



## 15mm DBA v3.0 MOAB 2023

**Mother of All Battles (MOAB)** is back for 2023 and will be held over the NSW Labour Day weekend (30<sup>th</sup> September – 2<sup>nd</sup> October 2023). 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. **At this stage, there will be a limit of 20 players per day.** However, this number could be reduced due to COVID conditions in place at the time.

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: Vanilla Auxilia



#### Playing Conditions

Each player is to field a 12 element army that must contain a minimum of 5 Ax. For example,

I/14b European Bronze Age Army: 1xLCh (Gen) or 1x4Bd (Gen), 2x4Bd, 1xCv or 1x4Bd, **6x3/4Ax**, 2xPs.

As there are 99 armies that fit the criteria of a minimum of 5 elements of Ax, allies are not permitted.

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

## DBA on Sunday: The Crescent and the Cross



### Playing Conditions

Each player is to field a 12 element army that is either a Christian army that fought Muslims or an Islamic army that fought Christians. For example, IV/30 Teutonic Orders doesn't fit the criteria as they never fought a Muslim army. Similarly, III/38 Arab Indian Army would not be eligible as they never fought a Christian force.

There are 99 armies that fit the criteria for this theme. There are 35 armies that fulfil the Crescent armies criteria and 64 choices for the Cross forces.

**Please Note: For those contemplating playing in 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 for both days

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:
  - 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 70cm<sup>2</sup> 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 may 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 22<sup>nd</sup> September 2023 at the email address below.**

Lists of eligible armies for *Vanilla Auxilia* and *The Crescent and the Cross* can be obtained by emailing me (Greg Kelleher) at [dba.moab@gmail.com](mailto:dba.moab@gmail.com)