



ADEPTICON

BATTLEFLEET GOTHIC 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!



ADEPTICON 2022

BATTLEFLEET GOTHIC TOURNAMENT

MISSION I: PITCHED BATTLE

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

MISSION OVERVIEW

The powers that be have ordered you and your fleet to investigate a mysterious world orbiting a neutron star. By chance you encounter an opposing fleet on the same heading! Orders come down from command, destroy or cripple them!



CELESTIAL TERRAIN

Terrain will be set up by Tournament staff prior to each game. There is at least 1 small planet and 1 large planet.

GAME LENGTH

8 turns, or 2 hours until time is called. Do not start a new game turn unless both players can finish their player turn.

DEPLOYMENT

Fleets deploy up to 20cm away from the long table edge. Players roll off to decide who deploys first, and then they alternate deploying one ship or squadron at a time.

FIRST TURN

Once all ships are deployed both players roll off; the winner chooses to go first or second.

SPECIAL RULES

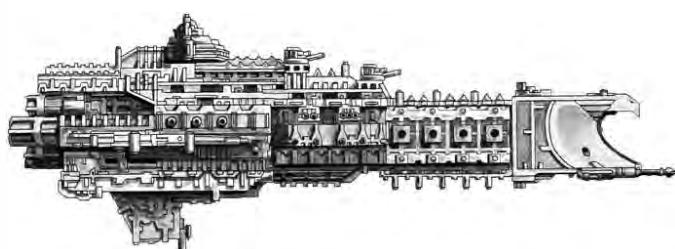
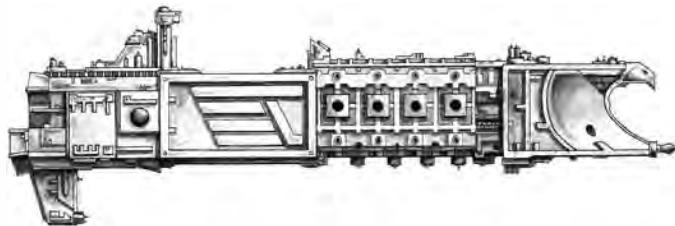
None. This is a pitched battle where your objective is simply to defeat the opposing fleet.

VICTORY CONDITIONS

Primary Objective: Standard Victory Points.

Secondary Objectives:

If you kill the enemy Admiral, or if the enemy Admiral disengages	1 point
If you win at least 1 boarding action	1 point
If your Admiral is still alive and did not disengage by the end of the game	1 point





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MISSION 2: THE WORLD

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

MISSION OVERVIEW

The legendary world you have been sent to investigate lays before you! Feelings of awe and joy spread across the fleet. Unfortunately, those feelings are soon lost as the world reveals it is not what was expected...

CELESTIAL TERRAIN

Terrain will be set up by Tournament staff prior to each game. There are 2 Asteroid Fields, 3 Gas Clouds and 1 Medium Planet placed in the center of the table and a large ring (counts as gas cloud) surrounding it. On turn 3 tournament staff will alter the terrain.

DEPLOYMENT

Fleets deploy up to 20cm away from the long table edge. Players roll off to decide who deploys first, and then they alternate deploying one ship or squadron at a time.

GAME LENGTH

8 turns, or 2 hours until time is called. Do not start a new game turn unless both players can finish their player turn.

FIRST TURN

Once all ships are deployed both players roll off; the winner chooses to go first or second.

VICTORY CONDITIONS

Primary Objective: Standard Victory Points.

Secondary Objectives:

If you kill the enemy Admiral, or if the enemy Admiral disengages	1 point
If you win at least 1 boarding action	1 point
If at least 1 of your escorts or capital makes base contact with the planet	1 point

SPECIAL RULES

The World Awaits: The planet you have been sent to investigate is fabled to contain lost knowledge, weapons or technology. Does it host unstable alien artifacts? Lost machines that defy current understanding? Perhaps it is an elaborate trap laid by the inscrutable minds of beings long dead. Either way, all will be revealed...

The planet is an objective. If a capital ship or an escort crewed by your admiral reaches base contact with the planet, you will receive the bonus point for it.

A World Transformed: At the beginning of game round 3, call tournament staff over and they will replace the world with something.... new. One of the players (decide amongst yourselves) rolls once on this chart.

1 **The Gate Opens:** Scintillating, glittering light fills the entire sector in one glorious, stunning moment of true revelation as every man, woman and creature for light years around feels deep in their core that this plane of existence is not the only one. The world is pulled, ripped, torn down into the mirror realm known as the warp and replaced by something that does not belong here, something that peers into the souls of all mortals, and fills them with an indescribable terror! Every escort and capital ship on the table is immediately put on braced special orders. This lasts until the beginning of the next game turn.

2 **Manifestation of Hate:** A psychic beacon on the planet peers into the minds of your crew, amplifying and intensifying their hatred of the enemy causing one of their ships to spontaneously combust! Both players pick an opponent's escort or capital ship, that vessel immediately receives a pair of fire critical effects.

3 **A Hunger Only Flesh Can Satisfy:** The crews of your vessels become inexplicably... peckish. All escorts and capital ships committing a boarding action (the attacker) receives a +2 to any boarding action for the rest of the game.

4 **Nightmare World:** The planet is transformed into a mirror of every individual's worst nightmare. Even turning their eyes away is no protection from the waves of terror emanating from the blighted sphere. All ships receive a -2ld penalty for the rest of the game.

5 **Pulse of Empyrean:** The planet is torn from this realm and replaced with an abomination. The birth of this new nightmare causes a shockwave across the entire sector! Every escort squadron and individual capital ship receives a blast marker, and every ordnance squadron and torpedo salvo must test to see if they are destroyed on a 4+.

6 **Deepest Desires:** The most intimate passions and lusts are reflected from the transformed world, driving every individual to greater heights of bravery and effort to claim the seemingly utopian world. All escorts and capital ships receive +1ld for the rest of the battle.



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MISSION 3: BATTLE AROUND THE NEUTRON STAR

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

MISSION OVERVIEW

Few objects in the natural world are more terrifying to approach for a fleet than a neutron star. Intense waves of crushing gravity reach out and pull the entire fleet closer, putting everyone from the admiral down to the lowest rating in mortal danger. Fleet command has detected a station orbiting the star that is somehow unaffected by the intense gravity. Capture technology from the station and bring it back to fleet command.

CELESTIAL TERRAIN

Terrain will be set up by Tournament staff prior to each game. There are 5 Asteroid Fields, 4 Gas Clouds, 1 Small Planet, and 1 Large Planet. As well, there will be a neutron star in the center of the map. A station will be placed 30cm away from the star.

DEPLOYMENT

Fleets deploy up to 20cm from the long table edge. Each player rolls off; the winner deploys first. Players alternate deploying one ship or squadron at a time.

GAME LENGTH

8 turns, or 2 ½ hours until time is called. Do not start a new game turn unless both players can finish their player turn.

FIRST TURN

Once all ships are deployed both players roll off; the winner chooses to go first or second.

SPECIAL RULES

Neutron Star: The neutron star will pull every capital ship and escort towards it. At the start of every game turn, beginning with the second, one player (you can alternate between game turns) rolls 3d6. Every escort and capital ship (including the station) must move directly towards the neutron star that many cm. Measure from the ships stem to the neutron stars stem. Note that Ordinance does not move. Any ship or ordinance that touches the base of the star is instantly destroyed. Remove the ship and do not place any blast markers, as the gravity well sucks everything in.

The Station: To claim the station, you must succeed in a boarding action or teleport attack against it with an escort or capital ship. It is considered to have 4hp for a boarding action and has no shields or turrets. It cannot be targeted by ordinance or shooting attacks and cannot be claimed by ordinance committing a hit or run attack against it since it takes a whole ship's crew to collect enough of the station's technology in time.

The winner of this game gets to keep the model!

VICTORY CONDITIONS

Primary Objective: Standard Victory Points.

Secondary Objective: Miscellaneous

If you claim The Station	1 point
If you win at least 1 boarding action	1 point
If you kill the enemy Admiral, or if the enemy Admiral disengages	1 point



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FAVORITE OPPONENT/FAVORITE FLEET VOTING

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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BATTLEFLEET GOTHIC TOURNAMENT

RESULTS FOR MISSION 3: BATTLE AROUND THE NEUTRON STAR

YOUR NAME	YOUR FLEET	TABLE

PRIMARY OBJECTIVE

(CIRCLE THE VICTORY POINT DIFFERENTIAL COMPARED TO YOUR OPPONENT)

1350 or More Above	675-1349 Above	150-674 Above	< 149	150-674 Below	675-1349 Below	1350 or More Below
17 BP	14 BP	11 BP	9 BP	7 BP	4 BP	1 BP

SECONDARY OBJECTIVES

If you claim The Station	1 point
If you win at least 1 boarding action	1 point
If you kill the enemy Admiral, or if the enemy Admiral disengages	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		
YES	NO	Was your opponent prompt to report for the start of the round?
YES	NO	Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, codices, pens, calculators, etc.)
YES	NO	Was your opponent consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rolls instead of successes?
YES	NO	Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time?
YES	NO	Were rules issues that may have arisen during the game handled amicably by your opponent?
YES	NO	Did you complete the game?
YES	NO	Was your opponent a fair and sporting player?
YES	NO	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: THE WORLD

YOUR NAME	YOUR FLEET	TABLE

PRIMARY OBJECTIVE

(CIRCLE THE VICTORY POINT DIFFERENTIAL COMPARED TO YOUR OPPONENT)

1350 or More Above	675-1349 Above	150-674 Above	< 149	150-674 Below	675-1349 Below	1350 or More Below
17 BP	14 BP	11 BP	9 BP	7 BP	4 BP	1 BP

SECONDARY OBJECTIVES

If you kill the enemy Admiral, or if the enemy Admiral disengages	1 point
If you win at least 1 boarding action	1 point
If at least 1 of your escorts or capital makes base contact with the planet	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 ***

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YES	NO	Were rules issues that may have arisen during the game handled amicably by your opponent?
YES	NO	Did you complete the game?
YES	NO	Was your opponent a fair and sporting player?
YES	NO	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: PITCHED BATTLE

YOUR NAME	YOUR FLEET	TABLE

PRIMARY OBJECTIVE

(CIRCLE THE VICTORY POINT DIFFERENTIAL COMPARED TO YOUR OPPONENT)

1350 or More Above	675-1349 Above	150-674 Above	< 149	150-674 Below	675-1349 Below	1350 or More Below
17 BP	14 BP	11 BP	9 BP	7 BP	4 BP	1 BP

SECONDARY OBJECTIVES

If you kill the enemy Admiral, or if the enemy Admiral disengages	1 point
If you win at least 1 boarding action	1 point
If your Admiral is still alive and did not disengage by the end of the game	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.

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YES	NO	Were rules issues that may have arisen during the game handled amicably by your opponent?
YES	NO	Did you complete the game?
YES	NO	Was your opponent a fair and sporting player?
YES	NO	Would you voluntarily play this person again?

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