

**Tournament Organiser: Chris Humphreys – email: [15mmancients@gmail.com](mailto:15mmancients@gmail.com)**

## **15mm De Bellis Antiquitatis 3.0 – BrisCon, May 2024**

### **WHERE**

The DBA 3.0 Tournament will be held in Brisbane at the Mount Gravatt Showgrounds, 1644 Logan Rd, Mount Gravatt QLD 4122. There is ample parking at the front and back of the grounds.

### **COST**

\$50 for registration for both days, Saturday and Sunday, of which \$10 will go towards the Prize Pool. You can register at <http://www.briscon.com.au/tournaments.html>

### **WHEN**

The event is on the weekend of 4th & 5th of May 2024. All players are asked to arrive at 08:45 ready for a 09:00 start. This will allow time for registration and for the initial draw to be finalised. The entry fee covers both days' play. Saturday and Sunday have different themes and are scored separately; there are two trophies, one for each day.

### **THEMES**

Saturday: "Empires of Bronze and Iron". An open competition for any army from Book I

Sunday: "The Age of Steel". An open competition for any army from Book IV.

### **TIMES**

The game times will be the same for both days, the draw will be made initially to match historical opponents and then will be based on a player's current standing.

Game 1 - 09:00 to 10:00

Game 4 - 12:45 to 13:45

Game 2 - 10:00 to 11:00

Game 5 - 13:45 to 14:45

Game 3 - 11:00 to 12:00

Game 6 - 14:45 to 15:45

### **NUMBER OF PLAYERS**

Maximum number of players will be capped at 20.

### **TOURNAMENT CONDITIONS**

Official DBA 3.0 rules by Phil Barker and Sue Laflin-Barker, including official FAQ amendments will be used. In the event of a dispute the tournament organisers decision will be final.

### **ARMY COMPOSITION**

- For each day the same 12 element army list must be used in each game. Please submit your army lists to Chris Humphreys [15mmancients@gmail.com](mailto:15mmancients@gmail.com) on or before the 25th of April 2024. Include the 12 elements you intend to use and the date (for aggression).
- The same 12 elements must be used for each game. The 12 elements may include approved allies appropriate to each list, as long as the dates are compatible. There will be no dismounting – troops eligible for dismounting must be specified as either mounted or dismounted in your list.

- Camps must have camp followers (CF) or be garrisoned by one of your army's 12 elements. If neither of these conditions is met then the camp is considered undefended, (see camps, page 7).
- All figures should be appropriately based, painted and reasonably depict the troops they represent. Figures are to be based for 15mm scale (i.e. 40mm frontage). Optional 20mm depth for solid foot is fine, over-deep bases for chariots, for example, will be considered to be 40mm depth for game purposes
- Game duration is 1 hour, with the next round commencing at most 10 minutes after the scheduled finish of the previous round.
- Playing area will be 2ft x 2ft boards. Players are to provide their own terrain. Players are encouraged to be creative with terrain building and depiction.

### **SCORING EACH GAME**

- Winners will be awarded 8 points for a win. David Lawrence has agreed to facilitate the draw and to maintain the results of the games.
- Losers will be awarded: 1 point for finishing the game, + 1 point for each enemy element destroyed + 1 bonus point for destroying an opponent's General, + 1 bonus point for capturing opponent's camp. The maximum score for a lost game is thus 6 points.
- Drawn games are scored at a point for each enemy element destroyed, + 1 bonus point for destroying an opponent's General, + 1 bonus point for capturing opponent's camp. The maximum score for a drawn game is 5 points.
- Games that are still in progress after 55 minutes may finish the current turn. If there is no result the game will be considered a draw.

### **TOURNAMENT WINNER**

The player who has the most points (per game if there is an odd number of players) will be the winner of the tournament each day. A countback system similar to golf (last 3, last 2, last 1) will apply in the event of a tie. There are two trophies available one for Saturday and one for Sunday.

### **SAFETY BRIEF**

This event will follow any directions and requirements given by the relevant Federal or State Health Authorities and or administrative staff from the Brisbane Gaming Society who are responsible for running BrisCon.

### **BACKGROUND**

I have been playing DBA for several years and I am looking forward to running this event. DBA is a dice game and dice by their very nature are unpredictable; no two games are the same. Whether you are an experienced player or new to DBA, everyone has a chance to win.

If you would like to borrow an army, I have a number of 15mm DBA armies that you can use, I can supply some terrain as well. I play DBA at the Brisbane Independent Gamers who meet at the Lavalla Centre, Rosalie, Brisbane, on the 1st, 3rd (and 5th) Sundays of each month. New players are welcome to get in touch with me to arrange some practice games. Andy Bryant has agreed to paint the prizes so they will look great in your trophy cabinet. If you have any queries, please contact Chris Humphreys [15mmancients@gmail.com](mailto:15mmancients@gmail.com)

The Warrior's Den, <https://www.thewarriorsden.com.au/> is proud to offer Prize Support to the DBA Briscon Tournament, supporting Local & Regional Communities with all of their gaming & hobby supplies.

