

About Face



THE DBA TOURNAMENT WHERE YOU CAN FLUNK FLANK

By David Lawrence

Sunday June 3rd saw the running of Canberra Kriegspielers' fifth "DBA With a Twist" tournament that have been fixture in the Australian DBA Calendar since 2003, and aim to provide interesting and unexpected results within the framework of the DBA rules. "Fight or Flight" is the fourth of these tournaments. Following on from "The LKL Bloodbath" in 2003, "Quid Pro Quon" in 2004, "Collision Course" in 2005 and Fight or Flight in 2005.

This year's theme was Flunking Flank – an element that had to turn to face its opponents for close combat suffered a -1 penalty. Slow deep elements (8Bw/Cb, 7Hd, 6Bd, 6Kn, 5Wb, Art) forced to turn 180 degrees suffered a further -1 penalty. To balance this out, the number of those types of elements in the army was used as the first countback factor. Additionally this tournament allowed dismounting elements such as Kn/Bd to work their magic during any part of the game – a radical departure from the Australian, but dismounting could never be a group move. This went a long way to limiting the effect of this most deadly of troop types.

In all, 29 players took on all comers with a fixed 12 element army from the lists. We lost one player after round three. Newbie Glen McKinnon had to leave early, which was a pity because he had competently pushed his Spartans into the top 10 at that point. There had been a number of late drop outs in the two days leading up to the competition, and while we didn't beat our best showing, or crack the 40 mark I was pleased with the attendance, especially the number of players that drove from Sydney to attend.

The old “bodycount” scoring system was replaced with a new system fine tuned across the Christmas break between myself, Doug Melville and Jason Dickie.

- ❖ Win 5 points + difference in elements killed;
- ❖ Loss number of elements killed + bonus Generals killed (+2) Camps/BUAs taken (+1) Capped at 1 less than winning opponents score;
- ❖ Draw 1+ number of elements killed + bonus Generals killed (+2) Camps/BUAs taken (+1) Capped at 4 points max.

This has the potential to give an overwhelming victory a huge boost towards the winners circle – leaving a level of uncertainty in each round and making it all the harder to calculate the odds of staying on top if nothing goes wrong but it stops the possibility of a losing player outscoring a winning player.

Each player fought five rounds, with the first round being drawn as historically as possible, with subsequent rounds using the Swiss Chess format. The 70 resultant battles saw the full spectrum of terrain, tactics and gimmicks. Once again I was extremely grateful to the entrants that provided battle boards and terrain, to bolster my own meagre stocks.

The Classical and Medieval periods dominated. There was only one army from Book 1 (Thracians) and only a few from Book 3 all of which were Asian or African in nature. There were both sorts of Early Goth (Visi and Ostro) and both sorts of Late Roman (East and West) who squared off against each other in round 1. Successors were well represented and surprisingly there were only two armies with dismounting knights – Anglo Normans and Early Burgundians. The oddities included such as Thracians, Numidians, Christian Nubians and an all cavalry option Tang Chinese.

Stephen Webb got off to a flying start with his Thracians demolishing Mike Peck’s Seleucids but after that his Auxilia could not hold back the more deadly tides until a narrow victory in round 5 against Zaki Braddick’s Samurai. Other contenders were Michael Geld using Early Visigoths, Chris Burg with the Wars of the Roses English and Brenton Searle with the Early Ostrogoths. Brenton and his Early Burgundians have been major placegetters in several earlier tournaments, and he went into this with a plan and the will to win, but faltered in rounds 2 and 3 against relative newcomers before recovering in the final two rounds. Michael Geld had to borrow my Goths to replace his Ancient British when they suffered a lacquering malfunction – his early victories were marred by the higher aggression of this army, when caught in the open by knights there was little he could do. Chris played a steady game and only failed once against Jason Dickie’s Anglo Norman kept him from the winners circle.

There were some standout performances by some new players – Glen McKinnon, with only two practice games under his belt with his newly painted Spartans redeemed his early drubbing by Leigh Dunn’s Rajputs with two decisive victories, including a 9-0 drubbing of Brenton, before having to leave early. Rhys Bosley was able to master the intricacies of the Early Burgundians, claiming both Brenton Searle and Chris Burg’s scalps to finish eighth. Alex Topfer in his search for the perfect troop type used an all mounted Tang Chinese – however this did not work as well for him as the warband heavy Jewish Revolt did for him at Landwaster. Mark Haughey’s

recent return to DBA still saw him finish in the top 10 with the Burgundian Ordonance. He recovered well after a poor showing against the Wars of the Roses English.

Jason Dickie did not have a good tournament – but given that his third child was born only the previous Thursday he can be forgiven for a less than standard Dickie performance.

The actual playing ran smoothly. I was seldom called down from my ivory tower to adjudicate, but at one point two players more familiar with other rules sets called me over to ask who won a game when they had both killed 4 elements. In the end there was a solid gap between the top 3 and the rest of the field. All three played good solid games with few slip ups – David Phillips was all but unassailable, Brett Kvisle had five very good games including a close but bloody encounter with David. Scott Driscoll ground away at his opposition and was never in much doubt about finishing in the winners circle. The final points table at the end of the day

Name	Army	Score
David Phillips	IV/61 Italian Condotta (Genoa)	40
Brett Kvisle	II/20c Ptolemaic	37
Scott Driscoll	III/8 Central Asian City States	37
Doug Melville	II/40 Numidian	31
Chris Burg	IV/83a Wars of the Roses English	29
Michael Geld	II/65a Early Visigothic	29
Mark Haughey	IV/84 Burgundian Ordonance	27
Brenton Searle	II/67a Early Ostrogothic	27
Rhys Bosley	IV/76 Early Burgundian	25
Mick Sellman	II/48 Mithradatic	24
Andrew Ford	II/20c Ptolemaic	24
Scott Roach	IV/54d Medieval Scandinavian (other)	23
Mike Peck	II/19a Seleucid	22
Mark Baker	II/74a Palmyran	21
Stephen Webb	I/48 Thracian	21
Ian White	III/65 Fatimid Egyptian	19
Glen McKinnon	II/5a Later Hoplite Greek (Spartan)	19*
Damien Browne	II/16a Asiatic Early Successor (Antigonos)	18
Jason Dickie	IV/3 Anglo Norman	18
Murray Woodford	II/33 Polybian Roman	18
Zaki Braddick	IV/59a Post Mongol Samurai	18
Mitchell Ortuondo	II/49 Marian Roman	16
Leigh Dunn	III/10b Hindu Indian (Rajput)	13
Ray Bojczuk	III/12 Christian Nubian	11
Alex Topfer	III/20b Early Tang Chinese	11
David Angelosante	II/78b Late Imperial Roman (East)	11
Jon Willacy	II/78a Late Imperial Roman (West)	11
Chris Braddick	III/56 Koroyo Dynasty Korean	11
David Lucas	IV/35 Mongol Conquest	7

* Score of three rounds only.

The coveted “Executioner” Award for the highest number of kills in a single game was hard to award. There were few standouts, with all of the players that killed 6 elements finishing in the top 3. Chris Burg was the highest ranked player outside the top 3 with 5 kills and so walked away with the skull trophy.

The equally important “Magister Militum” trophy (aka the “Maurice”) was awarded to the highest scoring player outside the top 3 based on the adjusted scores using my element rating system (see web page <http://www.fanaticus.org/DBA/variants/ratingelements.html>) where the ratio of the two armies’ ratings was used as a multiplier on the game scores. The armies entered ranged from a rating of 224 (Thracian) to 420 (Early Burgundian) with an average value of 284. Doug Melville sitting on a rating 239 took out his third “Maurice” using the Numidians.

A special thankyou to our sponsors:

- Brian Hall from Hall of Ancient Warriors who provided the First Place Trophy;
- Ray Compton from Essex Miniatures Australia who provided vouchers for first, second and third place;
- Mick Sellman of Mick’s Metal Models who donated a DBA Early Acheamenid Persian Army to the Executioner;
- Jeff Caruso of Pass O’the North who donated a DBA Late Imperial Roman Army to the Magister Militum winner;
- Dean Bedlington of Olympian Games who donated gift vouchers for the Executioner award, the Magister Militum trophy and for Last Place.

In the spirit of “Support the Sponsors that Support You – a brief plug for these hard working boys who make it all possible.

Websites

Hall of Ancient Warriors – <http://www.users.bigpond.com/brianhallhaw/index.html>

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Also my thanks to each and every entrant, especially those that provided the battle boards and additional terrain and all of those that travelled from well beyond Canberra to attend.

A special mention goes to Phillip Rainey who designed the spreadsheet application used to keep scores, generate the draw for each round and generally manage the competition.

Another vital part of the tournament team was my assistant Ashleigh – my 7 year old daughter who distributed and collected the score sheets, sold chocolates to the players and handed out the trophies.

Finally, thankyou to the management and staff of the Canberra Services Club who made the hosting of the event possible.

We are only halfway through the Australian DBA circuit at this point. The Nunawading Wargames Association DBA competition has just finished in Melbourne. Over the next two months we have two Matched Pairs DBA Tournaments hosted by Southern Battlegamers in Sydney – July 7th and 5th August and then the ACT/NSW Titles on August 19th in Canberra. For a full list of Australian DBA Events check out the calendar <http://grapevine.net.au/~landwaster/>

Until then – get the lead out, paint it and prepare for DBA.

Some Photos



The Spartans prepare to receive the Ostrogothic charge.



Marian Romans array for Battle



Italian Condotta attempt to bombard the Numidians into submission.