

FLAME ON! PRESENTS



**BATTLE OF THE
CHUMPS 2010**

“The Chumps Strike Back”

CHUMP BOWL

Saturday 26th – Sunday 27th June 2010

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 team - painted with the models easily distinguishable
- ❖ Two copies of each of your team rosters
- ❖ This rules pack
- ❖ A *Blood Bowl* Board and Dugout
- ❖ Rulebook – See Below
- ❖ Ball, Dice, and Templates
- ❖ 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 Flame On! or TalkBloodBowl Forums (Barney the Lurker).

BATTLE OF THE CHUMPS 2010

Welcome to Flame On's fifth annual Battle of the Chumps event, and the first featuring Flame On's latest Blood Bowl Event – Botch Bowl! This event takes the ethos of our WFB and 40K events, that of escalating engagements, and as such will represent your team throughout a season, starting from green rookies and developing as a unit into hardened Star Players even Griff and Varag would be scared to face.

In a real sports season skilful application of strategy and tactics will give the participants an edge in the conflict. The different sized games over the weekend together is designed to provide players with the opportunity to exercise these skills more than they would be able to do under normal tournament conditions.

Each player will have 3 separate and distinct teams drawn from the same roster. The first is a small 900,000gc Rookie Team, the second is a 1,100,000gc Mid-Season team and the third a 1,300,000gc Veterans Team.

Timescale

SATURDAY

9:00am – 9:30am	Registration
9:30am – 11:00am	Game 1 – 900,000gc
11:00am – 11:30am	Morning Break
11:30am – 1:00pm	Game 2 – 900,000bg
1:00pm – 2:00pm	Lunch
2:00pm – 4:00pm	Game 3 – 1,100,000gc
4:00pm – 4:30pm	Afternoon Break
4:30pm – 6:30pm	Game 4 – 1,100,000gc
6:30pm – 7:30pm	Evening meal
7:30pm - late	Social in Bugman's

SUNDAY

9:00am – 9:30am	Registration
9:30am – 12:30pm	Game 5 – 1,300,000gc
12:30pm – 1:30pm	Lunch & Best Team Voting
1:30pm – 4:30pm	Game 6 – 1,300,000gc
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 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 Play

- ❖ The latest Blood Bowl Competition Rules Amendment Pack (C.R.A.P.) will be used
- ❖ This is available free of charge from:
- ❖ http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf
- ❖ Additionally we will be using the three new NAF approved teams.
- ❖ These are available free from:
- ❖ <http://www.thenaf.net/index.php?module=Downloads&func=sublevel&cid=6&start=0>
- ❖ 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 must clearly be what they are intended to be used as and not in anyway able to be confused with any other model type that could possibly be included within the team.
- ❖ 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.

Games

During the course of the weekend players will partake in 6 separate games. The first round draw will be random, and thereafter will be drawn according to the ‘Swiss’ system. Teams are “reset” after each game. This includes:

- ❖ The normal rules for team progression are not used.
- ❖ Injuries do not carry over.
- ❖ If used the Raise the Dead spell only adds a Zombie for the current game.
- ❖ No post-game rolls are used.
- ❖ No illegal procedures are to be used, just remind your opponent to move their turn counter along.
- ❖ The 4 minute will not be enforced, although we do have a schedule to keep to and would ask players to play at a pace that will let them finish their games the time allotted.

Teams

Each player will have 3 different teams 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 team unduly. If you have any queries whatsoever please do not hesitate to contact me.

Games 1+2: Rookie Teams

The Rookie team is chosen using the following rules:

- ❖ 900,000gc may be spent on the team.
- ❖ No inducements may be purchased.
- ❖ No additional player upgrades can be bought.

Games 3+4: Mid-Season Teams

The Mid-Season team is chosen using the following rules:

- ❖ 1,100,000gc may be spent on the team.
- ❖ The following inducements may be purchased:
 - ❖ 0-1 Star Players – See rulebook for individual costs.
 - ❖ Halfling Teams may purchase a Master Chef for 50,000gc.
 - ❖ Goblin Teams may purchase a bribe for 50,000gc.

An additional 150,000gc may be spent on the following player upgrades:

- ❖ 20,000 for a regular skill.
- ❖ 30,000 for a double skill.
- ❖ 30,000 for +1MA or +1AV.
- ❖ 40,000 for +1AG.
- ❖ 50,000 for +1ST.

The following restrictions apply:

- ❖ No player may receive more than one upgrade.
- ❖ You may only purchase half (rounding down) as many double skills as regular skills.
- ❖ You may only purchase one +1MA or +1AV.
- ❖ You may only purchase one +1AG or +1ST.

Games 5+6: Veteran Teams

The Veteran team is chosen using the following rules:

- ❖ 1,300,000gc may be spent on the team.
- ❖ The following inducements may be purchased:
 - ❖ 0-2 Star Players – See rulebook for individual costs.
 - ❖ 0-1 Master Chef - Halfling Teams may hire a Master Chef at 50,000gc, any other teams may hire him at 300,000gc.
 - ❖ 0-3 Bribes - Goblin Teams may purchase a bribe for 50,000gc, any other teams cost 100,000gc
 - ❖ 0-2 Bloodweiser Babes – 50,000gc each
 - ❖ 0-1 Wandering Apothecary – 100,000gc
 - ❖ 0-1 Igor – 100,000gc
 - ❖ 0-1 Wizard – 150,000gc

An additional 300,000gc may be spent on the following player upgrades:

- ❖ 20,000 for a regular skill.
- ❖ 30,000 for a double skill.
- ❖ 30,000 for +1MA or +1AV.
- ❖ 40,000 for +1AG.
- ❖ 50,000 for +1ST.

The following restrictions apply:

- ❖ No player may receive more than one upgrade.
- ❖ You may only purchase half (rounding down) as many double skills as regular skills.
- ❖ You may only purchase one +1MA.
- ❖ You may only purchase one +1AV.

- ❖ You may only purchase one +1AG.
- ❖ You may only purchase one +1ST.
- ❖ As an exception to the above, one player with a normal may be given a second normal skill for 30,000gc

The Tournament Rules

Who Win's the Tournament

The winner will be the player who scores the most Tournament 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 Coaching category. If still tied, the prize will be awarded to the player who has the most Net TD's. In addition to the overall winner, we will also give out a number of other awards, which will be announced at the end ceremony.

Coaching

Scoring is a 30 point system:

- ❖ Winner gets 24 Tournament Points to start
- ❖ +1 per net TD
+/- 1 per net casualty (up to a max of +/- 3). Only casualties that would generate SPPs count.
- ❖ The loser gets 30 Tournament Points minus the winners score.
- ❖ In the event of a draw then the score is 15 Tournament Points each +/- net casualties.

No-one can score more than 30 Tournament Points and no less than 0 Tournament Points

Bonus Points

In addition to this, there will also be bonus Tournament Points available in each round. For your team to attain the bonus, you must achieve the following (These bonus Tournament Points are available to BOTH coaches):

- Round 1: Three or more touchdowns
- Round 2: Three or more Casualties
- Round 3: Two or more players pushed off the pitch
- Round 4: Two or more COMPLETED Long Bomb Passes (using the ball)
- Round 5: Two or more opposing players DEAD (by **any** means including secret weapons, kick off table results, crowd pushes, fouling and self-inflicted injury. Note this is DEAD before or after any regeneration or apothecary rolls)
- Round 6: Three or more Casualties

Each Bonus gained is worth an additional 5 Tournament Points

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 Team

Each player will have the opportunity to vote for the team they consider the best team in terms of theme, painting and modeling in the tournament- the Best Team 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 team has been painted by someone else please do not enter it for Best Team. Although it may be very nicely painted, we like to ensure the person who painted their team and brought it personally to the tournament receive the award.

To vote for Best Team, simply write the name of the player whose team 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 Team 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 Team". 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 POINTS 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!

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

Cheers

Robert C Balmforth III Esq Bsc/Hons – Barney the Lurker

Flame On!

DISCLAIMER

This tournament is completely unofficial and in no way endorsed by Games Workshop Limited.

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