

BEER & PRETZELS

Welcome to Beer & Pretzels! This is a wargame played with any models you want, or played with pretzels. It plays pretty darn good with pretzels. Well, pretzels and beer. You'll need a lot of both.

Things you'll need to play: Pretzels, Beers, D6s

Table Setup: Take a whole table. Put terrain on it if you want to. Non-pretzel snacks make great terrain. Models simply can't enter terrain in the basic rules. What, you thought there wouldn't be advanced rules as well?

Players: Each player gets to array an army of beer and pretzels. A player starts with a Beer Lord (this can be your favorite model or your favorite beer), and 10 pretzels (or more, your call!) worth of other soldiers, chosen from the adjacent chart. They also receive as many beers as they need to get the job done.

Deployment: Players each choose a table edge. In a two player game, the players take opposite edges, and can place their Pretzel army anywhere within the length of one beer from their edge. In a four player game, every player gets an edge, and can deploy within one beer length from the center of their edge.

Activation and movement: They say an army runs on its stomach. This army, however, runs on yours. In this game, movement ain't free. Each time you would like to activate a unit, you must take a drink of one of your beers. This allows that model to move that round and make an attack. Models may only activate once per player turn. All models can move the length of one beer laid on its side (bring longnecks if you want to win, generals). A model that doesn't activate during a turn can't move or make attacks.

THESE PRETZELS ARE MAKING ME BLOODTHIRSTY

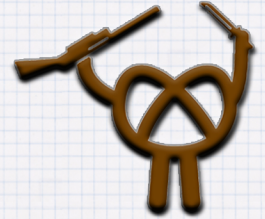
Pretzel Warrior

Cost - 1 Pretzel

Wounds - 1

To Hit Warriors - 4

To Hit Monsters & Lords - 5



Pretzel Monster

Cost - 2 Pretzels

Wounds - 2

To Hit Warriors - 3

To Hit Monsters & Lords - 4

(represent these creatures with larger pretzels or other snacks)



Beer Lord

Wounds - 3

To Hit Warriors - 3

To Hit Monsters & Lords - 4

Fearsome - Attacks all enemies in contact when activated and attacking, separate roll for each enemy attacked

