

Valleycon 2022 DBMM Competition

- Dates:** 11 and 12 June 2022
- Location:** St Brendans School, Palmer Crescent, Upper Hutt
- Rules:** DBMM v2 and using the Book 1-4 army lists. The scale is 25-30mm
- Umpire:** Bruce Ferguson
- Points:** 450pts
- Table Size:** Generally 2.4m x 1.5m, though some might be 2.4m x 1.8m
2FE terrain pieces cannot be used on a 2.4m x 1.5m
- Points:** 450pts
- Figures:** Figures must be painted and reasonably representative of the what they are intended to depict.
- Game Times:** Two games per day;
Saturday; 8:45am to 12:30pm, and 1:15 pm to 5:00 pm.
Sunday; 8:30am to 12:15pm, and 12:45 pm to 4:15 pm.

Players should arrive on the first day by 8:30am.
- The Draw:** The first draw will be done a day two before the competition by separating players into two teams; Hutt Club regulars vs everybody else, after that draws will be done ass per Swiss chess.

If you have travelled from outside of the Wellington region and request that you don't play someone from your home town I will do my best to accommodate this.
- Two Lists:** Army lists should be submitted to bruce@ferguson.gen.nz soon after registration, army choices will not be published before the first draw is announced.

Players may submit two lists for two different armies from two different books (its fine to just bring one if you prefer), the idea is to reduce the likelihood of matchups out of period.

For all rounds except the first players will choose which army to use once a draw has been made, if they both have armies that are reasonably contemporary or from the same book they must choose those. If players can't agree they can choose armies by die roll, or ask the umpire to choose. The umpire will make the army choices for the first draw.

The umpire will vet two lists, as I don't want to vet four lists and 450 pts is pretty standard at the Hutt Club 400 pt armies will not be allowed, if you need to borrow figures it can be arranged.

Re-roll:

This competition will have the following special rule.

At the beginning of the game each player starts with a re-roll token. He may re-roll any single die roll provided he declares it before moving on to the next combat, or next step. When he does this he hands the re-roll token to his opponent, which can then be re-used by his opponent and so on i.e. whenever a player has a re-roll token in his possession he may use it and hand it to his opponent.

A single PIP dice (not multiple) can be re-rolled after allocation.

Exceptions are; Ally General, flank march or delayed command, and broken command PIP dice can't be re-rolled. Any die roll used to execute a Stratagem cannot be re-rolled.

If a player re-rolls his combat dice his opponent may declare a re-roll on the same combat if he already has a token in his possession, he can't use the token just handed to him.

The idea is that players have a choice between using re-rolls or denying his opponent access to re-rolls.

Prizes:

1st Place
2nd Place
3rd Place
Best presented army
Best sport or newcomer

Government Mandates:

All government mandates to the date of the event will be observed.