

Hordes of the Things- Beer and Pretzels

One day Competition – Saturday 17th May 2008

Scimitar Wargames Group has inherited running the one-day Hordes of the Things (HOTT) competition on at Beer and Pretzels, Burton-on-Trent from Richard Tyson of RT Games.

There is no competition entry fee (although you will have to pay the nominal Beer and Pretzels admission - <http://www.spiritgames.co.uk/bnpdetails.php>). However, please register in advance, so we can put together the best possible first round pairings. Space limits us to 30 players.

Scale: 40mm frontage (nominally 15mm) only. 24 AP armies complying with the rules.

Rules HOTT 2nd Edition with the following amendments:

1. Move distances the now standard:

Warband move increased to 300 paces.

Shooters move decreased to 200 paces.

2. We are play testing a sneaker fix which hopefully makes this much neglected troop type a better option. It allows sneakers to “Friction Kill” and to break off from combat:

Page 24, under 'Recoiling'

2nd paragraph, 1st bullet point - delete last sentence

"If all such enemy are sneakers if it is a general"

Page 18, under 'Breaking Off From Close Combat'

1st paragraph - amend from

"A single element can use a tactical move to break off from enemy in contact with its front, but only if all of the following apply:"

to

"A single element can use a tactical move to break off from enemy in contact with its front, but only if it is a Sneaker or if all of the following apply:"

2nd paragraph - amend start from

"An element breaking off must move at least 200p ... "

to

"Unless a sneaker, an element breaking off must move at least 200p ..."

In addition to first and last place prizes, there will also be a special prize for the best themed army. The theme I have chosen for this year is “**Faith and doubt**” - do with it what you will. Note that using a themed army is optional.

We’re also sticking to egalitarian prizes, so please bring along a small prize to donate – a pack of unpainted figures, an odd element, a terrain piece, an inspiring book - whatever you feel appropriate, but worth no more than £5.00. This means that everyone gets a memento of the day.

Scoring: Swiss chess style format. Four games per player over the day 3 points for a win, 1 point for a draw. Tie break decided on total enemy AP lost plus a lost General or Stronghold will count as an extra 4AP.

Registration:

Please either email or write with your name and army list to: pj.duckworth@btinternet.com

or Pete Duckworth, 99 Dillotford Avenue Coventry. CV3 5DT Tel: 024 76414771

Timings

10.00	10.45	12.15	13.15	14.15	15.15	15.45	16.45
Registration	Round 1	Round 2	Lunch	Round 3	Break	Round 4	Presentations