

FLAME ON PRESENTS



**BATTLE OF THE
CHUMPS 2010**

“The Chumps Strike Back”

**Saturday 26th & Sunday 27th June 2010
Registration 9:00am – 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)
- ❖ Objective Marker for Take and Hold
- ❖ Loot Counters for Secure and Control
- ❖ 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 if you plan to stay over Saturday night for the social event.

Location:

Warhammer World

Games Workshop

Willow Road

Lenton

Nottingham

Battle of the Chumps 2010

Welcome to the **FIFTH(!)** annual Flame On Warhammer 40,000 Battle of the Chumps event. There is no stopping us now ☺ The battlefield, as ever, is situated on a war-torn planet of Lenton where escalating engagements will build up over the weekend into all out war and climatic final battles to decide who shall rule.

In a real war skilful application of strategy and tactics will give the participants an edge in the conflict. The different sized games over the weekend, together with some non standard missions and objectives, is all designed to provide players with the opportunity to exercise these skills more than they would be able to do under normal tournament 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 and objectives vary widely. In such titanic battles it is success or failure of large groups of forces which 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 3 separate and distinct armies drawn from the same codex. The first is a small 1,000pt Recon Force, the second is a 1,500pt Main Battle Group and the third a 2,000pt War Host.

Timescale

SATURDAY

9:00am – 9:30am	Registration
9:30am – 11:00am	Game 1 – 1,000pts
11:00am – 11:30am	Morning Break
11:30am – 1:00pm	Game 2 – 1,000pts
1:00pm – 2:00pm	Lunch
2:00pm – 4:00pm	Game 3 – 1,500pts
4:00pm – 4:30pm	Afternoon Break
4:30pm – 6:30pm	Game 4 – 1,500pts
6:30pm – 7:30pm	Evening meal
7:30pm – late	Social in Bugmans

SUNDAY

9:00am – 9:30am	Registration
9:30am – 12:30pm	Game 5 – 2000pts
12:30pm – 1:30pm	Lunch & Best Army Voting
1:30pm – 4:30pm	Game 6 – 2000pts
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 15mins late for ANY game will unfortunately automatically count as conceding to his opponent. Sorry but I have to be ruthless to keep things running smoothly.

Rules of Engagement

Army Roster

When you purchase your tournament ticket you must send a copy of your army lists to skcuzz@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 (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 5pm on Friday 11th of June.** 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.

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

- ❖ 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 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.

Permitted Armies

Unless otherwise noted, only the main lists from the Warhammer 40,000 Codices may be used. As well as the list below, 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.

Equipment detailed in Forgeworld’s Imperial Armour supplements, excluding those detailed below, may only be used if first approved by the event organiser (i.e Me). Under no circumstances though can any models, units or vehicles be used that have either mass or structure points. Please note that where units, models or vehicles are detailed in more than one Imperial Armour supplement, the rules detailed in the most up to date will be used (i.e IA4 takes president over IA2). Players using any and all rules detailed in the Imperial Armour supplements **MUST** have the correct books available at the event. If you forget them you cannot use them.

Units, Vehicles, Characters or Formations detailed in Games Workshops Apocalypse supplement may not be used at the event.

In the instance where they are detailed in both Apocalypse and Forgeworld’s Imperial Armour, please use those rules detailed in the Imperial Armour supplements.

- ❖ **Codex Black Templars**
- ❖ **Codex Blood Angels**
- ❖ **Codex Chaos Daemons**
- ❖ **Codex Chaos Space Marines**
- ❖ **Codex Daemonhunters**
- ❖ **Codex Dark Eldar**
- ❖ **Codex Dark Angels**
- ❖ **Codex Eldar**
- ❖ **Codex Imperial Guard:** see additional notes below.
- ❖ **Codex Necrons**
- ❖ **Codex Orks**
- ❖ **Codex Space Marines**
- ❖ **Codex Space Wolves**
- ❖ **Tau Empire:** see additional notes below.
- ❖ **Codex Tyranids**
- ❖ **Codex Witch Hunters**
- ❖ **Renegades and Heretics:** using the any one of the appropriate army lists detailed in Imperial Armour 5, 6 or 7 – The Siege of Vraks.

Additional Information

- ❖ **Imperial Guard:** Players may use the following alternative army lists in addition to those detailed in the Imperial Guard Codex:
 - IA3 Tallarn Desert Raiders**
 - IA3 Elyisian Drop Troops**
 - IA4 D99 Detachment**
 - IA5 Death Korps of Krieg**
- ❖ **Tau Empire:** In addition to the Tau Empire Codex players may also make use of the variant rules detailed in IA3.

Special Characters

Players are permitted to choose Special Characters as HQ choices as per the normal restrictions and stipulations found within their codex.

If a player does choose to select a special character they may NOT have any further HQ choices in their armies. The only exception to this rule is Sammael and Belial as we all like to spank... sorry play against... see Multi-Wing lists ☺

Forces

Each player will have 3 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 overly inhibit any one army unduly.

Recon Force – 1000pts

The Recon Force is chosen as normal from your armies Codex and must follow all of the restrictions within the relevant Codex. It must also adhere to the following rules which are in place to restrict some of the more cut and paste tournament lists (I know I am as guilty as the next person of using them but this is a fun tournament remember): -

- ❖ An army must not use more than one Force Organisation chart.
- ❖ It may not number more than 80 models.

- ❖ An army may not contain more than one of the same HQ choice (Necron Lords are the exception to this), two of the same Elites choice, two of the same Fast Attack choice or two of the same Heavy Support choice.
For example, a Tau Empire army could not have more than one Commander, two Crisis Battlesuit units, two Pathfinder units or two Hammerheads.
- ❖ Elites, Fast Attack and Heavy Support choices that can be fielded in different sections of the Force Organisation chart are separately affected by the above stipulations for each section.
For example, Ork Warbiker units may be fielded as Troops choices when Wazdakka Gutsmek is also fielded. In this instance, up to two Ork Warbiker units may be fielded as Fast Attack choices and up to six Ork Warbiker units may be fielded as Troops choices.
- ❖ Units that may be taken both as a dedicated transport and Elite, Fast Attack and/or Heavy Support are an exception to the above rule count towards restrictions on duplicate units.
For example, Ork players may have no more than 2 Battlewagons throughout their entire army regardless of if they are selected as Heavy Support choices or dedicated transports.
- ❖ Landraiders of any type count as Landraiders for the purposes of this restriction.

Main Battle Group – 1500pts

The Main Battle Group is comprised of your Recon Force **PLUS** additional forces to make a legal 1500pt 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 character from your Recon Force.

It may not number more than 100 models.

It must also still follow the guidelines on duplicate force organisation choices. For avoidance of doubt it may not contain 2 of the same HQ choices and/or more than 2 of the same unit choices from either or Elites, Fast Attack and/or Heavy Support.

War Host – 2000pts

The War Host is comprised of your Main Battle Group **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 character from your Main Battle Group.

It may not number more than 120 models.

It must also still follow the guidelines on duplicate force organisation choices. Once again for avoidance of doubt it may not contain 2 of the same HQ choices and/or more than 2 of the same unit choices from either or Elites, Fast Attack and/or Heavy Support.

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. Please remember that any army not conforming to these guidelines will be considered illegal for the purpose of the event.

Scenarios

The missions detailed below have been chosen to give a wide variety of tactical challenges for all the players. **The mission to be played will be announced at the start of each round and they will not follow the order detailed below i.e. Game 1 may use Scenario 4.**

In addition players will have a secret mission that if completed will occur them additional tournament points. These are detailed later in the rules pack.

SCENARIO 1: SEIZE GROUND + PITCHED BATTLE SETUP

SCENARIO 2: SEIZE GROUND + DAWN OF WAR SETUP

SCENARIO 3: ANNIHILATION + TABLE QUARTERS SETUP

SCENARIO 4: ANNIHILATION + DAWN OF WAR SETUP

SCENARIO 5: CAPTURE AND CONTROL + PITCHED BATTLE SETUP

SCENARIO 6: CLEANSE (see below) + TABLE QUARTERS SETUP

Cleanse: objective = table quarters

Both forces are seeking to clear the enemy from the area. This is achieved by controlling table quarters. The table is divided into four areas formed by drawing horizontal and vertical lines through the centre point. Therefore the 6'x4' board will have four 3'x2' quarters.

To control a table quarter there must at least one scoring unit of your own in the quarter and no enemy units within the same quarter. A unit can only occupy one table quarter – if it is spread over more than one quarter, roll randomly to see which it is in.

- ❖ The table quarter your army deployed in is worth 1 game point.
- ❖ The table quarters that are adjacent to your army's deployment zone are each worth 2 game points.
- ❖ The table quarter that the enemy deployed in is worth 3 game points.

The player with the most game points wins.

Secret Missions

To add an extra dynamic to the games (and after learning some lessons from last year) players will each randomly select a secret mission before the game begins. To do this, players will each in turn be dealt a single card from a deck (this will be done by one of the organisers or nominated player referees). Players should keep the card with them for their game, but obviously hidden from their opponent until the battle's conclusion. The secret missions are as follows:

CLUBS = ASSINATE: You must successfully kill/destroy your opponent's **most** expensive HQ choice, including any bodyguards but excluding dedicated transports (units that have fled from or are fleeing at the end of the game count as destroyed). If your opponent has 2 HQ choices of the same value killing either will count towards completing the mission

SPADES = MAKE THEM PAY: You must successfully kill your opponent's **most** expensive unit/vehicle, **excluding** their HQ choices (units that have fled from or are fleeing at the end of the game count as destroyed). If your opponent has 2 units/vehicles of the same value killing one will count towards completing the mission

HEARTS = BREAK THEIR WILL: You must destroy half of their opponent's Troop choices (rounding up) i.e. if your opponent has 3 troop choices then you must destroy 2 of them), excluding dedicated transports (units that have fled from or are fleeing at the end of the game count as destroyed).

DIAMONDS = DOMINATION: You must occupy more terrain pieces on the battlefield than your opponent does (skimmers may not occupy terrain as the rules do not allow them to enter it). Units must be wholly within the terrain to count as occupying it. Terrain pieces that contain models from the opponent's army do not count.

PLAYERS THAT COMPLETE THEIR SECRET MISSION GAIN AN ADDITIONAL 5 TOURNAMENT POINTS.

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 Wins 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 it's 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!

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

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 you 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 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!

Once 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.

Neil Kerr – Skcuzzlebumm

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, Tyranidd, 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 Talisaman 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.

GAME 6 – Warhammer 40,000 Warhost - 2,000pts

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

BEST ARMY- Warhammer 40,000

Your Name:	
First Choice:	
Second Choice:	

GAME 5- Warhammer 40,000 Warhost - 2,000pts

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

GAME 4- Warhammer 40,000 Main Battle Group – 1,500pts

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

GAME 3- Warhammer 40,000 Main Battle Group – 1,500pts

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

GAME 2- Warhammer 40,000 Recon Force – 1,000pts

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

GAME 1- Warhammer 40,000 Recon Force – 1,000pts

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