

# **RULES & GUIDELINES FOR A DBN COMPETITION v2**

Each Player should provide at least two Armies, one French and one of another nationality, both Armies covering the full competition period (1809 -15).  
The setting up of a competition game must follow a set sequence under the guidance of the umpire, the game 'session' should last no more than **1hr 10mins**, as follows:

**Phase 1.** Decide on the historical time period, by one player throwing a D6 results as follows:

- 3= 1809 – 1811
- 4= 1812
- 5= 1813 – 1814
- 6= 1815
- 1 or 2 = *throw again*

**Phase 2.** Dice for historical nationalities (highest score chooses) (**5mins**)  
*One side must be French or Neapolitan/Italian or Austrian in 1812 (without Elites) or Prussians in 1812 (without Elites) The other player can choose any nation in the relevant period other than the above.*

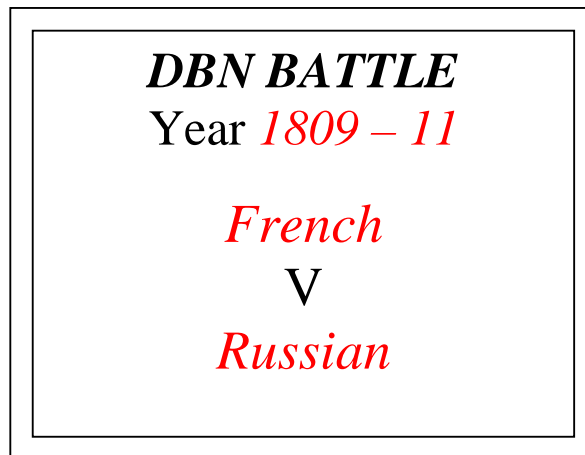
**Phase 3.** Decide on deployment sides (as per DBNv2)  
*Terrain already set up by umpire and construct a 12 point army (5mins).*

**Phase 4.** Set up and deploy armies (as per DBNv2) (**5 mins**).

**Phase 5.** Game to last no more than **45mins** with points awarded as follows:  
Win = 3 points  
No result = 1 point each (irrespective of casualties, this helps avoid to much 'gamesmanship')  
Lose = 0 points

**Phase 6.** Pack up, report results and move to next table (**10mins**)

Each competition game should have an explanation card for the benefit of the interested spectators and passers by, to look like the following:



(The red text is written in by hand for each game)