

BATTLEFLEET GOTHIC TOURNAMENT

AdeptiCon 2017

EVENT DESCRIPTION

In the grim darkness of the far future, war rages across the stars. Fleets of starships will fight for supremacy in the void of space. The AdeptiCon 2017 Battlefleet Gothic Championships will test your skills as a naval tactician, your abilities as a painter, and your sportsmanship. Bring your best effort, because only one player will be crowned Best Overall in the BFG event of the year.

BASIC RULES

- The core Battlefleet Gothic (BFG) rules (Blue Book and Armada) will be used, along with the 2010 FAQ. You can download all required rules here:
<https://drive.google.com/open?id=0B2SaFdZGlaRURUYzNmVUbnUtMWM>
- All models in a fleet MUST be fully painted.
- Forge World models MAY be used.
- What You See Is What You Get (WYSIWYG) - ships must be correctly modeled with armament and style. This means, for example, that Forgeworld Tau ships can only be used in the Kor'Or'Vesh fleet list, and Games Workshop Tau ships can only be used in the Kor'Vattra fleet list.
- "Counts-as" ships may be used, whether they are printed from home, purchased from another company, or built from scratch. Please, do your best to approximate the ship you are representing so as to reduce confusion. Contact the event organizer with any questions.
- If using the fleet lists from Imperial Armor 10, you must confirm your list with the event organizer at least two weeks before AdeptiCon, and must follow the similar requirements as other lists:
 - 1 Battlecruiser/Heavy Cruiser for every 2 Cruisers
 - 1 Grand Cruiser for every 3 Cruisers, Heavy Cruisers, or Battle Cruisers
 - 1 Battleship for every 3 Cruisers, Heavy Cruisers, Battle Cruisers, or Grand Cruisers
- Although the use of miniatures to represent ordnance is allowed, counters may also be used to represent attack craft and torpedoes, but they must be of the correct size (20mm x 20mm for attack craft tokens and of the equivalent length for torpedo markers). Torpedoes are now represented with a Strength 3 marker with one or more D6 indicating the actual salvo strength.
- You must bring all materials needed to play including dice, measuring devices, templates, models, calculators, and any rules that you will be using.
- Players must bring sufficient blast marker for their fleets to use!
- When time is called for a round, all player's must drop the dice and stop playing - no exceptions. Because of this, please be aware of the time left in the round and do not start a turn you cannot finish.
- If illegal units are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play.
- All rulings by the tournament judges will be final.

FLEET DESIGN RULES

- Each player will bring a fleet that does not exceed 1500 points.
- Fleets must follow the all the requirements of their lists (i.e. fleet commanders).
- Your fleet must contain at least one ship with either Cruiser or Battleship in its ship type profile.

- "Named Ship" upgrades from the Battlefleet Gothic rulebook are allowed as generic upgrades as are the upgrades from the appendix of Armada.
- The Battlefleet Gothic Championships are "full disclosure," so each player must share their fleet list with their opponent on request.

GAMEPLAY

- The AdeptiCon Battlefleet Gothic Championships will consist of 3 games.
- Round 1 pairings will be randomized, and a Swiss system used for rounds 2 and 3.
- Games will last for a maximum of 2.5 hours.
- Leadership will be rolled for each game.
- Adeptus Mechanicus random ship upgrades will be rolled at the start of each game.
- Sub-plots will NOT be used. This includes the sub plots for the Adeptus Mechanicus.
- Ships may NOT move into low orbit.

SCORING

SCORING SUMMARY

- Battle Points: Max 60 points.
- Appearance: Max 25 points.
- Sportsmanship: Max 25 points.

++ BATTLE ++

- All missions will have a primary and secondary objective.
- Primary objectives will contribute to the player's VP total to determine the winner of each scenario. The margin between both players' VPs will then determine the battle points awarded.
- <149 VPs = Draw (9 each)
- 150-674 VPs = Solid Victory (Winner: 11, Loser: 7)
- 675-1349 VPs = Crushing Victory (Winner: 14, Loser: 4)
- 1350+ VPs = Massacre (Winner: 17, Loser: 1)

++ THEME AND APPEARANCE ++

- Theme and appearance judging will be performed by the tournament staff. Fleets will be graded on the following criteria:
 - (4pts) Is the fleet painted with a minimum of three colors per model?
 - (4pts) Is there shading and highlighting?
 - (4pts) Are small details such as windows, lights, and symbols picked out?
 - (4pts) Do the ships have visible names or other identifiers?
 - (3pts) Does the fleet have a display board?
 - (3pts) In the opinion of the judge(s), is this fleet one of the top three fleets?
- In addition, at the end of the tournament, each player will nominate one of their opponents to be their "favorite theme/appearance". Each nomination is worth +1 point.

++ SPORTSMANSHIP ++

- At the end of each game, both players will turn in a results sheet. This results sheet will have a sportsmanship section that should be filled out and turned in by both players. The following criteria will be used (1 point for each yes, 1 point for each favorite vote):
 - 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? Yes/No
- At the end of the tournament, each player will nominate one of their opponents as their "Favorite Opponent".

AWARDS

Recognition in the following categories will be granted at the conclusion of the tournament. Additional categories may be added at the tournament organizer's discretion if attendance warrants.

- Overall Champion: Total points. Ties in favor of Battle, then Theme/Appearance, then Sports
- Best Naval Tactician: Highest total Battle. Ties in favor of Sports, then Theme/Appearance
- Best Sportsman: Highest total Sports. Ties in favor of Theme/Appearance, then Battle
- Best Fleet: Highest total Theme/Appearance. Ties in favor of Favorite Fleet nominations, then Overall.

SCHEDULE

8:00 am – 8:45 am Registration

8:45 am – 11:15 am Game 1

11:15 am – 12:00 pm Lunch Break

12:00 pm – 2:30 pm Game 2

2:30 pm – 2:45 pm Break

2:45 pm – 5:15 pm Game 3