

ADLG MOAB 2021

Date: 2nd & 3rd October 2021

Box Rd, Sylvania in the Sylvania Heights Community & Youth Hall

Cost: \$45 plus \$5 prize support = \$50 before 19/9/2021, extra \$10 from 19/9/2021.

TO AVOID DISAPPOINTMENT, PLEASE ENTER AS SOON AS YOU CAN AS COVID RESTRICTIONS MEAN THE NUMBER OF OVERALL ENTRANTS ALLOWED AT MOAB WILL BE RESTRICTED.

Registration through <https://www.motherofallbattles.org/tournaments/>

RULESET

ADLG Version 4 (if you don't have a copy of the new rules check with Olympian Games (Aus) or North Star (UK)).

Latest Errata V4 for ADLG - currently dated June 2021.

COMPETITION

25mm 200ap, open period, 5 rounds over 2 days.

Historically matched opponents with armies supplied by organiser, as well as measuring sticks, ambush markers and dice.

Table size and terrain size as per 200ap games.

Preset Terrain. Players may move (not remove) 1 piece of terrain. If the army contains a strategist, you may make a 2nd attempt to move the terrain piece if you fail (you may not attempt to move 2 pieces). Any terrain that is moved in a game becomes the starting point for the next game i.e don't move the terrain back.

Semi random draw for the 1st 3 rounds (the umpire will not pair you with your regular opponent/s). Swiss chess pairings will be used thereafter.

When time is called players stop moving immediately (they can move the unit group IF they have already started moving it). Remaining pips for that command can only be spent on rallies. Conduct shooting & combat. Fill in score sheet indicating which army was used by each player and how many elements were lost each /the army size.

Scoring will be the standard French system.

When you & your opponent arrive at a table you both look at the army lists. Choose an ambush token (marked A & B) & reveal them simultaneously. If you chose different armies, that is the army you get. If you chose the same army, roll off to see who gets to choose.

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Roll for the river difficulty if your table has one. Roll for initiative, winner choosing whether to be attacker or defender. Roll to move terrain. Continue the game as per the rules.

Every attempt will be made to ensure no one plays on the same table twice, however if you are drawn at the same table you automatically get the army you DIDN'T use.

Once the draw is known players are free to commence games before the official start time by mutual agreement.

BYE

If a bye is required volunteers will be sought in the 1st instant. If no one volunteers it will be awarded to the player on the least points, with the exception that overseas or interstate players will not get the bye.

SPIRIT OF PLAY

The umpire may call upon other players to assist with umpiring at his discretion.

Intentional slow play & unsportsmanlike behaviour will be viewed in the poorest possible way by the umpire. Penalties may include forfeiture of points for that round.

The umpire's decision is final.

Play fair, play hard, be courteous & enjoy yourselves.

Organiser: Brett Kvisle (brett@kvisle.com.au)

Umpire: Jason Williams (tupiboy68@gmail.com)

Round times approx

Round 1 - Sat 9 am - 11.30am

Round 2 - Sat 1pm - 3.30pm

Round 3 - Sat 4pm - 6.30pm

Round 4 - Sun 9am -12pm

Round 5 - Sun 1pm - 4pm