



15mm DBA v3.0 MOAB 2024

Mother of All Battles (MOAB) is back for 2024 and will be held over the NSW Labour Day weekend (5th– 7th October 2024). 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.**

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:

The Rise of the King of Kings: Armies and Enemies of the Early Achaemenid Persians



Playing Conditions

Each player is to field a 12 element army that either is 1 of the 3 EAP armies or one of the approximately 27 enemies of the EAP, as listed in Book 1 of the rules. Enemies may field Allies, however, the Ally must be an enemy of the EAP.

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:

Meet the Millennials: Armies of the 1st Millennium, CE



Playing Conditions

Each player is to field a 12 element army that was active between the years 950 CE and 1050 CE. If Allies are used they **must** be an Ally that was active in the theme's time frame. For example: **III/12 Christian Nubia 550 CE-1500 CE** has II/55b, II/55c and IV/45 listed as Allies. However, only II/55c would be eligible as an Ally as it was active during the theme's time frame.

There are more than 80 armies that fit the criteria for this theme.

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 70cm² boards. Dismounting at either deployment, or during game play, is permitted as per the rules. 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 27th September 2024 at the email address below.

Lists of eligible armies for *The Rise of the King of Kings* and *Meet the Millennials* can be obtained by emailing me (Greg Kelleher) at dba.moab@gmail.com