

ACTION DBM 2004 in Rheindahlen

Friday 24.03.06 until Sunday 26.03.06

DBM 3.1 – 400AP. Weather and time of day if one player insists. **Bring your own terrain!**

Defender may only place river if compulsory.

Game time 3.5 hours. The game ends abruptly. Further moves are not allowed. If you are currently dicing for shooting and/or combat, complete this.

Points as follows. BB 3210 as in Ghent.

Win: One army broken. Winner scores 3 victory points, loser scores 0 VP.

Bloodpoints: Winner scores= 100- % lost, loser scores % killed.

Winning draw: Winner has broken one or more commands than he lost and scored 20% more kills. (% losses loser - % losses loser). Winner scores 2 VP. Loser scores 1 VP.

Winner scores - % killed. Loserscores = 5 killed.

Draw: all other results: both players scores 1 VP. Blood points: Winner scores - % killed. Loser scores = 5 killed.

Bonus 25 bloodpoints if your list reach me by 10.03.06.

Bonus 10 bloodpoints if your list reach me by 17.03.06.

If we didn't received your list until the 20.3.06, your list will be hung up before the tournament for public interest!

This tournament counts for Ghent! (German team).

Prizes: First, Second, Third and one surprise.

Costs are EUR 5,--

Register Your list to: thorsten.biallas@allianz.de

Book your accomodation with Thorsten.

Maximum number of participants is 24. HURRY UP FOLKS!

Friday 20:00 – 23:30 Game 1

Saturday 09:00 – 12:30 Game 2

Saturday 14:00 – 17:30 Game 3

Sunday 09:00 – 12:30 Game 4