

At Britcon this year *To The Strongest!* will feature for the third time, in a 2-day multi-round competition.

## **The Rules**

*To The Strongest* will use the standard rule set as modified by the most recent set of *Even Stronger*. This is presently version 12a but any amendments up to the end of July 2024 will be used. <https://bigredbatshop.co.uk/collections/all/products/to-the-strongest-even-stronger-updated-24-3-2017>

Only cards and not chits will be used during the tournament. Cards will be gathered and shuffled for both players at the end of each players turn. Shuffling machines are allowed!

Stratagems to be used provided both players agree i.e. if one player doesn't want to use them, then they are not used.

First-round opponents will be pre-decided with a random draw and published prior to the competition itself. No exemptions will apply.

Any rules queries to be handled in our usual gentlemanly fashion, but in the event of a dispute, the tournament referee's decision will be final (unless the query involves the referee themselves, in which case the final decision will fall to a pre-first-game-nominated secondary referee or, to finish the chain, if the game is between the first two mentioned, someone else can decide!).

## **The Tables**

All games will be played on a 6' x 4' table using 150mm (6") squares. The organiser would appreciate it if players could bring a cloth and terrain: Britcon could supply hand-gridded cloths if absolutely necessary, but it would be much better if we had enough professionally produced mats.

Terrain will be preset ready to go with no decisions to be made other than the outscouter choosing sides. The range of terrain layouts will be very similar to previous competitions i.e. with no extremes. Details to follow.

## **Points & Lists**

The points values will be 140, using 25/28mm figures. All figures must be representative of the units they portray and painted to a minimum standard of three colours and a base of two colours including highlights.

The armies permitted will be from the most recent Ancient or Medieval lists up to the end of July 2024, all lists to be submitted by 01/08/2024 to Derek, who has kindly agreed to check them, at Derek.c.pearson@gmail.com. Please title your email BRITCON 2024 list.

## **Timetable**

### Friday 9<sup>th</sup> August

Time TBC, but late afternoon/early evening: for those who want to, an opportunity for a practice game and then out into Nottingham for a drink and a meal

### Saturday 10<sup>th</sup> August

0845 - 0915 Registration

0915 - 1130 Round One

1215 - 1430 Round Two

1515 - 1730 Round Three

There will be a banquet/feast/meal on the Saturday night, venue TBC, but probably a curry of some sort. We'll need a volunteer to sort

### Sunday 11<sup>th</sup> August

0900-1115 Round Four

1200-1415 Round Five

1445 Prize giving

Timings are flexible, insofar as if BOTH players are ready and willing to play before the announced time, they can go for it. However, end times are not flexible as we need to maintain momentum.

Time will be called 15 minutes before the end of the round. When the present turn is finished the game ends, unless it is the round of the player who went first, in which case the player who went second will finish his round so everyone gets the same number of turns.

## **Results & Scoring**

Results slips will be placed on each table, and it is the responsibility of the winning player (the player who took the most coins) to hand this to the Umpire (Robert).

Scoring will be the same as at Ewelme i.e. just cross-reference how many victory medals you took and lost to generate the points gained for the game. It's all worked out for you in advance!

## **Contact**

Robert on [vislardica@gmail.com](mailto:vislardica@gmail.com)

Book via the Britcon Booking Page. Please enter in good time to allow all the necessary administration to occur well before the event itself!

Don't forget, the cost of your entry fee includes your lunch on both days of the competition, and also a £5 voucher to spend with any of our Britcon traders!