

FLAME ON PRESENTS

**BATTLE OF THE
CHUMPS 2012**

“Dr. Chump”

Saturday 14th & Sunday 15th July 2012
Registration 9:00am – 9:30am

Maelstrom Games, Mansfield

Tickets - £35 per person

Draft 1.

So long and thanks for all the fish

First off, I am sure you will join us all in thanking Neil Kerr for starting BotCh and running the first 6 Botch's over the last few years. With the end of the Chump Wars Saga, Neil has decided to move on to new challenges in life but rest assured BotCh is in safe hands and we look forward to this new exciting era, the start of the Double O Chump series.

Botch WFB 2012

Welcome to Battle of the Chumps 2012. This will again feature six games over the weekend at three different points values:

- The first two games at 1800 pts,
- Third and fourth at 2400 pts,
- And finally the last two at 2999 pts.

The army lists for the differing points levels will be composed as follows:

- For 1800 pts, simply write a normal list of up to 1800 pts;
- For 2400 pts, add additional units to your first list to form a second list of up to 2400 pts;
- For 2999 pts, add further units to your second list to form a third list of up to 2999 pts. (rounding % restrictions up i.e. 25% = 750pts)

You do not need to use up all your points allocations for each list, for example, your first list can be 1780 pts, which would then enable you to spend up to 620 point on your second list to reach 2400pts. These additional points **MUST** comprise of new unit and/or character choices. They **CANNOT** be spent on upgrading any of the units and/or characters from your previous force.

Timeline

The timeline for WFB is as such

SATURDAY		SUNDAY	
9:00am – 9:30am	Registration	9:30am – 10:00am	Registration
9:30am – 11:00am	Game 1 – 1,800pts	10:00am – 1:00pm	Game 5 – 2999pts
11:00am – 11:30am	Morning Break	1:00pm – 2:00pm	Lunch & Best Army Voting
11:30am – 1:00pm	Game 2 – 1,800pts	2:00pm – 5:00pm	Game 6 – 2999pts
1:00pm – 2:00pm	Lunch	5:00pm – 5:30pm	Awards & prize giving
2:00pm – 4:00pm	Game 3 – 2,400pts		
4:00pm – 4:30pm	Afternoon Break		
4:30pm – 6:30pm	Game 4 – 2,400pts		
6:30pm – 7:30pm	Evening meal		
7:30pm – 2:00am(!)	Social in Maelstrom		

Refs

This year your head ref, result collector and chief organizer will be **James Knight**, who will be a non-playing ref. **Mike Newman** and **Jonny Gardiner** will be a playing refs.

Rules of Engagement

Army Roster

When you purchase your tournament ticket you must send a copy of your army lists to **botch_flame_on@hotmail.co.uk**. This is to check that you are using a legal army list. **Army lists must arrive at the specified e-mail address no later than 5pm on Friday 22th of June.** You will be required to bring a second copy of each roster, which you should keep with you when you are playing.

Failure to submit an army list before the deadline will result in a 20 Generalship point penalty.

The roster must include all of the models in your Army; their equipment and the point's value of everything in your army. Please do not use acronyms on either copy of your roster. Please put your name on all copies of the roster.

If any mistakes are found during the tournament that were not picked up on, the results of all the games in which the player has used the illegal list will immediately be changed to 0-20 Generalship points, in favour of his opponents, along with the removal of any secondary objectives. This will apply even if the mistake was a totally honest one, so please do double-check your forces list before the tournament!

All Army Lists should be submitted in Plain Text Word Documents; otherwise they will not be accepted.

Armies

- Each army must be chosen from 1 (and only 1) published codex/army book.
- All models must be WYSIWYG – “What you see is what you get”.
- All models must be painted.
- Conversions and “counts as” are allowed as long as they do not gain a player any in game advantage.
- “Counts as” models or units must clearly be what they are intended to be used as and not in any way able to be confused with any other unit type that could possibly be included within the army.
- Minimum painting standards is to at least tabletop standard (think of an army you would see in your local GW – if still unsure ASK!).

Permitted Armies

Unless otherwise noted, only the main lists from the Warhammer Fantasy Army Books may be used. In the instance of a new army book been released or updated, it will only be valid for use providing it has been on sale for one full calendar month prior to the event as an individual item.

Chaos Dwarfs, as listed in the "Tamurkhan, the Throne of Chaos" Forgeworld supplement, may be used. But they are the only exception to the above rule (i.e. nothing else from the book is permitted)

Allies may not be used.

Botch WFB Comp

No Special Characters

Magic – In addition to winds of magic and channelling an army can only generate 2 power and dispel dice a turn anything generated in excess of this will be discarded. Some items and abilities will count as power/dispel dice and will be covered in an army's comp, any lore master ability will count as 1 power dice a dispel scroll or item of same effect counts as 1 dice. For example if you take a dispel scroll you could only ever channel or add one extra dispel dice to the pool for the whole game and you may not take a combination of items/ability's that would exceed the two dice limit

'Power Scroll' counts as 1 power dice.

You can only use 12 power or dispel dice a turn regardless of the source (this will override any special rules).

If a character takes 'Crown of Command' they may not take any other magic items.

If the magic item 'Folding Fortress' is taken then the player must provide a official, unmodified, GW Watchtower scenery piece. It counts as 3 levels tall and has a capacity of 15 models that may all shoot out if able.

No triplicate lord/heroes. You may triplicate heroes at 2999pts but not more.

Units are limited to 40 models in size and/or 450 points including magic items.

Max 80 non-war machine shots a turn at 1800pts and max of 100 at 2400pts and 2999pts. Count the maximum number of shots when working this out (i.e. blowpipes = 2 lifetaker = 3), where a random number of shots is generated i.e. Ogre lead Bleachers or the 'Hail of Doom Arrow' count this as 1. Ranked non skirmisher units with a range of 12 or less do not count to this limit.

Max of 3 war machines and template weapons may be taken at 1800pts, and max of 5 at 2400pts and 2999pts. You may not take more than 2 of the same type of warmachine.

You may only take 3 units with the 'fly' special rule.

Army specific comp

Beastmen

'Shard of the Herdstone' may generate more the 2 power dice.

Chariots (of any type) count as warmachines (i.e. are 0-5).

Gor may take magic standards up to the value of 25pts.

Brets

You may take more than 2 of the same Hero choice.

Chaos Dwarfs

'Chalice of Blood and Darkness' counts as 2 dispel dice.

Iron Daemons are 0-1.

K'daai Destroyers are 0-1.

Daemons of Chaos

'Siren Song' counts as 2 power dice.

A BSB may have an Icon or Gifts not both.

Your army can only include a maximum of 6 flamers.

You may not duplicate gifts/icons in your army list.

Dark Elves

Cauldron of Blood, Witch Elves, Hydras and Black Guard are all a 0-1 choice each (i.e. you may have up to one of each if you so wish).

You may only ever throw a maximum of 6 dice at a spell.

Shades have a max size of 8 and are a 0-2 choice.

Max 70 shots at 1800pts 80 shots at 2400pts and 2999pts.

Hydra's are 0-1.

Dwarfs

Anvil counts as 2 war machines for the purpose of army selection.

Gyrocopters don't need to roll the 4+ to hit partials, and don't count towards the warmachine cap for the purpose of army selection.

Empire

War Alter and Steam Tank both count as war machines for the purpose of army selection.

Steam Tanks are a 0-1 choice.

'Casket of Sorcery' counts as one dispel dice.

High Elves

'Book of Hoeth' counts as 2 power and dispel dice.

'Banner of the World Dragon' counts as 2 dispel dice.

Lizardmen

'Cupped Hands' counts as 2 power dice.

'The Becalming Cogitation' counts as 2 dispel dice.

A Slaan may take either the 'Higher State of Conciseness' or 'Crown of Command', not both..

Chameleon skinks are a 0-2 choice and are limited in size to 8.

You may take a maximum of 3 salamanders.

Orge kingdoms

If you only take one butcher/slaughter master in your first list but take any additional butchers or slaughter masters in later list you may change which spell lore they have but this must be on you list

'Hell heart' counts as 2 dispel dice.

You may not take more the two Thundertusks and Stonehorns combined.

Mournfangs are a 0-2 choice.

'Greedy Fist' on a wizard counts as a dispel dice.

Orcs and goblins

Ignore the 40 model unit cap but the unit can't cost more the 450 points.

Max of 6 fanatics.

Skaven

Slaves have a max unit size of 35

Giant rats with less than 20 models do not count towards your minimum core.

Gutter runners are limited to 0-2 and a unit size of 8.

You can never select 'The Dread 13th' spell more than once.

Hellpit abominations are a 0-1 choice.

Warp lighting cannons are a 0-1 choice.

You may only take 1 Bell or Furnace in your 1800 and 2400pt armies.

Tomb Kings

If the model that is your Hierophant changes between points values you may change the magic lore for that wizard if you wish for example if a Level 2 is your Hierophant in the 1800 point limit but you have a level 4 in the 2400 you may change the level 2's spell lore but this must be on your list

Units of chariots/characters on chariots count as 1 warmachine for the purpose of army selection.

Vampire counts

If the model that is your general changes between points values you may change the magic lore for that wizard if you wish for example if a Level 2 Vampire is your general in the 1800 point limit but you have a level 1 vamp lord in the 2400 you may change the level 2's spell lore but this must be on your list

Master of the Black Arts, Rod of Flaming Death, Cursed Book and Book of Arkhan each count as 1 power dice.

You may not take more than 3 Units/characters with the Ethereal special rule combined.

Max 10 Hexwraiths per army.

Max 6 Cairn Wraiths per army.

Terroghiests are a 0-1 choice.

Warriors of Chaos

Infernal Puppet counts as 2 dispel dice and may not be taken by a character on a disk.

A unit with the Mark of Tzeentch cannot benefit from the 'Favour of the Gods' magic item.

Chosen may take either the 'Wailing Banner' or 'Favour of the Gods' not both.

Hellcannons are 0-1.

'Infernal Gateway' is capped at S10 (i.e. it cannot delete units).

Wood elves

Treemen (no matter the type) are 0-2.

BotCh House Rules

- **The Flame On Rule - If you beat your opponent 20-0 (i.e. by the maximum score possible) or wipe them out, you are obliged to buy them a beverage of their choice from the bar (or at the very least offer!) Refusing to do so will result in the games result being reversed.**
- Do not start a game turn with 15 minutes or less remaining UNLESS you can both achieve a player turn without undue rushing. If you are unsure, take a picture and agree that if you both don't get a turn, you will refer back to the picture to establish the game's outcome. Time remaining will be announced periodically.
- Terrain is fixed and should be roughly similar from table to table. If you feel it has been materially altered, discuss with your opponent or ask a referee. Please do not move terrain if you don't need to
- Bonus points from secret mission will only be included in points scores after the 6th game.
- Unsportsman-like behavior is frowned upon, don't be a chump. A referee witnessing such conduct will issue a verbal warning at first. Any future deemed conduct will be met with a yellow card and result in a docking of 20 tournament points. Any after this will result in a red card and disqualification from the entire tournament. At the end of the day we are playing a game of toy soldiers!
- Any rules queries should be first attempted to be solved by using your codex and rules books that you will of course have brought with you. If it cannot be resolved thusly, please ask for a referee who will assist you. It is expected that you have a fairly decent grasp of the rules, however if you have any queries you think may come up before the tournament, please ask on the forum or email the organizers. If you continually ask for a referee for what may be deemed as repetitive queries or without consulting your rulebooks first, you will be first warned and any future queries will require a visit to the bar to buy both the referee and your opponent a drink.
- Whilst it may sometimes seem that you may have no hope in a game, conceding a game is not encouraged as it is a dice game and they are fickle by nature so you never truly know what may happen.
- Characters that are in a unit that and are entitled to a "Look Out Sir" roll will only take a wound against the following spells; Dreaded 13th, The Dwellers Bellow, Purple Sun, Pit of Shades and Final Transmutation
- Wounds from units affected by Mindrazor will only modify amour saves by the strength the unit would normally strike at including any special rules they may have. For example

a unit of Fiends would count as strength 7 but the save would only be at -2 (s4 and amour piercing)

- Characters must always be in the front rank where possible and will displace command groups
- The Magical Scenery rules will not be used
- Units which have performed a “Swift Reform” or “Reform manoeuvre during the controlling player’s turn may not garrison a building on that turn.
- For this event buildings may only be garrisoned by up to 15 infantry models (5 monstrous infantry). If a unit consisting of more than 15/5 models successfully assaults a building they cannot enter the building and are instead pushed 1 inch away as if the defenders did not break/or were wiped out. Please also note units once inside a building cannot increase in size above 15/5 models without leaving the building first. As a general rule it is impossible for more than 15/5 models to ever be garrisoned inside a building at any time
- All buildings count as 'impassable terrain that would in reality stand in the way of the shot' as far as cannons (of any type) are concerned. They will not bounce through them; they stop on the building and inflict hits upon anything garrisoning the building. You may not pick a point on a building as your initial point (under Choosing a Target p112).
- “Conga Lines” are not acceptable (this is a formation consisting of a 1 model frontage and then multiple ranks deep). If you feel your opponent is trying to gain an unsporting advantage through use of a very thin frontage formation (i.e. 2 wide Black Guard as 1 is outright banned) please call a referee over. It is often the case that formations need to be small (skirmish units are often 3x2 for example) or work well with the army (i.e. detachments 3x3). This rule is to stop genuine attempts to abuse the rules, not hinder good tactics.
- Anything detailed specifically in the ‘ETC Bad Play’ thread on TWF (warhammer.org.uk) is banned.

YELLOW CARD: A Yellow Card will be shown to the player and their name and number logged. This card is a warning; you will lose 20 tournament points for receiving a yellow card.

RED CARD: A Red Card will be shown to the player and their name and number logged. 2 Yellow Cards can also result in a red card. Players receiving a Red Card will be disqualified from the event and asked to leave.

The decision of the Senior Referee is final, and no discussion will be entered into. Arguing with the Senior Referee following a decision will be a YELLOW CARD offence, YOU HAVE BEEN WARNED!

Scoring/Awards

Generalship

We've decided to use a marginal system for working out the tournament points scored for each player. This system aims to show how close the game was, while still keeping the importance focused on objectives. For a breakdown of how you score generalship points refer to the relevant rulespack for the game system you want to play.

There will be a 1st, 2nd and 3rd place in each game system. In the case of a tie, the winner will be the player who scored the most victory points.

Sportsmanship

We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent. If you feel that your opponent went above and beyond this you can nominate them a most sporting player, please come and speak privately with the referees after your game or at the end of round 6.

Most Sporting - This is for exceptional sportsmanship; you are in essence nominating your opponent for Most Sporting. As every player is expected to hold a high level of sportsmanship during the tournament this should be a rare event, essentially was this opponent the most enjoyable player you've ever played against? Was this the best game you've ever played? If you feel that your opponent did not meet the standards expected from everyone you can also come and speak privately with the referees after your game.

Difficult Opponent - Much like Most Sporting, this option should be very rare, but for the opposite reasons. If an opponent is acting with extremely unsportsmanlike behaviour, such as excessive time wasting, intimidation over rules disputes, dice roll hiding, etc., then please come and report this to a referee at the end of the round. Please note you will be asked to explain in detail why you had a problem with your opponent

Even more serious accusations such as cheating, racial insults, etc. should be reported to the organisers immediately, as these issues will not be tolerated, and dealt with swiftly.

If suitable, there will be a Most Sporting player for each game system.

Painting & Best Army

Each player will have the opportunity to vote for the army they consider the best army in terms of theme, painting and modeling in the tournament- the Best Army award. All players are encouraged to display their armies in the lunch break on Sunday with their full name clearly marked beside it for this purpose.

If your army has been painted by someone else please do not enter it for Best Army. Although it may be very nicely painted, we like to ensure the person who painted their army and brought it personally to the tournament receive the award.

To vote for Best Army, simply write the name of the player whose army you consider the best as your First Choice on the slip provided. Please select your second favourite for Second Choice, as these will be used in the event of a tie-breaker on the First Choice. Please hand in the Best Army slips before the end of the Sunday lunch break.

There will be a Best Painted Army award for each game system.

Missions

All 6 games will be the Battle Line mission ala the Warhammer Rule Book

Secret Missions

At the beginning of the tournament you will be given 6 secret mission cards. Before you roll for deployment pick which mission you will attempt to complete and place it facedown under a piece of terrain without telling/showing your opponent.

For every completed secret mission you will receive an extra 3 Generalship Points at the end of the tournament.

Each Secret Mission may only be attempted once, hand in the relevant card at the end of each game when you hand in your score sheet. Failure to hand in the card (i.e. if you lose a card at any point) will mean you cannot complete that mission – regardless of how the game went.

The Missions are as such;

- Kill you opponents most expensive non character unit
- Kill you opponents general
- Kill more special and rare choices than you get killed
- Finish the game with 3 or more units wholly within 12" of your opponents board edge
- Break your opponents spirit (ala the 'Blood and Glory' mission from the Warhammer Rulebook)
- Kill all enemy wizards

Scoring

To work out what how many Generalship Points you achieved at the end of this mission use this scoring system;

1800 points

<u>VP Difference</u>	<u>Winner</u>	<u>Loser</u>
0-100	10	10
101-200	11	9
201-300	12	8
301-400	13	7
401 - 500	14	6
501-600	15	5
601-700	16	4
701-800	17	3
801-900	18	2
901-1000	19	1
1001+	20	0

2400 points

<u>VP Difference</u>	<u>Winner</u>	<u>Loser</u>
0-150	10	10
151-300	11	9
301-450	12	8
451-600	13	7
601-750	14	6
751-900	15	5
901-1050	16	4
1051-1200	17	3
1201-1350	18	2
1351-1500	19	1
1501	20	0

2999 points

<u>VP Difference</u>	<u>Winner</u>	<u>Loser</u>
<u>0-200</u>	<u>10</u>	<u>10</u>
<u>201-400</u>	<u>11</u>	<u>9</u>
<u>401-600</u>	<u>12</u>	<u>8</u>
<u>601-800</u>	<u>13</u>	<u>7</u>
<u>801-1000</u>	<u>14</u>	<u>6</u>
1001-1200	15	5
1201-1400	16	4
1401-1600	17	3
1601-1800	18	2
1801-2000	19	1
2001+	20	0

You will also get 3 Generalship points for achieving your secret mission.

So in total there is 23 Generalship points available per game.

As always we would just like to wish everyone the best of luck, make sure you enjoy yourselves and we shall see you all in the bar afterwards.

The BotCh Team