

SUNDAY
APRIL 21

8:00 AM
4:00 PM

Adeptus



BATTLEFLEET GOTHIC TOURNAMENT

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 2013

BATTLEFLEET GOTHIC TOURNAMENT

MISSION I: CAPTURE THE RESEARCH PLATFORM

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

MISSION OVERVIEW

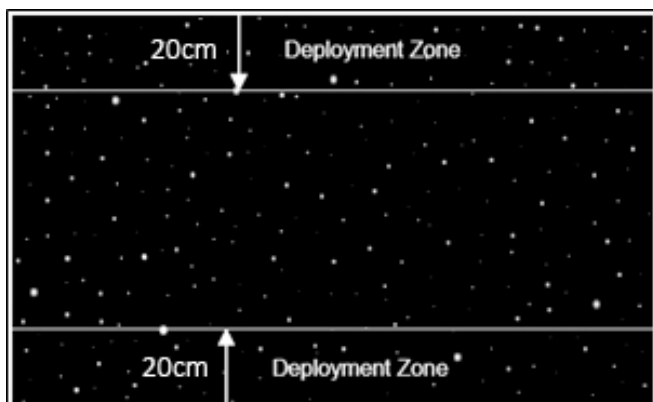
An ancient Archaeotech research platform has been discovered and your superiors have directed you to capture the station undamaged. Preventing you from this is the enemy fleet, a small pirate flotilla and the fact that the station while unmanned has automated defenses that you will need to bypass when you board the station to take control.

CELESTIAL PHENOMENA

Terrain will be set up by the tournament organizer prior to each game. Each table will have 3 asteroid fields, 3 gas clouds, 1 warp rift and either a moon or a medium planet on it.

DEPLOYMENT

Fleets deploy within 20 cm of the long board edge.



GAME LENGTH

All games go 8 turns or until time is called. Do not start a new game turn unless both players can finish their half of the turn.

FIRST TURN

Once all ships have been deployed both players roll a D6 and the player with the higher score has the choice of whether to take the first or second action.

SPECIAL RULES

Pirate Flotilla: Both players Transports will be used. They will be put in squadrons of three and will have the stats of an Imperial Navy Sword Frigate. Initial deployment for them will be 15 cm away from the research platform in a plus formation with 2 squadrons on the long center line and then 2 squadrons on the short center line. Until a ship/squadron gets within shooting range of the pirates or fires on a pirate squadron, they will be on patrol (do not move but do not count as defenses on the weapon battery chart).

They will attempt to stay within 30 cm of the research platform but move towards the nearest squadron and fire at them. They act at the end of each Game Turn.

Automated Research Platform: The platform has the broadsides of a Lunar Cruiser (30 cm range, 2 lances, 6 str Weapon Battery per broadside) and acts at the end of each game turn at the same time as the pirates. It fires at the closest non-pirate ship in each broadside. After firing, it turns 45 degrees clockwise.

In order to capture it, the platform must be boarded. While unmanned there are sophisticated locking systems that must be bypassed for the ship to be seized. The platform counts as an 8 hit cruiser with 2 turrets for purposes of defensive boarding. In order to capture the platform, it *hits* must be reduced to 0 in boarding actions.

Only one ship may board at a time, but any class of ship may attempt to board. These boarding actions take so long that you only resolve the boarding action on the boarding player's turn.

No damage is done to the boarding ship win or lose. A win means that some of the ship's security systems have been bypassed and the ship that is trying to capture the Research Platform must stay in place as if in a drawn boarding action. A loss however locks that particular ship's crew out of the computer systems and that ship cannot attempt to board the platform again, however the points of *damage* the ship that has lost a boarding action has done will count towards capturing the ship as the codes for the successfully bypassed security systems will be passed to the rest of the fleet. When captured, the Research Platform immediately disengages.

If a ship controlled by Player B attempts a boarding action against the Research Platform after some *hits* have been done by Player A, the ship counts as undamaged against Player B and if Player B succeeds in his first boarding action, the ship then resets for Player A.

The Research Platform will continue to fire even when it is being boarded, but cannot fire out of the firing arc where it is being boarded from (e.g.; if it was boarded from the Port firing arc, it will only fire out of its starboard weapons).

VICTORY CONDITIONS

Primary Objective: Standard Victory Conditions. Capturing the Research Platform gives the capturing player 400 VP.

Secondary Objective: Destroy pirate frigates.

Number of Pirate Frigates Destroyed	
More than your opponent	5 points
Same as your opponent	3 points
Less than your opponent	1 point



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BATTLEFLEET GOTHIC TOURNAMENT

MISSION 2: RETRIEVE THE SALVAGE

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

MISSION OVERVIEW

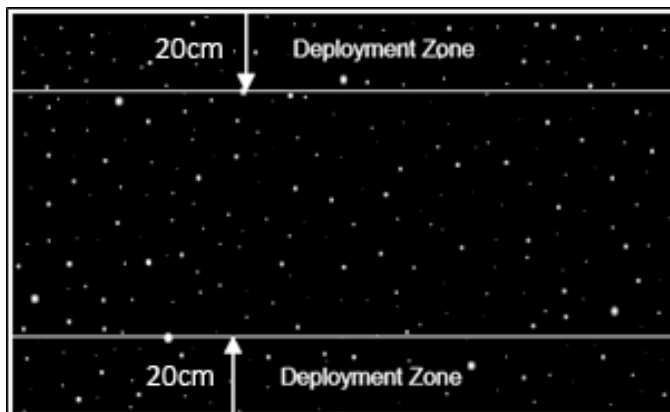
You have found a massive graveyard of ships with many ancient hulks in it. Obtain as much salvage as you can while preventing the enemy from doing the same. While any ship can get some salvage from a hulk before scuttling it, the transport flotilla has the tools to get the most out of a ship in time.

CELESTIAL PHENOMENA

Terrain will be set up by the tournament organizer prior to each game. Each table will have 3 asteroid fields, 3 gas clouds, 1 warp rift and either a moon or a medium planet in the center of the table.

DEPLOYMENT

Fleets deploy within 20 cm of the long board edge. Transports may be deployed in as many squadrons as you wish following escort squadron rules.



GAME LENGTH

All games go 8 turns or until time is called. Do not start a new game turn unless both players can finish their half of the turn.

FIRST TURN

Once all ships have been deployed both players roll a D6 and the player with the higher score has the choice of whether to take the first or second action.

SPECIAL RULES

Salvage Retrieval: In addition to Celestial Phenomena, there will be 10 markers face down in 2 lines parallel to the long board edge. These markers represent salvage. In order to pick up Salvage, a ship must stop on the marker. These markers will have the following hidden values on them: 0, 1 or 2. This represents the base value.

VICTORY CONDITIONS

Primary Objective: Retrieve more salvage than the opponent. Markers retrieved by Transports are worth triple the value on the Markers. Markers retrieved by Cruisers and Battleships are worth double the value. Markers retrieved by Escorts are worth the value on the marker.

Secondary Objective: Standard Victory Points. A Victory Point margin of less than 150 VPs is considered a Draw.

Victory Points Outcomes	
Win	7 points
Draw	4 points
Loss	1 point





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BATTLEFLEET GOTHIC TOURNAMENT

MISSION 3: PROTECT THE SALVAGE

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

MISSION OVERVIEW

After the fierce fight to salvage the hulks, your battered fleet is moving to withdraw from the area after transferring the majority of the salvage to your flagship. However when you enter the warp, you hear a massive amount of laughter coming from everywhere and nowhere.

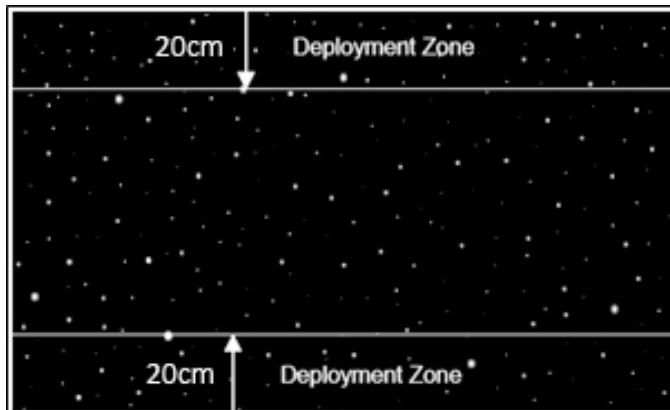
"You think you can escape from MY clutches with MY trophies? No. You must FIGHT to escape from my clutches. Only one of you may escape HAHAHAAAA." You have been trapped in a strange arena in the warp. The enemy is here as well. Fight to survive. You must get your salvage back to Sector Command.

CELESTIAL PHENOMENA

Terrain will be set up by the tournament organizer prior to each game. Each table will have 3 asteroid fields, 3 gas clouds, 1 warp rift and either a moon or a medium planet in the center of the table.

DEPLOYMENT

Fleets deploy within 20 cm of the long board edge.



GAME LENGTH

All games go 8 turns or until time is called. Do not start a new game turn unless both players can finish their half of the turn.

FIRST TURN

Once all ships have been deployed both players roll a D6 and the player with the higher score has the choice of whether to take the first or second action.



SPECIAL RULES

The Chaos Gods want Death: The Chaos Gods have decreed that this is a battle to the finish. No ships may disengage in this battle.

The only exception is the Necron fleet. It may disengage using standard disengagement rules as opposed to the special Necron disengagement. The Necron flagship may not disengage. If a ship's inertial movement (e.g.; movement before a legal turn) would force a ship to disengage, it instead automatically passes a *Burn Retros* special order and turns to be parallel to the board edge pointing in the direction it was going in the first place. If going head on, roll a D6 and on a 1-3 it turns to port, 4-6 it turns to starboard. If this turn is more than the ship's normal turn allotment, it automatically suffers a *Thruster's Damaged* critical hit but does not suffer the hull point of damage.

VICTORY CONDITIONS

Primary Objective: Standard Victory Conditions. Your Flagship is worth double VP.

Secondary Objective: You have been assigned a flotilla of transports that were going to take the salvage off your flagship. You must keep yours alive while interdicting your enemy's.

Number of Transports Still Alive	
More than your opponent	5 points
Same as your opponent	3 points
Less than your opponent	1 point



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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: _____



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BATTLEFLEET GOTHIC TOURNAMENT

RESULTS FOR MISSION 3: PROTECT THE SALVAGE

YOUR NAME	YOUR FLEET	TABLE

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

Number of Transports Still Alive (circle one)

More than your opponent	5 points
Same as your opponent	3 points
Less than your opponent	1 point

WARP RIFT

Successfully Navigated?

1 BP

Have your opponent double check your results above and acknowledge that the results are accurate.

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.



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BATTLEFLEET GOTHIC TOURNAMENT

RESULTS FOR MISSION 2: RETRIEVE THE SALVAGE

YOUR NAME	YOUR FLEET	TABLE

PRIMARY MISSION

	Value of Salvage	Multiplier	=	Totals
Value of all salvage markers retrieved by Transports		x3	=	
Value of all salvage markers retrieved by Cruisers and Battleships		x2	=	
Value of all salvage markers retrieved by Escorts		x1	=	
TOTAL FOR PRIMARY MISSION				

SECONDARY MISSION

Victory Points Outcome (circle one)		
A Victory Point margin of less than 150 VPs is considered a Draw.	Win	7 points
	Draw	4 points
	Loss	1 point

WARP RIFT

Successfully Navigated?
1 BP

Have your opponent double check your results above and acknowledge that the results are accurate.

YOUR OPPONENT	YOUR OPPONENT'S FLEET	INITIALS

***** STOP *****

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RESULTS FOR MISSION I: CAPTURE THE RESEARCH PLATFORM

YOUR NAME	YOUR FLEET	TABLE

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

Number of Pirate Frigates Destroyed (circle one)

More than your opponent	5 points
Same as your opponent	3 points
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WARP RIFT

Successfully Navigated?

1 BP

Have your opponent double check your results above and acknowledge that the results are accurate.

YOUR OPPONENT	YOUR OPPONENT'S FLEET	INITIALS

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