ADEPTICON

BATTLEFLEET GOTHIC TOURNAMENT

SUNDAY – APRIL 3RD
8:00AM – 4:00PM

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!

MISSION 1: BRACE FOR IMPACT
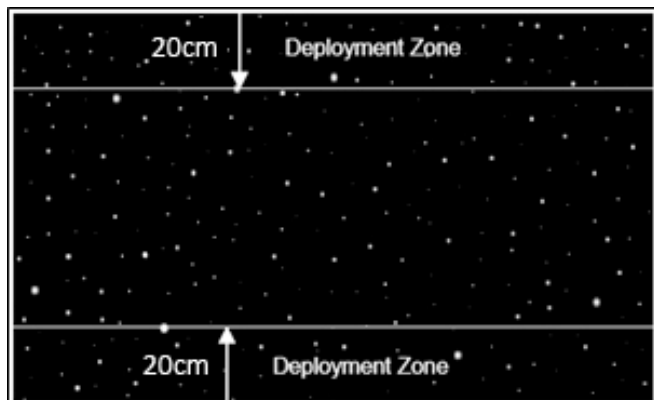### *** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

Rumors of an advanced weapons system has attracted the attention of your fleets, as you enter the system sensors detect anomalies farther out into the system, somewhere at the outlying edge a planet explodes sending debris everywhere, Warning klaxxons sound as both fleet hunker down for the duration. Secure bulkheads, evacuate non-essential areas and,..brace for impact!

CELESTIAL PHENOMENA

Terrain will be set up by the tournament organizer prior to each game. Each table will have 5 asteroid fields, 4 gas clouds, 1 small planetoid, 1 large gas planet and hurtling asteroid markers. Asteroid fields must be at least 30cm away from the short table edges.

DEPLOYMENT

Fleets deploy within 20 cm of the long board edge. The left side of the table will have 6 markers marked 1-6 to designate the origin point of the asteroids.

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

Hurtling Asteroids: Asteroids come on from the short table edge, and appear every game turn. Roll D3 for amount of asteroids. Asteroids move 30cm at the start of every game turn. There are 6 numbers on the short table edge to the left numbering 1 to 6. Players alternate rolling 1d6 to determine where each asteroid originates from the short table edge to corresponding number rolled, IF THE SAME NUMBER IS ROLLED JUST REROLL UNTIL A DIFFERENT RESULT. Hurtling Asteroids are treated as asteroid fields for the purposes of hits, roll LD on 2D6 if passed no hits are taken, if failed take D6 hits. Escorts may reroll failed LD tests. If a hurtling asteroid moves through an asteroid field, roll a scatter die for each one to determine its new heading as it leaves the asteroid field. All ordinance hit by hurtling asteroid is removed on a D6 roll of 6. If an asteroid hits a planet, place a blast marker at the point of impact and remove the asteroid. Asteroids may pass through gas clouds. Hurtling asteroids are represented by tournament hurtling asteroid markers only.

VICTORY CONDITIONS

Primary Objective: Standard Victory Conditions.

Secondary Objective: Auxiliary Fleet

Your Auxiliary Fleet Survives the game	1 point
Your Auxiliary Fleet caused First Blood	1 point
Your Command Ship Survives Impact with Asteroids	2 points

MISSION 2: HIDE N' SEEK
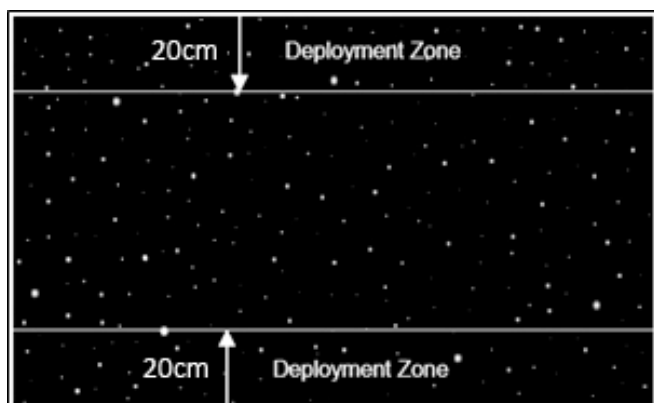### *** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

Near the edge of system…in a dense Asteroid field, there is,,,something…an anomaly if you will, and it is effecting everything and everyone and sooner or later it will reach the breaking point. This "thing" has effected your sensors, your crew, and your confidence...you know the enemy is out there waiting for you, take the fight to them.

CELESTIAL PHENOMENA

Terrain will be set up by the tournament organizer prior to each game. Each table will have 5 asteroid fields, 4 gas clouds, 1 small planetoid, and 1 anomaly placed 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

Anomaly: The anomaly is sending out radiation spikes at differing intervals which are affecting the leadership of each ship. To represent this, at the end of each Player's Movement Phase before the Shooting Phase, make a line of sight check to the center of the "Anomaly". If you can draw line of sight to the "Anomaly", then the ship receives a penalty to its Leadership value. When checking line of sight for Escort Squadrons, measure from the model nearest to the "Anomaly".

NOTE: Asteroid Fields block line of sight to the Anomaly. Additionally, if an Escort Squadron is partially in cover, use a majority ruling (e.g. A squad consisting of 3 ships but only 2 of them are in cover). Consult the chart below to determine any Leadership penalty.

LEADERSHIP CHART	
Within 10cm of the Anomaly	-3 Ld
Within 30cm of the Anomaly	-2 Ld
Over 30cm from the Anomaly	-1 Ld

VICTORY CONDITIONS

Primary Objective: Standard Victory Conditions.

Secondary Objective: Auxiliary Fleet

Your Auxiliary Fleet Survives the game	1 point
Your Auxiliary Fleet caused First Blood	1 point
Your Command Ship Does Not Lose Any Leadership During the Game	1 point

MISSION 3: NEUTRON STAR
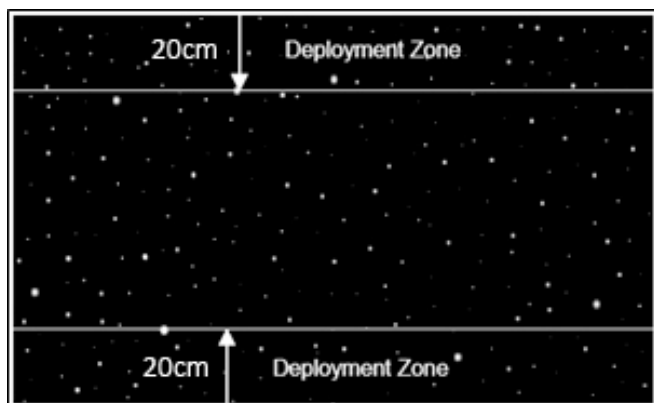### *** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

Your fleets have made an FTL jump during a long range patrol; emergency beacons light up as the fleet unexpectedly drops from FTL travel. The system sensors have detected a previously uncharted massive gravitational sinkhole, immediate direct observation have confirmed a neutron star present. Sensors also detect enemy fleet presence, and a small faint signal coming from a drifting ship. The Captain steps down the view screen, sure of the plan as an officer asks, "Orders sir?"

CELESTIAL PHENOMENA

Terrain will be set up by the tournament organizer prior to each game. Each table will have 1 large ringed gas giant, 5 asteroid fields, 4 gas clouds, 1 small planetoid, 1 neutron star centered in the middle of the table and 1 wreck setup 36cm away from the neutron star parallel to the long table edge.

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

Neutron Star: The neutron star's base blocks line of sight. In addition, the neutron stars' gravity well affects all ships and ordnance in the following fashion:

At the start of every player turn, after Special Orders are attempted, but before normal movement commences, roll on the chart below for every Battleship, Cruiser, Escort, Defense, and Ordnance token/wave of attack craft. After rolling on the chart, move your units according to the result directly towards the neutron star without changing your heading. Then commence regular movement:

Note: There are two special orders that are also affected: "All Ahead Full" and "Burn Retros". If you successfully issue any of these orders proceed with the immediate effect of such orders and then consult the chart below.

Battleship	1D6		Ordinance	3D6
Cruiser	2D6		Defense	3D6
Escort	3D6		"All Full Ahead"	+1D6
			"Burn Retros"	-1D6

Should anything touch the base of the neutron star, it is instantly destroyed. Ordnance is removed. All ships that touch the star immediately explode as per the result of 12 on the Catastrophic Damage Table. Escorts exploding in this way attack every ship in range with one die. Defense class ships explode for half their hit points in lance attacks.

Mysterious Wreck: There is a very large wreck caught in the gravity of the star. It will soon plummet into oblivion. It is of a very ancient design, and is badly damaged. This design has never been encountered before, yet there is still a faint signal onboard. The wreck is worth 3 Battle Points. Every game turn the wreck gets pulled 2D6 closer to the neutron star. This is done before any other movement. Once it reaches the base of the star it will explode as a result 12 on the Catastrophic Damage Table and can no longer be recovered. To recover the wreck, simply make contact with its base and declare you will attempt to recover it. Then roll a D6: On a 2 to 6 the wreck is salvaged as normal, it is left as is. However, on a roll of 1 the wreck's power system overloads. Roll 2D6 and consult the Standard Catastrophic Damage Table. After the result is rolled, the wreck will be treated exactly as is shown on the Catastrophic Damage Table result and may take subsequent damage until destroyed, ignored or successfully salvaged. When a wreck is destroyed, it is completely removed from play and cannot be claimed as salvage afterward.

Note: Wrecks are treated as drifting hulks for the purposes of shooting or ordnance attacks until claimed or destroyed. Salvaged wrecks are left in place and may subsequently be damaged!

VICTORY CONDITIONS

Primary Objective: Standard Victory Conditions.

Secondary Objective: Miscellaneous

First Blood	1 point
Your Auxiliary Fleet claims the Wreck	2 points

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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RESULTS FOR MISSION 3: NEUTRON STAR

YOUR NAME	YOUR FLEET	TABLE

PRIMARY OBJECTIVE
(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 OBJECTIVE

Miscellaneous	
You Claimed the Mysterious Wreck.	3 points
Your Auxiliary Fleet claims the Wreck	2 points
First Blood	1 point

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

❑	Was your opponent prompt to report for the start of the round?
❑	Did your opponent share their fleet list with you before the game?
❑	Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.)
❑	Was your opponent consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes?
❑	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?
❑	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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RESULTS FOR MISSION 2: HIDE N' SEEK

YOUR NAME	YOUR FLEET	TABLE

PRIMARY OBJECTIVE
(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 OBJECTIVE

Auxiliary Fleet	
Your Auxiliary Fleet Survives the game	1 point
Your Auxiliary Fleet caused First Blood	1 point
Your Command Ship Does Not Lose Any Leadership During the Game	1 point

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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SPORTSMANSHIP

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❑	Were rules issues that may have arisen during the game handled amicably by your opponent?
❑	Would you voluntarily play this person again?

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RESULTS FOR MISSION 1: BRACE FOR IMPACT

YOUR NAME	YOUR FLEET	TABLE

PRIMARY OBJECTIVE
(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 OBJECTIVE

Auxiliary Fleet	
Your Auxiliary Fleet Survives the game	1 point
Your Auxiliary Fleet caused First Blood	1 point
Your Command Ship Survives Impact with Asteroids	2 points

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.
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SPORTSMANSHIP

❑	Was your opponent prompt to report for the start of the round?
❑	Did your opponent share their fleet list with you before the game?
❑	Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.)
❑	Was your opponent consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes?
❑	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?
❑	Would you voluntarily play this person again?

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