

Ancient 25/28mm || Brent Senior-Partridge Trophy || 31 August – 1 Sept 2024

Rules:	DBMM v 2.1 and army list books 1 to 4
Table Size:	8' x 5' in most cases, but there may be the odd 8' x 6' table.
Points and Lists:	<p>Any <u>single army</u> list up to 500 AP, specifying the YEAR and an allowance for stratagems, may be entered. You do not need to specify the command structures. Lists to be provided by email by Friday 16th August to: paulgrm@gmail.com</p> <p>For the game, select 450 points (can include stratagems) from your 500 AP list.</p> <p>The terrain will be pre-set, so you may select your most suitable 450 points from your list. This allows you to field an army which has more cavalry or auxiliaries or boats or cunning stratagems, depending upon the terrain you encounter.</p>
Umpiring:	This event will be peer umpired, with Paul resolving disputes
Rounds:	Draw 1: Sat 9 am to 12.30 pm, Draw 2 Sat 1:30 pm to 5.00 pm Draw 3: Sun 8.30 am to 12.00 pm, Draw 4 12:30 pm to 4.00 pm
Awards:	1st, 2nd, 3rd, Most Cunning Player, Best Presented Army
Other conditions	<ol style="list-style-type: none">1. A minimum of 6 and a maximum of 22 players is needed by the close-off date. Late entries only be accepted to bring or keep the number of players even.2. All figures and models to be painted, correctly based and depicting the troops they are meant to be.3. The TERRAIN will be pre-set, depicting actual historical battlefields, such as but not necessarily Hastings, Cannae, Omdurman, Marignano, etc. The terrain will remain on the tables for the duration of the competition. The terrain maps will be circulated prior to the competition to registered players. There will be at least one difficult terrain feature on every table.4. The initial DRAW for players and the draw for initial tables will be made on Saturday morning.5. For games 2 to 4, players will rotate tables. The rotation roster will be published. Tables and players will be numbered, even-numbered players move one table closer to the stage and odd-numbered players move one table further away. If you are at the end of the row of tables your next game will be at start of the row.6. All four games will be a maximum of 3½ hours.7. At the START of each game, players<ul style="list-style-type: none">• firstly, before doing anything else, select up to 450 points from your list (if both players agree you can select a smaller size army)• choose a season, then dice for table sides - the higher dicing player is the attacker, the defender chooses the side where he/she intends to set up• the attacker may then select one terrain piece and move it in any direction up to 1 D6 x 80 paces• <u>then</u> continue with deployment maps, dicing for deployment and weather, allocation of regular commands, etc. as per the rules.8. All WEATHER rules apply. Instead of a night attack players re-throw for a new day.9. Dice cups or towers should be used. Dice must be readable.10. In the unfortunate event of a bye being necessary, no player will be granted more than one bye during the tournament. Out-of-town players will not have byes.