



ADEPTICON

ARMADA: 1ST ANNUAL BLOOD
ON THE WATER TOURNAMENT

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!



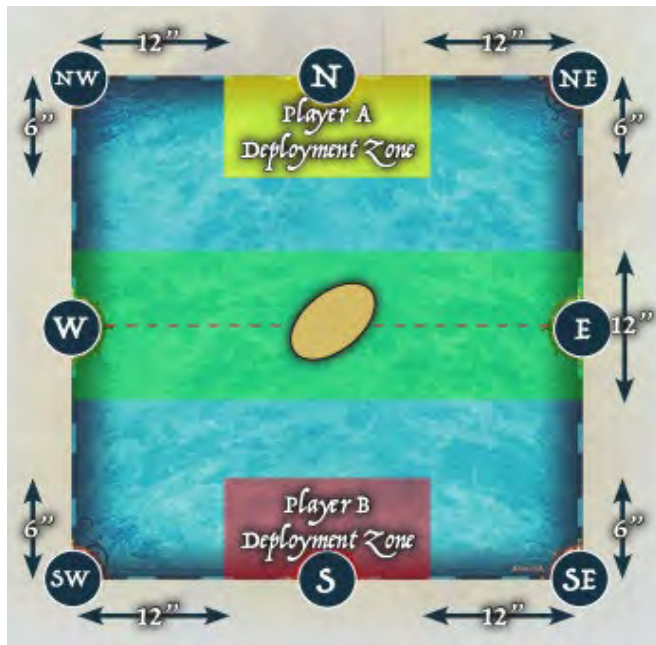
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ARMADA: BLOOD ON THE WATER TOURNAMENT

SCENARIO I: IN HOT WATER

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SETUP



Pg. 27 in *Sea of Flames* book

Before sides are chosen players should take turns placing 10 loot counters on the board wholly in the 12" central zone running east to west. These are sailors clinging to debris and need rescue. Counters cannot be placed within 3" of terrain or each other.

Roll a D6, on 1-3 wind starts from the West, 4-6 it starts from the East.

VICTORY CONDITIONS

The winner is the player with the most rescued sailors at the end of turn 6.



SCENARIO RULES

At the beginning of the second turn and every turn after, the volcano erupts. Before the Roll for Wind, roll a D10 for every ship wholly or partially within 12 inches of the volcano. On a roll of 8 or more they are hit by falling lava. Each hit does D6 damage. Also, if the damage roll is a 1, the ship also catches fire and receives a Blaze marker.

SURVIVORS (LOOT COUNTERS)

At the end of a non-Surrendered ship's activation, it may rescue any 1 loot counter on the table within 3" (place the counter on the ship's card). Fliers cannot rescue loot counters.

If a ship Surrenders or is destroyed as the result of Boarding Action, the winning enemy ship captures all the loot counters.

If a ship is destroyed or Surrenders for any other reason, all loot counters are placed back on the table in the footprint of the ship by the player losing the ship.





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SCENARIO 2: CAPTURE THE FORT

SETUP



Pg. 24 in *Sea of Flames* book

Roll a D6, on a 1-3 the wind starts from the Southwest, on 4-6 it starts from the Northeast.

VICTORY CONDITIONS

The winner is the player who controls the fort at the end of round 6. If neither player controls the fort, the game is a draw.

SCENARIO RULES

Ships Anchored within 4" of the island can lay claim to the Fort. The first ship to claim the island transfers their crew to claim possession of the Fort and is then marked Activated. Once the fort has been claimed, enemy ships must attempt to Storm the Fort to claim it for themselves.

CLAIMING THE FORT

While a ship is claiming the Fort, its CS is considered to be 0. When it is that ship's turn to activate, it may only turn where it is, and cannot shoot, make Repair Actions, attempt Grapples, or initiate Boarding Actions. It may attempt to extinguish flames, but cannot opt to add +2.

Instead, the CS of the ship is transferred to the Fort. If multiple friendly ships are anchored within 4" of the island, choose only one ship's crew to take possession of the Fort. The other crews stay with their ships.

Occupying crew can move back to their Anchored ship when it activates (transfer the CS back to the ship), but the ship cannot then perform any other actions that Turn and is Activated. The Fort is then unclaimed.

STORM THE FORT

If the Fort is occupied by enemy crew, a player can attempt to storm it using one of their ships Anchored within 4". It is the only action the ship may take this Turn. Both sides roll attack dice as they would for an ongoing Boarding Action. The player in the fort uses the CS currently in the Fort with their veteran/inexperienced modifiers as normal but no others.

Work out damage as per a normal Boarding Action except the damage is not applied to the ships. The winner of the fight may claim the Fort (either keeping the Fort or transferring their CS to claim it).

The losing crew must make a Nerve Test with a +1 modifier. If this is passed the crew must return to their vessel. If failed, the crew are captured and considered lost for the game, leaving their ship with CS 0. The Nerve Test is automatically failed if the crew's ship has been sunk while they were fighting in the Fort.

If the winner suffered 10 or more damage, they must also make a Nerve Test with a +2 modifier. If they fail, they do not occupy the Fort but return to their ship (if available, else they are lost).

Note if a ship is Crippled while its crew are occupying the Fort, the CS of the Fort is unchanged until they return to their ship. Also, Fliers cannot attack the Fort in this scenario.

THE FORT

The Fort cannot be targeted by any shooting or magical attack since both players want it.

After all ships have activated, during the End Phase, the player currently occupying the Fort can shoot with it (3H-4L), using the following additional modifiers:

- -1 due to the crew being unfamiliar with the cannons
- -2 if the fort has changed hands this turn
- -1 if the controlling crew have defended the fort from an enemy this turn
- If the CS of the crew holding the Fort is less than 5, the weapon shots are halved (round up).

ATTACKING A SHIP WITH CS 0

If you choose to board a ship with CS of 0, all successful hits will inflict 6 damage. The ship with CS 0 doesn't roll any attack dice itself (including against fliers). So long as the ship takes at least 1 damage, it must pass a Nerve Test to avoid Surrendering, with an additional -1 modifier.



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SCENARIO 3: PLANT THE FLAG

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SETUP



Pg. 55 in *Armada Core Book*

The players' deployment zones are in the diagonally opposite corners from the objectives as shown. The Wind begins the game blowing from the North.

VICTORY CONDITIONS

The winner is the player with the most victory points at the end of turn 6.

Victory Points are gained by "capturing" the three terrain pieces at the northern table edge. A ship must be within 6" of one of these to count as scoring. Ships within 6" of the central harbor score an additional 1VP each. Scoring is done at the end of the game.

SHIP TYPE	VPs
Main Battle Ship	2
Support Ship	1

Ships who left the table in the final Turn, have Surrendered or are Destroyed cannot score no matter how close they are.

If a ship can claim multiple objectives at the end of the game, the player must decide which objective they are capturing. This declaration happens at the end of the game, following wind-based initiative order. If both players have ships that could claim an objective, the player that scores the most VPs for a given objective capture it.

SCENARIO RULES

The islands follow the normal terrain rules (pg 37). The harbor is treated as a shoreline but all ships of all sizes may approach within 2" without risk of collision.

The Wind will not change direction for the first two Turns. At the start of Turn 3, roll for Wind direction at normal.

In the End Phase of Turn 2 and every Turn after, make a Skill Test for each ship not Anchored or Grappled in Initiative order. If the test is failed, the ship is blown directly in the Wind Direction without changing face. Move the ship 4" and resolve any collisions as normal with no roll to Evade. The ship does not turn or move after damage has been applied, even if it has not moved the full 4".





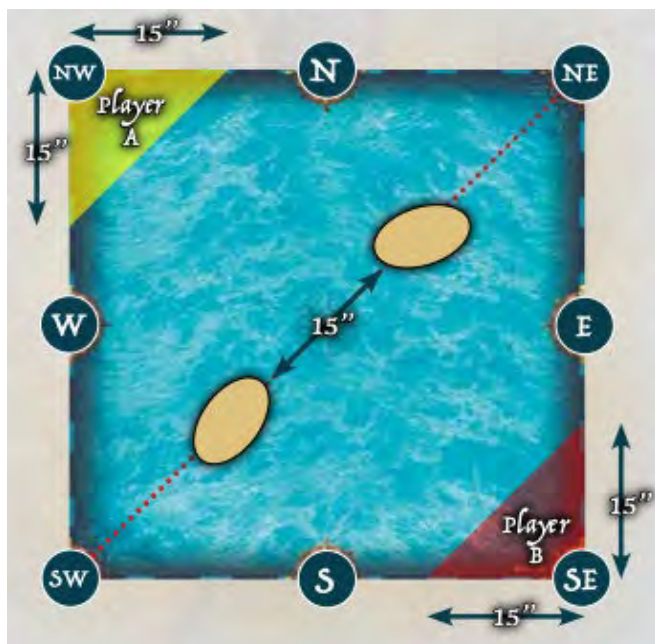
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SCENARIO 4: X MARKS THE SPOT

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

SETUP



Pg. 49 in *Armada Core Book*

Once both players have deployed their ships, roll a D6. On a score of 1-3, the Wind starts the game coming from the South-West position. On a score of 4-6, it comes from the North-East.

VICTORY CONDITIONS

The winner is the player with the most VPs at the end of turn 6. Total up the VPs on their surviving Medium, Large and Extra Large ships from captured treasure at the end of turn 6. They score an additional 3 VPs for each enemy Large or Extra Large ship destroyed or Surrendered and 1 VP for each enemy Medium or Small ship destroyed or Surrendered. Ships that have left the table in the final Turn count as destroyed for this.

SCENARIO RULES

The islands follow normal terrain rules (pg 37). Smaller ships will be able to get closer and search for longer, recovering more treasure.

In the End Phase of each Turn, Small and Tiny ships within 3" of an island score 3 VPs each. They may carry a max of 6VPs. Medium, Large and Extra Large ships within 5" of an island will score 1VP each and can carry any number of VPs. Place loot counters or coins on each ship's card as they score to track the treasure.

During its Activation, a ship within 1" of another larger friendly ship at the end of a Move Step can pass all the VP counters it currently has to the larger ship instead of Shooting. Simply transfer all the counters from one ship card to the other. Ships are permitted to make a Repair Action and transfer in the same Turn.

If a ship Surrenders or is destroyed as a result of a Boarding Action, the enemy ship captures all the VP counters. If a ship is destroyed or Surrenders for any other reason, all VP counters are lost. The counters are also lost if the ship leaves the table in the final Turn.

Ships that have Surrendered or are Destroyed cannot score no matter how close they are to the islands.





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ARMADA SPORTSMANSHIP SCORECARD

YOUR NAME: _____

Rank your favorite opponents. Sportsman points will be awarded based on their ranking and calculated at the end of the tournament to determine the Best Sportsman.

POINTS	OPPONENT'S NAME
+4	
+3	
+2	
+1	

NOTES

Turn in this sheet to the Tournament Organizer when complete.



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ARMADA: BLOOD ON THE WATER TOURNAMENT

ARMADA TOURNAMENT SCORING SHEET

ROUND (CIRCLE ROUND NUMBER)

1	2	3	4
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PLAYER ONE

NAME: _____

TOTAL TOURNAMENT POINTS (TP)	POINT VALUE OF DESTROYED/SURRENDERED

PLAYER ONE MISSION RESULT (CIRCLE ONE)

WIN	LOSE	DRAW
-----	------	------

SIGNATURE: _____

PLAYER TWO

NAME: _____

TOTAL TOURNAMENT POINTS (TP)	POINT VALUE OF DESTROYED/SURRENDERED

PLAYER TWO MISSION RESULT (CIRCLE ONE)

WIN	LOSE	DRAW
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SIGNATURE: _____

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ARMADA TOURNAMENT SCORING SHEET

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