



# De Bellis Antiquitatis

## HEROCON MMXXIV

### Introduction:

**What is DBA?** From the rulebook:

*“De Bellis Antiquitatis (DBA) is an ancient and medieval period wargame played on a small board, using a minimal number of model figures and the simplest set of rules that can produce a historically and visually realistic and exciting game.*

*The general idea is that a wargame should look like and provide the tension of a real battle, that players should have only the information and command capabilities that a real general would have, simplicity is a virtue and that players should win by realistic tactics, not by bureaucratic manipulation of army composition or inherently slow analysis of the rules. The objective is the mind of your opponent and speed helps apply pressure.”*

The HEROCON DBA event will provide an opportunity for new and prospective players to try the game, and an opportunity for more experienced players (or bold new ones!) to test their mettle in a tournament setting.

### Registration:

Players wishing to participate must purchase a ticket from ADFWGA (<https://www.adfwga.com/herocon>).

**Game Organiser:** Phil Baldoni and Charmaine Benfield

**Event Schedule:**

<b>Saturday 30 Nov 24 – play when you want</b>	
Doors open from 0800 h	
Drop in and learn to play from experienced players. Armies, boards and terrain will be available. If you want to dive in, rulebooks and measuring templates will be available for purchase.	
And	
Casual and pick-up games for the more experienced players – bring your own army or borrow one.	

<b>Sunday 01 Dec 24 - tournament</b>	
Doors open from 0800 h	
Player briefings	0815 h
Round 1	0815 – 0915 h
Round 2	0930 – 1030h
Round 3	1045 – 1145 h
Lunch	1145 – 1230 h
Round 4	1230– 1330 h
Round 5	1345 – 1445h
Round 6	1500 – 1600 h
Presentations	1600 – 1615 h

**Rules:** DBA v3.0 (including any official amendments released by the author).

**Day 2 Armies:**

- Players may bring any DBA 3.0 army allowed by the lists.
- Army lists, detailing the list number, the 12 elements being used, and the army's date are to be sent to the organisers by Wednesday 27 November 2024 at [phil\\_overseas@hotmail.com](mailto:phil_overseas@hotmail.com).
- Players are encouraged to provide their own terrain, though there will be a small pool of terrain pieces for loan.
- Camps must have camp followers (CF), or be garrisoned by one of your army's 12 elements. If either of these conditions is not met the camp is considered undefended.
- Figures are to be based for 15mm scale (i.e. 40mm frontage).
- Dismounting at either deployment, or during game play, is permitted as per the rules.

**Day 2 Scoring** will be:

- Winners receive 8 points for a win.
- Losers receive:
  - 1 point for finishing the game,
  - + 1 point for each enemy element killed (up to a maximum of 3 points),
  - + a bonus point for killing their opponent's General + a bonus point for capturing their opponent's camp.
  - Maximum score for a lost game is 6.
- Drawn games are scored:
  - 1 point for each enemy element killed (up to a maximum of 3 points)
  - + a bonus point for killing an opponent's General
  - + a bonus point for capturing an opponent's camp.
  - Maximum score for a drawn game is 5.

**Day 2 Game format:**

- First round games will be historical match-up where possible.
- Following games will be paired using a [Swiss tournament system](#).
- Games will be played on provided 70cm<sup>2</sup> boards.
- Game duration is 1 hour with the next round commencing at most, 15 minutes after the scheduled finish of the previous round.
- At the 55 minute mark, players will be given a five minute warning. At 60 minutes, players will cease all movement, adjudicate any combats and determine results.
- Players are encouraged to provide their own terrain, though there may be a small pool of terrain pieces.

**Day 2 Awards:**

- There will be awards for:
  - Ave Caesar Award for the over-all winner
  - Executioner Award for most elements killed in a single game
  - Crassus Award, for the first person to roll four ones in a row

**Rules Disputes:**

Players are encouraged to discuss rules disputes between themselves. A tournament referee will be nominated and advised in the players briefing on day 2. The referee's decisions are final, though follow on discussions and rants on the discussion forums listed below are very much encouraged.

**Updates:**

Updates on the tournament will be posted to:  
[Links | Fanaticus - DBA Wargaming \(boards.net\)](#)  
[The DBA Facebook Page](#)