

# AdeptiCon 2023 Blood is the Sea Armada Tournament

## Tickets

Please visit <http://www.adepticon.org> and sign up for the Armada Tournament

One ticket is required per person to play in the Tournament.

The ticket enters a player for all the games on the day (as noted in the tournament schedule below). Tickets can be purchased from the AdeptiCon website. Please bring a printed copy of your order with you to the event.

## Prizes

There will be prizes for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> places.

There will be additional prizes for the Best Sportsman and the best painted Mantic Armada Fleet

## Age limit

Players must be aged **14** or over. Any player under the age of **16** must be accompanied by an adult (playing or non-playing).

## Items you should provide

In addition to your fleet and copies of your ship roster, you need to make sure you bring the following:

- All dice, rule-books, damage markers, pencils and other gaming accessories you will need. Make it clear to your opponents how you will be tracking damage. Please bring dice that are clear to read for both you and your opponents.
- Having a tray to carry your Fleet between games is a great way of keeping the tournament moving smoothly and in a timely fashion.

## Assemble your Fleet

### Strike Force

This tournament uses the **Armada Core Rulebook** and **Seas Aflame** supplement with a maximum fleet total of **200 Points** and adhering to the standard rules of Fleet composition as detailed in the core rulebook. Players must choose a **single** Fleet Roster up to this points limit and no more than this will be used for all the games on the day. Allies and Fortresses will not be used.

### Fan Lists

Fan-lists are considered unofficial and may not be used.

### Miniatures

Remember that the best-painted award will only consider fleets with Mantic models however.

Models *must* be based on the appropriate base size and shape for their type.

Models should be painted in at least 3 colours.

If any model is used as a “counts-as” or a proxy for another, this *must* be made clear to your opponent before a game begins (and during if required). Counts-as and proxy models should be appropriate replacements (no support ships acting as a main battle ship) and they should be on appropriate bases.

## Fleet Roster

You are required to submit a copy of your Fleet Roster to the organizers at the start of the tournament – please write out all units, points costs and any additional upgrades in full. You should also have at least one copy for yourself and another spare for your opponents to reference on request. Using a program or list-builder application to create and print out your sheet is often the best option.

You will require spare copies of your Fleet Roster, which you should keep with you when you are playing. Your fleet roster must include:

- All of the models in your fleet.
- The upgrades and the point value of everything in your fleet.
- Your name on all copies of the roster.

Please do not use acronyms on any copy of your Fleet Roster. If any mistakes are found during the tournament that were not picked up on, the results of all the games in which the player has used the illegal list will immediately be changed to 0-5 Tournament points, in favour of their opponents. This will apply even if the mistake was a totally honest one, so please do double check your Fleet Roster before the tournament.

If you are unsure of your fleet roster, please feel free to submit it to the tournament organizers prior to the event for checking.

## Tournament Rules

### Game Time and Victory Conditions

The tournament consists of **three** games over the course of the day. Each player has **one hundred and five (105)** minutes for each game, including deployment.

### Schedule

The tournament will take place over one day and will adhere to the following schedule:

- 8:00 -8:15      Event registration
- 8:15 – 10:00    Game 1
- 10:15 – 12:00   Game 2
- 12:15 – 2:00    Game 3
- 2:00              Awards

Note that the time allocated for each game includes 105 minutes for the game itself plus 15 minutes for meeting, discussing rules and the completing and submitting paperwork afterwards. The schedule may be adjusted on the day if things are running behind (or ahead!).

## Game Sequence

The tournament will follow this set up rules

1. Scenarios will be determined by TO and announced prior to setup
2. Place objectives and terrain according to the scenario.
3. Roll to choose sides. Highest player chooses which side to deploy on and places one ship.
4. Deploy as normal with the above changes.
5. Roll for Wind direction
6. Games will be limited to 6 Turns

## Rounds

The match-ups of the first round (Game 1) will be random. In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP), as explained below. Once players have completed their game in a given round they should jointly complete the result sheet provided and hand it in to the tournament organizers as soon as possible so that the next rounds can be organized in time.

## Wind Rules

The tournament will use the Basic Wind Rules detailed on page 12 of the Core rulebook. During the Wind Phase, roll 2d6 and use the following chart to affect the wind direction unless otherwise directed by a scenario.

2D6 Score	Effect
2-4	<b>Winds of Change.</b> Move the Wind Rose one step clockwise
5-9	No change in wind direction this Turn
10-12	<b>Winds of Change.</b> Move the Wind Rose one step anti-clockwise

## Tournament Points

### Scoring

Tournament Points will be awarded as follows:

- Players will earn +5 Tournament Points for Winning the battle
- Players will earn +3 Tournament Points in the case of a Draw.
- Players will earn +1 Tournament Points for a loss.

Ties will be broken as follows:

1. Win/Loss Record
2. Point value of ships destroyed/surrendered
3. Dice Off!

### Winning the Tournament

The winner is determined at the end of the last game (game 3), according to the following criteria:

- The player with the most TP will be the winner
- In the case of players having the same highest TP, the tie breaker tree will be used.

## Notes

### Sportsmanship

The tournament includes its own award for sportsmanship. At the end of the final game, players will rank their opponents from 3 points to 1 point. These scores will then be tallied to determine the winner. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

### Rules Questions and Player Conduct

As noted, all rules will be taken from the Armada Core Rulebook and Seas Aflame. In addition, any official FAQ rulings and errata from Mantic Games (published on their website or official forums) will also be used.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves. If in doubt, the organizers are available to resolve your problem. Please also respect the time each player has. If a question cannot be resolved quickly, please stop the clock until the answer or a solution is decided upon.

Judges will be on hand if players require a ruling. Your judges for the event will be pointed out at the start of the day. A judge's ruling is final.

The organizers reserve the right to take appropriate action for any player they deem to be playing unfairly or acting inappropriately. This may be in the form of a warning, a time or TP penalty or even a forced Time Out result. In extreme circumstances a player may be ejected from the Tournament for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse).

### **Crowd at the Table**

If one player feels discomfort with the amount of spectators present at his table, he may request them to step aside. When this happens, a referee will ask everyone around to step away from the table.

### **Reporting Battle Results**

As noted previously, players will be given enough time to play a full game of Armada and enough time to hand in results. In order to ensure that the tournament runs smoothly, TP penalties (2 points) may be given to players that report battle results after the scheduled time is over at the tournament organizer's discretion. This penalty will always affect both players.