ADEPTICON 2010

BATTLEFLEET GOTHIC TOURNAMENT

NOTE: 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 I: THE BLACK HOLE
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

You have encountered the enemy in one of the most dangerous of locations, at the very edge of the gravity well of a black hole. Your mission is to destroy as much of the enemy fleet as possible without being sucked into the gravity well whose pull gets stronger the longer you stay near it…

CELESTIAL PHENOMENA

The Celestial Phenomena locations are fixed. If any features are moved, return them to their original location at the end of the game. There will be a Warp Rift in the center of the battlefield.
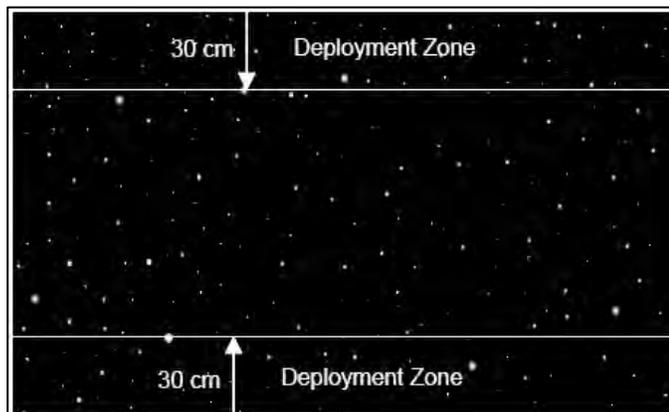
DEPLOYMENT

Prior to deployment, each player should roll a d6 to determine their Secondary Objective (see Objectives).

Both Players roll their attack rating, the player with the highest roll chooses whether to deploy first or second. Deployment zones will be 30cm in from the long board edge. Alternate deploying ships/squadrons until both fleets are placed.

GAME LENGTH

The game will last 8 full turns or 2 hours, whichever comes first.

Each player rolls a die, the player that rolls the highest chooses to go first or second. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

SPECIAL RULE: THE BLACK HOLE

At the beginning of the First Player's turn roll 1d6 for each Full Turn that has happened, including this turn. All ships will be pulled that distance in cm towards the short board edge that will be declared by the tournament organizer at the beginning of the round. Any ships that go off that board edge for any reason are sucked into the black hole and are destroyed.

Ships may only disengage by going off a board edge that is not the Black Hole edge.

OBJECTIVES

Primary Objective (Victory Points): Score Victory Points as normal with this exception: any ships destroyed by being sucked into the black hole give ½ their cost in Victory Points to the opposing player.

Secondary Objective: Each player rolls a d6 at the start of the game before deployment and consults the table below:

1-2	Headhunters	
	Take, cripple or destroy the enemy flagship.	
	Full	**Partial**
	Destroy the enemy flagship.	Cripple or force the enemy flagship to disengage.
	For the purposes of this sub mission, any Tyranid Hive Ship counts as a flagship. Necron fleets with a Sepulcher count the Sepulcher carrying ship as the flagship. Otherwise causing -4 LD worth of damage through critical hits is a full success and -2 LD of damage is a partial success.	
3-4	**Deplete the Enemy's Escort Screen**	
	Full	**Partial**
	Destroy or force to disengage all the enemy's escorts.	Destroy or force half the enemy's escorts to disengage.
	Reroll if your opponent's fleet has no escorts.	
5-6	**Break the Line!**	
	Your mission is to get 4 'points' of ships off the opponent's side of the board. These ships will not count as disengaged for the purposes of Victory Points. Battleships are worth 4 points, Cruisers are worth 2 points, and Escorts are worth 1 point for every 3 ships in the squadron that exits the board.	
	Full	**Partial**
	Get 4 points off.	Get 2 points off.

MISSION 2: SINK THE BISMARK
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

In every war there is always a famous enemy capital ship that High Command wants destroyed at any cost. When a fleet encounters that particular ship, the enemy fleet usually will attack it with no thought to the casualties. You have just encountered that ship. The decisive battle is about to begin!

CELESTIAL PHENOMENA

The Celestial Phenomena locations are fixed. If any features are moved, return them to their original location at the end of the game. There will be a Warp Rift in the center of the battlefield.

DEPLOYMENT

Prior to deployment, each player should roll a d6 to determine their Secondary Objective (see Objectives).

Both Players roll their attack rating, the player with the highest roll chooses whether to deploy first or second. Deployment zones will be 30cm in from the long board edge. Alternate deploying ships/squadrons until both fleets are placed. The Bismark must be the first ship deployed and may not be a part of a squadron.

GAME LENGTH

The game will last 8 full turns or 2 hours, whichever comes first.

Each player rolls a die, the player that rolls the highest chooses to go first or second. Players should not begin a new turn if there is insufficient time remaining to complete the turn.
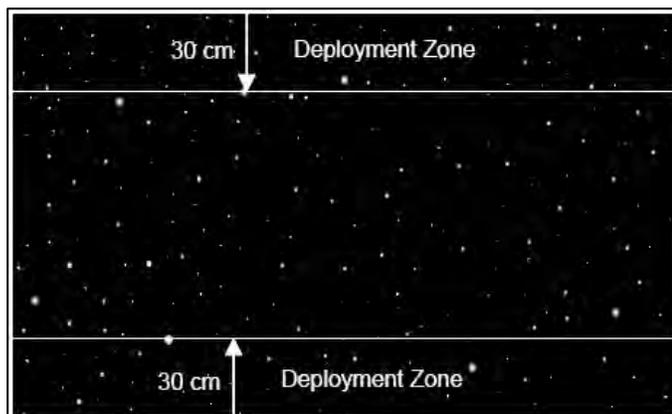
OBJECTIVES

Primary Objective (The Bismark): Calculate victory points as normal with one exception - each fleet has a 'Bismark'. This ship is your most expensive capital ship including the cost of a character if on that ship (Cruiser or Battleship in profile, not a Defense so a Space Hulk CANNOT be chosen as the Bismark). This ship may not voluntarily disengage. If the ship moves off the board involuntarily it counts as being destroyed. This ship is worth double VP if destroyed by the opposing player.

Secondary Objective: Each player rolls a d6 at the start of the game before deployment and consults the table below. The Bismark may not be the targeted ship for any secondary objective.

1-2	Pickup and Retrieval	
	Before deployment, secretly nominate one enemy capital ship. On board this ship is a critical archaeotech technology that must be kept out of enemy hands. Ideally you will successfully deliver the valuable cargo, but denying it to the enemy takes priority.	
	Full	**Partial**
	Perform a hit-and-run attack or boarding action on the selected enemy ship.	Destroy the selected enemy ship. Without first performing a hit and run attack or a boarding action.
3-4	Navigate the Warp Rift	
	Full	**Partial**
	Successfully have a ship/squadron navigate the rift.	Lose a ship/squadron attempting to navigate the rift.
5-6	Disgraced Ship	
	Randomly select one of your capital ships. The captain of this ship is disgraced. In order to redeem his honor he must take part in the destruction of an enemy capital ship. This captain's ship must contribute at least one weapon battery die or lance die as part of a squadron salvo.	
	Full	**Partial**
	This ship contributes at least one point of damage in the attack that finally destroys the ship.	This ship contributes to the wave of damage that cripples the ship.

MISSION 3: SUPPLY RUN
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

Massive battles rage both on planet and in space. Supplies are desperately needed by your forces on planet however you don't have space superiority. High Command has ordered you to make quick supply runs with as many of your ships as possible while fending off the enemy.

CELESTIAL PHENOMENA

The Celestial Phenomena locations are fixed. If any features are moved, return them to their original location at the end of the game. There is a medium planet is in the center of the battlefield.

DEPLOYMENT

Prior to deployment, each player should roll a d6 to determine their Secondary Objective (see Objectives).

Both Players roll their attack rating, the player with the highest roll chooses whether to deploy first or second. Deployment zones will be 30cm in from the long board edge. Alternate deploying ships/squadrons until both fleets are placed.

GAME LENGTH

The game will last 8 full turns or 2 hours, whichever comes first.

Each player rolls a die, the player that rolls the highest chooses to go first or second. Players should not begin a new turn if there is insufficient time remaining to complete the turn.
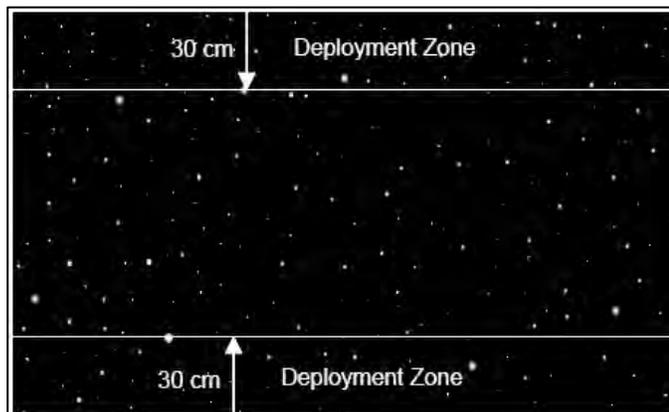
OBJECTIVES

Primary Objective (Victory Points): Calculate victory points as normal with one exception - each non-crippled ship that spends one full game turn in the gravity well of the planet will get the ship's cost in bonus VP at the end of the game. These ships may not be on any special orders except for Burn Retros during any point of the full turn. Each ship only gets this VP bonus once.

Secondary Objective: Each player rolls a d6 at the start of the game before deployment and consults the table below:

1-2	Revenge!!!	
	Randomly Select an enemy Capital Ship. This ship must be sunk at all cost.	
	Full	**Partial**
	Targeted ship is destroyed.	Targeted ship is crippled.
3-4	**Pyrrhic Avoidance**	
	Your fleet must remain Operational.	
	Full	**Partial**
	Have at least 50% of your capital ships not be crippled by the end of the game. These ships may have disengaged.	Have more capital ships remaining on the battlefield than your opponent at the end of the game.
5-6	**Disgraced Ship**	
	Your Admiral is vital to the running of the battle in this sector. Keep him alive at all costs.	
	You automatically fail this objective if your flagship is destroyed or suffers a Bridge Smashed critical.	
	Full	**Partial**
	Your flagship survives the battle uncrippled.	This ship contributes to Your flagship was crippled or forced to disengage.

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: SUPPLY RUN

YOUR NAME	YOUR FLEET	TABLE NO

PRIMARY MISSION
(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 MISSION (CIRCLE ONE)

Full Completed	Partially Completed	Failed
5 BP	3 BP	0 BP

Have your opponent double check your results above.

Have them initial below and acknowledge that the results circled above are accurate and correct.

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: SINK THE BISMARK

YOUR NAME	YOUR FLEET	TABLE NO

PRIMARY MISSION
(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 MISSION (CIRCLE ONE)

Full Completed	Partially Completed	Failed
5 BP	3 BP	0 BP

Have your opponent double check your results above.
Have them initial below and acknowledge that the results circled above are accurate and correct.

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?
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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?

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

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RESULTS FOR MISSION I: THE BLACK HOLE

YOUR NAME	YOUR FLEET	TABLE NO

PRIMARY MISSION
(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 MISSION (CIRCLE ONE)

Full Completed	Partially Completed	Failed
5 BP	3 BP	0 BP

Have your opponent double check your results above.
Have them initial below and acknowledge that the results circled above are accurate and correct.

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?
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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?

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

TEST ⊕F KN⊕WLEDGE

Y⊕UR NAME:

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1 Approximately how many ships are in an average Imperial Sector Battlefleet?

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2 What was the second artifact that Abbadon stole in the time leading up to the Gothic War and what planet was it on?

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3 What is the name of the Chaos vessel that continuously broadcasts its name during battle?

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4 What was the name of the battle where the Gothic War turned in favor of the Imperium?

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5 What was the name of the former captain of the Ork battleship Deathdeala?

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6 Who was the Ork that created the tellyporta?

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7 Who was the Imperial Navy Supreme Commander during the Armageddon War and what ship was his flagship?

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8 Who was the Imperial Navy Admiral who was invited to join the Tau Empire?

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9 What configuration of the Tau Explorer has Gravitic launchers?

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10 Which Chaos grand cruiser is armed solely with lances?

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11 If a Cobra with an original leadership of 7 with a bridge smashed critical wished to ram a Battleship, what would he need to roll to hit the ship using how many dice?

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12 How many victory points would a Necron Cairn Tombship be worth if it was left a drifting hulk and the opponent held the field at the end of the game?