

FLAME ON! PRESENTS



**BATTLE OF THE
CHUMPS 2009**

“A New Chump”

27th – 28th June 2009

Registration 9:00 – 9:30am

Warhammer World, Nottingham

Tournament Rules Pack

Things you need to bring with you:

Any gaming material you require to play, including:

- ❖ Your painted miniatures
- ❖ Two copies of each of your force rosters
- ❖ This rules pack
- ❖ Rulebooks, codices and supplemental texts
- ❖ 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.

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

I look forward to seeing you at the tournament. In the meantime, if you have any questions please feel free to PM me on the forum (Nethrag).

BATTLE OF THE CHUMPS 2008

Welcome to Flame On's third Warhammer Fantasy Battle of the Chumps event. The event is situated in a war-torn region of the Old World where escalating engagements lead up to and culminate in a final climatic battle.

As in a real war skilful application of strategy and tactics will give the participants an edge in the conflict and the day's gaming is designed to provide players with the opportunity to exercise these skills more than they would generally do under normal gaming conditions. Usually, players meet each other on a one to one basis, each with the same tactical objectives in mind. These represent individual minor clashes or a small part of a greater conflict that occur in a short period of time.

This event represents events occurring over a longer timescale where huge forces clash on an extensive battlefield across which conditions vary wildly. In such titanic battles it is the success or failure of large groups of forces that is important, not the localised success or failure of one individual force; though they may greatly influence the course of the war through their bravery, skill or sheer dumb luck.

The Day's gaming is designed to reflect such conditions so the emphasis is on your overall tactical ability rather than creating a single all winning force. To win each player will need to demonstrate their ability to create and field their army in variously sized conflicts against a diverse selection of foes in order to achieve success. This might mean difficult strategic and tactical decisions need to be made while selecting your separate forces, but that is the true nature of warfare on a large scale.

Each player will have 5 separate forces drawn from the same army book; one army will build upon a previous army.

The first is a small 1200pt Scouting Party.

The second is the Scouting Party with added units/characters to make a 1500pt army.

The third is the 1200pt Scouting party with added units/characters to make a 1700pt Battle Force (these new units can be different from those added to make the 1500pt army!).

The fourth is the 1700pt Battle Force with added units/characters to make a 2000pt army.

The fifth is the 1700pt Battle Force with added units/characters to make a 2500pt War Host (these new units can be different from those added to make the 2000pt army!). This army will be used twice.

Please see the rules regarding these below.

Timescale

SATURDAY

9:00am – 9:30am

9:30am – 11:00am

11:00am – 11:30am

11:30am – 1:00pm

1:00pm – 2:00pm

2:00pm – 4:00pm

4:00pm – 4:30pm

4:30pm – 6:30pm

6:30pm – 7:30pm

7:30pm - late

Registration

Game 1 – 1,200pts

Morning Break

Game 2 – 1,500pts

Lunch

Game 3 – 1,700pts

Afternoon Break

Game 4 – 2,000pts

Evening meal

Social in Bugmans

SUNDAY

9:00am – 9:30am

9:30am – 12:30pm

12:30pm – 1:30pm

1:30pm – 4:30pm

4:30pm – 5:30pm

Registration

Game 5 – 2,500pts

Lunch & Best Army Voting

Game 6 – 2,500pts

Awards & prize giving

Due to the requirements of the venue to adhere to certain timetables, any player who is more than 15mins 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.

The weekend consists of 6 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 Bugmans 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.

Rules of Engagement

Army Roster

When you purchase your tournament ticket you must send a copy of your army lists to travisnash_2000@yahoo.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 (This is not the GT!). 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 include all of the models in your Army; their equipment and the point's value of every thing in your army. Please do not use acronyms on either copy of your roster. Please put your name on all copies of the roster. (As an aside, as I will also be playing in the tournament, my own list will be completely open to anyone who wants to look at it)

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 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!

Armies

- ❖ All Current Warhammer armies are allowed at the event. Any new Army book published by Games Workshop can be used provided it is on general sale 1 calendar month before the event (27th of May 2008).
- ❖ Armies must follow the restrictions on army selection of their own Army book.
- ❖ Dogs of War armies may be used as published in the Annual 2002, including all Regiments of Renown published in the Annual 2002 and in White Dwarf, released at least one calendar month before the tournament (copies of rules to give to your opponent required for white dwarf RoR).
- ❖ Dogs of War may only be used as an army on their own, and other armies may not include Dogs of War or Regiments of Renown as Rare choices.
- ❖ Dogs of War units of Pikemen, Heavy Cavalry and Paymaster's Bodyguard can carry a magic banner up to a value of 50 pts.
- ❖ All models must be WYSIWYG – "What you see is what you get".
- ❖ All models must be painted Citadel miniatures.
- ❖ Conversions and "counts as" are allowed as long as they are made up primarily of Games Workshop models (sorry we cannot use anything else in Warhammer World).
- ❖ "Counts as" models or units must clearly be what they are intended to be used as and not in anyway able to be confused with any other unit type that could possibly be included within the army.
- ❖ Minimum painting standards are three colours on each model in an appropriate scheme.

- ❖ Models should also be appropriately based, suffice to say an undercoat is not acceptable.
- ❖ **No Special Characters/Named are allowed.**
- ❖ Storm of Chaos armies are not allowed.
- ❖ **Forgeworld:** Bull Ogre Rhinox Riders, Chaos Spined Beast and Giant Chaos Spawn are allowed though you must bring a printout of all rules related to them to give to your opponents.

Games

During the course of the weekend players will partake in 6 separate games:

Forces

Each player will have 5 different armies to use during the course of the tournament. Each one has specific composition rules regarding it. These are in place more to add a different element and challenge to the event rather than to overly inhibit any one army unduly. If you have any queries whatsoever please do not hesitate to contact me. **You cannot take the same rare unit twice and/or the same special unit three times.** High Elves are not allowed to take the same rare unit three times, and/or the same special unit four times. A Treeman Ancient and Shaggoth Champion count as a rare for this purpose. A two for one choice such as a Dwarf Bolt Thrower still only count as one unit for this purpose.

Game 1: Scouting Party – 1200pts

The Scouting Party is chosen as normal from your Warhammer Army book with the following restrictions:

- ❖ A maximum of 2 characters are allowed.
- ❖ You must include one infantry unit of 10+ models.
- ❖ No more than 2 chariots/war machines (e.g. you may have two chariots, or two war machines or one of each). The limit of 2 chariots/war machines is irrespective of any “2 for 1” type choice in your army.
- ❖ With the exception of the army general, no single model may cost more than 170 points (For this rule only, hydras count as a single model!). The army general may be of any points allowed in the army book they come from except for that their mount may not exceed 170 points itself.

Army Specific Notes for Scouting Parties

Brettonians

- ❖ You do not have to take a BSB in the Scouting party, if you do not he must be included in all other armies as usual.

Tomb Kings

- ❖ Tomb Kings may include 2 units of chariots/war machines rather than 2 chariots. A prince may also ride a chariot and doesn't count against the limit of 2 units of chariots.

Ogres

- ❖ Must include an infantry unit of US10+ rather than of 10 models.

Game 2: 1500pt army

The 1500pt army is comprised of your Scouting Party **PLUS** additional forces to make a legal 1500pt Army.

These additional points **MUST** comprise of new units and/or character choices. They **CANNOT** be spent on upgrading any of the units and/or characters from your Scouting Party.

Game 3: Battle Force - 1700pts

The Battle Force is comprised of your Scouting Party plus additional forces to make a legal 1700pt Army.

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 Scouting Party.

Game 4: 2000pt army

The 2000pt army is comprised of your Battle Force plus additional forces to make a legal 2000pt Army.

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 Battle Force.

Game 5 and 6: 2500pt army

The 2500pt army is comprised of your Battle Force plus additional forces to make a legal 2500pt Army.

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 Battle Force.

If you are in anyway in doubt whatsoever regards to the above restrictions and your proposed army list please do not hesitate to contact me.

Scenarios

All games played will be a pitched battle with a standard 30-10-0 scoring system. In addition, there will be a secondary objective in each game that if completed will grant 5 additional tournament points.

Secondary Objectives

To add an extra dynamic to the games, each game will include a secondary objective, worth 5 tournament points to each side that completes it (some of the objectives can be completed by both sides during a game, some cannot).

Game 1: Kill the enemy general

Game 2: At the end of 6 turns count up how many victory points worth of core, special and rare units you have in your enemies deployment zone (units are either at full points or half points if under half strength). To complete the objective you must have more points in your enemies deployment zone than they do in yours. (characters than also count as a special/rare do not count).

Game 3: Destroy the enemies most expensive unit (not including any attached characters), if there are two or more units that cost the same, killing any of them will count towards the objective.

Game 4: Whoever controls the most table quarters at the end of 6 turns will complete the objective. To control a table quarter you must be the only unit in it capable of claiming table quarters. To be able to claim table quarters you must have unit strength 5 and not be a single model (hydras can claim objectives).

Game 5: To complete the objective you must kill 2 enemy characters/units which generate power or dispel dice (incantations and bound spells/items count as generating power dice). If the enemy army only has one such unit, killing them will grant you the points. If the enemy has no such units, killing a unit with magical protection (magic resistance, ring of hotek, banner which makes them immune to magic, transfers spells onto different units etc.etc.) If the enemy has no such units then you automatically achieve the objective.

Game 6: To complete the objective you must capture 2 enemy banners and hold them at the end of the game (BSB's and peasant banners count). For the purposes of the scenario (not victory points) a banner will be considered captured if the enemy unit/BSB is completely destroyed in combat (choose which unit is carrying it if the combat involved multiple units). If an enemy has only 1 banner in their army capturing it will give you the points. If an enemy has no banners in their army you automatically achieve the objective.

The Tournament Rules

The Warm-up Period

Before battle commences there will be a five-minute 'warm-up' period. During this period players must show their opponent all the models in their forces. Players are allowed to ask their opponent questions about the forces and the rules that apply to the units and characters in them. After inspecting the forces, all players should discuss the terrain for the battle, and how each feels it will affect the models in play. They can also discuss any other rules points that they think may come up in the battle. Finally, all players must shake hands and then battle can commence.

Who Win's the Tournament

The winner will be the player who scores the most points in the categories described below. The points scored in each category will be added together, and the player with the highest total will be the winner. In the case of a tie, the winners will be the player who scored the most points in the Generalship category. If still tied, the prize will be awarded to the player who has scored the most painting points; if tied again (unlikely) it will go to the player who scored the most Sportsmanship points (if its still a draw after that we'll think of something!). In addition to the overall winner, we will also give out a number of other awards, which will be announced at the end ceremony.

Generalship

We've decided to use a simple procedure for working out the Tournament points scored for Generalship. What's more, we're expecting you to work out the points for each battle and record them on your results card. Work out the game result as per the standard victory points table – Generalship points are awarded as follows:

Degree of Victory	Score
Win	30
Draw	10
Loss	1
Concede	0

Remember that if a player concedes, the game automatically counts as a Massacre with the secondary objective completed i.e. to make it fair on everyone please try and finish your games!

Best Army Award, the Championship and Using 'Bought' Armies

At every tournament we give out an award for the Best Army. In many ways, winning this award can be as prestigious as winning the actual tournament itself. In addition, a portion of the tournament points are based on painting. We do this because our hobby is not just about playing games, but also collecting and painting armies. It is not uncommon for players to use armies that include miniatures that they haven't painted themselves. There isn't a problem with this. However, we do want to make sure that the Best Army award goes to the player who painted their entire force themselves – the reward for the extra personal effort required to create and win with a gorgeous force. For this reason you'll be asked to indicate whether you painted your force yourself, or if you got someone else to do it for you.

The way in which we have decided to address this is to instruct the Judges (you guys!) that they may not select an army for "Best Army" voting if a player has declared that they did not personally paint their entire force. This means that we can issue the accolade to the people who actually painted their army. We ask all of the contestants to remain honest in their declaration.

The way the Best Army award will be given works in the following way:

All players are invited to display their armies after the fifth game. During lunch you will have the chance to vote for the Best Army.

- ❖ The player with the most votes' gets 10 additional Tournament points and wins the Best Army award.
- ❖ The player with the second most votes gains 5 additional Tournament points.
- ❖ The player with the third most votes gains 2 additional Tournament point.
- ❖ Everyone else with at least one vote will gain 1 tournament point.

Most Sporting Player

Obviously it is expected that everyone play each of their games in a friendly and sporting manner, and they strive to quickly settle rules disputes and the game is played with an air of healthy but fun competitiveness.

Obviously though, there may be occasions where a particular player goes beyond this and displays a truly sporting attitude in regards to a game and/or situation. And we feel that this should be duly rewarded.

After your final game you will be asked to pick the most sporting opponent you have faced over the weekend, you do not necessarily have to cast a vote if you feel non went above and beyond what is expected.

- ❖ The player with the most votes' gets 10 additional Tournament points and wins the most sporting opponent award.
- ❖ The player with the second most votes gains 5 additional Tournament points.
- ❖ The player with the third most votes gains 2 additional Tournament point.
- ❖ Everyone else with at least one vote will gain 1 tournament point.

THE OVERALL WINNER WILL BE THE PLAYER WHO GAINS THE HIGHEST TOURNAMENT SCORE COMBINED FROM ALL THESE CATAGORIES.

Rules Questions and Player Conduct

The primary purpose of our tournament is to get together for the day, so that we can play our favourite game 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!

All Flame On members and non-members will at all times adhere to the following standards of behaviour:

1. There will be no running or horseplay, members are expected to behave with a responsible adult attitude.

Friendly banter is naturally encouraged, there would be no point on having Battle of the Chumps if you could not have fun, but anything that impacts on the enjoyment of others is not.

Remember Warhammer World is a public place, open to people of all ages and backgrounds and we won't be the only ones playing there. So please consider others and how your actions may affect them.

2. There will be no verbal or physical abuse of any other Flame On member or nonmember.

3. There will be no discrimination of any kind by any member or visiting non-member towards any other person at the Tournament.

This includes but is not limited to discrimination on grounds of:

Class; Ethnic origin, Nationality: Race: Gender; Age; Marital or sexual status; Mental or physical ability; Political or religious belief.

4. It is the responsibility of all persons to ensure that they do not endanger the health or safety of themselves or others by observing the rules established for health and safety by Games Workshop/Warhammer World. These are defined as required by the Warhammer World Events Staff.

Failure by any person to comply with these simple rules will result in an immediate warning by myself, the tournament team and/or the Warhammer World Events Staff and can result in immediate expulsion from the tournament and premises.

Again I would just like to wish everyone the best of luck, make sure you enjoy yourselves and I shall see you all in Bugmans afterwards.

Cheers

Jonny - Nethrag

Flame On!

DISCLAIMER

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