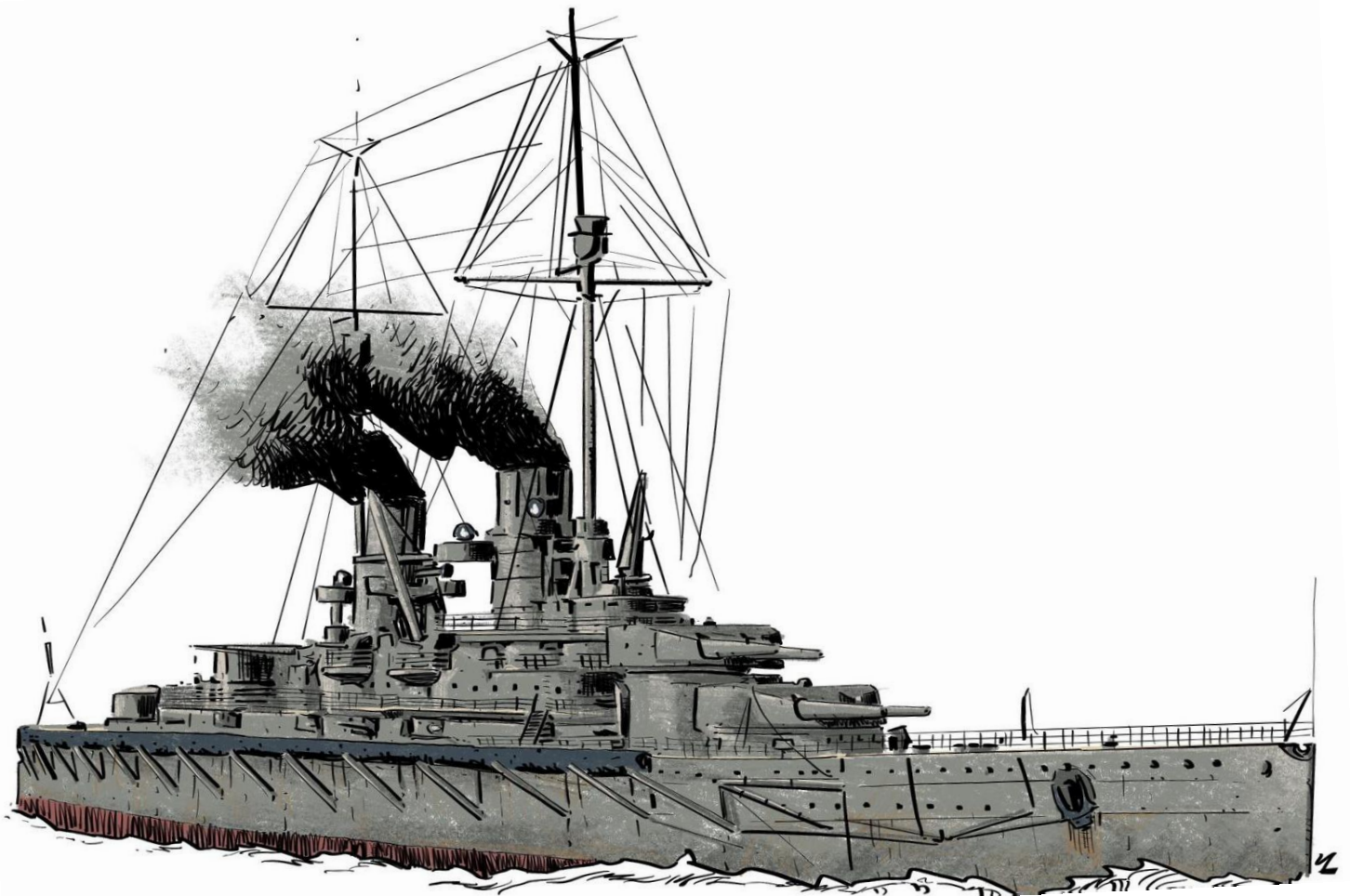


MOAB 2025

TWO DAY OPEN



BROADSIDE

EMPIRES OF STEEL

FOREWORD

Welcome to MOAB 2025 two day tournament run by the Southerland Battle Gamers. Saturday 4th October to Sunday 5th October 2025

Broadside: Empires of Steel has been designed for fast, action-packed games between fleets consisting of roughly 7 to 10 ships per side.

The rules allow you to play a game of six rounds in a couple of hours with decisive results. They are also designed to be fun, without the need for consulting vast numbers of tables to find out what is happening to your ships.

The rules will also force you to make difficult choices during play. Do you keep your dreadnought steady for more accurate gunnery, or do you need to take evasive action before the enemy finds her range? Is it worth putting your destroyers in harm's way for a torpedo run, or should you keep them back for now? Do you need to send extra men to stop that flooding right now, or is it more important to put one last, accurate broadside into the enemy first?

MISSIONS

Out of the storm & Spring the trap. Cat and mouse & Stand off.

YOUR FLEET

Build your Fleet with 600 points

Please use our online fleet builder at this web address: <https://shipyards.broadsideempiresofsteel.com/>

Print your list and bring it with you to MOAB. The fleet builder will also supply you with all the ship cards you need for your fleet.

Email your fleet list to wynnb09@gmail.com. Otherwise we have attached a list page with a format for you to follow below.

ENTRY

Entry Fee is \$55 payable on the MOAB ticketing system. Link below:

<https://www.sutherlandshiregamers.org/moab/moab-tournaments/>

You may enter up to the day before the tournament, if tickets are available. Registration to be completed at least 48 hours before the event and please be prompt.

GAME SESSIONS

Each game is to be completed in 3 hours, please have your fleet ready to station prior to arriving at your table. Play may commence at the allotted times only to ensure fairness across the tournament. The expected time for player to complete their games is 2.5 hours but the extra time is included for player comfort.

SCORING

Will be standard Broadside mission victory points for each engagement, in the unfortunate event that a player drops out of the tournament giving us odd numbers Ben will join the tournament as a bye player.

The adjudicators retain the right to adjust points for poor sportsmanship as per the standard scoring regime.

SATURDAY SCHEDULE

8:30 am arrival, greetings instructions and introductions.

GAME 1: 9am-12pm

GAME 2: 1pm-4pm

SUNDAY SCHEDULE

8:30 am arrival, greetings instructions and introductions.

GAME 1: 9am-12pm

GAME 2: 1pm-4pm

WINNER AND RUNNER UP

At the conclusion of game four all points will be tallied. The player with the highest combined points score will be the winner. This is based on your personal score differential.

PRIZES

A big pool of ships will be available for tournament attendees. Prizes will be selected from this prize pool. PEZ Awards will be given out in exchange for your dice horror stories. We will hand out other goodies depending on numbers.

BEST PAINTED

Best painted competition will run at lunch on day one. Set up your fleet on the table after you finish game one. The winner will be determined by mob justice or kangaroo court depending on the room.

MISSIONS

All games end at the conclusion of the session time. Points are tallied for both players, scored entered on score sheets and players sign off on their opponent's scores. Score sheets are then provided to the adjudicators.

TABLES

The games will be played on full size tables sizes (4" x 6") as per standard Broadside rules. Mission 8 requires a minefield token which will be provided to players who do not own one.

ADJUDICATORS

You should be aware that it is the intention of the adjudicators to play during the course of the tournament. However no adjudicator will adjudicate on any matter arising from the course of a battle in which he is engaged. We have nothing to prove, we know we suck at our game.

FREQUENTLY ASKED QUESTIONS

Q. 1 Do I need to paint my ships and base on wake markers.

A. 1 Yes, the ships must have at least one colour, and be correctly based on their corresponding wake markers.

Q 2 Do I need to bring rules books cards ect?

A 2 Yes! Bring all the ship cards, tokens, card decks and rule book you need to play the game with.

Q. 3 Do I need to bring tape measure, dice, sea mat?

A 3 Yes, we will have 6 sea mats on the day but one more cannot hurt.

Q. 4 I am a new player, will there be someone there to help me on the day

A 4 Yes, help will be available from Ben and Andrew. We are ugly but approachable.

Q. 5 What kinds of facilities will be available and will this be like other tournaments hosted by war gaming clubs.

A 5 The facilities available at MOAB are the best on offer and it is Australia premier wargames convention.

There are a number of commercial eateries, trade stands, demo games and public toilets are close by. You will be able to purchase a wide variety of gaming supplies

Q. 6 What will my \$55 be used for.

A 6 All of the entry fees go to MOAB. We are providing prize support from our stock in the name of promoting the game. It helps us a heap if you tell your friends/allies/socials about the game.

Q.7 How will this be scored.

A. Using the standard Broadside point scoring for each engagement, scores being tabulated over the sessions you played. You must play 2 sessions to have a valid score for the competition.

ORGANISERS & ADJUDICATORS

Andrew Tanner

Ben Wynn

David Rea

ENTRY CHECKLIST

I have a ticket for Broadside EOS

I have my fleet miniatures, and Fleet List

I have my ship cards

I have my damage card deck

I have my order card deck

I have my upgrade card deck

I have my tape measure, dice and gaming tokens

I have emailed the T.O. my fleet list:

wynnb09@gmail.com

FLEET LISTS (600 points)

Your fleet must have one nationality; have a flagship with the highest or equal highest points in your list. You must have a greater number of screening ships in your fleet as you do in your battlesquadron. Your battlesquadron can only contain Pre-dreadnoughts.

You must provide a detailed listing of all components of your Fleet, in the following format, we request typed lists but neat hand writing is acceptable.

Points total is limited to 600 you may elect to field fewer points.

Name of Player _____ Fleet Name _____

Nationality: _____

Description of Fleet Actual Points _____

Flagshp

Battle Squadron

Screening Squadrons

Screening Squadrons

Destroyer Squadrons

Special purpose craft Squadron

Total Points _____