

FLAME ON! PRESENTS



**BATTLE OF THE
CHUMPS 2010**

**26th – 27th June 2010
Registration 9:00 – 9:30am
Warhammer World, Nottingham**

Contents

BATTLE OF THE CHUMPS 2010.....	2
Things you need to sort out for yourself.....	3
Location.....	3
Schedule.....	4
Army Roster.....	4
Armies.....	5
Forces.....	5
Battle Group - 2000pts.....	5
Reserve Group Alpha - 750pts.....	5
Reserve Group Beta - 750pts.....	5
Games.....	6
Game 1- Escalating Engagement 3500pts.....	6
Game 2- Task Force Alpha 2750pts.....	6
Game 3- Task Force Beta 2750pts.....	6
Game 4 & 5- War Host 3500pts.....	6
Scenarios.....	6
Escalating Engagement.....	6
Generalship.....	7
Sportsmanship.....	7
The Champion.....	9
Rules Clarifications.....	9
“They Shall Not Pass” Goal.....	9
Reserves.....	9
Chaos Black Legion.....	9
Rules Questions.....	9
Battle of the Chumps- Epic Armageddon Score Sheet.....	11

BATTLE OF THE CHUMPS 2010

Welcome to Flame On's fifth annual Battle of the Chumps event, the first to include the game of Epic Armageddon.

Battle of the Chumps has since its inception in all game systems aimed to represent an escalating engagement on the strategic scale. Players start off fighting border patrols, minor skirmishes and reconnaissance in force with small games and during the tournament their armies grow into fully fledged battle groups and war hosts engaging in all out war.

To represent this each player will have 3 separate forces drawn from the same army list as shown below that will combine in various ways during the tournament.

The first is a 2000pts Battle Group chosen as normal from your Epic Armageddon Tournament army list.

The second is the Reserve Group Alpha adding 750pts of formations to the Battle Group to make a legal 2750pts army.

The third is the Reserve Group Beta adding 750pts of formations to the Battle Group to make a different legal 2750pts army.

Both these Reserve Groups will then be added to the Battle Group to make a legal 3500pts army.

Please see the more detailed rules regarding these below.

Things you need to bring with you

Any gaming material you require to play, including:

- Your painted miniatures
- Two copies of your force rosters
- This rules pack
- Epic Armageddon Rulebook 1st Edition*
- Epic Armageddon Official Errata & FAQ*
- Your army book/document- see Armies below.
- Pens and paper
- Dice and templates
- Reference sheets
- Tape measures
- Superglue (for emergency repairs)
- The mentality is to have a day of **FUN** regardless of your games' outcomes.

*Can be found on the Games Workshop website under Epic Resources.

Things you need to sort out for yourself

- Some spending money for drinks etc
- Transport to and from the event.
- Accommodation in Nottingham.

Location

Warhammer World

Games Workshop

Willow Road

Lenton

Nottingham

Schedule

SATURDAY

9:00am - 9:30am	Registration
9:30am - 1:00am	Game 1- Escalating Engagement 3500pts
1:00pm - 2:00pm	Lunch
2:00pm - 4:00pm	Game 2 – Task Force Alpha 2750pts
4:00pm - 4:30pm	Afternoon Break
4:30pm - 6:30pm	Game 3 – Task Force Beta 2750pts
6:30pm - 7:30pm	Evening meal
7:30pm - Late	Social in Bugmans

SUNDAY

9:00am - 9:30am	Registration
9:30am - 12:30pm	Game 4 – War Host 3500pts
12:30pm - 1:30pm	Lunch & Best Army Voting
1:30pm - 4:30pm	Game 5 – War Host 3500pts
4:30pm - 5:30pm	Awards & Prize Giving

Due to the requirements of the venue to adhere to certain timetables, any player who is more than 15 minutes late for any game will unfortunately automatically count as conceding to his opponent. Sorry but we have to be ruthless to keep things running smoothly.

We are also aware the times allotted for each game, especially the Saturday gaming, are on the tight side, these coincide with the other game systems in play and are unfortunately non-negotiable- please take this into consideration when deciding to enter the tournament, and to keep a brisk pace during play.

The weekend consists of 5 tournament games that are used to help determine the winner and for those who wish to stay behind on the Saturday plenty of fun and games in Bugman's bar till late to help us all wind down after a hard days gaming. At the end of the weekend the person with the highest total score will be declared the Champion.

Army Roster

When you purchase your tournament ticket you must send a copy of your army lists to Si1985@hotmail.com. This is both to check that you are using a legal army list and to ensure that all players have kept in mind the ethos of a "fun" tournament. If your army list does not (in the opinions of the organisers) represent this ethos it will be sent back to you for re-submission with an explanation of what you may want to consider changing (we're not expecting to have to do this, your all nice guys right, but we reserve the right to in extreme cases).

Army lists must arrive at the specified e-mail address no later than the 24th of May. You will require a second copy of each roster, which you should keep with you when you are playing. The roster must be clear and include all formations in your army, the units included, any upgrades and the full points cost of all items.

Please do not use acronyms or short hand 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 0-30 Generalship points, in favour of the opponent. This will apply even if the mistake was a totally honest one, so please do double-check your forces list before the tournament!

Armies

The following armies will be allowed at the tournament:

- **Steel Legion** (Imperial Guard)- Epic UK website
- **Baran Siegemasters** (Imperial Guard)- Epic UK website
- **Ulani Tank Regiment** (Imperial Guard)- Epic UK website
- **Vanaheim Air Cavalry** (Imperial Guard)- Epic UK website
- **Ghazghull Mag Thraka's War Horde** (Orks)- Epic UK website
- **Feral Orks** (Orks)- Epic UK website
- **Speed Freaks** (Orks)- Epic UK website
- **Codex Space Marines** (Space Marines)- Epic UK website
- **Black Templars** (Space Marines)- Epic UK website
- **Dark Angels** (Space Marines)- Epic UK website
- **Blood Angels** (Space Marines)- Epic UK website
- **White Scars** (Space Marines)- Epic UK website
- **Biel Tan** (Eldar)- Epic Swordwind Supplement
- **Black Legion** (Chaos)- Games Workshop website
- **Lost & the Damned** (Chaos)- Games Workshop website

Links to these army lists can be found on the Epic UK website here:

www.epic-uk.co.uk/armylists.shtml

Any Epic Armageddon armies produced or amended more than two months prior to the tournament may be considered for inclusion, all participants will be notified.

Forces

Each player will have 3 different army lists to use during the course of the tournament that will be combined to produce 2750pts and 3500pts armies.

Battle Group - 2000pts

The Battle Group is chosen as normal from your Epic Armageddon army list (the 1/3rd Titan/Aircraft limit is 667pts).

Reserve Group Alpha - 750pts.

Reserve Group Alpha is comprised of additional forces to make a legal 2750pt army (the 1/3rd Titan/Aircraft limit is 917pts) when combined with your Battle Group.

These additional points **MUST** comprise of new formations. They **CANNOT** be spent on upgrading any of the formations from your Battle Group.

Reserve Group Beta - 750pts.

Reserve Group Beta is comprised of additional forces to make a legal 2750pt army (the 1/3rd Titan/Aircraft limit is 917pts) when combined with your Battle Group.

These additional points **MUST** comprise of new formations. They **CANNOT** be spent on upgrading any of the formations from your Battle Group. These formations can be different to those in Reserve Group Alpha.

Note: You may have a smaller Battle Group in order to take a larger Reserve Group, for example taking a 1900pts Battle Group in order to have 850pts to spend on each Reserve Group. All armies **must be legal** with regards to titan/aircraft allowance, etc **including the 3500pts army** made by combining the Battle Group, Reserve Group Alpha and Reserve Group Beta.

Games

During the course of the weekend players will partake in 5 separate games.

Game 1- Escalating Engagement 3500pts

See scenario below.

Game 2- Task Force Alpha 2750pts

Your 2000pts Battle Group plus your 750pts Reserve Group Alpha to make a legal 2750pts army.

Game 3- Task Force Beta 2750pts

Your 2000pts Battle Group plus your 750pts Reserve Group Beta to make a legal 2750pts army.

Game 4 & 5- War Host 3500pts

Your 2000pts Battle Group plus both Reserve Group Alpha and Beta to make a legal 3500pts army.

If you are in any doubt regards to the above restrictions and your proposed army list please do not hesitate to contact me here: Si1985@hotmail.com.

Scenarios

Game 1 will use the Escalating Engagement described below.

Escalating Engagement

Unless otherwise stated here, the Escalating Engagement uses all of the rules and restrictions of the tournament scenario as detailed in section 6.1 of the Epic Armageddon rulebook.

- Victory Conditions will only be checked on turn 4 (rather than turn 3) and if a winner isn't determined a turn 5 will be played, after which both players must roll a dice and play another turn if they both roll the same number. Essentially the tournament scenario a turn later than normal. Please adjust the Generalship points accordingly, treating turn 4 as '3rd Turn Victory', turn 5 as '4th Turn Victory' and so on.
- You will deploy your 2000pts Battle Group as normal at the start of the game.
- The 750pts Reserve Group Alpha and 750pts Reserve Group Beta segments of your army list will be available from turn 2 onwards- they are the **Reserve** formations reinforcing your army.
- Formations from your Battle Group may be held in reserve as normal, they may even be aboard spacecraft, aircraft, etc from you **Reserve** formations, but then they cannot be used until turn 2 if they are embarked in a **Reserve** unit or vice versa.
- For the purposes of special army/deployment rules, such as Commissars and Ork Warlords you may place them anywhere in the full 3500pts army including **Reserve** formations.
- You may activate these **Reserve** formations from turn 2 onwards by passing Initiative tests as normal.
- Reserve** aircraft and spacecraft formations may activate as normal from turn 2 onwards.
- Reserve** teleporting formations may Teleport from turn 2 onwards.
- Reserve** formations with special methods of deployment such as Tunnellers or Planetfall may use these from turn 2 onwards.
- Reserve** ground based formations must move on from anywhere along your deployment board edge on turn 2 hence they must perform an Action with a move element when they arrive.
- If a ground based **Reserve** formation fails its Initiative test to move onto the board, it must select the 'move' choice of the Hold action to move onto the board.

- Once on the board **Reserve** formations are for all extents and purposes part of your army and function as normal for the rest of the game.
- Units with a move of 0cm that are part of a ground based **Reserve** formation may move 5cm on the turn they move onto the board after which they revert to 0cm.
- Eldar:** Any Webway portal purchased as part of a Reserve Group segment may be deployed at the start of the game as normal but cannot be used to deploy troops from until turn 2.
- Baran Siegemasters:** Fortified Positions purchased as part of the Reserve Group segment may be deployed at the start of the game as normal.
- Baran Siegemasters:** Formations purchased as part of the Reserve Group segment that include their own Gun Emplacements must either drop them for this game or replace them with Bruenhilde transports.

For games 2 to 5 the tournament scenario as detailed in section 6.1 of the Epic Armageddon rulebook will be used and all rules for that scenario will apply.

Generalship

Generalship points are rewarded as follows:

Game Result	3 rd Turn Victory	4 th Turn Victory	5 th Turn Victory
Victory with a 4 or more goal difference	32 – 0	29 - 3	26 - 6
Victory with a 3 goal difference	29 – 3	26 - 6	23 - 9
Victory with a 2 goal difference	26 – 6	23 - 9	21 - 11
Victory with a 1 goal difference	23 – 9	21 - 11	19 - 13
Draw- More than 150VP difference		18 – 14	
Draw- Equal or less than 150VP difference		16 – 16	

- Remember that you still need to achieve the standard victory conditions of the tournament scenario (a minimum of two goals).
- If one player concedes the game, it automatically counts as a 32-0 result in favour of their opponent.
- If the game has not finished when the time limit is up, the game is a draw. To make it fair on everyone please try and finish your games!

Sportsmanship

After each game you will need to mark your opponent on Sportsmanship, there will be three options available:

- 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?
- Great Opponent-** This should be the standard option. All players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

•**Troublesome**- 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. Please be aware yourself and the accused may be approached (independently) to explain the infraction, so it better be serious. Even more serious accusations such as cheating, racial insults, etc should be reported to the organisers immediately.

The player who receives the highest number of “Most Sporting” votes, will gain 5 Tournament points to their total score for the tournament. The player who receives the second highest will gain 3 Tournament points and the player who receives the third highest will gain 1 Tournament point.

Painting & Best Army

All armies are expected to be painted to a minimum standard as follows:

- Armies are to be painted with a minimum of 3 colours.
- Armies are to be based with a minimum of flock/sand (Epic tanks do not need to be based).
- Bases must be within the restrictions given in the Epic Armageddon rulebook, the standard [40mm x 10mm] or [20mm x 20mm] are recommended though not compulsory.
- Units should be WYSIWYG (What You See Is What You Get) wherever possible, conversions and ‘counts as’ are to be clearly identified to the opponent and should not be misleading or confusing.
- It is recommended units with existing Games Workshop models use them wherever possible.
- Essentially, put in a little effort- unpainted or purely undercoated armies will not be accepted.

Players with armies that don’t pass the above criteria may be asked to remove the offending units for the rest of the tournament and/or may receive a penalty on the total Tournament Score. The aim of the above criteria is to ensure a minimum standard of painting at the tournament so that all players may play Epic Armageddon in a visually appealing environment.

In addition, each player will have the opportunity to vote for the army they consider the best army in terms of theme, painting and modelling 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.

The player with the most “First Choice” votes will gain 5 Tournament points to their total score for the tournament and win “Best Army”. The player who receives the second highest will gain 3 Tournament points and the player who receives the third highest will gain 1 Tournament point

The Champion

The winner of the Battle of the Chumps- Epic Armageddon tournament will be the player with the highest total of Generalship points (including Most Sporting and Best Army bonus points); they will win the Epic Champion award.

The player who received the most votes for Best Army will receive the Best Army award.

Rules Clarifications

Pre-measuring.

Pre-measuring *MUST* be used. Only when *BOTH* opponents agree, pre-measuring will not be used.

“They Shall Not Pass” Goal.

To achieve this goal there must be no unbroken enemy units in your half of the table. Note that at least half of the remaining units in the formation, contesting this objective, *MUST* be in the opponents half of the table.

Reserves

Any unit placed in reserves (for example, aircraft, teleports) do not count as units for deployment purposes. Instead units are decided to be deployed in reserve after plotting of spacecraft but before garrisons.

Chaos Black Legion

The Chaos Daemon Pool counts as one formation. For the purposes of a draw if the demon pool is equal to or less than 50% of the starting number then the opponent gets half the victory points. If the demon pool is equal to or less than 25% then the opponent gets the full victory points.

Example: A daemon pool of 15 lesser demons is bought (300pts). If at the end of the game it is reduced to 7, the opponent gets 50% of the points (150pts). If the pool is reduced to 3 then the opponent gets 100% of the points (300pts).

Rules Questions

The primary purpose of our tournament is to get together for the day, so that we can play our favourite games and meet other players who share our interests. Finding ‘champion players’ of our games is a by-product of this, and we’re really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games. This can be because the huge number of variables involved in the game makes it just about impossible for the rulebook to cover every situation that might occur, or because different people interpret the rules in different ways.

In order to avoid arguments we recommend that you refer to the appropriate rulebook as soon as a question arises. If the rules do not cover the situation then roll a dice to decide what happens. In other

words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves! If you really want a Referee to sort out a rules question then you are free to call one over, and our Referees may intervene if they see an argument.

Be warned, however, that our Referees are under strict instructions to give players one of two solutions to any question they are asked:

1. They will show you the rule in its relevant place in the rulebook.
2. To roll a D6 to sort out any rules problems not solved by the above.

You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences. Referees will have a simple card system to adjudicate this kind of ruling:

YELLOW: A Yellow Card will be shown to the player and their name and number logged. This card is a warning; you will lose 10 tournament points for receiving a yellow card.

RED: 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!

Good luck in the ensuing battles, and hope you enjoy gaming with Flame On at our annual tournament!

To Victory,

Si- Jeridian

Flame On

DISCLAIMER

This tournament is completely unofficial and in no way endorsed by Games Workshop Limited. 40k, Adeptus Astartes, Battlefleet Gothic, Black Flame, Black Library, the Black Library logo, BL Publishing, Blood Angels, Bloodquest, Blood Bowl, the Blood Bowl logo, The Blood Bowl Spike Device, Cadian, Catachan, Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Cityfight, City of the Damned, Codex, Daemonhunters, Dark Angels, Darkblade, Dark Eldar, Dark Future, Dawn of War, the Double-Headed/Imperial Eagle device, 'Eavy Metal, Eldar, Eldar symbol devices, Epic, Eye of Terror, Fanatic, the Fanatic logo, the Fanatic II logo, Fire Warrior, the Fire Warrior logo, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, GW, GWI, the GWI logo, the Hammer of Sigmar logo, Horned Rat logo, Inferno, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khemri, Khorne, the Khorne device, Kroot, Lord of Change, Marauder, Mordheim, the Mordheim logo, Necromunda, Necromunda stencil logo, Necromunda Plate logo, Necron, Nurgle, the Nurgle device, Ork, Ork skull devices, Sisters of Battle, Skaven, the Skaven symbol devices, Slaanesh, the Slaanesh device, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Talisman, Tau, the Tau caste designations, Tomb Kings, Trio of Warriors, Twin Tailed Comet Logo, Tyranid, Tyranid, Tzeentch, the Tzeentch device, Ultramarines, Warhammer, Warhammer Historical, Warhammer Online, Warhammer 40k Device, Warhammer World logo, Warmaster, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Blood Bowl game, the Warhammer world, the Talisman world, and the Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

Battle of the Chumps- Epic Armageddon Score Sheet

Game Result	3 rd Turn Victory	4 th Turn Victory	5 th Turn Victory
Victory with a 4 or more goal difference	32 - 0	29 - 3	26 - 6
Victory with a 3 goal difference	29 - 3	26 - 6	23 - 9
Victory with a 2 goal difference	26 - 6	23 - 9	21 - 11
Victory with a 1 goal difference	23 - 9	21 - 11	19 - 13
Draw- More than 150VP difference		18 - 14	
Draw- Equal or less than 150VP difference		16 - 16	

GAME 5- Epic Armageddon War Host 3500pts			
Your Name:		Your Score:	
Opponents Name:		Opponents Score:	
Sportsmanship			
Most Sporting:		Great Opponent:	
		Troublesome:	

BEST ARMY- Epic Armageddon	
Your Name:	
First Choice Name:	
Second Choice Name:	

GAME 4- Epic Armageddon War Host 3500pts			
Your Name:		Your Score:	
Opponents Name:		Opponents Score:	
Sportsmanship			
Most Sporting:		Great Opponent:	
		Troublesome:	

**GAME 3- Epic
Armageddon
Task Force Beta
2750pts**

Your Name:		Your Score:	
Opponents Name:		Opponents Score:	
Sportsmanship			
Most Sporting:		Great Opponent:	
		Troublesome:	

**GAME 2- Epic
Armageddon
Task Force Alpha
2750pts**

Your Name:		Your Score:	
Opponents Name:		Opponents Score:	
Sportsmanship			
Most Sporting:		Great Opponent:	
		Troublesome:	

**GAME 1- Epic
Armageddon
3500pts
Escalating
Engagement**

Your Name:		Your Score:	
Opponents Name:		Opponents Score:	
Sportsmanship			
Most Sporting:		Great Opponent:	
		Troublesome:	