

# De Bellis Antiquitatis - DBA

## Competition rules

The tournament will be a one day competition, on Sunday March 27<sup>th</sup>, 2011.

- **Number of games:** the tournament will be played on 4 games.
- **Match duration:** the time for each round will be 75 minutes.
- **Rules:** the rules in use are the DBA 2.2 published by WRG.  
The interpretation of the "Unofficial Guide to DBA" will be adopted, for all the situations which are not in contradiction with the DBA version 2.2 (<http://www.wadbag.com/DBAGuide/>)  
For the ZOC question the Firing arc method will be used (*Firing Arc method. An element is in ZOC if it is possible to draw straight lines from the corners of the enemy front edge to the corners of the friendly element's edge as well as being within the square one-base-width region in front of the enemy element front edge; partially between occurs when some other element blocks the lines from corners to corners.*)
- **Army lists:** the Army must be chosen among those included in the relevant list.  
The same option of the chosen Army must be used for all the 4 rounds.  
Army lists with variants may be used with a different composition in the 4 rounds.  
Before rolling the die for the attacker/defender determination, players with army lists allowing variants, must write down their choices on a form.  
The army lists are revealed to opponents when physically deploying on the table.
- **Umpires:** Diego Chisena (First Referee); Fabrizio Diletti (Second Referee).
- **Basing element:** the basing system is that of 15mm miniatures.
- **Figures:** players are strongly advised to use miniatures corresponding to the historical Army they use. In any case, easy recognition of the bases class and type (Ps, Ax, Wb, Bd and so on) is compulsory.
- **Measurement:** 100 paces equal 2.5 cm.
- **Terrain:** players have to provide their own terrain.
- **Pairing procedure:** all pairings will be made trying to avoid games between players of the same nationality and of the same italian club.  
From the second round on pairings will be made from top to bottom of the first round standings as follows: 1st vs. 2nd, 3rd vs. 4th and so on.  
In no case will two players play twice against each other.
- **End of match:** ten minutes to the end of regular time will be called by Referees. At expiration of playing time, the game will continue until completion of the defending player's bound.
- **Scoring system:**  
Victory: 12 points, less the number of elements lost.  
Draw: 4 points, +/- the difference between elements destroyed and elements lost.  
Defeat: 0 points, plus number of elements destroyed.  
(enemy general is worth 2 points for this purpose).  
  
If at the end of a bound both players have destroyed 4 enemy elements, the battle goes on until, at the end of a turn, one player has destroyed more elements than his opponent.  
In any case at the end of the battle the loser cannot score more than 4 points and the winner less than 8.  
Players will be required to fill in a battle report at the end of the match, and will give it to the Referees.

Players are also required to check that the correct number of points are awarded at the end of each game.

Tie-breakers at the end of the Tournament are:

- ✓ Generals destroyed.
- ✓ Difference between elements destroyed and lost.
- ✓ Number of elements destroyed.