

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

15mm De Bellis Antiquitatis 3.0 – BrisCon, May 2nd and 3rd 2026

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

\$55 for registration for both days, Saturday and Sunday, of which \$10 will go towards the Prize Pool.

WHEN

The event is scheduled for the weekend of 2nd and 3rd of May 2026. All players are asked to arrive by 08:45 for a 9:00 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: "Curru Dux". Any army that has a Chariot General

Sunday.: "Pax Romana". Armies and Enemies of Imperial Rome (including Patrician)

A Bounty On His Head: This year there is a bonus point available each game for destroying your enemy's general.

TIMES

The game times will be the same for both days. The initial draw each day will be made to match historical opponents and allowance will be made to allow interstate and local players to play each other. Subsequent games then will be based on a player's current standing.

Game 1 - 09:00 to 10:00	Game 4 – 1:00 to 2:00
Game 2 - 10:00 to 11:00	Game 5 – 2:00 to 3:00
Game 3 - 11:00 to 12:00	Game 6 – 3:00 to 4:00 (May not be played on Sunday)

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 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 allowed, over-deep bases for chariots, for example, will be considered to be 40mm depth for game purposes
- Game duration is 50 min with extra time allowed for the defender and then the invader to complete their last bound. The next round will commence on the hour.

- 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

The winner is determined using the standard rules on page 12 of the purple book.

- Winners are awarded 8 points for a win plus a bonus point for destroying the enemy's general.
- Losers will be awarded: 1 base point + 1 point for each enemy element destroyed (not capped) + 2 bonus points for destroying an opponent's General, + 1 bonus point for capturing opponent's camp.
- Drawn games are scored at 1 point for each enemy element destroyed (not capped), + 2 bonus points for destroying an opponent's General, + 1 bonus point for capturing opponent's camp.
- Games that are still in progress at ten to the hour will need to complete their last turn promptly, finishing at the end of the invader's bound. If there is no result at this point the game will be considered a draw.

TOURNAMENT WINNER

The player who has the most points will be the winner of the tournament each day. There are two trophies available one for Saturday and one for Sunday and the overall winner will be the fourth name to be added to the perennial trophy. In the event of a tie the winner will be determined by the results of the last three games each day, then 2 then 1.

New this year a State of Origin style award will be made for the Country or Australian State or Territory with the highest average score. This will establish bragging rights for the next 12 months and should be taken seriously.

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

The Brisbane Independent Gamers have been playing DBA for several years and we are 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. The Brisbane Independent Gamers meet at the Lavalla Centre, Rosalie, Brisbane, on the 1st, 3rd (and 5th) Sundays of each month. New players are welcome and we are happy to help players learn the rules. Andrew Ross has agreed to paint the prizes so they will look great in your trophy cabinet. If you have any queries, please contact me, Chris Humphreys 15mmancients@gmail.com



The Warrior's Den is proud to offer Prize Support to the DBA BrisCon Tournament.

The Warriors Den play an important role supporting Local & Regional Communities with all of their gaming & hobby supplies, talk to Andrew for more information.

<https://www.thewarriorsden.com.au/>

