

Manna from the Heaven

AdeptiCon 2007

Battlefleet Gothic Championships Scenario 1

Description

Warfare rages throughout the system, from the planet's surface to the void of space. Friendly forces planetside scream for reinforcement and resupply, but with control of space around the planet contested, entering a normal orbit to deploy small craft is suicide. In a desperate attempt, your fleet will make a high-speed pass by the planet, launching your supply shuttles on a one-way trip before returning your attention to the enemy fleet.

Celestial Phenomena

Place the planet in the center of the table. Both players roll a d6; high roll places the next celestial phenomena. Alternate placement until all celestial phenomena have been placed.

Deployment

Both players roll their attack rating. High roll chooses a deployment zone. Deployment zones are 30 cm from the long board edge. Low roll places a unit first. Ships must be deployed at least 50 cm from the planet. Alternate placing units until both fleets have fully deployed.

Game Length

The game will last eight (8) turns. Each player rolls a d6: high roll chooses to go first or second.

Primary Objective:

Calculate victory points as normal. In addition, each ship that spends one full game turn (i.e. both player turns) within the gravity well of the planet earns a VP bonus equal to the cost of the ship. To gain this bonus, the ship must NOT be on special orders (including "Brace for Impact"), with the exception of "Burn Retros" at any point during that turn. This bonus may only be gained once per ship.



Secondary Objectives:

Each player rolls a d6 at the beginning of the game and consults the table below:

1-2: Headhunters
Take, cripple, or destroy the enemy flagship (ship containing the fleet commander).
Full – Destroy the enemy flagship.
Partial – Cripple the enemy flagship or force the enemy flagship to disengage
NOTE: Any Tyranid Hive Ship will count as a flagship for the purposes of this mission. If a Necron fleet includes a Sepulcher, the ship containing the Sepulcher will count as the flagship. Otherwise, inflicting -2 LD through critical hits to a Necron fleet will count as a partial victory and inflicting -4 LD through critical hits to a Necron fleet will count as a full victory.
3-4: In the Kingdom of the Blind
Cripple the enemy's reconnaissance capabilities by wiping out their escort screen.
Full – Destroy or force all enemy escort squadrons to disengage.
Partial – Reduce the enemy's escorts to below 50% of their starting strength.
5-6: Pickup and Retrieval
Before deployment, secretly nominate one enemy capital ship. On board this ship is a spy/data/archaeotech that must be kept out of enemy hands. And preferably in your own, but denying it to the enemy takes priority.
Full – Perform a hit-and-run attack or boarding action on the selected enemy ship.
Partial – Destroy the selected enemy ship, without first performing a hit and run attack or a boarding action.

The Road to Hell

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Battlefleet Gothic Championships Scenario 2

Description

A relatively stable warp rift has appeared. Controlling the rift will give a tremendous advantage to the side in charge. Your force must secure the rift and keep it out of enemy hands.

Celestial Phenomena

Place the warp rift in the center of the table. Both players roll a d6; high roll places the next celestial phenomena. Alternate placement until all celestial phenomena have been placed.

Deployment

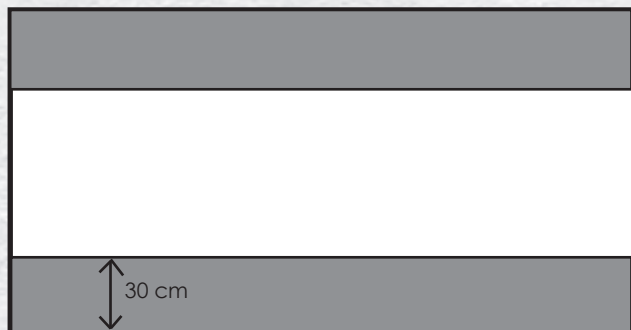
Both players roll their attack rating. High roll chooses a deployment zone. Deployment zones are 30 cm from the long board edge. Low roll places a unit first. Ships must be deployed at least 50 cm from the warp rift. Alternate placing units until both fleets have fully deployed.

Game Length

The game will last eight (8) turns. Each player rolls a d6; high roll chooses to go first or second.

Primary Objective:

Calculate victory points as normal. In addition, each non-crippled ship within 20 cm of the warp rift at the end of the game earns a VP bonus equal to the cost of the ship.



Secondary Objectives:

Each player rolls a d6 at the beginning of the game and consults the table below:

1-2: Into the Rift
Have at least one ship attempt to navigate the rift.
Full – Have one capital ship or escort squadron successfully enter and exit the warp rift.
Partial – Have one capital ship or escort squadron enter the warp rift, but be destroyed.
3-4: Protect the Planet
Clear the space around the planet of all enemy ships.
Full – At the end of the game, you have at least one non-crippled capital ship or escort squadron at 50+% of their starting strength within 20 cm of the planet, and your opponent has none.
Partial – You have more non-crippled capital ships and escort squadrons at 50+% of their starting strength within 20 cm of the planet than your opponent does.
5-6: Rally to the Flag
Protect the flagship from enemy attacks.
Full – Your flagship is not crippled and has not disengaged by the end of the game.
Partial – Your flagship was crippled and/or disengaged.



The Influence of Space Power

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Battlefleet Gothic Championships Scenario 3

Description

This battle may be known in the annals of interstellar warfare alongside such decisive names as Gethsemane, Ultramar, or St. Jowens. But will you be the victor, or the vanquished?

Celestial Phenomena

Both players roll a d6; high roll places the first celestial phenomena. Alternate placement until all celestial phenomena have been placed.

Deployment

Each player must choose a basic stratagem from the list below. Secretly write down the stratagem and reveal your choices simultaneously.

Stratagem 1: "Stay in Formation"

- Your fleet enters the battle in close formation, concentrating all of its power into a single overwhelming blow.
- Players will deploy their entire fleet at the beginning of the game.

Stratagem 2: "Hold the Line"

- The bulk of your fleet engages the enemy directly, while a smaller force attempts to flank the enemy and exploit their weaknesses.
- Players will divide their fleet into two elements, and deploy the larger element. The smaller element begins the game in reserve.

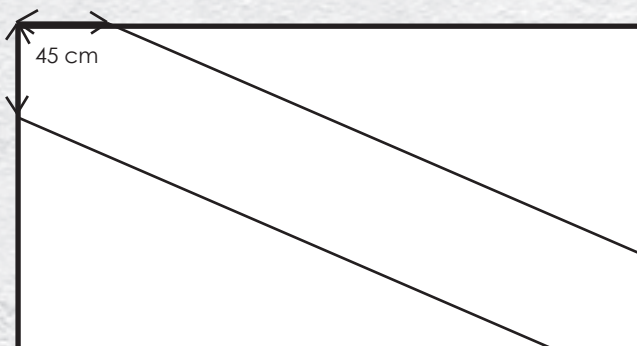
Stratagem 3: "Maintain Contact"

- A small detachment moves quickly to engage the enemy, fixing them into position for the rest of your fleet to engage.
- Players will divide their fleet into two elements, and deploy the smaller element. The larger element begins the game in reserve.

Both players roll their attack rating. High roll chooses a deployment zone. Low roll places a unit first. Alternate placing units until both fleets are fully deployed.

Game Length

The game will last eight (8) turns. Each player rolls a d6: high roll chooses to go first or second.



Reserves:

- If stratagem 2 is chosen, on turn 2 place two markers on any table edge outside the enemy deployment zone. These ships represent possible entry points for the reserve element. On turn 3, all units held in reserve arrive.
- If stratagem 3 is chosen, on turn 3 place four reserve markers. Two must be placed outside the enemy deployment zone, but the third and fourth may be placed on any table edge. On turn 4 all units held in reserve arrive.

Units arriving from reserve may act normally in the turn they arrive. They must move onto the table within 15cm of one of the markers.

Primary Objective:

Calculate victory points as normal. In addition, each enemy ship destroyed (not crippled or disengaged) is worth double the normal victory points.

Secondary Objectives:

Each player rolls a d6 at the beginning of the game and consults the table below:

1-2: Redemption of Honor

One of your capital ships disgraced itself in a previous battle and seeks to make amends. Before deployment, randomly select one of your capital ships to seek redemption.

Full – Destroy at least one enemy ship of equal or greater points value.

Partial – Cripple at least one enemy ship of equal or greater points value.

3-4: Pyrrhic Avoidance

Your fleet must remain operational.

Full – Have 50% of your capital ships alive or disengaged without being crippled.

Partial – Have more capital ships remaining at the end of the game than your opponent.

5-6: Vendetta

One enemy ship has made herself infamous. Before deployment, randomly select one enemy capital ship to become the target.

Full – Destroy the target with extreme prejudice.

Partial – Cripple the target.