



ADEPTICØN

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!



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BATTLEFLEET GOTHIC TOURNAMENT

MISSION I: PITCHED BATTLE

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

MISSION OVERVIEW

Orders come down from high command, an enemy fleet has been spotted. Seek and destroy!

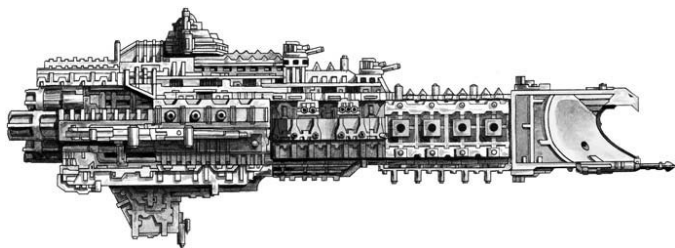
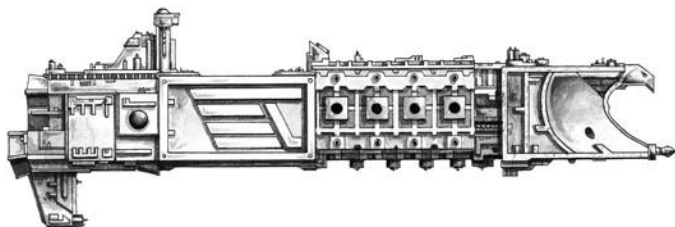


CELESTIAL TERRAIN

Terrain will be set up by Tournament staff prior to each game.

DEPLOYMENT

Fleets deploy up to 30cm 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.

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	2 points
If you win at least 1 boarding action	2 points
If you completely destroy a capital ship or escort squadron	4 points





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MISSION 2: THE WORLD

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

MISSION OVERVIEW

You are ordered to explore a mysterious planet! You must land an investigatory party onto the world to learn it's secrets. However, this world is not what it appears to be...

CELESTIAL TERRAIN

Terrain will be set up by Tournament staff prior to each game.

DEPLOYMENT

Fleets deploy up to 30cm away from the long table edge. Players roll off to decide who deploys first, and then they alternate deploying one 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	2 points
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If you have a ship/squadron in the opponent's deployment zone at the end of the game	2 points
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If at least 1 of your escorts or capital makes base contact with the planet	4 points
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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 reaches base contact with the planet, you will receive the bonus points for it. Both players can scan the planet.

D6 Transformation

- The Gate Opens:** Scintillating, glittering light fills the entire sector in one glorious, stunning moment of true revelation. Something peers into the souls of all mortals near the world and fills them with an indescribable terror! For the rest of the game, every ship within 30cm of the planet's base is at -1LD.
- 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 single fire critical effect.
- A Hunger Only Flesh Can Satisfy:** The crews of your vessels become inexplicably... peckish. For the rest of the game, all teleport hit and run attacks committed by a ship receive a special +1 to their roll.
- Scanning Auspex:** The planet has an ancient scanning auspex on it, guiding the shots of ships close enough to connect to its network. All ships within 30cm of the planet's base receive a special left shift to their gunnery.
- 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 is immediately pushed 6cm away from the planet, measuring from the planet's stem.
- 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 ship crew 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. What could be worth such a risky engagement? Fleet command has detected a truly ancient derelict on collision course with the star and has sent you to claim its ancient technology before it's too late. Promotions are in order for those admirals who can claim its technology, avoid the neutron stars crushing presence, and soundly defeating the opposing fleet. Good luck!

CELESTIAL TERRAIN

Terrain will be set up by Tournament staff prior to each game.

DEPLOYMENT

Fleets deploy up to 30cm 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 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's gravity is immense, and its gravity well extends 30cm from its stem. Also, at the start of every game turn, beginning with the second, every escort and capital ship must move directly towards the neutron star 6cm. 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.

Scanning the Star: If an escort or capital ship approaches to within 15cm of the neutron star, you count as scanning the neutron star. Both players can achieve this.

VICTORY CONDITIONS

Primary Objective: Standard Victory Points.

Secondary Objective: Miscellaneous

If you scan the neutron star	4 points
If you have a capital ship or escort in the opponent's deployment zone at the end of the of the game.	2 points
If you kill the enemy Admiral, or if the enemy Admiral disengages	2 points





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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)

451 or more VP Above	201-450 VP Above	51-200 VP Above	< 50 VP	51-200 VP Below	201-450 VP Below	451 or more VP Below
13 BP	11 BP	9 BP	7 BP	5 BP	3 BP	1 BP

SECONDARY OBJECTIVES

If you scan the neutron star	4 points
If you have a capital ship or escort in the opponent's deployment zone at the end of the of the game	2 points
If you kill the enemy Admiral, or if the enemy Admiral disengages	2 points

If your entire fleet is destroyed/disengaged by turn 1 your opponent receives
+1000 extra VP, by turn 2 +800 VP, by turn 3 +600 VP, and by turn 4 +400 VP

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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BATTLEFLEET GOTHIC TOURNAMENT

RESULTS FOR MISSION 2: THE WORLD

YOUR NAME	YOUR FLEET	TABLE

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

451 or more VP Above	201-450 VP Above	51-200 VP Above	< 50 VP	51-200 VP Below	201-450 VP Below	451 or more VP Below
13 BP	11 BP	9 BP	7 BP	5 BP	3 BP	1 BP

SECONDARY OBJECTIVES

If you kill the enemy Admiral, or if the enemy Admiral disengages	2 points
If you have a ship/squadron in the opponent's deployment zone at the end of the game	2 points
If at least 1 of your escorts or capital makes base contact with the planet	4 points

If your entire fleet is destroyed/disengaged by turn 1 your opponent receives
+1000 extra VP, by turn 2 +800 VP, by turn 3 +600 VP, and by turn 4 +400 VP

YOUR OPPONENT	YOUR OPPONENT'S FLEET	INITIALS

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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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RESULTS FOR MISSION I: PITCHED BATTLE

YOUR NAME	YOUR FLEET	TABLE

PRIMARY OBJECTIVE

(CIRCLE THE VICTORY POINT DIFFERENTIAL COMPARED TO YOUR OPPONENT)

451 or more VP Above	201-450 VP Above	51-200 VP Above	< 50 VP	51-200 VP Below	201-450 VP Below	451 or more VP Below
13 BP	11 BP	9 BP	7 BP	5 BP	3 BP	1 BP

SECONDARY OBJECTIVES

If you kill the enemy Admiral, or if the enemy Admiral disengages	2 points
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YOUR OPPONENT	YOUR OPPONENT'S FLEET	INITIALS

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