntarily play this person again? Yes/No
- At the end of the tournament, each player will nominate one of their opponents as their "Favorite Opponent".

KNOWLEDGE

A test of Battlefleet Gothic knowledge will be administered before the first game of the tournament. Questions may cover any aspect of the Battlefleet Gothic universe and game, from rules to ships to story. The questions for this will come from the main rulebook, Armada supplement and articles on the Games Workshop website.



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AWARDS

Recognition in the following categories will be granted at the conclusion of the tournament. Additional categories may be added at the tournament organizer's discretion if attendance warrants.

- Overall Champion: Total points. Ties in favor of Sports, then Battle, then Theme/Appearance, then Knowledge
- Best Naval Tactician: Highest total Battle. Ties in favor of Sports and then Knowledge
- Best Sportsman: Highest total Sports. Ties in favor of Favorite Opponent nominations, then Battle.
- Best Fleet: Highest total Theme/Appearance. Ties in favor of Favorite Fleet nominations, then Overall.

SCHEDULE

9:00AM – 9:30AM	Registration
9:30AM – 9:45AM	Test of Knowledge
9:45AM – 11:45AM	Game #1
11:45AM – 12:45PM	Lunch Break
12:45PM – 2:45PM	Game #2
2:45PM – 3:00PM	Break
3:00PM – 5:00PM	Game #3