



Warfare 2024

DBMM 15mm & 25/28mm Tournament Pack

Themes

15mm – Around the Golden Horn 1050AD -1355AD

Armies and nations that prelude Manzikert until the first Ottoman foothold in Europe.

This is a Highlander format in that there can be only one chosen from a set of province/MAJOR STATES that correspond to specific DBMM Army lists - for more details please contact the DBMM Tournament Organiser David Mather – dmather60@gmail.com

Games 400AP

Table 6' x 4' We would be grateful if you could bring your own nice playing mats.

Primary Contact David Mather – dmather60@gmail.com

List Checker : Peter Kershaw – <mailto:theswamp@btinternet.com>

Players will be competing for the Phil Barker trophy kindly provided by WRG

25/28mm Any Armies Pre 501AD –

This is usual format and is any army dated up to and including 500AD

Games 350 AP

Table 6' x 4' We would be grateful if you could bring your own nice playing mats.

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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

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! Prizes will be awarded as follows

15mm – 1st, 2nd and 3rd

25/28mm – 1st

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 https://groups.io/g/DBMMlist/files/DBMM%20Commentary%20v7_1_1%20condensed.pdf and on the DBMM Facebook page – and DBMM Revised Lists as published 2016 in conjunction with the latest Clarification document. Anyone unable to access any of that please get in touch with David Mather as above.

All lists submitted will be checked. DBMM lists should please be sent to the List Checker by e-mail (MS Excel or Word attachment please – not .met file or similar) to Peter Kershaw – <mailto:theswamp@btinternet.com>

Any entrant who has not submitted a correct list by the deadline (October 27th) may suffer a points penalty at the umpires' absolute discretion.



House Rules:

The deadline for lists is 23:59 Sunday 27th October 2024, but PLEASE get your lists in earlier if at all possible to make our 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. Club is important as members of same club will not be eligible to draw each other until round 3.

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. 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 confirmed 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 work on placeholder system then double points – so you will initially receive 13 points to determine position in draw and then score double points when you next play. Last round bye receives 15 points.

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. 15mm figures should be those designated as 15mm by manufacturers. 25/28mm should be 25/28mm figures or 1/72 plastic.

Travel Information:

The competition takes place at Farnborough Exhibition Centre – for more info on the venue please see <https://wargamesreading.co.uk/warfare-2024/>