

FLAME ON PRESENTS:

MALIFAUX

BATTLE OF THE CHUMPS 2012

**14th – 15th July 2012
Registration 9:00 – 9:30am
Maelstrom**

**Matlock Mill
Hamilton Way
Mansfield
Nottinghamshire
NG18 5BU**

Ticket Price: £35 per person

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.

Battle of the Chumps 2012

Welcome to the **seventh** annual Flame On Battle of the Chumps event, and the first to feature Malifaux. There is no stopping us now ☺

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 Soulstones available to players will increase over tournament.

Tournament Rules Pack

Things you need to bring with you:

Any gaming material you require to play, including:

- Your painted miniatures
- All relevant stat cards and errata
- Fate Deck
- All relevant Counters, Markers, Tokens (including 5 x 30mm Dynamite Markers)
- This rules pack
- Pens and paper
- Tape measures
- Superglue (for emergency repairs)
- The mentality is to have a day of **FUN** regardless of your games' outcomes.
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○ Things you need to sort out for yourself:

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- 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.
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Rules of Engagement



-  You may only use one Faction for the Tournament. All standard hiring restrictions will apply.
-  Only officially released models by June 2012 may be used or represented.
-  Conversions and “counts as” are allowed as long as they appropriate representations of the model they stand for. If you are unsure, please contact me prior to the tournament.
-  Standard deployment will be used for all games.
-  Each scheme may be used **TWICE** during the tournament. Players are responsible for accurately listing their Schemes on their score sheets at the end of each Encounter.
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The Tournament Rules



Timeline, Strategies & Soulstones



SATURDAY

- | | |
|--|--|
|  9:00am – |  Registration |
| 9:30am | |
|  9:30am – |  Game 1 – 25SS Scrap – Treasure Hunt |
| 11:00am | |
|  11:00am – |  Morning Break |
| 11:30am | |
|  11:30am – |  Game 2 – 25SS Scrap – Slaughter |
| 1:00pm | |
|  1:00pm – |  Lunch |
| 2:00pm | |
|  2:00pm – |  Game 3 – 35SS Scrap – Turf War |
| 4:00pm | |
|  4:00pm – |  Afternoon Break |
| 4:30pm | |
|  4:30pm – |  Game 4 – 35SS Scrap – Claim Jump |
| 6:30pm | |
|  6:30pm – |  Evening meal |
| 7:30pm | |
|  7:30pm – |  Social in Maelstrom |
| 2:00am(!) | |
|  SUNDAY |  |
|  9:30am – |  Registration |
| 10:00am | |
|  10:00am |  Game 5 – 45SS Brawl – A Line in the Sand |
| – 1:00pm | |
|  1:00pm – |  Lunch & Best Army Voting |
| 2:00pm | |
|  2:00pm – |  Game 6 – 45SS Brawl – Reconnoitre |
| 5:00pm | |



The Warm-up Period



Before each round 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 game. Finally, all players should shake hands and then battle can commence.



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.



How each round works



The Tournament consists of six encounters of varying sizes and length (see timetable for further details). Each round will use the Shared version of the named Strategy. 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.



Each encounter will be fought on a 3' by 3' 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 encounter, 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.



Generalship – Tournament Points



This is how we will rank you throughout the tournament and will be the largest deciding factor of who will be the overall champion. Crews will be ranked after each game using the following criteria in the order given: Tournament points, VP difference, most VPs. The person with the most points after the final game will be declared the winner.



Win by 3 or more VPs: 7 points

Win by 1-2 VPs: 6 points

Draw: 3 points

Loss: 0 points



Sportsmanship



We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.



If you feel that your opponent went above and beyond this you can nominate them as most sporting player, please come and speak privately with the referees after your game or at the end of game 5.



If you feel that your opponent did not meet the standards expected from everyone (such as excessive time wasting, intimidation over rules disputes, dice roll hiding, etc) you can also come and speak privately with the referees after your game. 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.



Painting



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



Crews are to be painted with a minimum of 3 colours.



Crews are to be based with a minimum of flock/sand or scenic base



Essentially, put in a little effort – unpainted or purely undercoated crews will not be accepted!



Players with crews that don't pass the above criteria may be asked to remove the offending models 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 Malifaux in a visually appealing environment.



Awards



There will be five awards given at the Battle of the Chumps 2012 tournament.



Malifaux Champion



The winner of the Battle of the Chumps – Malifaux tournament will be the player with the highest total of Tournament points.



The second and third place players will also receive awards.



Best Crew



Each player will have the opportunity to vote for the crew they consider the best in terms of theme, painting and modelling in the tournament- the Best Crew award. All players are encouraged to display their crews 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 Crew. 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 Crew slips before the end of the Sunday lunch break.



Most Sporting



Each player will have the opportunity to nominate one of their opponents as the Most Sporting player they have met at the tournament.



To vote for Most Sporting, simply write the name of the player you considered Most Sporting on the slip provided and hand in to an organiser.





Rules Questions



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 encounters, and hope you enjoy gaming with Flame On at our annual tournament!



Robert C Balmforth – Barney the Lurker



Flame On



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.

