



DE BELLIS ADEPTICONIS: TIDES OF WAR

DBA 3.0 CLASSICAL TOURNAMENT

AdeptiCon's inaugural **De Bellis Antiquitatis** Tournament is a themed event, covering the rise of Greek power through their dominance under Alexander to the rise of Rome. This includes all of their historical allies and foes - from the mighty Persian Empire to the veterans led by Hannibal Barca. The list below includes all allowable armies. The terrain will reflect the theme.

This Tournament will be a five round, Swiss-style event. Trophies for 'Tyrant' (Best General) and 'Artisan' (Best Painted Army) will be awarded. The scoring system is included below.

Terrain

Players will have the option of using their own terrain or placing elements from a collection of themed pieces. All terrain elements should conform to standard 3.0 rules.

TOURNAMENT SCORING

Victory Conditions Met

Winner: 20 points plus (+) enemy destroyed
minus (-) own destroyed.

Loser: Enemy destroyed.

Scoring Example

Player A defeats Player B having destroyed 4 elements including Player B's general. Player B destroyed 1 element and occupied Player A's Camp. Victory Conditions were met. Result can be recorded as 4G-1C.

The Winner (Player A) receives 20 points plus 4 for enemy elements destroyed plus 2 points for killing the enemy general. This subtotals 26 points. Player A's losses must still be

subtracted. Player A is minus 1 point for one element lost and 2 points for losing a camp. 3 points are subtracted for a final score of 23 points.

Player B destroyed 1 element for 1 point plus 2 points for taking and occupying Player A's camp. Player B's total score is 3 points.

Final Score for the battle is Player A 23 points - Player B 3 points.

Victory Conditions NOT Met

Each player:

- 1 point per element destroyed (general or not - this does not include denizens or camp followers)
- 2 points if enemy general is destroyed
- 2 points if enemy Camp or BUA is taken and occupied

Scoring Example

Player A and Player B play to the time limit without result. A has destroyed 3 elements of B. B has destroyed 1 element of A, which happens to be A's general. Result can be recorded as 3-1G. Points are calculated as follows:

Player A receives 3 points (1 point per element killed and 2 points for B's camp).

Player B receives 3 points (1 point per element killed and two points for killing A's general).

Final Score for the battle is Player A 3 points - Player B 3 points.

Email any questions/comments to Dave at freemarscomic@gmail.com



Classical (600 BC 146 BC)

I/6c	Early Bedouin	I/62	Lykian	II/20abc	Ptolemaic
I/7cd	Early Libyan	I/63	Paionian	II/22af	Arabo-Aramean
I/14e	Early Northern Barbarian	II/1	Republican Indian	II/23abc	Later Pre-Islamic Arab
I/35cd	Cypriot and Phoenician	II/2	Mountain Indian	II/24	Early Rhoxolani Sarmatian
I/36	Italian Hill Tribes	II/3	Classical Indian	II/25	Bosporan
I/43ab	Kimmerian/Skythian	II/5abcdefghi	Later Hoplite Greek	II/26	Siracae, Iazyges and L. Rhoxolani Sarmatian
I/47	Illyrian	II/6	Bithynian	II/27ab	Pyrrhic
I/48	Thracian	II/7	Later Achaemenid Persian	II/28b	Early Armenian and Gordyene
I/50	Lydian	II/8abc	Campanian, Apulian, Lucanian or Bruttian	II/30ab	Galatian
I/52abcdefghi	Early Hoplite Greek	II/9	Syracusan	II/31abcdefghij	Hellenistic Greek
I/53	Saitic Egyptian	II/10	Camillan Roman	II/32	Later Carthaginian
I/54	Early Macedonian	II/11	Gallic	II/33	Polybian Roman
I/55abcde	Latin, Early Roman, Etruscan & Umbrian	II/12	Alexandrian Macedonian	II/34	Attalid Pergamene
I/56ab	Kyrenean Greek	II/13	Samnite	II/35	Later Macedonian
I/57ab	Etruscan League	II/14	Ariarathid Kappadokian	II/36ab	Graeco-Bractrian and Graeco-Indian
I/58	Meroitic Kush	II/15	Alexandrian Imperial	II/37	Parthian
I/59	Tullian Roman	II/16abcd	Asiatic Early Successor	II/39abc	Ancient Spanish
I/60abc	Early Achaemenid Persian	II/17	Lysimachid	II/40	Numidian and Early Moorish
I/61ab	Early Carthaginian	II/18abcde	Macedonian Early Successor	II/43	Maccabean Jewish
		II/19abcd	Seleucid	II/44	Commagene