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:

**DBN BATTLE**
Year 1809 – 11

**French**
V

**Russian**

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