

FLAME ON! PRESENTS

WARHAMMER®

**BATTLE OF THE
CHUMPS 2010**

“The Chumps Strike Back”

26th – 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 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 (Nethrag) on the forum.

BATTLE OF THE CHUMPS 2010

Welcome to the **FIFTH(!)** annual Flame On Warhammer Fantasy Battle of the Chumps event. There is no stopping us now ☺. 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.
- ❖ 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 (please see the rules regarding these below).

Timescale

SATURDAY

9:00am – 9:30am	Registration
9:30am – 11:00am	Game 1 – 1,200pts
11:00am – 11:30am	Morning Break
11:30am – 1:00pm	Game 2 – 1,500pts
1:00pm – 2:00pm	Lunch
2:00pm – 4:00pm	Game 3 – 1,700pts
4:00pm – 4:30pm	Afternoon Break
4:30pm – 6:30pm	Game 4 – 2000pts
6:30pm – 7:30pm	Evening meal
7:30pm – late	Social in Bugmans

SUNDAY

9:00am – 9:30am	Registration
9:30am – 12:30pm	Game 5 – 2500pts
12:30pm – 1:30pm	Lunch & Best Army Voting
1:30pm – 4:30pm	Game 6 – 2500pts
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 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. 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?....right?!). Army lists must arrive at the specified e-mail address no later than 5pm 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 point’s value, the point’s value of any equipment, and must specify which models are carrying any extra equipment or special items. 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

- ❖ 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 (24th of May 2010).
- ❖ 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 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. (For Bull Rhinox it’s the Forgeworld rules we’ll be using).

Games

During the course of the weekend players will partake in 6 separate games: Armies will be *roughly* seeded for the first 2 games. "Timmy" comp is in play (as a heads up, things which require a level of thought and tactics to use are much less likely to get "Timmy" comp'd than things which simply require rolling dice, even if they are equally as "good")

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 have been put in place more to add a different element and challenge to the event, rather than overly inhibit any one army unduly. If you have any queries whatsoever please do not hesitate to contact me.

Game 1: Scouting Party – 1200pts

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

- ❖ Only 2 characters are allowed.
- ❖ You must include 1 core choice
- ❖ You must include 2 non-missile weapon infantry units of US10+.
- ❖ 0-2 special choices, no double special (High Elves get 0-3, no double special)
- ❖ 0-1 rare choice (High Elves get 0-2 no double rare)
- ❖ No more than 2 chariots/warmachines (e.g. you may have two chariots, or two warmachines or one of each). The limit of 2 chariots/war machines is irrespective of any "2 for 1" type choice in your army.
- ❖ No single model may cost more than 170 points (hydras count as single model for this purpose). The army general is exempt from this points limit (however their mount may not be worth more than 170 points).

Army Specific Notes for Scouting Parties

Brettonians

- ❖ You do not have to take a BSB in your scouting party, if you do not he must be included in all other armies as usual.
- ❖ Only 1 of your required 2 infantry units of US10+ must be a non-missile weapon armed unit. The other can be armed with missile weapons.

Tomb Kings

- ❖ You 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 chariots.
- ❖ Only 1 of your required 2 infantry units of US10+ must be a non-missile weapon armed unit. The other can be armed with missile weapons.

Ogre Kingdoms

- ❖ Only 1 of your required 2 infantry units of US10+ must be a non-missile weapon armed unit. The other can be armed with missile weapons.

Empire

- ❖ Detachments **do** count towards the composition requirements (e.g. a unit of 20 swordsmen with a detachment of 10 halberdiers will count for both your 2 non-missile weapon infantry units of US10+).

Game 2: 1500pts

The Main Battle Group is comprised of your Scouting Party **PLUS** additional forces to make a legal 1500pt Army. **No double special.** (High Elves get no triple special). **No double rare** for High Elves.

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 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. **No triple special.** (High Elves get no quadruple special). **No double rare** for High Elves.

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: 2000pts

The 2000pt army is comprised of your Battle Force plus additional forces to make a legal 2000pt Army. **No triple special. No double rare.** (High Elves get no quadruple special, no triple rare).

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. **No triple special. No double rare.** (High Elves get no quadruple special, no triple rare).

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

Scenarios

All games played will be a pitched battle with a standard 30-10-0 scoring system. However for all games with regards to captured enemy standards and table quarters, they are worth 100vps respectively to the side which has captured the most of each (rather than 100vps per standard/table quarter). 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 (all of the objectives can be completed by both sides during a game).

Game 1: "Cut off their head" - An army can't function properly without the general.

Objective: Kill the enemy general

Game 2: “Break their back”. - scatter their forces to the winds.

Objective: Destroy half (rounding up) of your opponents core choices, excluding any unit that does not count towards their compulsory Core units. (e.g. if enemy DE army had a unit of spearmen, a unit of dark riders and a unit of harpies, they have 2 core units which count (spears and riders), killing either of them would get you the objective.

Game 3: “...and your next!”. - No-one likes seeing their supposed “best” cut down like grass.

Objective: 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: “Send for help”. - You need to get a message through to the rest of your army.

Objective: Get a messenger model off your opponents board edge. The model has the same stats as an empire inner circle knight. He may never declare a charge. Any model on a cavalry base can be used to represent the messenger, one will be provided if you do not have a suitable miniature (though it's unlikely to fit your army)

Game 5: “Capture that ground”. - Sometimes holding a terrain feature is more important than how many enemy you kill.

Objective: Capture an enemy table quarter.

Game 6: “Hold this position!” – you need to hold onto this site.

Objective: Both players place a marker somewhere in their deployment zones at least 12” away from a short board edge and 6” away from the long board edge. To complete the objective you must have a unit (not a single model, hydras count as a single model) of US5+ closer to it than any of your opponents units. This unit cannot fly nor can it be a summoned unit.

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 force. Players are allowed to ask their opponent questions about the forces and the rules that apply to the units, 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. As a general guideline all terrain is considered to extend to the outside of the base it is mounted on and also blocks line of sight (except marshes of course!). Players can agree that a certain piece of terrain does not block line of sight if they wish. They can also discuss any other rules points that they think may come up in the battle.

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; 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 point’s chart – Generalship points are awarded depending on the results:

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 the Most Sporting player award**. 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 one of the most enjoyable players you've ever played against? Was this the one of the best games 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 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.

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.

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 Bugmans afterwards.

Cheers

Jonathan Gardiner - Nethrag

Flame On!

DISCLAIMER

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

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GAME 6 – Warhammer - Warhost - 2,500pts

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

BEST ARMY- Warhammer

Your Name:	
First Choice:	
Second Choice:	

GAME 5- Warhammer - Warhost - 2,500pts

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

GAME 4- Warhammer - Army – 2,000pts

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

GAME 3- Warhammer - Main Battle Force – 1,700pts

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

GAME 2- Warhammer - Army – 1,500pts

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

GAME 1- Warhammer - Scouting Party – 1,200pts

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