

15mm DBA v3.0 MOAB 2019



The “**Mother of All Battles**” convention provides the choice of taking part in competitions and/or participation games of all sorts of war games. Trader stalls will be present to purchase more war games items. Check out the 2nd hand stall for a bargain. Or visit the canteen to purchase food and drinks (alcoholic drinks are available).

MOAB will be held over the NSW Labour Day weekend (5th - 7th October 2019). DBA is played on the Saturday and Sunday. You can play either or both days. Most players play both days. Each day starts at 9:00am with a briefing, and play starts shortly afterwards.

MOAB is held in the main building of the Sylvania Heights Community & Youth Club, in the Sylvania Heights reserve off Box Road, Sylvania Heights (southern Sydney). Motel accommodation is available nearby.

DBA on Saturday: Wimpy Wars

Playing Conditions

Each player is to field a 12 element army that contains a minimum of 6 Ps and/or LH/LCm. For example,

IV/55b Ottoman Army 1362-1520 AD: 1xCv (Gen), 3xCv, **4xLH**, 1x4Bw, **2xPs**, 1x3Kn.

Allies and dismounting are not permitted.

Please Note: For those contemplating playing and this competition, but do not have an eligible army, there will be a limited number of armies available for loan.

Rules: **DBA v3.0** (including any official amendments released by the author).

Rule Variations

Scoring will be:

- Winners receive 8 points for a win.
- Losers receive:
 - 1 point for finishing the game,
 - + 1 point for each enemy element killed (up to a maximum of 3 points),
 - + a bonus point for killing their opponent’s General
 - + a bonus point for capturing their opponent’s camp.

Maximum score for a lost game is 6.

- Drawn games are scored:

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- 1 point for each enemy element killed (up to a maximum of 3 points)
- + a bonus point for killing an opponent's General
- + a bonus point for capturing an opponent's camp.

Maximum score for a drawn game is 5.

Camps must have camp followers (CF), or be garrisoned by one of your army's 12 elements. If either of these conditions is not met the camp is considered undefended.

Figures are to be based for 15mm scale (i.e. 40mm frontage). Games will be played on 60cm² boards.

Game duration is 1 hour with the next round commencing at most, 15 minutes after the scheduled finish of the previous round.

Players are encouraged to provide their own terrain, though there will be a small pool of terrain pieces.

Army lists, detailing the list number, the 12 elements being used, and the army's date are to be sent to me by **Friday 27th September 2019** at the email address below.

DBA on Sunday: Lord of the Steppes



This campaign allows for any number of players. It will be played until the late afternoon, and with changing seating/setup, initiative, vassals, alliances, and gold for a variety of reasons. Lord of the Steppes will be different to and more challenging than most other campaigns.

In Lord of the Steppes each player controls one of the many Steppe armies detailed in the army DBA 3.0 lists. Each army is to consist of 12 legal elements, and a mobile camp. The same 12 elements and camp are to be used throughout the campaign.

Full details of the campaign, including eligible armies, can be obtained by emailing me (Greg Kelleher) at dba.moab@gmail.com

Please Note: For those contemplating playing and this competition, but do not have an eligible army, there will be a limited number of armies available for loan.

Army lists, detailing the list number, the 12 elements being used, and the date of the army, are to be sent by **Friday 27th September 2019**.

Further Information

Either:

- Keep in touch with myself, Greg Kelleher via e-mail dba.moab@gmail.com or,
- View the MOAB web site <http://www.motherofallbattles.org/> for further details and the entry form.