ADEPTICON 2015

BATTLEFLEET GOTHIC TOURNAMENT

FRIDAY - MARCH 20TH
9:00AM - 5:00PM

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: BRACE FOR IMPACT
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

Rumors of an advanced weapons system has attracted the attention of your fleets, as you enter the system sensors detect anomalies farther out into the system, somewhere at the outlying edge a planet explodes sending debris everywhere, Warning klaxxons sound as both fleet hunker down for the duration. Secure bulkheads, evacuate non-essential areas and,..brace for impact!

CELESTIAL PHENOMENA

Terrain will be set up by the tournament organizer prior to each game. Each table will have 5 asteroid fields, 4 gas clouds, 1 small planetoid, 1 large gas planet and hurtling asteroid markers.

DEPLOYMENT

Fleets deploy within 20 cm of the long board edge. The left side of the table will have 11 markers marked 2-12 to designate the origin point of the asteroids.
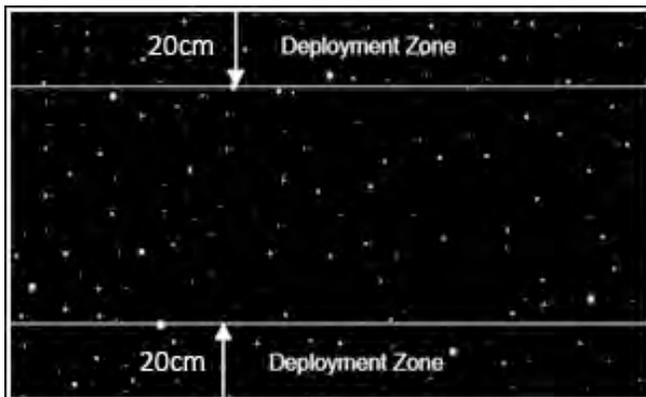
GAME LENGTH

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.

SPECIAL RULES

Hurtling Asteroids: Asteroids will arrive from the short table edge, appearing every game turn. Roll a D3 for number of hurtling asteroids. There are 11 numbers on a short table edge numbered 2 to 12. Players alternate rolling 2d6 to determine where each asteroid originates from. Hurtling asteroids move 30cm at the start of every game turn. Hurtling Asteroids are treated as asteroid fields for the purposes of hits. Roll LD on 2D6 - if passed no hits are taken, if failed take D6 hits. Escorts may reroll failed LD tests. If a hurtling asteroid moves through an asteroid field roll a D3 and this many new asteroids are generated, roll a scatter dice for each one to determine heading. These new asteroids are generated from where the hurtling asteroid exited the asteroid field. Hurtling asteroid markers are represented by the BFG asteroid markers. All ordnance hit by hurtling asteroids is removed on a D6 roll of 6. If an asteroid hits a planet, place a blast marker at the point of impact and remove the asteroid. Asteroids may pass through gas clouds. Hurtling asteroids are represented by tournament hurtling asteroid markers only.

VICTORY CONDITIONS

Primary Objective: Standard Victory Conditions.

Secondary Objective: Auxiliary Fleet

Your Auxiliary Fleet Survives the game	1 point
Your Auxiliary Fleet caused First Blood	1 point

MISSION 2: SHEPARD MOON
### *** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

A long range scan of a nearby system has revealed the presence of a large super gas giant, augers detect formation of large rings, sensors show unstable power signatures originating from a nearby Shepard Moon. Sensors are also picking up enemy fleet activity. Will you risk your fleet to investigate or prevent the enemy from taking a closer look? Set your courses and engage!

CELESTIAL PHENOMENA

Terrain will be set up by Tournament staff prior to each game. 2 LARGE RINGS CUT ACROSS the map perpendicular to each other (centered in the middle of the map) there are 5 asteroids fields, 4 Gas clouds, 1 small planetoid.

DEPLOYMENT

Fleets deploy within 20 cm of the long board edge.
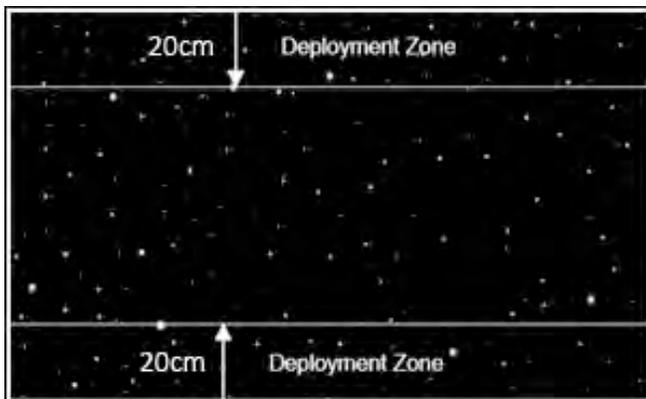
GAME LENGTH

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.

SPECIAL RULES

Sheperd Moon: The moon is treated as a small planetoid, as outlined in the BFG rules for celestial phenomenon. You may take control of the Sheperd Moon by declaring a boarding action, and board the moon as you would a ship. Roll a D6 after successfully boarding the moon and consult the chart below to determine any potential effects.

D6	Effect
1	**Tyranid Infestation:** D6 Tyranid boarding torpedoes leave the moon and move towards/board the nearest ship. The moon remains a moon/Planetoid and is treated as such.
2-3	**Robotic Fighters:** D6 fighter markers (count as Eldar fighters) leave the moon. They are controlled by the player that currently controls the moon. The moon remains a moon/Planetoid and is treated as such.
4-5	**Robotic Bombers:** D6 bombers (count as Eldar Bombers) leave the moon. They are controlled by the player that currently controls the moon. The moon remains a moon/Planetoid and is treated as such.
6	**That's no Moon!:** The Moon powers up and is treated as a basic Kroot Warsphere. It is no longer a moon and is under the control of the player that performed the boarding action. The moon now follows all the rules of a Kroot Warsphere.

IMPORTANT: Once boarded, and a result from the table is generated, the moon cannot be stolen or reclaimed by another player - no take backs, no retaking! Boarding and controlling the Moon is worth 345 Victory Points.

VICTORY CONDITIONS

Primary Objective: Standard Victory Conditions.

Secondary Objective: Shepard Moon

Controlling the Moon First	1 point
Having Your Auxiliary Fleet Control the Moon	1 point

MISSION 3: NEUTRON STAR
### *** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

MISSION OVERVIEW

Your fleets have made an FTL jump during a long range patrol; emergency beacons light up as the fleet unexpectedly drops from FTL travel. The system sensors have detected a previously uncharted massive gravitational sinkhole, immediate direct observation have confirmed a neutron star present. Sensors also detect enemy fleet presence, and a small faint signal coming from a drifting ship. The Captain steps down the view screen, sure of the plan as an officer asks, "Orders sir?"

CELESTIAL PHENOMENA

Terrain will be set up by the tournament organizer prior to each game. Each table will have 1 large ringed gas giant, 5 asteroid fields, 4 gas clouds, 1 small planetoid, 1 neutron star centered in the middle of the table and 1 wreck setup 36cm away from the neutron star parallel to the long table edge.

DEPLOYMENT

Fleets deploy within 20 cm of the long board edge. The left side of the table will have 11 markers marked 2-12 to designate the origin point of the asteroids.
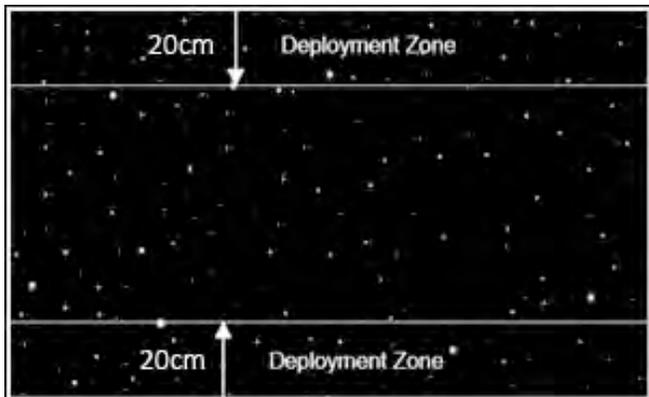
GAME LENGTH

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.

SPECIAL RULES

Neutron Star: The neutron star's base blocks line of sight. In addition, the neutron stars' gravity well affects all ships and ordnance in the following fashion:

At the start of every player turn, after Special Orders are attempted, but before normal movement commences, roll on the chart below for every Battleship, Cruiser, Escort, Defense, and Ordnance token/wave of attack craft. After rolling on the chart, move your units according to the result directly towards the neutron star without changing your heading. Then commence regular movement:

Note: There are two special orders that are also affected: "All Ahead Full" and "Burn Retros". If you successfully issue any of these orders proceed with the immediate effect of such orders and then consult the chart below.

Battleship	1D6		Ordinance	3D6
Cruiser	2D6		Defense	3D6
Escort	3D6		"All Full Ahead"	+1D6
			"Burn Retros"	-1D6

Should anything touch the base of the neutron star, it is instantly destroyed. Ordnance is removed. All ships that touch the star immediately explode as per the result of 12 on the Catastrophic Damage Table. Escorts exploding in this way attack every ship in range with one die. Defense class ships explode for half their hit points in lance attacks.

Mysterious Wreck: There is a very large wreck caught in the gravity of the star. It will soon plummet into oblivion. It is of a very ancient design, and is badly damaged. This design has never been encountered before, yet there is still a faint signal onboard. The wreck is worth 450 VP. Every game turn the wreck gets pulled 2D6 closer to the neutron star. This is done before any other movement. Once it reaches the base of the star it will explode as a result 12 on the Catastrophic Damage Table and can no longer be recovered. To recover the wreck, simply make contact with its base and declare you will attempt to recover it. Then roll a D6: On a 2 to 6 the wreck is salvaged as normal, it is left as is. However, on a roll of 1 the wreck's power system overloads. Roll 2D6 and consult the Standard Catastrophic Damage Table. After the result is rolled, the wreck will be treated exactly as is shown on the Catastrophic Damage Table result and may take subsequent damage until destroyed, ignored or successfully salvaged. When a wreck is destroyed, it is completely removed from play and cannot be claimed as salvage afterward.

Note: Wrecks are treated as drifting hulks for the purposes of shooting or ordnance attacks until claimed or destroyed. Salvaged wrecks are left in place and may subsequently be damaged!

VICTORY CONDITIONS

Primary Objective: Standard Victory Conditions.

Secondary Objective: Miscellaneous

First Blood	1 point
Your Auxiliary Fleet claims the Wreck	3 points

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: _____

YOUR NAME	YOUR FLEET	TABLE

PRIMARY OBJECTIVE
(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 OBJECTIVE

Miscellaneous	
First Blood	1 point
Your Auxiliary Fleet claims the Wreck	3 points

Have your opponent double check your results above and acknowledge that the results are accurate.

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.

YOUR NAME	YOUR FLEET	TABLE

PRIMARY OBJECTIVE
(CIRCLE THE VICTORY POINT DIFFERENTIAL COMPARED TO YOUR OPPONENT)

Reminder: Boarding and controlling the Moon is worth 345 Victory Points.

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 OBJECTIVE

Shepard Moon	
Controlling the Moon First	1 point
Having Your Auxiliary Fleet Control the Moon	1 point

Have your opponent double check your results above and acknowledge that the results are accurate.

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?
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❏	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?

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RESULTS FOR MISSION 1: BRACE FOR IMPACT

YOUR NAME	YOUR FLEET	TABLE

PRIMARY OBJECTIVE
(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 OBJECTIVE

Auxiliary Fleet	
Your Auxiliary Fleet Survives the game	1 point
Your Auxiliary Fleet caused First Blood	1 point

Have your opponent double check your results above and acknowledge that the results are accurate.

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?

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