



ADEPTICON 2012

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 2/1/2012.

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 2012 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 (including Craftworld Eldar and the Adeptus Mechanicus fleets).
 - 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).
- 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).
- The [Battlefleet Gothic 2010 FAQ](#) will be in effect.
- The [Battlefleet Gothic 2010 Compendium](#) will be 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 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.
- 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.
- 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.
- 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.
- Each fleet will have a Transport Flotilla. This flotilla will contain transports from the back of the Armada book and be the equivalent of 6 regular transports counting any ships that would be considered 2 transports (Heavy Transports) or ½ transports (Armed Freighters/Fast Clippers from FAQ 2010.) You will have an extra 120 points in your fleet allotment that may only be spent on transport upgrades. You are allowed to spend more points from your standard fleet points on transport upgrades if you wish. For Rogue Trader fleets, only the transports from this flotilla will count towards the scenario objectives so identify these ships clearly.
- 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.
- 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.

++ 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".



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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 Transport 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