

FLAME ON!

PRESENTS



**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 six BotCh tournaments 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 the start of the **Double O Chump** series!

BATTLE OF THE CHUMPS 2012

Welcome to Flame On's seventh annual Battle of the Chumps event, the third to include the game of Epic Armageddon!

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 each player will have three separate forces drawn from the same army list that will combine in various ways during the tournament.

Please see the 'Forces' section for more details.

Things you need to bring with you

Any gaming material you require to play, including:

- Your painted miniatures
- Two copies of your force rosters
- This rules pack
- Epic Armageddon Rulebook 1st Edition*
- Epic Armageddon Official Errata & FAQ*
- Your army book/document- see Armies below.
- Pens and paper
- Dice and templates
- Reference sheets
- Tape measures
- Superglue (for emergency repairs)

*Can be found on the Games Workshop website under Epic Resources.

Things you need to sort out for yourself

- Some spending money for drinks etc
- Transport to and from the event.
- Accommodation in Mansfield.

Schedule

SATURDAY

9:00am - 9:30am
9:30am - 1:00am

1:00pm - 2:00pm
2:00pm - 4:00pm
4:00pm - 4:30pm
4:30pm - 6:30pm
6:30pm - 7:30pm
7:30pm - Late

Registration
Game 1 – 3750pts
Escalating Engagement
Lunch
Game 2 – 2750pts Primus
Afternoon Break
Game 3 – 3000pts Secundus
Evening meal
Social in Maelstrom

SUNDAY

9:30am -10.00am
10:00am - 1:00pm
1:00pm - 2:00pm

2:00pm - 5:00pm
5:00pm - 5:30pm

Registration
Game 4 – 3750pts
Lunch &
Best Army Voting
Game 5 – 3750pts
Awards & Prize Giving

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.

Army Roster

When you purchase your tournament ticket you need to send a copy of your army list to Si1985@hotmail.com no later than **5pm on Friday 6th July 2012**.

This is to check that you are using a legal army list saving time at registration on the day.

You will require a second copy of your army roster, which you should keep with you when you are playing. The roster must be clear/legible and include all formations in your army, the units included, any upgrades and the full points cost of all items.

Please do not use acronyms or short hand 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 32-0 Generalship points, in favour of the opponent. This will apply even if the mistake was a totally honest one, so please do double-check your army list before the tournament!

Armies

The following armies will be allowed at the tournament:

- | | |
|--|---|
| <ul style="list-style-type: none">• Codex Imperial Guard• Steel Legion• Baran Siegemasters• Ulani Tank Regiment• Vanaheim Air Cavalry | <ul style="list-style-type: none">• Codex Eldar• Biel Tan• Iyanden• Saim-Hann• Ulthwe |
| <ul style="list-style-type: none">• Codex Orks• Ghazghull Mag Thraka's War Horde• Feral Orks• Speed Freaks | <ul style="list-style-type: none">• Codex Chaos Space Marines• Black Legion• Death Guard• Emperor's Children• Thousand Sons• World Eaters |
| <ul style="list-style-type: none">• Codex Space Marines• Space Marines• Black Templars• Dark Angels• Blood Angels• White Scars | <ul style="list-style-type: none">• Codex Lost & The Damned• Lost & the Damned |
| <ul style="list-style-type: none">• Codex Tyranids• Tyranids | <ul style="list-style-type: none">• Codex Tau• Tau Third Phase Expansion Force |

Links to these army lists can be found on the Epic UK website here:

www.epic-uk.co.uk/armylists.shtml

Any Epic Armageddon armies produced or amended more than two months prior to the tournament may be considered for inclusion, all participants will be notified.

Forces

Each player will have 3 different army lists to use during the course of the tournament that will be combined to produce 2750pts, 3000pts and 3750pts armies.

Battle Force 2000 points

- Chosen as normal from the selected tournament army list.
- The 1/3rd Titan/Aircraft limit is 667pts.

Reserve Primus 750 points

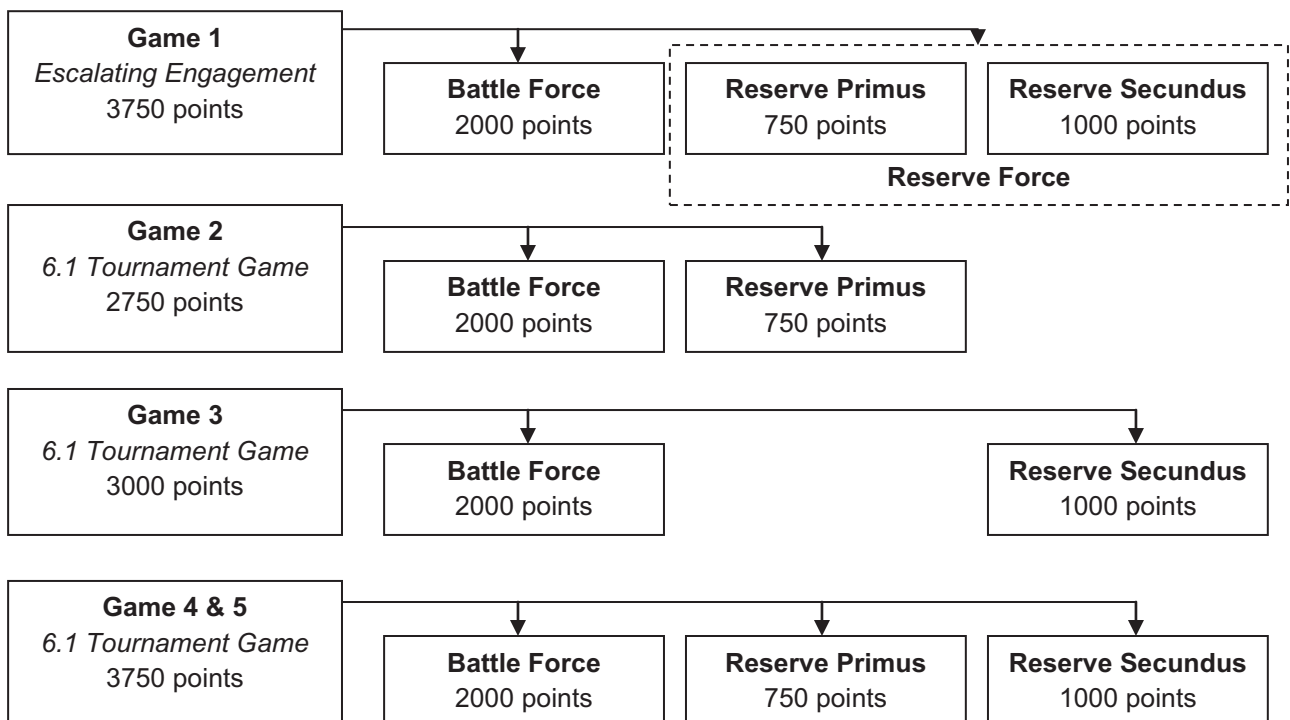
- Additional formations to make a legal 2750pt army when combined with the Battle Force.
- The combined 1/3rd Titan/Aircraft limit is 917pts.
- These additional points **MUST** comprise of new formations.
- They **CANNOT** be spent on upgrading any of the formations from your Battle Force.

Reserve Secundus 1000 points

- Additional formations to make a legal 3000pt army when combined with the Battle Force.
- The combined 1/3rd Titan/Aircraft limit is 1000pts.
- These additional points **MUST** comprise of new formations.
- They **CANNOT** be spent on upgrading any of the formations from your Battle Force.

Note: Unlike previous years you cannot take points from one Force to make another larger. Any points not spent within a Force are discarded.

All armies **must be legal** with regards to titan/aircraft allowance, etc **including the 3750pts army** made by combining the Battle Force, Reserve Primus and Reserve Secundus.



If you are in any doubt regards to the above restrictions and your proposed army list please do not hesitate to contact me here: Si1985@hotmail.com.

Scenarios- Escalating Engagement

Game 1 will use the Escalating Engagement scenario described below.

Escalating Engagement uses the 6.1 Epic Tournament Game rules with the following exceptions:

- Deploy your Battle Force (2000 points) as normal.
- Formations from your Reserve Primus and Reserve Secundus are *Reserve Formations*.
- For the purposes of special army/deployment rules, such as Commissars and Ork Warlords you may place them anywhere in the full 3750 points army including reserve formations.
- Victory conditions (6.1.7 *Victory Conditions*) are checked on turn 4 (treated as turn 3) and turn 5 (treated as turn 4) - *essentially the Epic Tournament Game a turn later than normal!*
- Please adjust the Generalship points accordingly, treating turn 4 as '3rd Turn Victory', turn 5 as '4th Turn Victory' and so on.

Reserve Formations

- *Reserve formations* start the game off-board and cannot take an action (1.6.1 *Actions*) or otherwise influence the game during turn 1.
- *Reserve formations* must enter play during turn 2 by taking an action that includes a 'move' element, flying, Teleporting, Planetfalling or otherwise moving onto the board.
- Ground-based *reserve formations* must move on from your deployment table edge (or edges).
- If a ground based *reserve formation* fails its action test to move onto the board, it must select the 'move' choice of the Hold action to move onto the board.
- Units with a move of 0cm that are part of a ground based *reserve formation* may move 5cm on the turn they move onto the board after which they revert to 0cm.
- Once on the board *reserve formations* are for all extents and purposes part of your army and function as normal for the rest of the game.
- Formations from your Battle Force may be held in reserve as normal (e.g. Teleporting units), they may even be aboard spacecraft, aircraft, etc that are *reserve formations*, but then they cannot be used until turn 2 if they are embarked in a reserve unit or vice versa.

Army Specific Clarifications

- **Eldar:** Any Webway portal purchased as part of a Reserve army list may be deployed at the start of the game as normal but cannot be used to deploy troops from until turn 2.
- **Baran Siegemasters:** Fortified Positions purchased as part of the Reserve army list may be deployed at the start of the game as normal.
- **Baran Siegemasters:** Formations purchased as part of the Reserve army list that include their own Gun Emplacements must either drop them for this game or replace them with Bruenhilde transports.

For **Games 2 to 5** the Epic Tournament Game (EA6.1) will be used and all rules for that scenario will apply.

Generalship

Generalship points are rewarded as follows:

Game Result	3 rd Turn Victory	4 th Turn Victory	5 th Turn Victory
Victory with a 4 or more goal difference	32 – 0	29 - 3	26 - 6
Victory with a 3 goal difference	29 – 3	26 - 6	23 - 9
Victory with a 2 goal difference	26 – 6	23 - 9	21 - 11
Victory with a 1 goal difference	23 – 9	21 - 11	19 - 13
Draw- More than 150VP difference	18 – 14		
Draw- Equal or less than 150VP difference	16 – 16		

- Remember that you still need to achieve the standard victory conditions of the tournament scenario (a minimum of two goals).
- If one player concedes the game, it automatically counts as a 32-0 result in favour of their opponent.
- If the game has not finished when the time limit is up, the game is a draw. To make it fair on everyone please try and finish your games!

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 armies are expected to be painted to a minimum standard as follows:

- Armies are to be painted with a minimum of 3 colours.
- Armies are to be based with a minimum of flock/sand (Epic tanks do not need to be based).
- Bases must be within the restrictions given in the Epic Armageddon rulebook, the standard [40mm x 10mm] or [20mm x 20mm] are recommended though not compulsory.
- Units should be WYSIWYG (What You See Is What You Get) wherever possible, conversions and 'counts as' are to be clearly identified to the opponent and should not be misleading or confusing.
- It is recommended units with existing Games Workshop models use them wherever possible.
- *Essentially, put in a little effort- unpainted or purely undercoated armies will not be accepted!*

Players with armies that don't pass the above criteria may be asked to remove the offending units 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 Epic Armageddon in a visually appealing environment.

Awards

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

EPIC CHAMPION

The winner of the Battle of the Chumps- Epic Armageddon tournament will be the player with the highest total of Generalship points, they will win the Epic Champion award.

The second and third place players will also receive awards.

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.

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 and hand in to an organiser. 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 win the Best Army award.

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.

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

Si Jenkins- Jeridian

Flame On

DISCLAIMER

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

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Battle of the Chumps- Epic Armageddon Score Sheet

Game Result	3 rd Turn Victory	4 th Turn Victory	5 th Turn Victory
Victory with a 4 or more goal difference	32 - 0	29 - 3	26 - 6
Victory with a 3 goal difference	29 - 3	26 - 6	23 - 9
Victory with a 2 goal difference	26 - 6	23 - 9	21 - 11
Victory with a 1 goal difference	23 - 9	21 - 11	19 - 13
Draw- More than 150VP difference	18 - 14		
Draw- Equal or less than 150VP difference	16 - 16		

MOST SPORTING- Epic Armageddon	
Your Name:	
First Choice Name:	
Second Choice Name:	

GAME 5- Epic Armageddon 3750pts			
Your Name:		Your Score:	
Opponents Name:		Opponents Score:	

BEST ARMY- Epic Armageddon	
Your Name:	
First Choice Name:	
Second Choice Name:	

GAME 4- Epic Armageddon 3750pts			
Your Name:		Your Score:	
Opponents Name:		Opponents Score:	

GAME 3- Epic Armageddon 3000pts Secundus			
Your Name:		Your Score:	
Opponents Name:		Opponents Score:	

GAME 2- Epic Armageddon 2750pts Primus			
Your Name:		Your Score:	
Opponents Name:		Opponents Score:	

GAME 1- Epic Armageddon 3750pts Escalating Engagement			
Your Name:		Your Score:	
Opponents Name:		Opponents Score:	

flame on unknown. what people say sarcastically when pretending they are gay. referring to flamer and the human torch in fantastic 4 and making fun of him. Almost always used as a joke. When a gay person is coming onto another gay person. George "it is tight one in this elevator aint it?" Bob "FLAME ON!" laughter. George "hey dude look at Jason" Bob "yeah he is really getting his flame on with rob". #flame #flame on #flamer #fantastic 4 #human torch. by Gabriel P December 28, 2007. 79. 40. Get a flame on mug for your dog Julia. 2. Items (Food, Drinks, Chems, etc). Flame On. Flame On. Endorsements. 114. XBone version on Bethesda.net. Adds a consumable that sets you on fire for 45 seconds and gives you some bonus, also adds an invisible knuckle that sets things on fire, sometimes even enemies. Both craftable at the chem station. Works with every armor, even power armor.