



Warfare 2019

DBMM 15mm Tournament Pack

Theme

IMPERIAL GOVERNOR – Armies and Enemies of Rome, Carthage, Macedon, Parthia, Egypt and Pontus generally between from **300 BC** to **26 BC** – see details below

Primary Contact : David Mather – dmather60@gmail.com

Tickets available at

<https://www.wargamesreading.co.uk/product/warfare-2019-dbmm-15mm-tournament/>
Please read the details below to avoid disappointment.

Tournament Schedule:

Saturday

Check-in: 8.30 am to 9.15 am (The earlier everyone gets here, the earlier we can get through check-in and “let the games begin”)

Round 1: 9.30 am to 12.45 pm

Lunch: 12.45 pm to 1.45 pm (meals are available from the café on site, but there can be long waits – if possible, find someone to take an order for you)

Round 2: 1.45 pm to 5.00 pm

Sunday

Round 3: 9.00 am to 12.15 pm (n.b. earlier start-time than Saturday)

Lunch: 12.15 pm to 1.15 pm

Round 4: 1.15 pm to 4.30 pm

Prizegiving: As soon as we can work it out!

Tables will be numbered and the draw for the next round will be published as soon as we can. Once they know their opponent, players can always commence games earlier by mutual consent.

Army Lists/Period:



DBMM v2.1 rules with the then-current version of the Commentary (available at www.dbmm.org.uk) and DBMM Revised Lists as published 2016 in conjunction with the latest Clarification document.

The umpire's decision is final, even if wrong!

Scale 15mm

Points 400AP

Table Size 6' x 4'

Inspired by the early eighties board game Imperial Governor see <https://www.donich.co.uk/blog/2016/08/07/the-making-of-imperial-governor/>

Armies represent the 40 provinces and the 6 major states of *ZEUGITANIA*, *ITALIA*, *MACEDON*, *EGYPTUS*, *PARTHIA* and *PONTUS* from the Imperial Governor map. Each province has one army list associated with it and each major state has more than one. This is Highlander format in that there can be only one so only one player can have the army represented by the province or one of the major state variants. E.g. there can be only one Illyricum which must use an army drawn from the Illyrian list, there can be only one *ITALIA* variant of Polybian Roman Italy only but there can also be an *ITALIA* Variant of Samnite as Provinces have multiple options. There cannot be 2 Polybian Roman Italy onlys. The choice is on a first come first served basis.

To secure your army – when entering at <https://www.wargamesreading.co.uk/product/warfare-2019-dbmm-15mm-tournament/>

you will notice that at the bottom there is a Notes field if you could put your chosen province/major state variant in this field so something like DBMM15 – (Bosporan) or *ITALIA* (2/49 Marian Roman (no named general in Italy)–that would be ideal - if you have a second/third/etc choices you put that in here as well then I can allocate those in order of preference (make sure it is clear to me what is what.) Once you have entered on the website you will be sent a confirmation email – this happens fairly quickly (don't forget to check spam/junk folders in case its gone in that). Can you then forward that email confirmation to me at dmather60@gmail.com – this is key as it is the mechanism that will determine which list is chosen first if two players choose the same one. So simply :-



1 Enter on the website making sure you put the province/major state variant in the Notes field.

2 Then as soon as possible forward your email confirmation to me.

dmather60@gmail.com

Once both of these have been done I will email back confirmation that your selection is valid or otherwise. (I shall endeavour to do that within 48 hours).

I will endeavour to communicate the current state of play on a regular basis – via the Yahoo list and Facebook forum those provinces/variants in red have been selected already so are not eligible.

So Armies are drawn from the list below and unless specified dates are from 300BC to 26 BC.

Allies may be used and in some cases are compulsory. If allies are not listed as compulsory they must be available/listed in one of the other provinces. If in doubt ask.

If you feel that there has been an omission please feel free to provide special pleading but be prepared to be mocked.

Those in red have already been chosen

<i>Province/MAJOR STATE</i>	
<i>Hibernia</i>	2/54 Scots-Irish
<i>Caledonia</i>	2/60 Caledones 75 AD only (yes its past the date deadline)
<i>Britannia</i>	2/53.Ancient British
<i>Germania Inferior</i>	2/47 Early German (Batavian only)
<i>Belgica</i>	2/11 Gallic 300BC – 100 BC (Belgae – no Gaesati)
<i>Lugdunensis</i>	2/11 Gallic -71BC – 61 BC (Arverni and Sequani – must use Ariovistus’s German allies)
<i>Noricum</i>	2/47 Early German (Chatti only)
<i>Germania Superior</i>	2/47 Early German (Suevi only)
<i>Aquitania</i>	2/11 Gallic- (Aquitanian option only)
<i>Narbonnensis</i>	2/32 Later Carthaginian (Hannibal in Gaul option only)



<i>Rhaetia</i>	2/11 Gallic (only before 200BC must use Gaesati)
<i>Gallia Cisalpina</i>	2/11 Gallic – only Italian Gauls before 174 BC – Ligurian ally must be used
<i>Pannonia</i>	2/30 Galatians (only before 278 BC)
<i>Tarraconensis</i>	2/39 Ancient Spanish (Celtiberian only)
<i>Lusitania</i>	2/39 Ancient Spanish (Lusitanian only and must use Sertorius option)
<i>Baetica</i>	2/39 Ancient Spanish (Iberian only)
<i>Balearic Islands</i>	2/32 Later Carthaginian – must be in Spain and between 235BC -203 BC and must use Iberian ally
<i>Corsica</i>	1/36 Italian Hill Tribes (Ligurians only)
<i>Sardinia</i>	1/36. Italian Hill Tribes (Sardinian only)
<i>Mauretania</i>	2/40 Early Moorish
<i>Numidia</i>	2/40 Numidian (Only combined Pompeian and Numidian army in 46 BC)
ZEUGITANIA	1/61 Early Carthaginian (in Africa) 2/32 Later Carthaginian (in Africa) 2/32 Later Carthaginian (Hannibal in Africa)
<i>Illyricum</i>	1/47 Illyrian.
ITALIA	2/8 Campanian, Apulian Lucanian or Bruttian 2/13 Samnite (may include Etruscan Allies) 2/33 Polybian Roman (in Italy) 2/45 Sicilian and Spartacus slave revolt (only revolt of Spartacus) 2/49 Marian Roman (no named general in Italy) 2/49 Marian Roman (Julius Caesar 58 -45BC and only in Italy)
<i>Sicily</i>	2/9. Syracusan
<i>Tripolitania</i>	1/7 Early Libyan (Garamantes only)
<i>Moesia</i>	2/52 Dacian or Carpi (only Dacians)
<i>Thrace</i>	1/48 Thracian
MACEDON	2/17 Lysimachid 2/18 Macedonian Early Successor (Kassandros only) 2/18 Macedonian Early Successor (Ptolemy Keraunos only) 2/18 Macedonian Early Successor (Antigonas Gonates only)



	2/27 Pyrrhic (288BC -284BC) 2/35 Later Macedonian
<i>Achaea</i>	2/5 Later Hoplite Greek (Spartan , Corinthian or Athenian)
<i>Cyrenaca</i>	1/56 Kyrenean Greek
<i>Bosporus</i>	2/25.Bosporan
<i>Bithynia</i>	2/6 Bithynian
<i>Pergamum</i>	2/34 Attalid Pergamene
<i>Crete</i>	2/31 Hellenistic Greek only if Achaian after 223 BC
<i>Pamphylia</i>	1/62 Lykian
<i>Rhodes</i>	2/5 Later Hoplite Greek – Ionian minor state 304 BC only and remove 0 on naval and add <u>S</u>
<i>PONTUS</i>	2/48 Mithridatic (only before 84BC) 2/48 Mithridatic (only after 84 BC)
<i>Cappadocia</i>	2/14 Ariarathid Kappadokian
<i>Cilicia</i>	2/44 Commagene
<i>Cyprus</i>	1/35 Cypriot and Phoenician 332 BC only
<i>EGYPTUS</i>	2/20 Ptolemaic only before 275 BC 2/20 Ptolemaic only from 274 BC to 54 BC 2/20 Ptolemaic only after 54 BC 1/58 Meroitic Egyptian
<i>Armenia</i>	2/28 Early Armenian and Gordyene
<i>Syria</i>	2/19 Seleucid
<i>Palestine</i>	2/51 Late Judaeian
<i>PARTHIA</i>	2/22 Arabo-Aramaean (Hatrene Adiabene or Edessan) 2/37.Parthian (250BC - 127BC) 2/37 Parthian (Elymais) 2/37 Parthian (after 127 BC) 2/37 Parthian (only Suren Indo- Parthian from 95 BC – may use Saka allies)

All lists submitted will be checked. DBMM lists should please be sent to Adrian Escott by e-mail (MS Excel or Word attachment please – not .met file or similar) to **adrian_escott@hotmail.com**

Any entrant who has not submitted a correct list by the deadline may suffer a points penalty at the umpires' absolute discretion.



House Rules:

The deadline for lists is 23:59 26th October 2019, but PLEASE get your lists in earlier if at all possible to make Adrian's task manageable (and to allow yourself to correct any problems!) All lists must include your name, address and all contact details, club, competition period (please also let us know if you would like to volunteer to "float") and nominated army.

E-mail enquiries about the DBMM competition to David Mather at:
dmather60@gmail.com

All lists must be clear and legible and must state:-

- i. Competition (i.e. ruleset and sub-category)
- ii. Army (List version, Book, list number, date and, where relevant, sub-nation and/or name of general).
- iii. Climate, aggression factor and terrain
- iv. Same details as ii above for any allies.
- v. The command break-down showing troop name, regular/irregular, troop type and grade, total elements, ME and disheartened/ demoralisation/shattered levels
- vi. Each command should show the AP cost of each troop-type and a running total of AP. Where troops are compulsorily double-based, this should be shown.
- vii. Where there may be any doubt, the list should show whether troops can dismount, provide support (and if so to whom), etc.
- viii. The whole army ME and demoralisation level
- ix. For simplicity's sake, no game will be considered a civil war for baggage-allocation purposes. For purposes of allies changing sides, games can be considered a civil war if both players agree before any dice are rolled.
- x. Multi-based baggage (for dioramas, etc) can be treated as single based and can "make change" as appropriate to show the cumulative effect of losses. Players using dioramas are requested to have alternative bases available for substitution if required.

Game-length

Games will last for 3 hours 15 minutes plus or minus 0 to 5 minutes. It is proposed that games will end movement immediately when the umpire calls time. All combat dice



(distant or close) are then carried out. Then proceed directly to the end of the bound and determine the status of all commands whether they are broken/disheartened etc and then calculate the final scores. This will be conformed or otherwise nearer the time – safe to say a whistlestop ending will be utilized. Any complaint of slow play should be brought to the umpires' attention at the earliest possible stage, as we can then try to keep the situation under assessment.

Weather and time of day

Weather and time of day rules must be played unless both players agree otherwise.

Scoring

Scoring will be 25-0 as per the DBMM rulebook. Byes will probably score 17 points – other methods are under consideration.

Army painting and WYSIWYG::

All figures should be appropriately representative, painted and reasonably based. Figures should be defined to the opponent when they are first placed on the table and thereafter upon request. If any elements are on over-depth bases to accommodate models, the base will be treated as being of the correct depth.

Terrain should be provided by the players and must be of a reasonable standard. Any complaints about terrain will be judged aesthetically (who says looks don't count?) and in terms of game effect. In the 25mm DBMM competition, 15mm terrain sizes will be used.

Travel Information:

Travel Information by bus, Cycle or car can be found at:

<http://www.reading-travelinfo.co.uk/leisure/rivermead-leisure-complex.aspx>

Address:

Rivermead Leisure Centre, Richfield Ave, Reading, Berkshire, RG1 8EQ