

# **HORDES OF THE THINGS TOURNAMENT A HOTT WINTER'S DAY '10**

Woolston Wargames Club is pleased to bring you HOTT Winter's Day 10. The ethos is **fun** and although it is a tournament games are played within the spirit of the rules and the competitive edge is rounded off ensuring every one enjoys themselves.

**Venue:**

Woolston Working Mens' Club

**Date:** 4 July 2010

**Entrance Fee:** \$5.00

**Rules:**

The version used will be Hordes of the Things 2.0 with the exception that the new 'standard' movement rates for Shooters and Warbands will apply: 200 paces and 300 paces respectively in good or bad going.

**Scale:**

Will be 20/25/28mm (60mm frontage). Each entrant should bring an army, although several loan armies may be available on request.

Armies will be composed of 24 army points. Players are not limited to army lists as printed in the rules, but armies must obey the element composition rules. Players will set up terrain using the terrain rules, and players are expected to bring Strongholds for their armies. Each player retains the same army and army composition throughout the tournament.

**Format:**

A pre-set draw will be provided, with players playing five games during the day.

**Scoring:**

- 5 points for a win
- 1 point for a draw
- 0 points for a loss

Tally opponent's lost/destroyed AP (as defined in the rulebook) and record this along with each player's game score game scores for use in the event of a tie-break.

Normally draws shouldn't happen, but there is a time limit of one hour per game. If at the end of the hour a game is not finished, the umpire will, at the end of the current turn, declare the game a draw. All army points killed should still be recorded and submitted to the umpire on the results sheet in the case of a tie for overall tournament winner.

**Contact:**

Send entrance fee and planned army lists by 28June 2010 (including army name, race, make-up) to:

Robin Sutton

27 Horton Place

Christchurch 8061

E-mail: [rsutton@paradise.net.nz](mailto:rsutton@paradise.net.nz) ; Phone 981 8361 ; Mobile 027 258 8905

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## Timetable

8.30	Doors open/Registration
9.15	Round 1
10.15	Round 2
11.15	Break
11.30	Round 3
12.30	Lunch
13.30	Round 4
14.30	Round 5
15.30	Break
16.00	Presentations to winners

## Terrain

1. Games will be played on a 3'x3' playing area.
2. Attacker defender will be determined in the usual way. Terrain set-up is defined on page 13 of the rule-book, conforming with the terrain rules as printed on pages 11 and 12 of the rule book. Players will provide their own terrain.
3. The attacker uses the rules as written to determine the attacker/defender baselines.
4. Game set up and play then proceeds as outlined in the rules book.
5. Single contour hills represent gentle hills, double contour hills represent steep hills and so are difficult going.

## Tournament Etiquette

1. The defender will define troop types prior to the attacker setting up. The attacker will define troop types once set up is complete.
2. It is good manners not to take back a move once an element has been moved. If doubt arises about where an element was before it was moved, and the umpire is called, a die roll will be used to settle the disagreement.
3. Pre-measuring is allowed.
4. In the words of the organizers of the 2008 TAGCon DBA tournament: "We are confident that all (HotT) players will be polite and play for the sheer enjoyment of killing, burning and pillaging rather than pin-pricking." You are the commander of a fantasy army intent on world domination!!!!

## Prizes:

**The tournament winner** will receive the HotT 'Emperor Dragon' Trophy. The winner is responsible for ensuring that his/her name is engraved on the trophy name plate.

**Most memorable games moment:** Submissions should be made to the Tournament umpire during the day.

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