



Warfare 2019

DBMM 25/8mm Tournament Information

Theme : **Pre 501 AD** - Armies and allies drawn from the Revised lists that are pre 501 AD

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 25-28mm (note not 6mm)

Points 350AP



Table size 6' x 4'

Pre 501 AD - Armies and allies drawn from the Revised lists that are pre 501 AD

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 utilised. 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