



TAMERLANE 1400 AD

A DBA On-Line Tournament Format

By Martin Schmidt

This DBAOL event is roughly based on one of Dusty Koellhoffer (a.k.a. the Mighty)'s DBAOL tournaments.

Players are randomly assigned one of six armies from one of the "suggested" 6 player campaign sets in the back of the DBA rule book. Each participant plays two games against each of the other players, once with your own army and once with their army against your own. So each event is 10 games. A player uses their own army 5 times and each of the opposing armies once each. Winner is the player with the best overall record.

This event slightly changes that format.

Using the custom army feature of DBAOL it is possible to use the DBA v2.0 army lists for battle. This event will be based on the Tamerlane 1400 AD suggested campaign set from the v2 rule book. I have also tried to incorporate other DBA v2 features as well.

ARMY LISTS

IV/18. Lithuanian based on 148b. Lithuanian 1132AD-1435AD

Forest.

1x3Cv or 2LH (Gen), 1x3Cv or 2LH, 6x2LH, 2x3Ax, 2x2Ps.

IV/43c. Later Hungarian. Based on 166. Later Hungarian 1245AD-1526AD.

Steppe.

1x3Kn (Gen), 2x3Kn, 3x2LH, 1x4Cb, 1x4Sp or 4Bd[176]or 3Wb[148a], 2x2Ps or 3Bw[142b], 2x2Ps or WWg.

IV/45. Mamluk Egyptian. Based on 158. Mamluk Egyptian 1250AD-1517AD.

Dry.

1x3Cv (Gen), 6x3Cv, 2x2LH, 1x2Ps, 1x2Ps or 3Wb[101b] or 3Ax, 1x3Wb[100]
or 2LH.

IV/47. Golden Horde. Based on 154. Mongol 1206AD-1368AD.

Steppe.

1x3Cv (Gen), 3x3Cv, 6x2LH, 1x3Bw[121], 1x4Bw or 3Wb[148a] or 2LH.

IV/55b. Ottoman. Based on 160b. Later Ottoman 1362AD-1512AD

Arable.

1x3Cv (Gen), 3x3Cv, 4x2LH, 1x4Bw, 2x2Ps, 1xArt.

IV/75. Timurid. 1360AD-1506AD. Based on 159b. Timurid 1360AD-1506AD

Steppe.

1x3Cv (Gen), 5x3Cv, 2x2LH, 1xEI or 4Bw[154], 1x3Bw, 1x2Ps, 1x4Sp[121] or
3Ax[175].

Some changes to the army lists are required since certain element types do not yet exist in DBAOL. All deep base elements such as 6Kn, 6Cv, 5Wb, or 8Bw are replaced by the deepest standard depth 'normal' element (3Kn, 3Cv, 3Wb & 3Bw). Hordes are replaced by 3Wb elements.

Players MUST select the first element choice of their army list as their general.

Alternate: Up to three additional armies (and players) can be added by combining the v1.1 and v2.0 Tamerlane campaign sets by adding Byzantine, Medieval Hindu, and Moslem India lists.

TERRAIN OPTIONS

The aggression factor of each army will be used to modify the terrain choice die roll by the tournament organizer.

Each army will be restricted to 10 map choices that I felt most closely matched the required Topography found in v2. Refer to the following table to determine eligible maps for each army terrain type:

	Forest	Steppe	Dry	Arable
DBAOL Map	Woods, river, marsh, Gentle hills	Gentle hills, river, Rough, BUA	Rough, dunes, steep hills, oasis, BUA	BUA, river, steep hills, gentle hills woods road waterway
Afghanistan	YES			YES
African Desert		YES	YES	
Autumn				YES
Big Desert Hill		YES	YES	
Boggy	YES	YES		YES
Cold	YES			
Desert			YES	
Green Hell	YES			
Hidden crossroads	YES			YES
Lowland		YES	YES	
Meadow		YES	YES	
Messopotamia	YES			
Muddy Spring		YES		YES
Need to drain that swamp	YES			YES
Oasis			YES	
Palestine		YES	YES	
Pass			YES	YES
Paved road				YES
Round the bend		YES	YES	
Short river		YES		YES
Steppe		YES	YES	
Tropical river	YES			
Village in the woods	YES			YES

Not permitted: Cliff by the Seaside, Bridge too far, Training, or any of the large maps.

Obviously Built Up Areas do not exist! Hoo-ray!

DEPLOYMENT

Deployment will be blind set up.