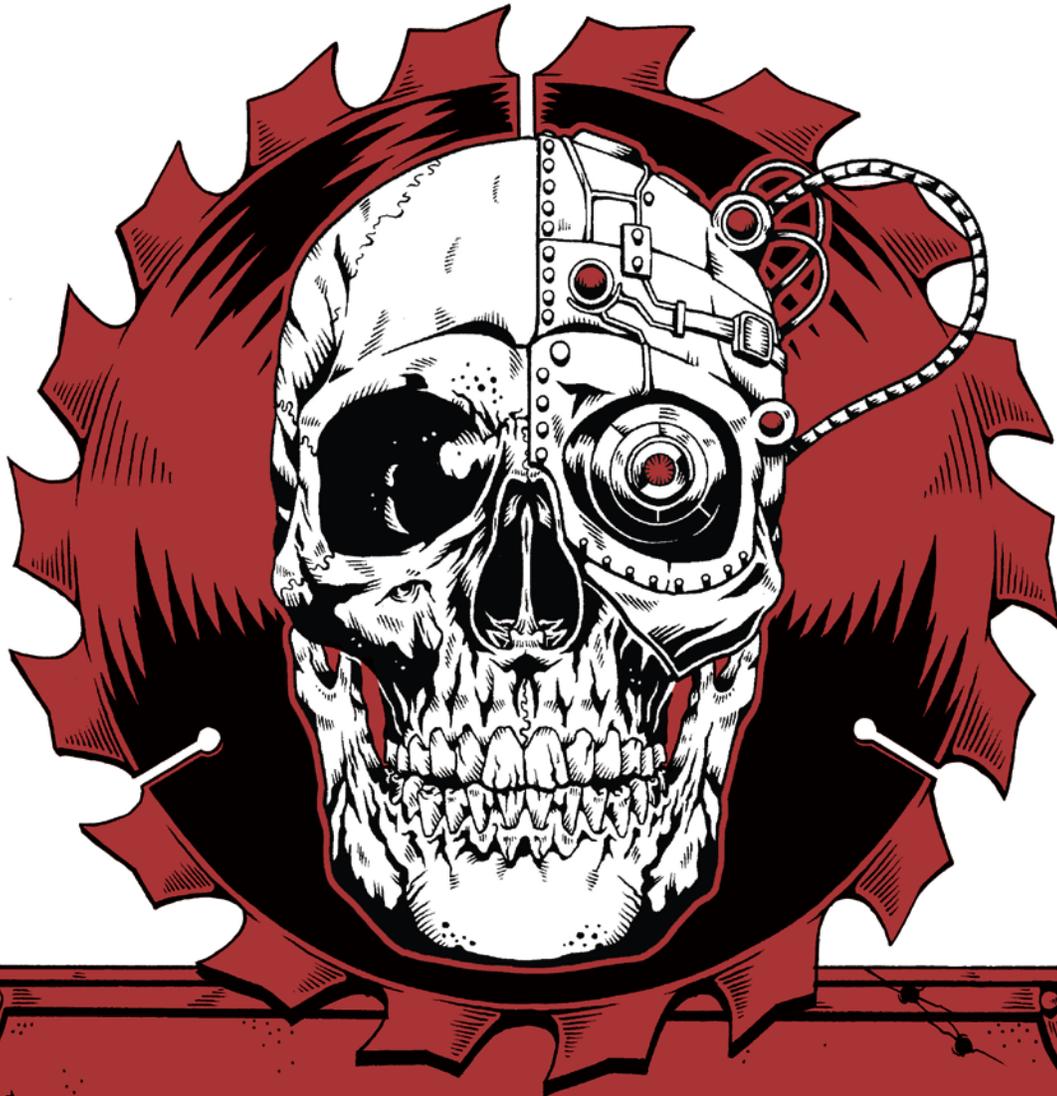


# ADEPTICON 2011

APRIL 1ST - 3RD :: WESTIN LOMBARD YORKTOWN CENTER



## BATTLEFLEET GOTHIC CHAMPIONSHIPS

SUNDAY (8:00AM - 4:00PM)

[WWW.ADEPTICON.ORG](http://WWW.ADEPTICON.ORG)

**NOTE:** Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



# ADEPTICON 2011

BATTLEFLEET GOTHIC TOURNAMENT

## MISSION I: AN UNEXPECTED ENCOUNTER

\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

### MISSION OVERVIEW

Your fleet commander has split your fleet into detachments for recon purposes. Your detachment has just stumbled upon an enemy squadron. Engage in battle and prevail over the enemy as reinforcements pour in.

### 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.

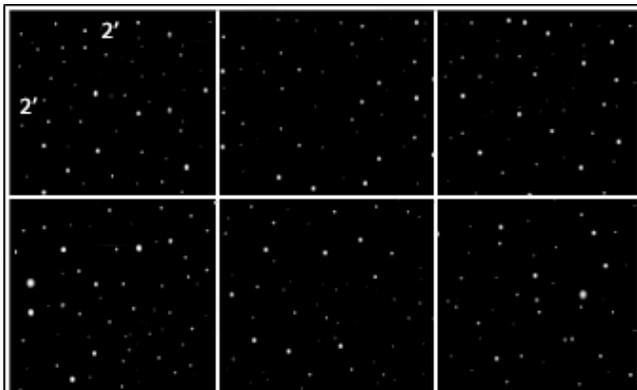
### DEPLOYMENT

Prior to deployment, each player should roll a d6 to determine their Secondary Objective (see Secondary Objective).

Divide the battlefield into 6 2x2 foot square sections. Each player will deploy a single randomly selected detachment in a randomly selected 2x2 foot square. For this initial deployment, the second player rerolls the board section he deploys in if the first player has deployed his first detachment in that board section.

### GAME LENGTH

The game will last 8 full turns or 2 hours, whichever comes up first. Each player rolls 1d6, highest chooses whether to go first or second. If at the end of the second player's current turn there is not enough time to finish a full turn, do not start a new game turn.



### SPECIAL RULES

**Fleet Detachments:** Divide your fleet into three detachments. Each detachment must have at least one ship/squadron in it.

### REINFORCEMENTS

At the start of a player's second turn, one of the two detachments that were not deployed at the start of the game chosen at random comes in off the board edge off of a randomly selected board section. At the start of a player's third turn, the final detachment joins the battle.

### OBJECTIVES

**Primary Objective (Victory Points):** Score Victory Points as normal.

**Secondary Objective:** Each player rolls a d6 at the start of the game before deployment and consults the table below:

1-2	Headhunters	
	Take, cripple or destroy the enemy flagship.	
	Full	Partial
	Destroy the enemy flagship.	Cripple or force the enemy flagship to disengage.
	For the purposes of this sub mission, any Tyranid Hive Ship counts as a flagship. Necron fleets with a Sepulcher count the Sepulcher carrying ship as the flagship. Otherwise causing -4 LD worth of damage through critical hits is a full success and -2 LD of damage is a partial success.	
3-4	Navigate the Warp Rift	
	Full	Partial
	Successfully have a ship/squadron navigate the rift.	Lose a ship/squadron attempting to navigate the rift.
5-6	Protect the Flag	
	Your Admiral is vital to the running of the battle in this sector. Keep him alive at all costs.	
	Full	Partial
	Your flagship survives the battle uncrippled.	Your flagship was crippled or forced to disengage.
	<b>Failure:</b> Your flagship was destroyed or suffered a Bridge Smashed critical.	



# ADEPTICON 2011

BATTLEFLEET GOTHIC TOURNAMENT

## MISSION 2: BATTLE IN THE DERELICT BASE

\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

### MISSION OVERVIEW

The latest encounter with the enemy is happening in an abandoned fleet base. There are derelict non-functioning installations everywhere. There are even some defense satellites that look to be intact. Some even seem to be moving around in a random manner. Where's that locking radar warning coming from? The enemy fleet's not in range yet? THAT SATELLITE'S OPERATIONAL?

### 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

Prior to deployment, each player should roll a d6 to determine their Secondary Objective (see Secondary Objective).

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.

### GAME LENGTH

The game will last 8 full turns or 2 hours, whichever comes up first. Each player rolls 1d6, highest chooses whether to go first or second. If at the end of the second player's current turn there is not enough time to finish a full turn, do not start a new game turn.

### SPECIAL RULES

**Defense Satellites:** Starting at the 1/3 and 2/3 point on the centerline of the board are two defense satellites. Unknown to either fleet commander at the start of the battle these powerful automated satellites are intact and functional. The Identify Friend or Foe scanners, if they had any, are no longer functioning correctly and consider all ships from both fleets to be hostile - attacking either side. These satellites starting in the End Phase of the second player's first turn and in each End Phase thereafter will move 10cm towards the nearest ship/squadron and fire on it with their weapons. The satellites will only attack ships and will ignore attack craft and torpedo tokens. Until a ship on either side has been fired upon, no damage may be done to these defense satellites. Torpedoes launched before the satellites fire will ignore the satellites as fly past them as if they were not there. Attack Craft launched before they fire will not be able to attack them until they fire. Once the satellites have fired, Attack Craft, no matter when they were launched can attack the Defense Satellites.

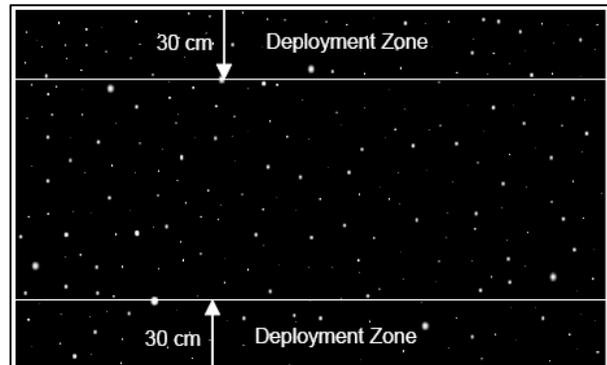
The Defense Satellites have the stats of a Kroot Warsphere from the Armada book. The Defense Satellites may not be boarded.

### OBJECTIVES

**Primary Objective (Victory Points):** Score victory points as normal. The Defense Satellites if destroyed will be worth 200 vp to the destroyer.

**Secondary Objective:** Each player rolls a d6 at the start of the game before deployment and consults the table below:

<b>1-2</b>	<b>Revenge!!!</b>	
	Randomly Select an enemy Capital Ship. This ship must be sunk at all cost.	
	<b>Full</b>	<b>Partial</b>
	Targeted ship is destroyed.	Targeted ship is crippled.
<b>3-4</b>	<b>Pyrrhic Avoidance</b>	
	Your fleet must remain Operational.	
	<b>Full</b>	<b>Partial</b>
	Have at least 50% of your capital ships not be crippled by the end of the game. These ships may have disengaged.	Have more capital ships remaining on the battlefield than your opponent at the end of the game.
<b>5-6</b>	<b>Break the Line</b>	
	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, and Escorts are worth 1 point for every full 3 ships in the squadron that get off the board.	
	<b>Full</b>	<b>Partial</b>
	Get 4 points off.	Get 2 points off.





# ADEPTICON 2011

BATTLEFLEET GOTHIC TOURNAMENT

## MISSION 3: SINK THE BISMARCK

\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

### MISSION OVERVIEW

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. There will be a Warp Rift in the center of the battlefield.

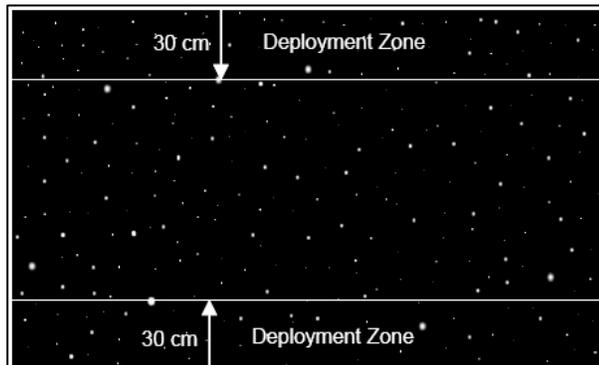
### DEPLOYMENT

Prior to deployment, each player should roll a d6 to determine their Secondary Objective (see Secondary Objective).

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.

### GAME LENGTH

The game will last 8 full turns or 2 hours, whichever comes up first. Each player rolls 1d6, highest chooses whether to go first or second. If at the end of the second player's current turn there is not enough time to finish a full turn, do not start a new game turn.



### OBJECTIVES

**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	
Before deployment, secretly nominate one enemy capital ship (possibly <b>BESIDES</b> 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	Partial
Perform a hit-and-run attack or boarding action on the selected enemy ship,	Destroy the selected enemy ship. Without first performing a hit and run attack or a boarding action.
3-4 Deplete the Enemy's Escort Screen	
Your fleet must remain Operational.	
Full	Partial
Destroy or force to disengage all the enemy's escorts.	Destroy or force to disengage half the enemy's escorts.
Reroll your submission if your opponent's fleet has no escorts.	
5-6 Disgraced Ship	
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	Partial
This ship contributes at least one point of damage in the attack that finally destroys the ship.	This ship contributes to the wave of damage that cripples the ship.



# ADEPTICON 2011

BATTLEFLEET GOTHIC TOURNAMENT

FAVORITE OPPONENT/FAVORITE FLEET VOTING

Fill this section out at the end of the Tournament.

## FAVORITE OPPONENT

Of the 3 players you played today, please VOTE for your Favorite Opponent.

Player's Name: \_\_\_\_\_

TEAR HERE

---

Fill this section out during Favorite Fleet Voting.

After looking at the displayed fleets, choose the fleet that **YOU** think is the best painted and modeled.

You may not choose your own fleet!

## FAVORITE FLEET

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

Player's Name: \_\_\_\_\_

Fleet: \_\_\_\_\_



# ADEPTICON 2011

BATTLEFLEET GOTHIC TOURNAMENT

## RESULTS FOR MISSION 3: SINK THE BISMARCK

YOUR NAME	YOUR FLEET	TABLE NO

### PRIMARY MISSION

(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

### SECONDARY MISSION (CIRCLE ONE)

Full Completed	Partially Completed	Failed
5 BP	3 BP	0 BP

Have your opponent double check your results above.

Have them initial below and acknowledge that the results circled above are accurate and correct.

YOUR OPPONENT	YOUR OPPONENT'S FLEET	INITIALS

**\*\*\* STOP \*\*\***

Now, in private, rate your Opponent's Sportsmanship by checking all that apply below.

Do **NOT** share these results with your opponent.

### SPORTSMANSHIP

<input type="checkbox"/>	Was your opponent prompt to report for the start of the round?
<input type="checkbox"/>	Did your opponent share their fleet list with you before the game?
<input type="checkbox"/>	Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.)
<input type="checkbox"/>	Was your opponent consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes?
<input type="checkbox"/>	Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time?
<input type="checkbox"/>	Were rules issues that may have arisen during the game handled amicably by your opponent?
<input type="checkbox"/>	Would you voluntarily play this person again?

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



# ADEPTICON 2011

BATTLEFLEET GOTHIC TOURNAMENT

## RESULTS FOR MISSION 2: BATTLE IN THE DERELICT BASE

YOUR NAME	YOUR FLEET	TABLE NO

### PRIMARY MISSION

(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

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# ADEPTICON 2011

BATTLEFLEET GOTHIC TOURNAMENT

## RESULTS FOR MISSION I: AN UNEXPECTED ENCOUNTER

YOUR NAME	YOUR FLEET	TABLE NO

### PRIMARY MISSION

(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

### SECONDARY MISSION (CIRCLE ONE)

Full Completed	Partially Completed	Failed
5 BP	3 BP	0 BP

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YOUR OPPONENT	YOUR OPPONENT'S FLEET	INITIALS

**\*\*\* STOP \*\*\***

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