2003 ADEPTICON 2012

BATTLEFLEET GOTHIC

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: FLEET ENGAGEMENT
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

Although many space battles are fought between relatively small forces with very specific objectives – raiding convoys, making surprise strikes and so on – larger fleets will sometimes bring each other to battle to protect a system, hold the line or simply to destroy each other…

CELESTIAL PHENOMENA

Terrain will be set up by the tournament organizer prior to each game. Each table will have 3 asteroid fields, 3 gas clouds, 1 warp rift and either a moon or a medium planet on it.

DEPLOYMENT

Before deployment, each player may play up to two (2) submission cards for their Secondary Objective(s). You may not use a card that was played in a previous mission.

Each player must choose one of the following fleet formations. Compare the two formations chosen on the table below and use the set-up indicated.

Sphere: This formation attempts to spread the fleet broadly so that it envelops the enemy fleet, surrounding it as the ships close in. The sphere is vulnerable to a wedge formation which will break through the closing net.

Wedge: A wedge is easily surrounded by more complex formations such as the sphere and cross. However, a wedge keeps the fleet closely packed together for mutual support and allows it to storm through thinly-spread opponents.

Cross: A formation which spreads ships out to run parallel with the enemy fleet, keeping them on the broadside for an extended engagement.

	Opponent's Choice		
Your Choice	**Sphere**	**Wedge**	**Cross**
Sphere	B	A (d.grey)/C (d.grey)	A (d.grey)/D (d.grey)
Wedge	A (white)/C (white)	D (d.grey)/D (white)	B
Cross	A (white)/D (white)	B	B

Notes: In a split result (ie, A(d.grey)/D(d.grey)) both players roll a D6 to see which set-up is used. The player whose fastest ship has a higher speed than any enemy ship adds +1 to his dice roll. The fleet with the best Admiral (ie, highest Leadership) adds +1 to its roll. The fleet with the most escort class ships adds +1. The winner of the dice roll may choose which set-up to use.

Once set-up has been determined, both players roll a D6 and the player who rolls the lowest has to deploy a squadron or lone ship in their set-up area first. The players then alternate deploying ships or squadrons in their set-up area until all forces have been deployed.

Divisions: Some set-ups split a fleet's deployment zone into several divisions. When this happens the fleet must deploy at least one ship or squadron in each division available.

Approach Angle: The set-up maps have arrows indicating the approach angle for the opposing fleets. As ships are deployed, they must be oriented so that they are travelling in the same direction as the arrows in their division.
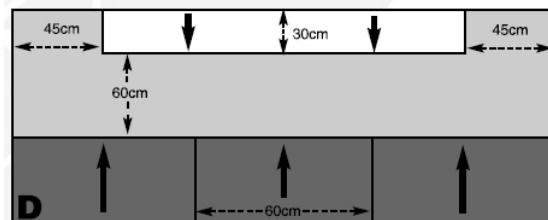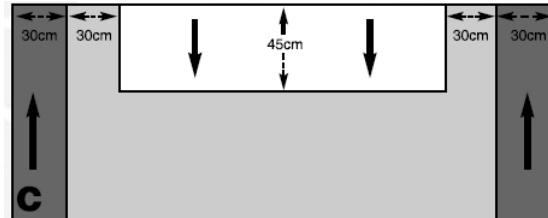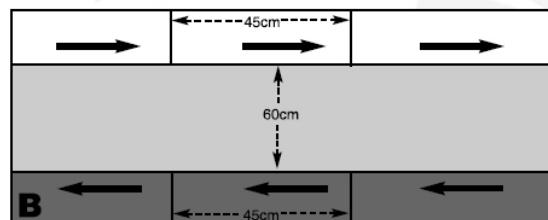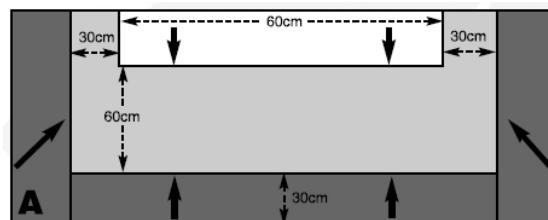
GAME LENGTH

All games go 8 turns or until time is called. Do not start a new game turn unless both players can finish their half of the turn.

FIRST TURN

Once all ships have been deployed both players roll a D6 and the player with the higher score has the choice of whether to take the first or second action.

OBJECTIVES/VICTORY CONDITIONS

Primary Objective: Both fleets score victory points as normal and the fleet with the highest victory points total wins the primary objective.

Secondary Objective(s): You may play up to two (2) submission cards. All Cards are usable for this scenario. **These submissions should be kept secret until the end of the game!**

MISSION 2: SECURE THE ARTIFACTS
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

Your fleet has arrived at the planet where the artifacts are. You need to get your transports to the planet to seize as many of them as you can. Protect your transports until they can land on the planet.

CELESTIAL PHENOMENA

Terrain will be set up by the tournament organizer prior to each game. Each table will have 3 asteroid fields, 3 gas clouds, 1 warp rift and either a moon or a medium planet in the center of the table.

DEPLOYMENT

Before deployment, each player may play up to two (2) submission cards for their Secondary Objective(s). You may not use a card that was played in a previous mission.

Fleets deploy within 20 cm of the board edge. The transport flotilla does not deploy on the board and will move onto the board in the movement phase of the player's second turn. The transports may go on Special Orders the turn they move onto the board.

GAME LENGTH

All games go 8 turns or until time is called. Do not start a new game turn unless both players can finish their half of the turn.

FIRST TURN

Once all ships have been deployed both players roll a D6 and the player with the higher score has the choice of whether to take the first or second action.

OBJECTIVES

Primary Objective (Landing Transports): In order to land a transport, they must end their movement phase in the gravity well of the planet and then survive until the start of their controller's next turn.

Secondary Objective(s): You may play up to two (2) submission cards. All Cards except for #3 are usable for this scenario. **These submissions should be kept secret until the end of the game!**

VICTORY CONDITIONS

Victory points as standard with this addition:

Landing more transport points than your opponent nets you bonus VP based on this chart. All values are round down.

Number of Transports Landed	
You land 1 more transport than your opponent	+100 VP
You land 2 more transports than your opponent	+200 VP
You land 3 more transports than your opponent	+300 VP
You land 4 more transports than your opponent	+400 VP
You land 5 more transports than your opponent	+500 VP
You land 6 more transports than your opponent	+750 VP
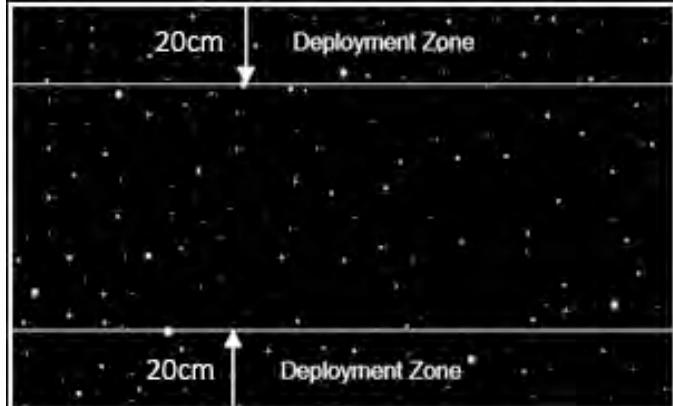
MISSION 3: DENY THEM THE SPOILS!
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

Your fleet has acquired a large amount of artifacts on the planet and is now returning to home base. You have one last hurdle to pass before you reach safety. The enemy fleet. Destroy their transports and keep yours alive.

CELESTIAL PHENOMENA

Terrain will be set up by the tournament organizer prior to each game. Each table will have 3 asteroid fields, 3 gas clouds, 1 warp rift and either a moon or a medium planet on it.

DEPLOYMENT

Before deployment, each player may play up to two (2) submission cards for their Secondary Objective(s). You may not use a card that was played in a previous mission.

Fleets deploy within 20 cm of the board edge. The transport flotilla does not deploy on the board and will move onto the board in the movement phase of the player's second turn. The transports may go on Special Orders the turn they move onto the board. Transports may only enter the board in the middle 1/3 of the long board edge.

GAME LENGTH

All games go 8 turns or until time is called. Do not start a new game turn unless both players can finish their half of the turn.

FIRST TURN

Once all ships have been deployed both players roll a D6 and the player with the higher score has the choice of whether to take the first or second action.

OBJECTIVES

Primary Objective (Commerce Raiding): Destroy the enemy transports while getting yours off the board.

Secondary Objective(s): You may play up to two (2) submission cards. All Cards except for #4 are usable for this scenario. **These submissions should be kept secret until the end of the game!**

VICTORY CONDITIONS

Victory points as standard with this addition:

Destroying more transport points than your opponent nets you bonus VP based on this chart. All values are round down. Full points of Transports that escape off the opponent's board edge net the controlling player +50vp per point.

Number of Transports Landed	
Destroy 1 more transport than your opponent	+100 VP
Destroy 2 more transports than your opponent	+200 VP
Destroy 3 more transports than your opponent	+300 VP
Destroy 4 more transports than your opponent	+400 VP
Destroy 5 more transports than your opponent	+500 VP
Destroy 6 more transports than your opponent	+750 VP
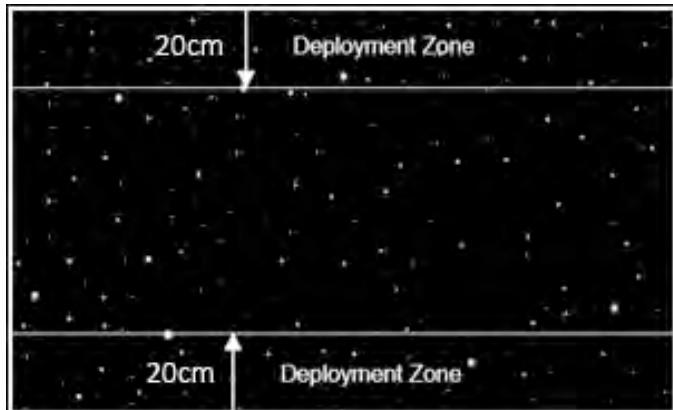
Fill this section out at the end of the Tournament.

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: _____

RESULTS FOR MISSION 3: DENY THEM THE SPOILS!

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 MISSIONS

	Record Submission Used	Level of Completion		
FIRST SUBMISSION CARD	1 2 3 5	3 BP	2 BP	1 BP
SECOND SUBMISSION CARD	1 2 3 5	3 BP	2 BP	1 BP

WARP RIFT

Successfully Navigated?
1 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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BATTLEFLEET GOTHIC TOURNAMENT

RESULTS FOR MISSION 2: SECURE THE ARTIFACTS

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 MISSIONS

	Record Submission Used				Level of Completion		
FIRST SUBMISSION CARD	1	2	4	5	3 BP	2 BP	1 BP
SECOND SUBMISSION CARD	1	2	4	5	3 BP	2 BP	1 BP

WARP RIFT

Successfully Navigated?
1 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 ***

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SPORTSMANSHIP

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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?

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BATTLEFLEET GOTHIC TOURNAMENT

RESULTS FOR MISSION I: FLEET ENGAGEMENT

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 MISSIONS

	Record Submission Used	Level of Completion		
FIRST SUBMISSION CARD	1 2 3 4 5	3 BP	2 BP	1 BP
SECOND SUBMISSION CARD	1 2 3 4 5	3 BP	2 BP	1 BP

WARP RIFT

Successfully Navigated?
1 BP

Have your opponent double check your results above.
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YOUR OPPONENT	YOUR OPPONENT'S FLEET	INITIALS

*** STOP ***

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