



ADEPTICON 2014

BATTLEFLEET GOTHIC TOURNAMENT

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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 2/1/2014.

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 2014 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.
- Allowable Fleets/Ships:
 - All fleets from the [Games Workshop website](#) will be used.
 - All fleets from the [Battlefleet Gothic 2010 Compendium fleet lists](#) will be used.
 - Imperial Armour fleet lists are **NOT** allowed. Individual ships (except the High Conveyor) from Imperial Armour 10 are allowed and take up a slot in any respective fleet for the appropriate race they are listed for with the following clarifications:
 - **The Night Hag:** Chaos Fleet.
 - **Nicor:** Space Marine Fleet/Battlefleet Armageddon: As it's a Grand Cruiser it will require 2 other cruisers to field.
 - **Vanguard:** Space Marine Fleet/Battlefleet Armageddon: Freely Available as it's just a modified Strike Cruiser.
 - **Raptorous Rex:** Space Marine Fleet/Battlefleet Armageddon: Counts as a Battle Barge for the fleet lists. As the rules are written in IA 10, this ship may not turn as it a Battleship class ship and is given a max speed of 10cm and cannot use Burn Retros order. Battleships have to move 15cm in order to turn. The fluff describes the ship as being as large as a space hulk. Because of this, if possible to make a house rule at this point, I was going to rule that it functions like a Space Hulk with respect to movement (IE moves 10cm forward a turn and can make a 45 degree turn every 2 movement phases).
- The [Battlefleet Gothic FAQ 2010](#) is in effect.
- These rules are considered "current" and will override all previous versions and printings (e.g. Warp Storm, BFG Magazine, etc.)
- Experimental rules may **NOT** be used, with the exception of rules specifically mentioned in the FAQ (e.g. Ordnance and Nova Cannons).
- Forge World models **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.
- Players must bring sufficient blast marker for their fleets to use! Blast markers are available on 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.
- 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 token). Torpedoes are now represented with a Strength 3 marker with one or more D6 indicating the actual salvo strength. For specific dimensions, torpedo markers should be no more than 2.5cm wide. 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.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your fleet must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and painted to a 3-color minimum standard).
- 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.

GAMEPLAY

- The AdeptiCon Battlefleet Gothic Championships will consist of 3 games. Games will last for a maximum of 2 hours.
- Round 1 pairings will be randomized, and a Swiss system used for rounds 2 and 3.
- 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.

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FLEET DESIGN 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).
- "Named Ship" upgrades from the Battlefleet Gothic rulebook are allowed as generic upgrades as are the upgrades from the appendix of Armada.
- Unique ships with a specific name (e.g. The Planet Killer, Arc Mechanicus) are allowed, however you may only have one instance of these ships in your fleet. This includes all the Imperial Armour 10 ships except the Vanguard Cruiser.
- Each fleet will have an allied flotilla. The base size for the allied flotilla is 250 points. You may spend up to 100 points from the primary fleet on the allied flotilla. If you spend less than 250 points on the allied flotilla, the leftover points are lost.
 - Your allied flotilla must be taken from one fleet list based on the chart presented at the end of this document:
 - 0-1 cruiser of max 8 hp. If your allied fleet is Orks you may take 0-1 cruiser max 10 hp.
 - 1 squadron of 2-6 escorts
 - No fleet commanders are allowed in the allied flotilla
 - For Battle Brothers and Sector Allies allied flotillas, you may choose one of these three Expertise Abilities noted in the fleet list. The whole flotilla has this ability and will use it for the whole tournament:
 - Expert Gunners: Doesn't take column shift penalties for range or blast markers.
 - Vet Fighter Aces: Your Fighter squadrons are now resilient. If they were already resilient, their first resilient roll is passed on a 2+ and may make a second resilient roll as normal in the same phase instead of being immediately removed. Bombers ignore 1 turret for number of attacks rolled.
 - Upgraded Lance Firing Matrix: Lances hit on 3+ compared to standard (if on Lock on orders reroll hits on standard 4+)
 - Additional flotilla rules:
 - Tyranid allies for Tyranid Hive Fleets must be a Tyranid Vanguard fleet.
 - If Tau and Chaos ally, the Chaos fleet may not contain a Daemonship.
 - Battlefleet Armageddon fleets count as both Imperial Navy and Space Marines if both Imperial Navy and Space Marine ships are in the fleet.
 - Dark Eldar ships in the flotilla may not have Mimic Engines.
- The Battlefleet Gothic Championships are "full disclosure". 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.
- Tyranid fleet upgrades are allowed, but the total number of upgrades is limited to 3 (one of each type).

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)
- Each player will receive a packet of 5 sub-mission cards: Each card may be used once (1-2 per game). Each sub-mission has a degree of success worth 1-3 bonus battle points.
- +1 bonus battle point for having at least one ship/squadron from your fleet successfully navigate the warp rift on the table.

++ 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? (0-3 pts)
 - Can each ship be clearly identified? (0-3 pts)
 - Are details on each ship picked out? (0-3 pts)
 - In the opinion of the judge(s), is this fleet one of the three best fleets in the tournament? (0-3 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.



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++ 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".

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
- Best Naval Tactician: Highest total Battle. Ties in favor of Sports
- 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.
- Best Allied Flotilla

SCHEDULE

8:00AM – 8:45AM	Registration
8:45AM – 10:45AM	Game #1
10:45AM – 11:45PM	Lunch Break
11:45PM – 1:45PM	Game #2
1:45PM – 2:00PM	Break
2:00PM – 4:00PM	Game #3

	Adeptus Mechanicus	Chaos	Dark Eldar	Eldar	Imperial Navy	Inquisition	Necrons	Orks	Rogue Traders	Space Marines	Tau	Tyranids
Adeptus Mechanicus	Grey	Blue	Blue	Blue	Green	Yellow	Blue	Blue	Yellow	Green	Blue	Red
Chaos	Red	Grey	Blue	Red	Yellow	Red	Blue	Green	Blue	Yellow	Blue	Red
Dark Eldar	Blue	Yellow	Grey	Green	Blue	Blue	Red	Yellow	Blue	Red	Yellow	Red
Eldar	Blue	Red	Green	Grey	Yellow	Yellow	Red	Blue	Blue	Yellow	Green	Red
Imperial Navy	Green	Yellow	Blue	Yellow	Grey	Green	Red	Red	Yellow	Green	Yellow	Red
Inquisition	Yellow	Red	Blue	Blue	Green	Grey	Blue	Blue	Yellow	Yellow	Yellow	Red
Necrons	Yellow	Red	Blue	Red	Blue	Blue	Grey	Yellow	Yellow	Red	Blue	Red
Orks	Blue	Green	Blue	Blue	Blue	Yellow	Blue	Grey	Yellow	Red	Yellow	Red
Rogue Traders	Yellow	Blue	Blue	Yellow	Green	Yellow	Blue	Yellow	Grey	Yellow	Yellow	Red
Space Marines	Green	Yellow	Blue	Yellow	Green	Yellow	Red	Blue	Yellow	Grey	Yellow	Red
Tau	Blue	Blue	Blue	Green	Yellow	Yellow	Blue	Blue	Yellow	Yellow	Grey	Red
Tyranids	Red	Blue	Blue	Blue	Blue	Blue	Red	Red	Red	Red	Red	Green



Primary Fleet: This is the main part of your fleet. (1500 points)

Allied Fleet: This is what you're allying in to your main fleet. (250 points) May spend 100 points from Primary Fleet to bolster this

Battle Brothers and Sector Allies ships/squadrons are considered the best of the best and get an Expertise Ability.



Battle Brothers: You may have these two fleets together with no modifications. Ally fleet may take advantage of Primary Fleet re-rolls. Tyranid allies for Tyranid Hive fleet must be a Vanguard Fleet.

Sector Allies: As for Battle Brothers, but the Allied Fleet may only consist of Escort-class ships.

Allies of Convenience: You may have these two fleets together, but the Allied Fleet does not benefit from fleet rerolls from the Primary Fleet. They are essentially treated as enemy ships that you cannot purposely attack.

Desperate Allies: As for Allies of Convenience, but ships from the Allied Fleet cannot achieve mission objectives. Additionally, at the start of your turn, roll a D6 for each ship/squadron within 15cm of a Desperate Ally ship/squadron: on a 1 consult the "We Don't Like Them" chart below.

Come the Apocalypse: These two fleets cannot ally.

We Don't Like Them

- 1 **Blast Em!** This ship must direct half of its available Firepower and Lance strength against the nearest Desperate Ally. Resolve the attack as normal.
- 2 - 5 **Watch Them!** The ship/squadron cannot turn, fire, or launch ordnance as they watch for betrayal.
- 6 **We're Better Than Them. Let's Show Em!** The Ship/Squadron must move towards the nearest enemy ship/squadron at best speed and attempt to board if possible.

If no enemy ship/squadron is in the regular movement range but can be reached by an All Ahead Full special order, that squadron automatically succeeds in performing that special order.