

## **Hong Kong Society of Wargamers (HKSJ) DBMM Singles Competition 2025**

### **1. General Rules**

- 1.1. Date: 22<sup>nd</sup> November 2025 (Sat) and 23<sup>rd</sup> November 2025 (Sun).
- 1.2. Venue: DMZ, Unit A1, 7/F, Chuan Yuan Factory Building, Nos.342-344 Kwun Tong Road, Ngau Tau Kok, Kowloon.
- 1.3. Organizer: James Cheung (Chief Organizer)/Kenneth Chan (Co-Organizer) of HKSJ, collectively known as the Organizers.
- 1.4. Itinerary:

First Day	10:00	Players' meeting
	10:15	Start of the first round
	14:00	Lunch Break
	15:30	Start of the second round
	19:15	Common Dinner
Second Day	10:15	Start of third round
	14:00	Lunch Break
	15:30	Start of fourth round
	19:15	Prize presentation

- 1.5. Format
  - 1.5.1 Pairing will be made using Swiss System after the first round.
  - 1.5.2 For the first round, players will be paired up randomly. However, players from the same country except those are from Hong Kong will not be paired together in the first round.
- 1.6. Number of Players/Teams
  - 1.6.1 The total number of contestants (or teams) will be limited to 16. However, subject to the availability of tables, we may be able to increase the number to 20.
  - 1.6.2 As there is a lot of interest in the competition, the allotment of

available places will be on a strictly “first come first serve basis”.

- 1.6.3 To avoid disappointment, the Organizers request prospective candidates to enroll as soon as possible and not later than 1st November 2025.
- 1.6.4 One of the Organizers will act as the List Checker.
- 1.6.5 Any one of the Organizers will also act as umpire during the games if he does not need to play.
- 1.6.6 It should be noted that both Organizers might participate in the competition. If this is the case, then his list will be prepared in advance and will be announced after all other players have submitted their lists and these have been checked and where necessary corrected but before the commencement of the competition.
- 1.6.7 The Chief Organizer will act as the reserve player and to make up the number, if the number of participants is an odd number.

## 1.7. Competition Style

- 1.7.1 The competition is a Single Competition that means individual player will compete on a one-to-one basis in each game.
- 1.7.2 However, we do allow players to team up if clause 1.7.1 above is complied with.
- 1.7.3 For example, if a player can only participate on a particular day, he can team up with other players so that between them, they can complete the four games required.
- 1.7.4 It should be noted that substitution of players after the commencement of a game or during the progress of a game is strictly prohibited.
- 1.7.5 There will be three trophies for the competition, i.e., one for the champion, the first runner up and the second runner up.
- 1.7.6 If a team attains one of the above positions, only one trophy will be awarded to that team.
- 1.7.7 Each player or team shall play 4 games.
- 1.7.8 Each game will last for 3.5 hours plus a random extra time of 1-15 minutes at the discretion of the Organizers. If the Organizer is a player, he will not be awarded extra time.

- 1.7.9 The army list shall be prepared for a total value of 400AP inclusive of general's abilities, fortifications, and stratagems. The date of the list shall be between 500BC to 476AD (both dates inclusive).
- 1.7.10 The latest DBMM army books (2016 revision) shall be used.
- 1.7.11 Lists submitted must not exceed 400AP and the scale is 15mm.
- 1.7.12 After enrollment, participants (including teams if applicable) need to submit his/her army list to List Checker on or before 1st November 2025 via email to **james918@netvigator.com** for checking in order to secure a place for the competition.
- 1.7.13 No late submission is allowed unless specifically approved by the Organizers.
- 1.7.14 If the competition is oversubscribed, places will be awarded on a first come first serve basis.
- 1.7.15 Subscription fee shall be HK\$450.00 for each player/team.
- 1.7.16 Non-members and overseas players are also welcome to join, and they shall pay the same fee stipulated in clause 1.7.15 above.
- 1.7.17 Result for each round and the result will be posted in the HKSW forum and/or other websites that promote the play of DBMM and wargaming. Players who joined the competition are deemed to have accepted such arrangement.
- 1.7.18 All players who participate in the competition are deemed to have knowledge of these competition rules and consented to abide by them in its entirety.
- 1.7.19 If there is any dispute in connection with these competition rules for whatsoever reason, such dispute shall be referred to the Chief Organizer for a decision, which shall be final and binding.

## **2. List Format**

- 2.1 Army lists shall be submitted with the following details:
  - 2.1.1 Name and contact details of the player.
  - 2.1.2 Army name and list number.
  - 2.1.3 Date of the army (a single year not a period).
  - 2.1.4 General, geographical or other selected sub-list if appropriate.
  - 2.1.5 Climate and aggression.

- 2.1.6 List and total numbers of elements allocated by command.
- 2.1.7 Cost by element type.
- 2.1.8 Elements, morale equivalents and break point per command.
- 2.1.9 Elements, morale equivalents and break point of the army.
- 2.1.10 Any stratagem selected and its point cost which shall be within the total allotted army points.

### **3. Competition Rules**

- 3.1 The games shall be played using DBMM rules version 2.1 in its entirety with all current and newest official errata and Commentary.
- 3.2 Weather and time of the day rules shall be in effect unless both players consent to dispense with them.
- 3.3 For simplicity no game shall be deemed a civil war.
- 3.4 Table size shall be 1800mm by 1200mm.
- 3.5 Players must supply their own terrain pieces that should attain a reasonable aesthetical standard at the discretion of the Organizers. For the avoidance of doubt felt cloth, as terrain piece is acceptable in this competition.
- 3.6 All figures used shall be painted to an acceptable standard at the discretion of the Organizers. For the avoidance of doubt, all figures should be painted in at least 3 basic colours and white metal is NOT an acceptable form.
- 3.7 Pairing for all rounds except the first round shall be based on the Swiss system.
- 3.8 First round pairing shall be as detailed in clause 1.5.2 above.
- 3.9 Every game will last for 3 hours and 30 minutes plus a random extra time of 1-15 minutes at the discretion of the Organizers as detailed in clause 1.7.8.
- 3.10 In case of equal points in the final classification, the higher classification position will be awarded to the winner of the direct confrontation if any, or to the player with the higher position at the end of the previous round.
- 3.11 When the game time is over, the Organizer will call 'end game'. The game will immediately stop, with the exception that the current combat phase if started will be finished. The players will then calculate the score and advise it to the Organizers.

- 3.12 The army list shall be prepared based on the DBMM lists (2016 revision) for a total value of 400AP or less inclusive of general's abilities, fortifications, and stratagems. The date of the list shall be between 500BC to 476AD (both dates inclusive).
- 3.13 We would like to invite the players to record down the number of pairs of bounds on a shared record (which may be supplied). The Organizers, entirely at their own discretion, may deduct VP points from any player, on appeal from an opposing player (other than themselves), for serious and/or intentional infringements of the rules, tournament rules, for intentionally starting late and/or for excessively slow play or other serious detrimental behavior.

Anyone who would like to join the competition please send his/her army list to James Cheung by email ([james918@netvigator.com](mailto:james918@netvigator.com)) on or before 1<sup>st</sup> November 2025.