

Rules: DBMM v 2

Table Size: 8' x 6'

Scale: 25mm

Theme: This will be an open event. Any army from the army list books 1 to 4 will be permitted.

Points: 450 and 400 (no additional points for stratagems)  
Note: Default play is with a 450 point army list. The provision of a 400 point list is to cater for out of town travellers who are unable to transport a full 450 point army.

Lists: Two – 450 pt and 400 pt. As noted players will use a 450 pt list unless one player elects to play with 400.

Umpiring: This event will be peer umpired

Rounds: 4 of 3½ hour duration each. Both days  
9 am to 12.30 pm  
1 pm to 4.30 pm

Awards: 1st, 2nd, 3rd, Best Sport, Best Presented Army, General killer

Other conditions Entries after the close-off date will only be accepted should they bring or keep the number of players to an even number (so most likely in pairs)  
All figures to be correctly based and depict the troops they are meant to be.  
No unpainted figures to be used  
Players to provide their own base cloths and terrain  
A minimum of 6 players are required by the close-off date for this event to continue  
Weather rules to be played unless both players agree otherwise  
The requirement for dice cups will not apply  
The requirements for dice with spots will not apply HOWEVER your dice must be readily readable by your opponent from their side of the table  
In the unfortunate event of a bye being necessary

- no player will be granted more than one bye during the tournament
- byes will be granted to local players ahead of out-of-town players (they came furthest so they get to play first).

Draws: The Tournament Manager (Mark Pickup) will do the draws for matches