

**FLAME ON PRESENTS**

**BATTLE OF THE  
CHUMPS 2012**

**“Dr. Chump”**

**Saturday 14<sup>th</sup> & Sunday 15<sup>th</sup> July 2012  
Registration 9:00am – 9:30am**

**Tickets - £35 per person**

**Location:**  
**Maelstrom Games**  
Matlock Mill  
Hamilton Way  
Mansfield  
Nottinghamshire  
NG18 5BU

# Botch 40K 2012

## 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.

Welcome to the **seventh** annual Flame On Battle of the Chumps event. There is no stopping us now ☺ The battlefield, as ever, is situated on a war-torn planet of Chumponia 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 weekend'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.

## Tickets and Purchasing

This year there will be

48 40k tickets available  
48 WFB tickets  
16 Epic tickets  
12 Malifaux

Tickets are priced at **£35**. To purchase a ticket head to [www.flameon.co.uk/botch-2012](http://www.flameon.co.uk/botch-2012)

## 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 Mansfield if you plan to stay over Saturday night for the social event.

## Timeline

The timeline for 40k is as such

SATURDAY		SUNDAY	
9:00am – 9:30am	Registration	9:30am – 10:00am	Registration
9:30am – 11:00am	Game 1 – 1,000pts	10:00am – 1:00pm	Game 5 – 2000pts
11:00am – 11:30am	Morning Break	1:00pm – 2:00pm	Lunch & Best Army Voting
11:30am – 1:00pm	Game 2 – 1,000pts	2:00pm – 5:00pm	Game 6 – 2000pts
1:00pm – 2:00pm	Lunch	5:00pm – 5:30pm	Awards & prize giving
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 – 2:00am(!)	Social in Maelstrom		

# 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 22<sup>nd</sup> 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.**

This will again feature six games over the weekend at three different points' values:

- The first two games at 1000 pts,
- Third and fourth at 1500 pts,
- And finally the last two at 2000 pts.

The army lists for the differing point's levels will be composed as follows:

- For 1000 pts, simply write a normal list of up to 1000 pts;
- For 1500 pts, add additional units to your first list to form a second list of up to 1500 pts;
- For 2000 pts, add further units to your second list to form a third list of up to 2000 pts.

You do not need to use up all your points allocations for each list, for example, your first list can be 980 pts, but for any additional lists, you can only add new units, not supplement existing units. With the increased point's levels, you may not add to existing units, the 500pts must be spent on entirely new units; however, these can be dedicated transports for existing units.

For the 1000 pts list, the force organization chart is amended slightly to only allow a maximum of 1 HQ, 2 Elites, 2 Fast Attack or 2 Heavy Support. For example, a Space Marine army wouldn't be allowed two Predators and a Devestator squad in the same 1000 pts list but would be allowed an Assault Squad, a Bike Squadron, a Devestator Squad and a Predator. There are no force organization restrictions in the other point's levels.

## Permitted Armies

Unless otherwise noted, only the main lists from the Warhammer 40,000 Codices 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.

Sisters of Battle must use the army list as presented in White Dwarf.

Army Lists, Units, Vehicles, and Characters from Forge World **MAY** be used; with the following restrictions.

- Any player bringing said models must also bring the relevant rules in hard copy form – failure to bring the rules with you will result in the relevant models being removed from play.
- No model with the “flyer” type/special rule may be used.
- No model with structure/mass points may be used

## Botch 40K Comp

- The same HQ selection may not be taken twice. For example, you cannot take two Sorcerers in a Chaos Space Marine list but can take a Daemon Prince and a Sorcerer.
- Special/Named characters may be taken where allowed but will take up an additional slot where they appear on the force organization chart. For example, taking the Doom of Malantai will use up two Elite slots in your Tyranid list and Mephiston will take up two HQ slots in your Blood Angel list.
- The same Elite, Fast Attack or Heavy Support choice may not be taken more than **twice**. For example you may not take three separate choices of Hive Guard, Land speeders or Hydra squadrons.
- The same Troop choice may not be taken more than **thrice**. For example, you cannot take more than three Tactical Squads in your army list. Note that any troop units generated during the game, such as Tervigon spawning Termagants does not count towards this limit.
- Throughout the entire force organization charts, you may not have more than **three** of the same unit, despite appearing in multiple slots in the codex, or as dedicated transports. For example, a Tervigon can be both an HQ and a Troop choice; only three may be selected in the army list, regardless of where they are chosen in the army list. Note that any named variants count to this limit so Land Raider Redeemers, Crusaders and Land Raiders count as Land Raiders, as do Death Company, Furioso and normal Dreadnoughts.
- You cannot take more than three of the same vehicle/monstrous creature if it appears in squadrons/packs. For example, an Imperial Guard army would only be allowed a maximum of three Hydras, although these may be distributed freely between two squadrons. Alternatively, a Necron player would only be allowed three Tomb Spydres distributed freely between two units.

# **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.

## **How each round works**

The Tournament consists of six games or rounds of varying sizes and length (see timetable on page 3 for further details). In the first round players will be matched randomly against an opposing player. In each subsequent round, players will be facing appropriate opponents according to their ranking within the tournament.

Should a player draw the same opponent again, a Referee will step in to sort things so that the players face suitable opponents. You will be assigned a table for your game.

Anyone that does not have an opponent should raise their hand and call for a Referee, who will attempt to find an opponent for them. If this is not possible and the opponent does not arrive within 15 minutes of the start time for the game, then they will be considered to be late, and will be counted as having conceded their game.

Each battle will be fought on a 6' by 4' board with fixed scenery; if you are unhappy with the scenery layout, alert a Referee who will ensure the layout is fair, however the Referee may insist you use the table "as is". The scenario and points level used for each round will be announced by the event organisers.

Once you have finished your game, you must fill in your results card and then hand it in at the information desk. Your results will then be entered into the tournament database. This will decide the new rankings and ultimately the winner of the Tournament.

# 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 rules pack for the game system you want to play.

There will be a 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place in each game system.

In the case of a tie, the winner will be the player who scored the most victory points.

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.

## Refs

This year your head ref, result collector and chief organizer will be **Chris Green**, who will be a non-playing ref. **Gaz Jones** will be a playing ref.

## *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 point's scores after the 6<sup>th</sup> 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.
- The player whose turn is second rolls for additional game turns and counts as their dice roll for any wargear or special rules purposes.
- Models must be entirely over the gaming board and not overhang the board edges. The only exception to this is a monolith coming on from reserve. This must move 6" straight forward to minimize the overhang. Vendettas must move fully onto the table and not have their tails or wings over hanging the edges.

- Objectives used in a game should all use the same base size or be the same currency. For claiming and contesting purposes, the centre of the objective should be measured to.
- Please give a copy of your army list to your opponent at the start of the game. Clearly denote what transports what and allow your opponent to look at your codex if they are unsure of anything.
- Combat and assault are two different words and should be treated as such. The specific intention of this rule is to allow a unit locked in combat with an enemy unit to allocate attacks against a separate enemy unit that has charged in.
- Any unit may not contain more than 31 models at any point during the game.
- If for any reason a model would fail to move onto the board (e.g. models on a 40mm base rolling double 1 for slow and purposeful) they are moved on via the shortest possible distance required (i.e. in this case, their base width) – NB obviously this does not affect deep strike scatter results.
- If you eliminate all of your opponent's units prior to the end of the game, continue to play with yourself! When the game ends, score it as if your opponent were still alive for objective purposes.

**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!**

# Missions

If you are unsure of any aspects of these missions, please ask a referee before you start your game! Check with your opponent that you both understand the mission.

**Game 1:**                      **Kill Points**                      **Dawn of War**

**Game 2:**                      **Loot Counters (5 counters)**                      **Spearhead**

- One objective is placed in the middle of the table. Players roll a die each and winner places their objective first. Then roll for first turn.

**Game 3:**                      **King of the Hill**                      **Pitched Battle**

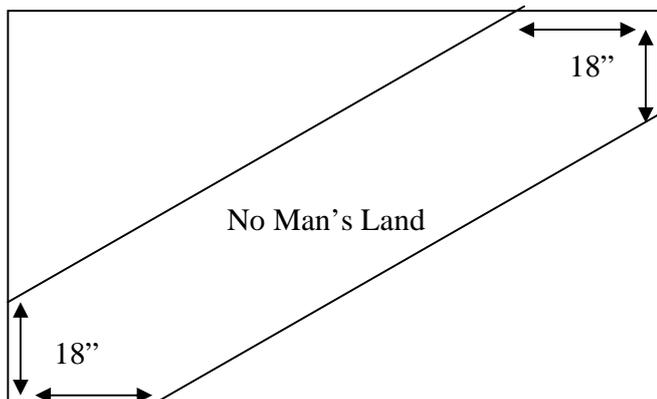
- The player with the most scoring units at least 50% within 9" of the centre of the table wins.

**Game 4:**                      **Capture the Flag**                      **Pitched Battle**

- Each player places two objectives on their deployment line (i.e. 12" from the long board edge). Objectives may not be within 12" of each other or within 6" of a short board edge.
- The winner is the first person to move one of the objectives from their opponent's deployment zone to their own deployment zone.
- To move an objective you must move a unit into squad coherency (i.e. 2") with the objective, it then moves with the unit it has joined, maintaining coherency.
- Objectives are heavy and cumbersome to carry – any unit moving with an objective may only move 6" (they may run as normal, or assault, with a charge range of 6").
- Objectives are large – they may not enter vehicles.
- Units wiped out or which flee drop the flag where it is.
- The game lasts for 7 turns, or until one player meets the victory criteria (at which point the game ends straight away – this may be mid turn for one player)

**Game 5:**                      **No Man's Land (3 counters)**                      **Triangular**

- All three loot counters must be placed in No Man's Land.
- Place one counter in the dead centre
- Place the other counters 6" from both board edges, one at each end of No Man's Land



**Game 6****Super Duper Ultimate Mission of DOOOOM!!!!****Pitched Battle**

- In this mission you will play Kill Points, Capture and Control AND Seize Ground (3 objectives) all at the same time. Best of 3 wins. Good luck gentlemen, for queen and country.

## 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 HQ
- Kill you opponents most expensive Unit not including HQ
- Kill half or more of the enemy's troops
- Get 3 units in to you oppents deployment zone
- Kill 150 points of vehicles (if you opponent has no tanks we suggest that this may be the wrong mission to play)
- Have no unbroken units or undamaged vehicles in your deployment zone at the end of the game

# Scoring

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

Win – 15  
Draw – 10  
Loss- 5

You will the edit this score depending on the VP difference

## 1000 points

<u>Difference</u>	<u>Won by</u>	<u>Lost by</u>
0-150	0	0
151-350	+1	-1
351-550	+2	-2
551-750	+3	-3
751 - 900	+4	-4
901+	+5	-5

## 1500 points

<u>Difference</u>	<u>Won by</u>	<u>Lost by</u>
0-200	0	0
201-500	+1	-1
501-800	+2	-2
801-1100	+3	-3
1101-1300	+4	-4
1300+	+5	-5

## 2000 points

<u>Difference</u>	<u>Won by</u>	<u>Lost by</u>
0-300	0	0
301-700	+1	-1
701-1100	+2	-2
1101-1500	+3	-3
1501-1800	+4	-4
1800+	+5	-5

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***