ADEPTICON

ARMADA
BLOOD IN THE WATER 2023

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!
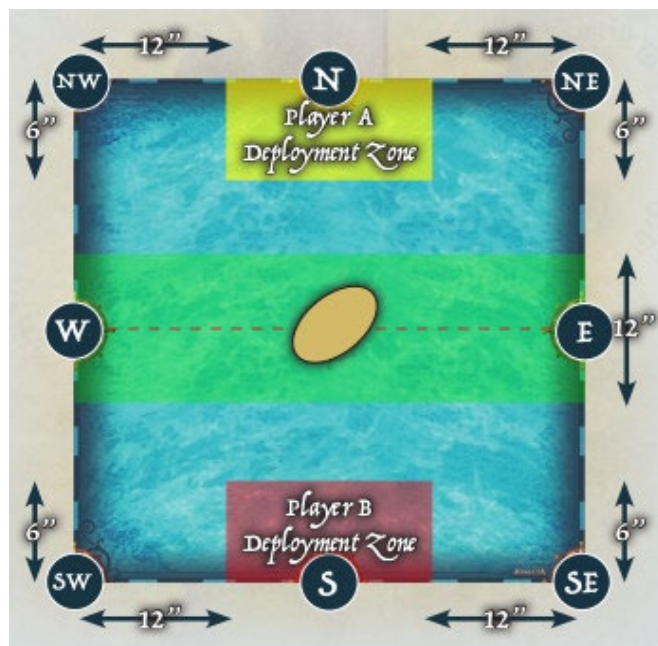
SCENARIO 1: IN HOT WATER
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SETUP

Before sides are chosen players should take turns placing 10 loot counters on the board wholly in the 12" central zone running east to west. These are sailors clinging to debris and need rescue. Counters cannot be placed within 3" of terrain or each other.

Roll a D6, on 1-3 wind starts from the West, 4-6 it starts from the East.

VICTORY CONDITIONS

The winner is the player with the most rescued sailors at the end of turn 6.

SCENARIO RULES

At the beginning of the second turn and every turn after, the volcano erupts. Before the Roll for Wind, roll a D10 for every ship wholly or partially within 12 inches of the volcano. On a roll of 8 or more they are hit by falling lava. Each hit does D6 damage. Also, if the damage roll is a 1, the ship also catches fire and receives a Blaze marker.

SURVIVORS (LOOT COUNTERS)

At the end of a non-Surrendered ship's activation, it may rescue any 1 loot counter on the table within 3" (place the counter on the ship's card). Fliers cannot rescue loot counters.

If a ship Surrenders or is destroyed as a result of Boarding Action, the winning enemy ship captures all the loot counters.

If a ship is destroyed or Surrenders for any other reason, all loot counters are placed back on the table in the footprint of the ship by the player losing the ship.
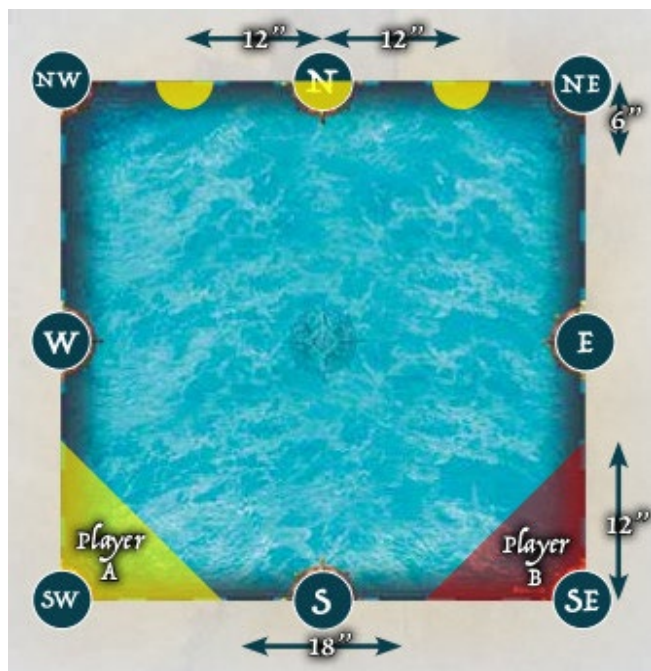
SCENARIO 2: PLANT THE FLAG
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SETUP

The players' deployment zones are in the diagonally opposite corners from the objectives as shown. The Wind begins the game blowing from the North.

VICTORY CONDITIONS

The winner is the player with the most victory points at the end of turn 6.

Victory Points are gained by "capturing" the three terrain pieces at the northern table edge. A ship must be within 6" of one of these to count as scoring. Ships within 6" of the central harbor score an additional 1VP each. Scoring is done at the end of the game.

SHIP TYPE	VPs
Main Battle Ship	2
Support Ship	1

Ships who left the table in the final Turn, have Surrendered or are Destroyed cannot score no matter how close they are.

If a ship can claim multiple objectives at the end of the game, the player must decide which objective they are capturing. This declaration happens at the end of the game, following wind based initiative order. If both players have ships that could claim an objective, the player that scores the most VPs for a given objective capture it.

SCENARIO RULES

The islands follow the normal terrain rules (pg 37). The harbor is treated as a shoreline but all ships of all sizes may approach within 2" without risk of collision.

The Wind will not change direction for the first two Turns. At the start of Turn 3, roll for Wind direction at normal.

In the End Phase of Turn 2 and every Turn after, make a Skill Test for each ship not Anchored or Grappled in Initiative order. If the test is failed, the ship is blown directly in the Wind Direction without changing face. Move the ship 4" and resolve any collisions as normal with no roll to Evade. The ship does not turn or move after damage has been applied, even if it has not moved the full 4".
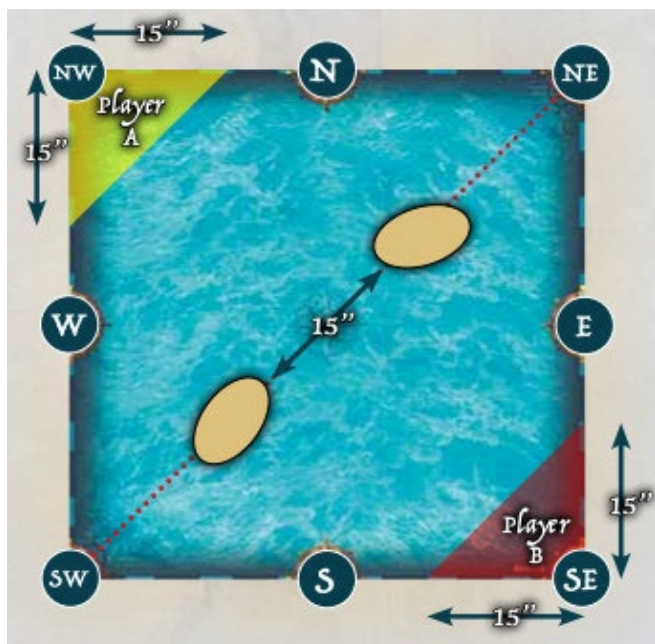
SCENARIO 3: X MARKS THE SPOT
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SETUP

Once both players have deployed their ships, roll a D6. On a score of 1-3, the Wind starts the game coming from the South-West position. On a score of 4-6, it comes from the North-East.

VICTORY CONDITIONS

The winner is the player with the most VPs at the end of turn 6. Total up the VPs on their surviving Medium, Large and Extra Large ships from captured treasure at the end of turn 6. They score an additional 3 VPs for each enemy Large or Extra Large ship destroyed or Surrendered and 1 VP for each enemy Medium or Small ship destroyed or Surrendered. Ships that have left the table in the final Turn count as destroyed for this.

SCENARIO RULES

The islands follow normal terrain rules (pg 37). Smaller ships will be able to get closer and search for longer, recovering more treasure.

In the End Phase of each Turn, Small and Tiny ships within 3" of an island score 3 VPs each. They may carry a max of 6VPs. Medium, Large and Extra Large ships within 5" of an island will score 1VP each and can carry any number of VPs. Place loot counters or coins on each ship's card as they score to track the treasure.

During its Activation, a ship within 1" of another larger friendly ship at the end of a Move Step can pass all the VP counters it currently has to the larger ship instead of Shooting. Simply transfer all the counters from one ship card to the other. Ships are permitted to make a Repair Action and transfer in the same Turn.

If a ship Surrenders or is destroyed as a result of a Boarding Action, the enemy ship captures all the VP counters. If a ship is destroyed or Surrenders for any other reason, all VP counters are lost. The counters are also lost if the ship leaves the table in the final Turn.

Ships that have Surrendered or are Destroyed cannot score no matter how close they are to the islands.

YOUR NAME: _____

Rank your favorite opponents. Sportsman points will be awarded based on their ranking and calculated at the end of the tournament to determine the Best Sportsman.

POINTS	OPPONENT'S NAME
+4	
+3	
+2	

NOTES

Turn in this sheet to the Tournament Organizer when complete.

ROUND (CIRCLE ROUND NUMBER)		
1	**2**	**3**

PLAYER ONE

NAME: _____ TABLE: _____

VICTORY POINTS	SURRENDERED/DESTROYED SHIP POINTS

PLAYER ONE MISSION RESULT (CIRCLE ONE)		
WIN	**LOSE**	**DRAW**

SIGNATURE: _____

PLAYER TWO

NAME: _____ TABLE: _____

VICTORY POINTS	SURRENDERED/DESTROYED SHIP POINTS

PLAYER TWO MISSION RESULT (CIRCLE ONE)		
WIN	**LOSE**	**DRAW**

SIGNATURE: _____

Turn in this sheet to the Tournament Organizer when complete.

ROUND (CIRCLE ROUND NUMBER)		
1	**2**	**3**

PLAYER ONE

NAME: _____ TABLE: _____

VICTORY POINTS	SURRENDERED/DESTROYED SHIP POINTS

PLAYER ONE MISSION RESULT (CIRCLE ONE)		
WIN	**LOSE**	**DRAW**

SIGNATURE: _____

PLAYER TWO

NAME: _____ TABLE: _____

VICTORY POINTS	SURRENDERED/DESTROYED SHIP POINTS

PLAYER TWO MISSION RESULT (CIRCLE ONE)		
WIN	**LOSE**	**DRAW**

SIGNATURE: _____

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ARMADA: BLOOD IN THE WATER TOURNAMENT

ARMADA TOURNAMENT SCORING SHEET

ROUND (CIRCLE ROUND NUMBER)		
1	**2**	**3**

PLAYER ONE

NAME: _____ TABLE: _____

VICTORY POINTS	SURRENDERED/DESTROYED SHIP POINTS

PLAYER ONE MISSION RESULT (CIRCLE ONE)		
WIN	**LOSE**	**DRAW**

SIGNATURE: _____

PLAYER TWO

NAME: _____ TABLE: _____

VICTORY POINTS	SURRENDERED/DESTROYED SHIP POINTS

PLAYER TWO MISSION RESULT (CIRCLE ONE)		
WIN	**LOSE**	**DRAW**

SIGNATURE: _____

Turn in this sheet to the Tournament Organizer when complete.