

Tournament Organiser: Chris Humphreys – email: 15mmancients@gmail.com

15mm De Bellis Antiquitatis 3.0 Briscon April 2023

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 29th & 30th of April 2023. All players are asked to arrive at 09:00 ready for a 09:15 start each morning to 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: ***The elephants are in the room.*** Players must choose an army from books I-IV that contains at least one elephant.

Sunday.: ***Art for art's sake.*** Players must choose an army from books I-IV that contains at least one artillery piece.

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 current standing.

Game 1 - 09:15 to 10:15

Game 2 - 10:15 to 11:15

Game 3 - 11:15 to 12:15

Game 4 - 13:00 to 14:00

Game 5 - 14:00 to 15:00

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. The same army can be used on both days if it has both Elephants and Artillery. Please submit your army lists to Chris Humphreys 15mmancients@gmail.com on or before the 25th of April 2023. 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, overdeep 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, 15 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.
- 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 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 1 hour may finish the current turn. If there is no result the game will be considered a draw.

In addition to the above:

- On Saturday 1 bonus point will be awarded at the conclusion of each game to any player who has destroyed at least one elephant.
- On Sunday 1 bonus point will be awarded at the conclusion of each game to any player who has destroyed at least one artillery piece.

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.

FINALLY

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 containing elephants and artillery 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, 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