# BATTLEFLEET GOTHIC

# TOURNAMENT

# MISSION BRIEFING PACKET

# BATTLEFLEET GOTHIC TOURNAMENT
## AdeptiCon 2009
## TOURNAMENT RULES

## 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 2009 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.

# BATTLEFLEET GOTHIC TOURNAMENT
## AdeptiCon 2009
## TOURNAMENT RULES CONTINUED

## 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.

## 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 2.5 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.

## 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.

## SCHEDULE

| 3:00  pm - 3:30 pm | Registration |
|---|---|
| 3:30 pm - 3:45 pm | Test of Knowledge |
| 3:45 pm - 5:15 pm | Game #1 |
| 5:30 pm - 7:00 pm | Game #2 |
| 7:15 pm - 8:45 pm | Game #3 |

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## 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 Fleet". 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
- Did you complete the game? Yes/No
- Was your opponent a fair and sporting player? Yes/No
- Would you voluntarily play this person again? Yes/No
- In addition, at the end of the tournament, each player will nominate one of their opponents as their "Favorite Opponent".

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# BATTLEFLEET GOTHIC TOURNAMENT
## AdeptiCon 2009
## FAVORITE OPPONENT/FAVORITE FLEET

## Favorite Opponent
**Of the 3 Players you played today, please VOTE for your Favorite Opponent**

_____

TEAR HERE

## Favorite Fleet
**Out of all the Fleet's in the Tournament, please VOTE for your Favorite Fleet**

_____

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# BATTLEFLEET GOTHIC TOURNAMENT
## AdeptiCon 2009
## RESULT SHEET - ROUND 3

**MY NAME:** _____ **TABLE:** _____

**MY FLEET:** _____

**CIRCLE THE VICTORY POINT DIFFERENTIAL COMPARED TO YOUR OPPONENT:**

| 1350 or More Above | 750-1349 Above | 151-749 Above | Within 150 | 151-749 Below | 750-1349 Below | 1350 or More Below |
|---|---|---|---|---|---|---|
| 17 BP | 14 BP | 11 BP | 9 BP | 7 BP | 3 BP | 0 BP |

**CIRCLE ONE:**

| Submission Fully Completed | Submission Partially Completed | Submission Failed |
|---|---|---|
| 5 BP | 3 BP | 0 BP |

**MY OPPONENT:** _____ **FLEET:** _____

**SPORTSMANSHIP SELECTION: (CHECK ALL THAT APPLY)**

| | |
|---|---|
| | Was your opponent prompt to report for the start of the round? |
| | Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, etc.)? |
| | Did your opponent appear to measure movement and distances accurately? |
| | Did your opponent provide you with a copy of their Fleet Composition? |
| | Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time? |
| | Were rules issues that may have arisen during the game handled amicably by your opponent? |
| | Did you have fun playing your opponent, regardless of outcome? |
| | Did you complete the game? |
| | Was your opponent a fair and sporting player? |
| | Would you voluntarily play this player again? |

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# BATTLEFLEET GOTHIC TOURNAMENT
## AdeptiCon 2009
## Mission 3: Scavenger Hunt

## DESCRIPTION

The war has gone into a brief lull. High Command has ordered your detachment into a recent battle zone to salvage what you can. In addition you are tasked to retrieve a secret cache of plans that was jettisoned from a ship shortly before it was destroyed. The enemy is also doing salvage operations. Salvage what you can while denying your opponent the same.

## CELESTIAL PHENOMENA

The Celestial Phenomena locations are fixed. If any features are moved, return them to their original location at the end of the game.
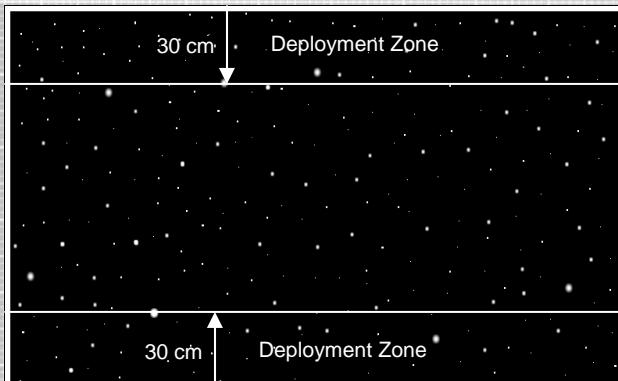
## DEPLOYMENT

Both Players roll their attack rating, the highest player chooses whether to deploy first or second, deployment zones will be 30 cm in from the long board edge. Alternate deploying ships/squadrons until both fleets are placed.

## PRIMARY OBJECTIVE:
### RETRIEVE SALVAGE AND THE STOLEN PLANS

Each player before deployment will place 8 tokens face down on the board with a distance of at least 20 cm between each token and at least 20 cm from a board edge. These tokens will be numbered 1-16.

To pick up a token, a ship must stop on the token. Ships that hold tokens may not voluntarily disengage. If a ship holding tokens is destroyed, the tokens are dropped right where the ship was. If a ship holding tokens loses a defensive boarding action (IE it was boarded) then the winner of the boarding action takes all the tokens that ship was holding.

## PRIMARY OBJECTIVE: CONT.

Score victory points as normal with these additions.

After deployment but before the game starts, the tournament organizer will announce which token contains the missing plans. This token will be worth 300 VP if controlled by a player at the end of the game. Other tokens will be worth 50 VP each if controlled at the end of the game.

## SECONDARY OBJECTIVE

Each player rolls a d6 at the start of the game before deployment and consults the table below.

| |
|---|
| **1-2: Disgraced Ship** <br> Pick a capital ship of yours at random. This captain is disgraced. In order to redeem his honor he must take part in the destruction of a capital ship. In addition to any damage the ship causes on its own by any means this includes contributing at least one weapon battery die or lance die as part of a squadron salvo. |
| *FULL*-This ship contributes at least one point of damage in the attack that finally destroys the ship. |
| *PARTIAL*-This ship contributes to the wave of damage that cripples the ship. |
| **3-4: Revenge!!!** <br> Randomly select an enemy capital ship. This ship must be sunk or forced to disengage at all cost. |
| *FULL*-The targeted ship is destroyed. |
| *PARTIAL*-The ship is crippled. |
| **5-6: Head of the Snake** <br> Disrupt the command structure of the enemy fleet by taking out the enemy fleet commander. |
| *FULL*- Kill the enemy character (main enemy flagship for fleets with multiple characters, reroll this sub mission if the opponent is playing Tyranids or Necrons as they have no characters in their fleet) by either destroying the enemy flagship or having a "Bridge Smashed" critical happen to the ship. |
| *PARTIAL*- Cripple the enemy flagship or force it to disengage. |

30 cm — Deployment Zone

30 cm — Deployment Zone

# BATTLEFLEET GOTHIC TOURNAMENT
## AdeptiCon 2009
# RESULT SHEET - ROUND 2

**MY NAME:** _____ **TABLE:** _____

**MY FLEET:** _____

### CIRCLE THE VICTORY POINT DIFFERENTIAL COMPARED TO YOUR OPPONENT:

| 1350 or More Above | 750-1349 Above | 151-749 Above | Within 150 | 151-749 Below | 750-1349 Below | 1350 or More Below |
|---|---|---|---|---|---|---|
| 17 BP | 14 BP | 11 BP | 9 BP | 7 BP | 3 BP | 0 BP |

### CIRCLE ONE:

| Submission Fully Completed | Submission Partially Completed | Submission Failed |
|---|---|---|
| 5 BP | 3 BP | 0 BP |

**MY OPPONENT:** _____ **FLEET:** _____

### SPORTSMANSHIP SELECTION: (CHECK ALL THAT APPLY)

| | |
|---|---|
| | Was your opponent prompt to report for the start of the round? |
| | Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, etc.)? |
| | Did your opponent appear to measure movement and distances accurately? |
| | Did your opponent provide you with a copy of their Fleet Composition? |
| | Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time? |
| | Were rules issues that may have arisen during the game handled amicably by your opponent? |
| | Did you have fun playing your opponent, regardless of outcome? |
| | Did you complete the game? |
| | Was your opponent a fair and sporting player? |
| | Would you voluntarily play this player again? |

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# BATTLEFLEET GOTHIC TOURNAMENT
## AdeptiCon 2009
## Mission 2: Battle on the Edge of the Warp

## DESCRIPTION
Sometimes a battle will happen so close to the threshold of the Warp that the Warp itself will interfere in the battle. It takes an exceptional strategic mind to win a battle under these conditions. Do you have that strategic mind?

## CELESTIAL PHENOMENA
Phenomena are fixed in position with a warp rift in the center of the board.

## DEPLOYMENT
Both Players roll their attack rating, the highest player chooses whether to deploy first or second, deployment zones will be 30 cm in from the long board edge. Alternate deploying ships/squadrons until both fleets are placed.

## SPECIAL RULE: WARP EDDIES
At the beginning of each player's turn, pick a ship/squadron and roll a d6 going through the ships/squadrons until you roll your first 5-6 or you go through your whole fleet. If you roll a 5-6 for a ship/squadron, they have hit a warp eddy and are bounced 1d6x10 cm in a random direction as if they successfully navigated a warp rift with 2 exceptions. 1: They have to go the full distance rolled, 2: this may not take the ship off the board, place the ship at the board edge if the full distance would put the ship off the board. You may face the ship/squadron in any direction after the move. Once these rolls have been done for the turn, take the rest of your turn as normal. Do not make rolls for ordinance waves.

## PRIMARY OBJECTIVE:
Score victory points as normal with no special additions.

## SECONDARY OBJECTIVE
Each player rolls a d6 at the start of the game before deployment and consults the table below.

| 1-2: Navigate the warp rift. |
| --- |
| *FULL*-Successfully have a ship/squadron navigate the rift. |
| *PARTIAL*-Lose a ship/squadron attempting to navigate the rift. |
| **3-4: Deplete the enemy's escort screen** |
| *FULL*-Destroy or force to disengage all the enemy's escorts. |
| *PARTIAL*-Destroy or force to disengage half the enemy's escorts. |
| Reroll your submission if your opponent's fleet has no escorts. |
| **5-6: Break the line** <br> Your mission is to get 4 "points" of ships off the opponent's side of the board. These ships will not count as disengaged for the purposes of victory points. Battleships are worth 4 points, Cruisers are worth 2 points, Escorts are worth 1 point for every full 3 ships in the squadron that get off the board. |
| *FULL*– Get 4 points off. |
| *PARTIAL*– Get 2 points off. |





30 cm — Deployment Zone

30 cm — Deployment Zone
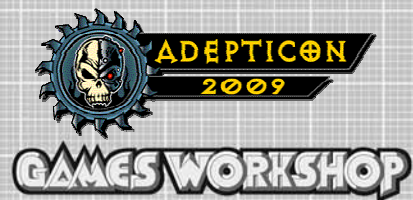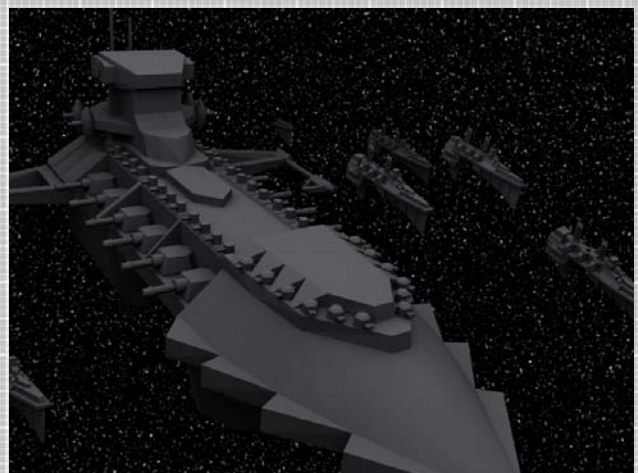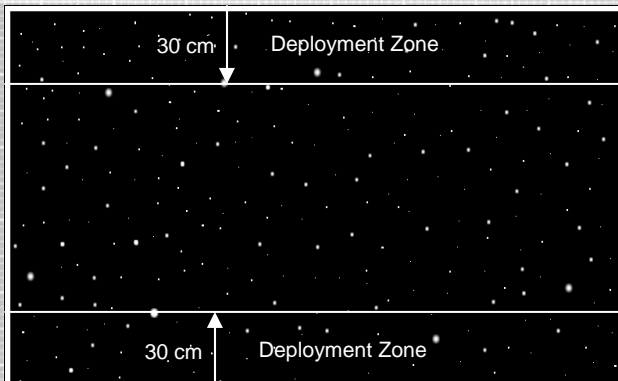
# BATTLEFLEET GOTHIC TOURNAMENT
## AdeptiCon 2009
## RESULT SHEET - ROUND 1

**MY NAME:** _____ **TABLE:** _____

**MY FLEET:** _____

### CIRCLE THE VICTORY POINT DIFFERENTIAL COMPARED TO YOUR OPPONENT:

| 1350 or More Above | 750-1349 Above | 151-749 Above | Within 150 | 151-749 Below | 750-1349 Below | 1350 or More Below |
|---|---|---|---|---|---|---|
| 17 BP | 14 BP | 11 BP | 9 BP | 7 BP | 3 BP | 0 BP |

### CIRCLE ONE:

| Submission Fully Completed | Submission Partially Completed | Submission Failed |
|---|---|---|
| 5 BP | 3 BP | 0 BP |

**MY OPPONENT:**_____ **FLEET:** _____

### SPORTSMANSHIP SELECTION: (CHECK ALL THAT APPLY)

| | |
|---|---|
| | Was your opponent prompt to report for the start of the round? |
| | Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, etc.)? |
| | Did your opponent appear to measure movement and distances accurately? |
| | Did your opponent provide you with a copy of their Fleet Composition? |
| | Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time? |
| | Were rules issues that may have arisen during the game handled amicably by your opponent? |
| | Did you have fun playing your opponent, regardless of outcome? |
| | Did you complete the game? |
| | Was your opponent a fair and sporting player? |
| | Would you voluntarily play this player again? |

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BATTLEFLEET GOTHIC

ADEPTICON 2009

GAMES WORKSHOP

# BATTLEFLEET GOTHIC TOURNAMENT
## AdeptiCon 2009
## Mission 1: Sink The Bismark

## DESCRIPTION
In every war there is always a famous enemy capital ship that High Command wants destroyed at any cost. When a fleet encounters that particular ship, the enemy fleet usually will attack it with no thought to the casualties. You have just encountered that ship. The decisive battle is about to begin!

## CELESTIAL PHENOMENA
The Celestial Phenomena locations are fixed. If any features are moved, return them to their original location at the end of the game.

## DEPLOYMENT
Both Players roll their attack rating, the highest player chooses whether to deploy first or second, deployment zones will be 30 cm in from the long board edge. Alternate deploying ships/squadrons until both fleets are placed.

## PRIMARY OBJECTIVE:
### THE BISMARK
Calculate victory points as normal with this one exception. Each fleet has a Bismark. This ship is your most expensive capital ship including the cost of a character if on that ship (Cruiser or Battleship in profile, not a Defense so a Space Hulk is NOT the Bismark.) This ship may not voluntarily disengage. If the ship moves off the board involuntarily it counts as being destroyed. This ship is worth double VP if destroyed by the opponent.

## SECONDARY OBJECTIVE
Each player rolls a d6 at the start of the game before deployment and consults the table below.

| |
|---|
| **1-2: Pickup and Retrieval** <br> Before deployment, secretly nominate one enemy capital ship (cannot be the Bismark). On board this ship is a spy/data/archaeotech that must be kept out of enemy hands. And preferably in your own, but denying it to the enemy takes priority |
| *FULL*-Perform a hit-and-run attack or boarding action on the selected enemy ship. |
| *PARTIAL*-Destroy the selected enemy ship. Without first performing a hit and run attack or a boarding action. |
| **3-4: Protect the Planet** <br> Clear the space around the planet of all enemy ships. |
| *FULL*-at the end of the game, you have at least one non-crippled capital ship or escort squadron at 50+% of their starting strength within 20cm of the planet, and you opponent has none. |
| *PARTIAL*-you have more non-crippled capital ships and escort squadrons at 50+% of their starting strength within 20cm of the planet than your opponent does. |
| **5-6: Pyrrhic Avoidance** <br> Your fleet must remain operational. |
| *FULL*- Have 50% of your capital ships alive or disengaged without being crippled. |
| *PARTIAL*- Have more capital ships remaining at the end of the game than your opponent. |



30 cm — Deployment Zone

30 cm — Deployment Zone

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