

THE UNOFFICIAL GUIDE TO DBA



A WADBAG PRODUCTION

February 2006

The Unofficial Guide to DBA

A WADBAG Production

February 2006

The Unofficial Guide to DBA © 2006 Washington Area De Bellis Antiquitatis Gamers.

Permission to copy and distribute this document is granted for non-commercial purposes.

This guide has not been endorsed or authorized by the authors or the publisher of DBA.

Table of Contents

Introduction	1
Game Materials.....	2
Playing Scale.....	3
Elements	4
Army Lists.....	6
Terrain Pieces.....	8
Camps.....	10
Built-Up Areas	11
Rivers	12
Setting Up a Game	14
Terrain Placement	16
Sequence of Play	18
Tactical Movement	19
PIPs	20
Movement Distance	21
Single Element Moves.....	23
Group Moves	24
Column Moves	26
Littoral Landings	28
Second and Subsequent Movement	29
Dismounting.....	30
Moving Through Friendly Elements	31
Breaking Off from Front Contact.....	32
Zone of Control.....	33
Front, Flank, and Rear Contact.....	35
Moving into Contact.....	36
Distant Shooting	39
Close Combat	43
War Wagons in Close Combat	46
Combat Resolution	48
Combat Resolution Factors	49
Combat Results Table	50
Outcome Movement	51
Examples: Distant Shooting.....	56
Examples: Close Combat.....	57
Winning and Losing	58
Print and On-Line Resources	59
Other Stuff.....	60
Glossary	61
Index	63

Introduction

How simple can a set of miniatures rules be and still hold your interest over time?

How short can a game be and still give you the satisfaction of a good contest?

How few figures can you put on the table and still feel like a general?

The experience of a large group of gamers over the last fifteen years has shown that the rules can be pretty darn simple, the games very quick, and the armies downright diminutive. Simple enough for new gamers to learn enough to get started in five minutes and feel a reasonable mastery after two or three games. But with enough depth of play to keep players involved for more than a decade. Quick enough to get three or more games in over the space of an evening. And armies small enough for many gamers to collect dozens.

De Bellis Antiquitatis (a.k.a. DBA) broke onto the miniature wargaming scene in 1990 and the community of dedicated followers has grown steadily since then. The ideas were new, the game mechanics worked, and it filled a big empty space in the wargaming world.

Unfortunately, the spread of DBA has always been hampered by a cryptic writing style and its lack of clear diagrams and examples. In addition, the ambiguity of the language used has meant that a common understanding of what the rules really mean has been elusive.

The Unofficial Guide to DBA attempts to tackle both of these problems. First, the authors hope that newcomers to DBA will find it a bit easier to jump in. While there is no substitute for sitting down and playing a game with an

experienced player, having an accessible explanation available can only serve to broaden the reach of DBA.

Second, we also hope to capture what we see as the mainstream of how DBA is actually played. It is written by a group of active players and written with the community of active players in mind. If it makes it a little easier for gamers with different backgrounds to play with a common understanding of the rules, then we have been successful in our aim.

While we've provided many examples to illustrate the rules in action, it isn't possible to cover every situation a player is going to encounter and still keep this guide to a reasonable size. But all is not lost! Soon to follow this guide will be *The Great Big Book of DBA Examples*. The *Big Book* will illustrate most of the situations you're likely to come across in actual play. Moreover, it's intended to be a work-in-progress, growing to cover more and more over time.



3rd C. BC Spanish Mercenaries (4Ax)

The Unofficial Guide to DBA is based on the DBA version 2.2 rulebook. All explanations presented here are consistent with the text of that rulebook. The Big Battle DBA, Giant DBA, and campaign rules are not covered.

Game Materials

What do you need in order to play? The basics are:

- Two players
- A game board
- An army for each player
- A six-sided die for each player
- A measuring device
- A number of terrain pieces

Kibitzers, snacks, and a tasty beverage are optional.

Game Board

The game board is a square surface, typically made of cloth, felt, or wood. All action takes place on the game board. The standard game board is 24" by 24" for 15mm figures and 36" by 36" for 25mm figures.

Armies

Each army consists of twelve troop elements, an optional camp, and an optional camp follower element. One of the twelve troop elements must be designated as the army's general.

So what's an element? An element is the basic building block of your army. It represents a group of soldiers (or camp followers) that move and fight as a single unit.

Physically, an element consists of a rectangular base with one or more figures or models attached.

Dice

DBA uses normal six-sided dice.

Measuring Devices

You'll need some way to measure distances on the game board. You can make do with a tape measure or use specialized playing aids. A couple of these (a move stick and ZOC marker) are described on the next page.

The Terrain Pieces

The surface of the game board is by default clear and open terrain. To get anything else, you need to put down a terrain piece. Possible terrain types include:

- Woods
- Built-Up Area (BUA)
- Gentle Hill
- Steep Hill
- Marsh
- Rough
- Waterway
- River
- Road

These may be represented by a simple piece of felt (inexpensive and functional), or by a carefully built model (visually appealing, but often a bit of trouble to carry about), or anything in between.

While the standard game board is 24" by 24" for 15mm figures, many gamers and tournaments have moved to a larger 30" by 30" board. The larger board gives more room for flanking maneuvers and reduces the "edge of the world" affect. The only rule change required (besides increasing the size of the board) is to increase the depth of the deployment zone from 600 paces to 900 paces. (This allows the armies to still start the game as close as 1200 paces apart, despite the larger board.)

Playing Scale

Figure Scale

DBA is played in two basic scales. The first is intended for 15mm figures and the second is intended for 25mm figures. The two differ in element sizes and the ground scale, but the rules are the same.

Ground Scale

All distances are specified in either paces or base widths:

15mm Figures	25mm Figures
100 paces = 1 inch	100 paces = 40mm
1 base width = 40mm	1 base width = 60mm

Measuring Distances

Players may measure distances at any time during the game. (Pre-measuring is okay.)

To make measuring distances easier, most players use a couple of specialized playing aids:

Move Stick. A small stick marked in 100 pace increments is helpful for measuring movement.

ZOC Marker. A square piece of wood or metal, one base width on a side, is used to determine if an element is within the ZOC of another element. A handle simplifies moving it around on a crowded battlefield.

Time and Numbers

Nominally, each turn in DBA simulates approximately 15 minutes of time on the battlefield and each figure represents somewhere around 250 to 300 men.

But given that DBA is a highly abstract game, it's best not to place much emphasis on these numbers. After all, every DBA army has twelve elements, regardless of the size of the corresponding historical army. So it's probably best to just think of a turn as a turn and an element as an element and leave it at that.



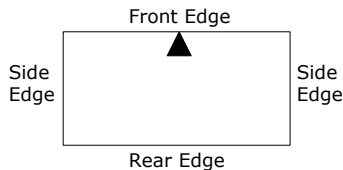
ZOC Marker

DBA will work with figures of any scale. For simplicity, the text explicitly addresses 15mm figures on 40mm wide bases and 25mm figures on 60mm wide bases. But because the number of figures actually mounted on the base has no effect on the game mechanics, you're free to substitute any scale figure for either of these nominal scales. So, whether you like 10mm figures on 60mm wide bases, 6mm figures on 40mm wide bases, or any other combination, the rules can be used unchanged.

In practice, 25mm is commonly used as a shorthand for all figures of roughly the same size, including 20mm plastic figures as well as the 28mm and larger figures that have become common.

Elements

We'll start with a few definitions. Not surprisingly, every element has a front edge, two side edges, and a rear edge. It also has two front corners and two rear corners.



When using 15mm figures the standard element width is 40mm; with 25mm figures the standard element width is 60mm. The depth depends on the element type and subtype (see the table on the next page).

Element Categories

There are two broad categories of elements: Mounted and Foot.

Element Types

There are twenty-one different element types.

Elephant. Big and clumsy. Dangerous to enemy and friend alike.

Knight. Big horses. Lots of armor. Lots of attitude. Not known to show a lot of restraint.

Heavy Chariot. Knights with wheels.

Cavalry. Ordinary mounted. More cautious than Knights, less flighty than light horse.

Light Chariot. Cavalry with wheels.

Scythed Chariot. Freaking Psychotic Cuisinart Scythed Chariots of DOOM!

Camelry. They smell bad and they spit a lot. What's not to like?

Light Horse. Quick and agile. Float like a butterfly, sting like a butterfly.

Light Camelry. Float like a butterfly, sting like a butterfly. A butterfly that likes sand.

Blade. Well armed and well armored, top dog of the foot troops.

Spear. Big shields and long pointy sticks.

Pike. Like a big porcupine in a bad mood.

Bow. Bows, crossbows, and longbows en-masse.

Warband. Heavy on the woad, light on the discipline.

Auxilia. Good in the bad.

Psiloi. Your basic skirmishers. Catch-em if you can.

Horde. They don't want to be there. Really.

Artillery. Some lob big rocks, some shoot big arrows. Don't get hit.

War Wagon. Big slow wagons. Like a fortress on wheels.

Litter. Carry me.

Camp Follower. Tramps and harlots. Our kind of people.

Element Subtypes

Each element type has one or more subtypes. All of the subtypes within a type are treated exactly the same except for the base depth and the nominal number of figures.

For example, 3Cv and 6Cv are both types of cavalry and they both follow the rules for cavalry elements. The only difference is that 3Cv elements have three figures mounted on a 30mm deep base and 6Cv have six figures mounted on a 60mm deep base (for 15mm figures; they would have 40mm and 80mm deep bases if they were 25mm figures).

Element Table

Category	Element Type	Subtype	Base Depth (15mm Figures)	Base Depth (25mm Figures)
Mounted	Elephant	El	40mm	80mm
	Knight	3Kn, 4Kn	30mm	40mm
		6Kn	60mm	80mm
	Heavy Chariot	HCh	40mm	80mm
	Cavalry	3Cv	30mm	40mm
		6Cv	60mm	80mm
	Light Chariot	LCh	40mm	80mm
	Scythed Chariot	SCh	40mm	80mm
	Camelry	3Cm	30mm	40mm
	Light Horse	2LH	30mm	40mm
	Light Camelry	2Cm	30mm	40mm
Foot	Spear	4Sp	15mm	20mm
		3Sp	20mm	30mm
	Pike	4Pk	15mm	20mm
		4Bd	15mm	20mm
		3Bd	20mm	30mm
	Blade	6Bd	40mm	60mm
		4Bw [†]	20mm	30mm
		8Bw [‡]	40mm	60mm
	Bow	4Wb	15mm	20mm
		3Wb	20mm	30mm
		5Wb	30mm	40mm
	Warband	7Hd	30mm	40mm
	Auxilia	3Ax, 4Ax	20mm	30mm
	Psiloi	2Ps	20mm	30mm
	Artillery	Art	40mm	80mm
	War Wagon	WWg	80mm	120mm
	Litter	Lit	80mm	120mm
	Camp Follower	CF	20mm**	30mm**

† The 4Bw subtype includes 4Bw, 4Lb, 4Cb, 3Bw, 3Lb, and 3Cb.

‡ The 8Bw subtype includes 8Bw, 8Lb, 8Cb, and 6Bw.

** The base depth of a camp follower element has no effect on play, so a certain amount of flexibility is allowed. The camp follower element may also be modeled as a fixed part of a camp instead of as a separately based element.

The nominal number of figures to be mounted on a base is included in the element subtype code. For example, 3Kn would have three knight figures and 7Hd would have seven horde figures, while LCh would have a single light chariot model. However, this number is only directly applicable for 15mm and 25mm figures. When using figures of a different scale, the number of figures on a base should be adjusted appropriately.

It is important for players to note that the number of figures mounted on a base has no affect on game play.

Army Lists

Army lists designate what types of elements are allowed in an army. They're intended to be historically accurate, at least to the extent possible given the historical evidence and the state of current scholarship.

In addition to historical accuracy, army lists also serve to enhance playability. They do this by limiting the extent to which a player can tailor an army; instead of choosing exactly the right mix of elements, a player has to make effective use of those elements provided by the army list.

The DBA rulebook comes with a set of 310 army lists, covering armies from Ancient Sumer to Late Medieval Burgundy and everything in between. There are also quite a few variant army lists available on the Internet. These variant army lists provide an alternate analysis of armies that are already in the DBA rulebook, plus fill in the few gaps that remain.

Playing at home or at a local club, you're free to choose army lists from any source you like, whether from the DBA rulebook, published on the Internet, or based on your own research. Tournament organizers generally specify the army lists that may be used in their tournaments, almost always drawing on those from the DBA rulebook.

Reading an Army List

The army lists in the DBA rulebook are in a very concise format that takes a little bit of experience to read. Each army list includes the following information:

Book/Army Number. Uniquely identifies the army list. Derived from the corresponding DBM army list.

Army Name. Name of the army. Ok, that was kind of obvious.

Start and End Dates. The start date is the first year that this army list may be used. The

end date is the last year the army list may be used.

List of Enemies. This is a list of armies that this army is historically attested to have fought.

List of Allies. List of armies that may be taken as allies in Big Battle DBA.

- Allies separated by "or" are mutually exclusive choices.
- Allies separated by "and" must both be taken (if either is taken).
- Allies separated by "and/or" may be taken individually or together.

Reference Book. Citation to one or more books that provide additional information on this army. Page 20 of the DBA rulebook contains a complete reference to the cited books.

Home Topography. Home topography of this army, used in setting up the terrain.

Aggression. General measure of how likely this army was to attack outside of its home territory. Used in determining the invader.

Element Types Allowed. The key part of the army list that specifies exactly what element types may be used in this army. It also specifies which elements may be designated to be the general.

Sublists

Some army lists provide a single set of element types allowed, while others provide two or more. These are called sublists and allow an army list to be tailored to a specific time period, region, or state. Each sublist has its own start and end dates, list of enemies, and list of allies.

Sample Army List

Here's a sample of an army list that touches on a lot of what you'll encounter. It describes the armies of the Hyksos dynasties of ancient Egypt. It includes two sublists, the first for the period 1645-1591BC and the second for the period 1590-1537BC. The entire army list is usually referred to as I/17 Hyksos, while the sublists are referred to as I/17a and I/17b.

A lot of the information is straightforward, such as the book/army number, the army name, the start and end dates, home topography, and aggression.

The list of enemies and the list of allies are a little more complicated. They're divided into the enemies (or allies) of the first sublist following the "(a)" and the enemies (or allies) of the second sublist following the "(b)".

The toughest part is deciphering the list of element types allowed. This list is made up of a number of entries, each giving a number of elements and a subtype (see the subtype codes in the Element Table, page 5), separated by an "x". So the entry 4x3Bd means that the list includes four elements of 3Bd.

An entry marked "(Gen)" means that element can be designated as the general. For both Hyksos sublists, the general must be a LCh element.

Sometimes you'll get a choice of elements. So the entry 1x7Hd or 2Ps means that you get one element that may be either 7Hd or 2Ps. If the entry was 2x7Hd or 2Ps, you would be allowed to take two elements in any combination of 7Hd and 2Ps. So you could take two Psiloi, one Psiloi and one Horde, or two Horde.

Other Types of Entries

Though not illustrated in the Hyksos list, a choice of element subtypes can also be specified. The entry 2x3/4Ax means that you can take two elements in any combination of 3Ax or 4Ax.

There are a few entries that designate rather complicated combinations. For example, the entry (2x6Cv + 2x2LH) or (2x4Bd + 2x2Ps) means that you have the choice of taking either two elements of 6Cv along with two elements of 2LH, or two elements of 4Bd along with two elements of 2Ps.

Finally, there are entries that designate elements that may dismount. Dismounting elements are specified by two element types separated by double slashes "//". So the entry 4x3Kn//4Bd means that you can take four elements of 3Kn that may dismount as 4Bd.

Note that regardless of the choices and combinations that are specified by the list, you'll always end up with twelve elements in total.

Book/Army Number	Army Name	Start and End Dates	List of Enemies	List of Allies	Reference Book
I/17.	Hyksos.	1645BC-1537BC.			
Littoral. Ag:2. E = (a) I/2a, 6a, 7a, 15. (b) I/2a, 6a, 7a, 20b, 22a. A = (a) 1/2ab. (b) I/2b. Ref: AANE.					
(a) 1645-1591BC: 1xLCh (Gen), 4x3Bd, 1x4Ax, 4x3Ax, 2x2Ps.					
(b) 1590-1537BC: 1xLCh (Gen), 3xLCh, 4x3Bd, 1x4Ax, 2x2Ps, 1x7Hd or 2Ps.					
Home Topography	Aggression	Element Types Allowed			

Terrain Pieces

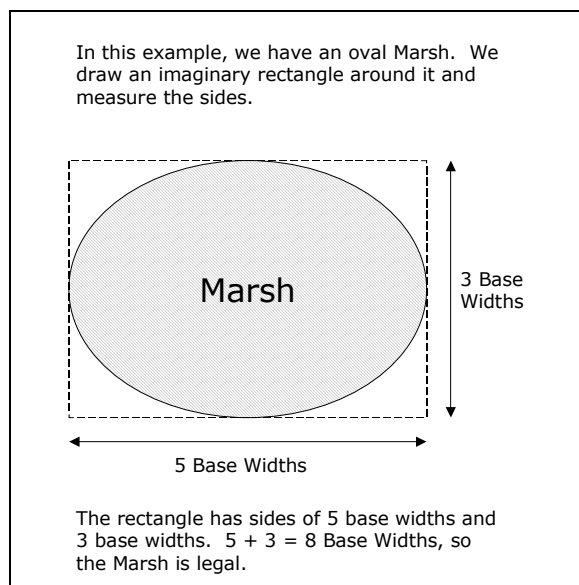
An empty board is pretty boring. You've got to have some scenery to spice things up. In DBA, scenery is represented by terrain pieces. There are two kinds: area terrain pieces and linear terrain pieces. See the table on the next page for a complete list of terrain types.

Area Terrain Pieces

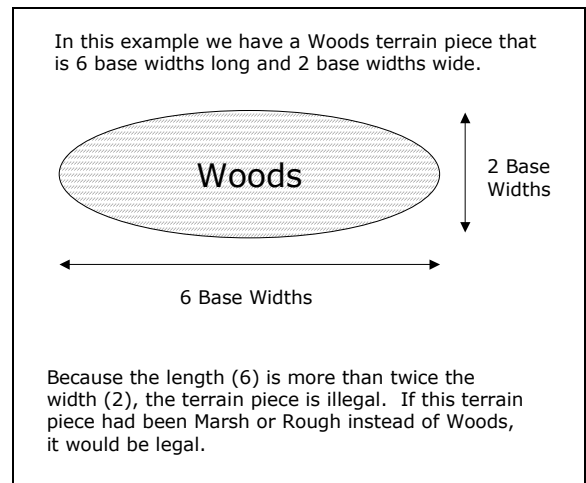
An area terrain piece represents a contiguous area of uniform terrain. So it's a single area of woods or marshy ground or what have you.

To be legal, an area terrain piece must obey the following rules:

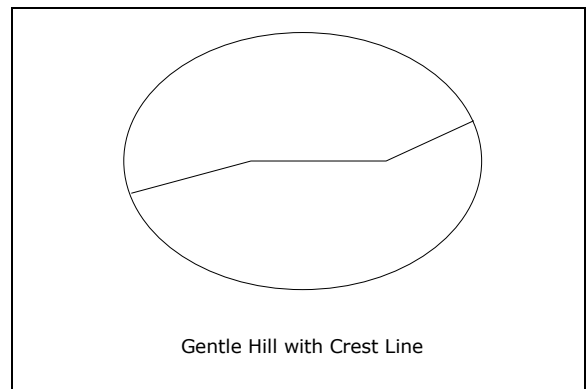
- BUAs may be polygonal or oval, all others must be roughly oval.
- It must be at least one base width across in all directions.
- The terrain piece must be able to fit inside an imaginary rectangle whose length plus width is no greater than nine base widths.



- Woods, BUAs, gentle hills, steep hills, dunes, and oases may not be longer than twice their width.



- Gentle hills and steep hills must slope up to a crest line. The crest line is important because it blocks line-of-sight.



If the crest line is not explicitly marked and is not obvious from the shape of the hill, players should agree at the beginning of the game where the crest line will run.

Linear Terrain Pieces

A linear terrain piece represents a feature that runs from one edge of the game board to the opposite edge.

To be legal, a waterway must obey the following rules:

- It must be 200 to 600 paces across.
- At least half of its length must be no more than 400 paces across.

To be legal, a river must obey the following rules:

- It cannot be more than one base width across.
- It cannot be longer than 1½ times the distance between its ends. This limits the amount of “wobble” that can be put in the course of the river.

To be legal, a road must obey the following rules:

- It cannot be more than one base width across.
- It may bend only to avoid area terrain pieces.

Terrain Placement

Terrain pieces are also restricted in how they may be placed on the game board. See page 16 for a complete description of the rules governing terrain placement.

Terrain Affects

Each terrain type is classed as good going, bad going, impassable, or special. (Note that any part of the game board that doesn't have a terrain piece on it is considered good going.)

The affects of the different terrain types are covered in detail where appropriate (for example, the affects on distant shooting are covered in the distant shooting section).

Roads

Roads affect movement, including:

- Road moves (see page 21)
- Crossing a river (see page 12)
- Second and subsequent movement (see page 29)

For all other purposes, including distant shooting and close combat, treat a road as the underlying terrain type.

Terrain Table

Category	Terrain Type	Class
Area	Woods	Bad Going
	BUA	Special (see page 11)
	Gentle Hill	Good Going
	Steep Hill	Bad Going
	Marsh	Bad Going
	Rough	Bad Going
	Dunes	Bad Going*
	Oasis	Bad Going*
Linear	Waterway	Impassable
	River	Special (see page 12)
	Road	Special (see above)

* Camelry and Light Camelry treat Dunes and Oasis as Good Going.

Camps

Every army must have a camp unless either or both of the following conditions apply:

- The army is the defender and places a BUA
- The army has more than one war wagon element.

A camp may be occupied by one and only one element, or it may be unoccupied. An element occupying a camp may be placed anywhere within the boundaries of the camp, the exact location has no effect on play. An element may not be partly in and partly out of a camp.

Shape and Size

A camp may be of any shape. It must meet the following requirements for minimum and maximum size:

- It must be large enough to hold a troop or camp follower element.
- It must be able to fit inside an imaginary rectangle whose length plus width is no greater than four base widths.

Camp Followers

Each army that has a camp may also have a camp follower element, but is not required to. The camp follower element is not a troop element and does not count against the twelve elements allowed to each army. If used, a camp follower element must begin the game occupying its camp.

A camp follower element may not leave a camp as a tactical move. (Though it may be removed from play if destroyed in combat or replaced by a friendly troop element moving into the camp.)

A camp follower element doesn't have to be represented by a separately based element. Many players model them as a fixed part of the camp.

If necessary, the actual camp follower element can be left out altogether. Unless the player notes otherwise, the empty camp is still treated as if it was occupied by an element of camp followers.

Modeling a Camp

There are really no restrictions on what a camp may look like and the modeling of a camp has no impact on play. Many players build finely detailed models of fortifications, complete with palisades or towers. Others opt for camp scenes with tents and fires. On the other end of the scale, it's not unusual for a beer mat or something similar to be pressed into service on occasion. (Though be warned, your friends may mock you for resorting to this kind of measure.)



15th C. BC Nubian Camp

Built-Up Areas

A built-up area (a.k.a. BUA) is a terrain piece that represents a fortified urban area, such as a walled city. Rules for the size and placement of a BUA can be found on pages 8 and 16.

A BUA may be occupied by one and only one element, or it may be unoccupied. An element occupying a BUA may be placed anywhere within the boundaries of the BUA, the exact location has no effect on play. An element may not be partly in and partly out of a BUA.

If a BUA is not occupied by a troop element, it is assumed to contain denizens. Denizens aren't represented by a physical element. Denizens are initially loyal to the player who placed the BUA.

Garrisoning the BUA

Denizens are always considered to be garrisoning the BUA. An occupying foot element is considered to be garrisoning the BUA under the following circumstances:

- It is placed in the BUA during the deployment.
- It moves into an unoccupied BUA (not counting denizens) that is controlled by the friendly army.
- It finishes sacking the BUA.

Attacking the BUA

Denizens are considered to be destroyed under the following circumstances:

- A friendly element that was occupying the BUA was destroyed in close combat.
- The denizens were destroyed by shooting or in close combat.

If an occupying troop element is destroyed by shooting, the denizens are not destroyed and are still considered to occupy the BUA.

If the denizens are forced to surrender by artillery shooting, they immediately become loyal to the enemy. The enemy also gains control of the BUA.

Sacking the BUA

If an element occupies a BUA that its army does not control, it immediately begins to sack the BUA. An element that is sacking the BUA suffers the following affects:

- Even though it is occupying the BUA, it is not considered to be garrisoning it.
- It may not shoot.
- It may not be shot at.

If the player rolls a 5 or 6 for PIPs on any subsequent turn, the element finishes sacking the BUA and is immediately considered to be garrisoning it.

Some players like to play using BUAs and they certainly offer interesting possibilities for modeling. But the rules are quirky and are widely considered to be out-of-place for the kind of field battles that DBA represents best. For these reasons, many people avoid playing with BUAs whenever possible.

Rivers

Rivers in DBA represent medium sized rivers that are likely to present an obstacle while still leaving open the possibility of being forded. The Granicus makes a great example. In May 334 BC, the Persians faced the Macedonians at the Granicus river. The Persians, believing that the Macedonians would have difficulty getting across, formed up on the northern bank of the river. But Alexander's troops were able to ford the river in the face of the Persian troops and still maintain enough momentum to drive their attack home.* This is a good match for the DBA river rules. The river can be crossed, but the difficulty of doing so is unknown until you try.

Really big rivers like the Nile and the Rhine are considered waterways and are impassable.

See page 8 for the rules governing the shape and size of rivers, and page 16 for rules governing the placement of a river on the game board.

Good Going or Bad Going?

Technically, rivers aren't considered either good going or bad going. But since they don't have any of the normal affects of bad going, you can safely treat them as good going with the special conditions described in this section.

Crossing a River on a Road

Elements crossing a river while moving on a road ignore all of the river's affects on movement.

* Ok, so the battle may or may not have followed this exact course, depending on which accounts you trust. But the other accounts don't make nearly as good an example.

Difficulty

The difficulty of crossing a river is not known at the start of the game. The first time an element tries to cross a river (making a tactical move) or is forced into a river (during an outcome move), the moving player must roll for the river's difficulty. An element moving on a road does not trigger this test.

Roll	Difficulty
1, 2	Paltry
3, 4, or 5	Ordinary
6	Difficult

Movement Restrictions

Once an element enters a river, it may only move directly forward or directly backward until it is entirely out of the river. However, if an element is in a river and is also in the ZOC of an enemy element, it may move to face or contact that element.

Paltry Rivers

Paltry rivers can be mostly ignored. They don't slow movement, they don't prevent groups from crossing them, and they don't affect combat. However, elements crossing a paltry river must still obey the movement restrictions above.

Ordinary Rivers

Ordinary rivers affect both movement and combat. Elements may not cross an ordinary river using a group move. Elements may only cross an ordinary river by single element move or column move.

An element whose front edge starts in or enters an ordinary river during a single element move may only move 100 paces.

If the front edge of the first element in a column starts in or enters an ordinary river during a column move, then the column may only move 100 paces. Once the front edge of the column is clear of the river, the column may move according to its normal movement distance.

An element defending the bank of an ordinary river receives a +1 tactical factor in close combat.

Difficult Rivers

Difficult rivers affect both movement and combat. Elements may not cross a difficult river using a group move. Elements may only cross a difficult river by single element move or column move.

Each element that attempts to cross a difficult river must roll one die to see if it is able to cross. A 3 or greater and the element crosses normally. A 1 or 2 and the element must stop at the river bank (if recoiling, the element is destroyed). A 1 or 2 also means that no other element may attempt to cross the river anywhere along its length during the remainder of the turn (unless moving along a road).

Elements that have previously entered the river do not need to roll to move and are not prevented from moving when another element rolls a 1 or 2.

An element whose front edge starts in or enters a difficult river during a single element move may only move 100 paces.

If the front edge of the first element in a column starts in or enters a difficult river during a column move, then the column may only move 100 paces. Once the front edge of the column is clear of the river, the column may move according to its normal movement distance. However, each element must still

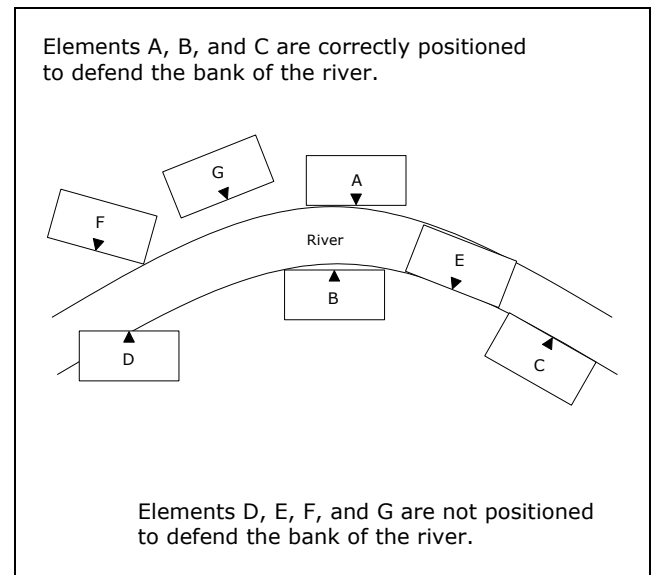
roll individually to see if it can cross the river (roll for each element when it first reaches the river bank). If any element in the column is forced to halt, then the entire column must halt.

An element defending the bank of a difficult river receives a +1 tactical factor in close combat.

Defending the Bank of a River

An element is considered to be defending the bank of the river if all of the following apply:

- No part of the element is in the river
- The element is either in front edge contact with the bank of the river or has both front corners in contact with the bank of the river.
- The element is not on a road that crosses the river.



Warning: Rivers can make it difficult to complete a game of DBA in a timely fashion. If the river turns out to be medium, it will slow movement down considerably and lengthen a game. A difficult river stretched across the board, separating the two armies, can make a game almost unplayable.

Setting Up a Game

Before you can start playing, you need to set things up. There are six steps to this:

1. Select Armies
2. Roll For Invader
3. Set Up Terrain
4. Roll For Board Orientation
5. Place Camps
6. Deploy Armies

Selecting Your Armies

First, you and your opponent need to choose the armies that you're going to play with (i.e., which army list or sublist you're going to use). Playing at home or your local club, this is usually an informal process, based mostly on what armies you have available and what you consider to be a good match up.

Next you'll choose the 12 troop elements that you're going to use from your army list or sublist. This includes selecting the element that will be the general. In informal play this is usually done after you know which army your opponent will be using, but before you roll for invader.

In most tournaments, you choose the army list and the exact combination of elements that you're going to use before the tournament begins. No changes are allowed to either during the tournament. This can vary though, so check with your tournament organizer for the rules specific to that tournament.

Rolling for Invader

Each army list has an aggression rating, ranging from 0 to 4. To roll for invader, each player rolls one die and adds their army's aggression rating to their die roll. The player with the higher total is the invader. The player with the lower total is the defender. Re-roll ties.

Note that the invader and defender designations are only meaningful in a strategic sense, not a tactical sense. They're important for setting up the game and determining who

goes first, but have no further affect on the game.

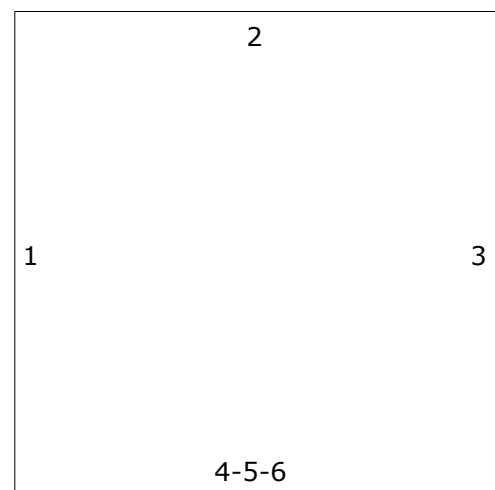
Setting Up Terrain

The defender then sets up terrain following the rules for terrain placement (see page 16).

Rolling for Board Orientation

Next, the invader rolls to see which edge of the game board is her army's base edge. To do this, the invader designates any three edges to be 1, 2, and 3, and the remaining edge to be 4-5-6. The invader then rolls one die and the result determines invader's base edge. The opposite edge is the defender's base edge. You may need to rotate the game board or switch seats so that both players are sitting in front of their own base edge.

Example showing the designation of numbers to the edges of the game board.



Placing Camps

The defender places his camp, then the invader her camp. The camp must be placed in contact with the army's base edge. (Exception: If a Waterway runs along an army's base edge, then the camp must be placed in contact with the waterway.) An army does not have a camp if it has placed a

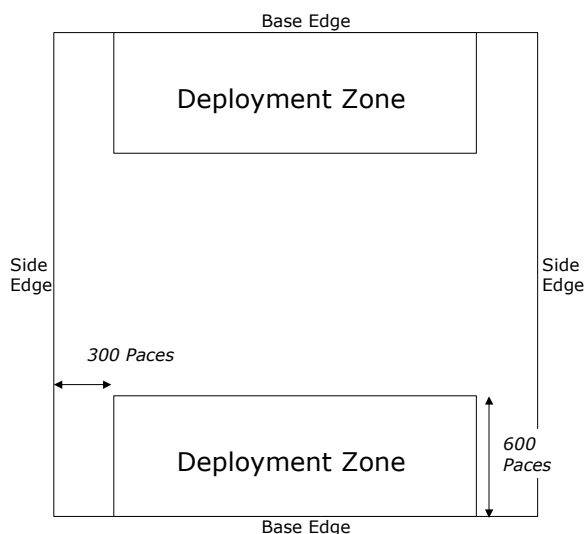
BUA or it has more than 1 war wagon element. Camps must be placed in good going.

Deploying your Armies

Finally, the players deploy their armies in the following sequence:

1. The defender places his army
2. The invader places her army
3. The defender may swap up to two pairs of elements

Elements must be placed within 600 paces of the army's base edge. (Exception: If a waterway runs along an army's base edge, then the elements must be placed within 600 paces of the Waterway.) Elements must be placed at least 300 paces from the side edges. The area where the elements may be deployed is referred to as the deployment zone.



If an army's home topography is Littoral and a Waterway has been placed on the game board (by either player), then that army is eligible for a littoral landing. Eligible armies may hold back 0 to 4 elements for a littoral landing. These elements are not placed on the game

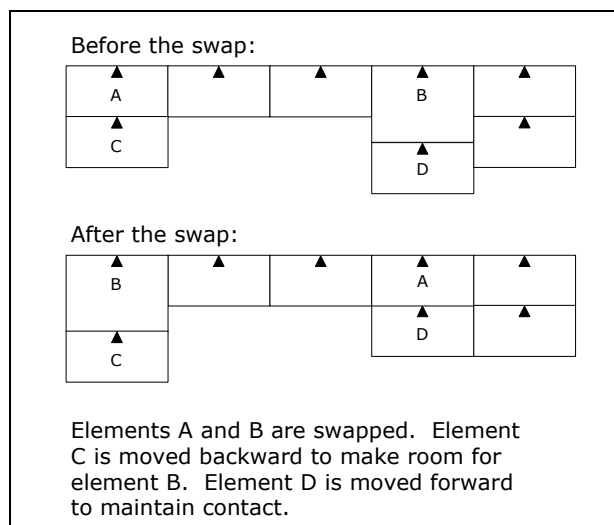
board during the set up. They will be placed as part of their army's first turn.

If used, the camp follower element must be deployed occupying the camp. If the camp follower element is not used, then a troop element may be deployed occupying the camp or the camp may be left unoccupied. The rule on side edge placement is waived for an element deployed occupying a camp.

If the army has placed a BUA, then one troop element may be deployed occupying the BUA. The rules on side edge and base edge placement are waived for an element deployed occupying a BUA.

Elements that are allowed to dismount must be deployed as their mounted element type.

Swapping a pair of elements consists of choosing two elements and exchanging their positions. The elements must be placed such that their front edge of each is in the exact position of the other element's original front edge. If the swapped elements are not the same depth, the position of the elements around them may be adjusted to make room or maintain contact, as a required. Elements that have been held back for a littoral landing may not be swapped. Note that the defender is not obligated to swap any elements. He may choose to swap zero, one, or two pairs.



Terrain Placement

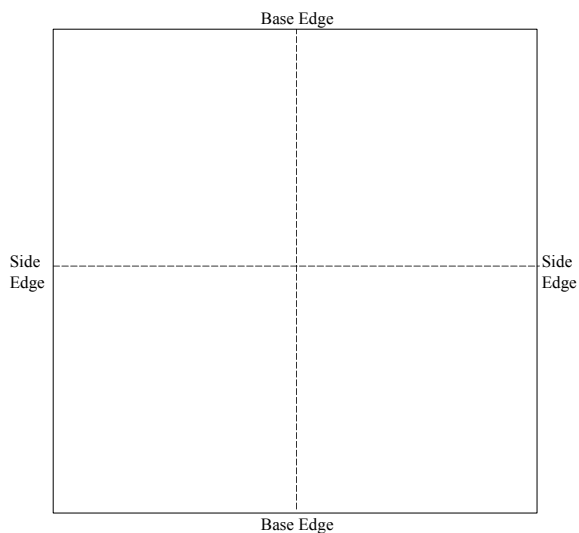
Home Topography

Each army list has a home topography, that is the basic type of terrain that's found in that army's home region. This is something of a generalization, especially for those armies whose home region covers a broad geographic area.

The home topography determines what terrain types can be placed by the defender when setting up the game board. See the table on the next page for the list of compulsory and optional terrain types for each topography.

Game Board Quarters

For the purpose of placing terrain pieces, the game board is divided into four equal quarters. The quarters are delimited by two lines, each line perpendicular to and bisecting opposite edges of the game board.



11th C. Armenian Bow (2Ps)

Rules Governing Terrain Placement

To be legal, the terrain placement must meet the following conditions:

- Must have one or two compulsory terrain pieces.
- Must have two or three optional terrain pieces.
- At least three of the quarters must include some part of a terrain piece.
- At least two of the quarters must include some part of a waterway, a river, or a bad going terrain piece.
- No more than one each of waterway, river, oasis, or BUA may be placed.
- No more than two of any other type of terrain piece may be placed.
- Area terrain pieces must be at least one base width apart.

In addition, BUAs, waterways, rivers, and roads have these additional restrictions on their placement:

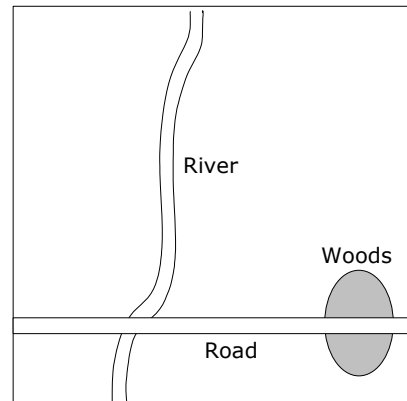
- All of a BUA must be within 900 paces of two edges of the game board (this forces the BUA into a corner, though not necessarily against the edge).
- If the defender places both a BUA and one or more roads, then at least one road must contact or pass through the BUA.
- A waterway, river, or road must extend from one edge of the game board to the opposite edge, and may only cross two of the quarters.
- A waterway must be placed flush with and extend between 200 and 600 paces in from one edge of the game board.
- A river must be placed at least 600 paces from the two edges of the game board that it parallels.

Of course, all the terrain pieces must be legal. See page 8 for a complete description of rules regarding what makes a legal terrain piece.

Overlaying Terrain Pieces

A road may pass through any area terrain piece. A road may also be placed crossing a river. Otherwise, no terrain piece may be placed on top of another terrain piece.

Terrain placement example with a Road being placed across a River and passing through a Woods.



Topography Table

Home Topography	Compulsory Terrain	Optional Terrain
Arable	BUA, Road*	River, Steep Hill, Gentle Hill, Woods, Road, Waterway
Forest	Woods	River, Marsh, Gentle Hill
Hilly	Steep Hill	River, Woods, BUA, Road
Steppe	Gentle Hill	River, Rough, BUA
Dry	Rough	Dunes, Steep Hill, Oasis, BUA
Tropical	Woods	River, Marsh, Rough, BUA, Road
Littoral	Waterway	Either Steep Hill or Marsh, either Woods or Dunes, BUA, River

* Either a Road, a BUA, or both a Road and a BUA may be taken as compulsory terrain pieces.

Sequence of Play

Now that you have the game set up, you're ready to start playing. The game proceeds with the players alternating turns, the invader going first. Each turn follows this sequence:

1. PIP Phase
2. Tactical Movement Phase
3. Distant Shooting Phase
4. Close Combat Phase

Continue alternating turns until one player has won the game.

PIP Phase

The active player starts his turn by rolling one die for Player Initiative Points or PIPs.

During the tactical movement part of the turn, the player will need to spend one PIP (sometimes more) to move an element or a group of elements. This simulates the command and control limitations of pre-gunpowder armies and encourages players to maintain organized groups of elements that work together in unison rather than as individuals.

Tactical Movement Phase

Tactical movement is the voluntary movement of the active player's elements. Tactical movement is described in detail starting on page 19.

Distant Shooting Phase

During the distant shooting phase, both armies are given the opportunity to shoot at the opposition. Distant shooting is limited to Bow, War Wagon, and Artillery elements. Distant shooting is described in detail starting on page 39.

Close Combat Phase

During the close combat phase, elements that are in front contact with the enemy engage in combat. Close combat is described in detail starting on page 43.



5th C. Ostrogoths fighting Patrician Romans

Tactical Movement

Those elements aren't glued to the game board, they're made for moving around. Charge your knights into the enemy! Attempt a daring flanking maneuver with your light horse! Pull your psiloi back in a desperate attempt to escape almost certain doom!

During the tactical movement part of the turn the active player moves his troop elements. This movement is voluntary; the player isn't obligated to move his elements and gets a choice of which elements to move and how to move them. (This is contrasted with outcome movement that comes as the result of combat, where the player doesn't have any choice in how the elements are moved.)

Tactical movement includes movement into contact with the enemy; there is no separate charge move.

Most of the time an element may only make one tactical move per turn. Exceptions to this rule are described on page 29.

There are four types of tactical moves:

Single Element Move. A single element move allows you to move just one element, but you can move that element in a very flexible way.

Group Move. A group move allows you to move multiple elements but imposes constraints on how the elements may maneuver.

Column Move. A column move is a special kind of group move for elements that are in a column.

Littoral Landing. A littoral landing is a specialized move that take place in the first turn of the game.

Each of these moves will be described in their own topic.



3rd C. BC Campanian Spear (4x4Sp)

PIPs

Each tactical move, whether of a single element or a group of elements, requires the player to expend at least one PIP.

- A player may not spend more PIPs than she rolled.
- A player is not obligated to spend any or all of her PIPs.
- PIPs may not be saved from one turn to the next. Any PIPs not used in the current turn are lost.

Some moves require the player to expend one or more extra PIPs. Extra PIPs are not required in the player's first turn. In subsequent turns, the following extra PIPs are required:

Category 1. + 1 PIP if any of these conditions apply:

- The move includes elephants, hordes, war wagons or artillery
- The move includes one or more elements dismounting
- The move includes one or more elements moving into, out of, or through a BUA

Category 2. + 1 PIP if any of these conditions apply:

- If all of the moving element or group is outside of the general's command distance
- The general has been destroyed

Category 3. +1 PIP if this condition applies:

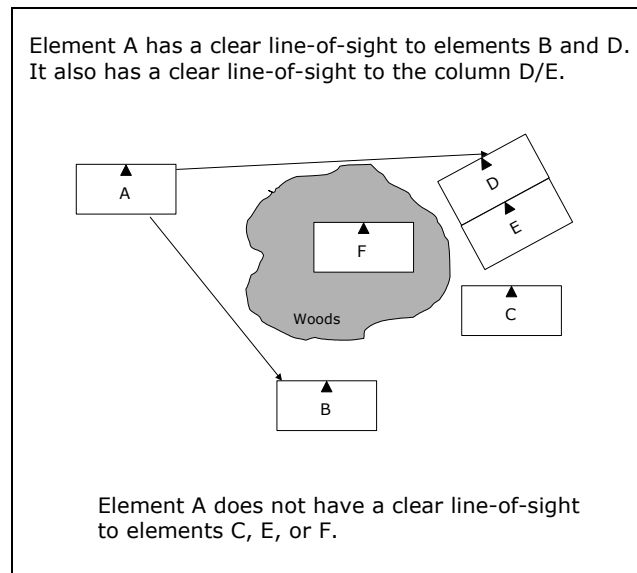
- The general's element is entirely in a BUA, camp, woods, oasis or marsh (doesn't apply when making a single element move with the general's element)

Only apply one extra PIP per category, even if the move qualifies multiple times. For example, if a group move includes an elephant element and a horde element and a knight dismounting to a blade, the move qualifies in category 1 three times, but still only costs two PIPs.

Command Distance

The general's command distance is 1200 paces if there is a clear line-of-sight between any part of the general's element and any part of the moving element or group. The general's command distance is 600 paces if the line-of-sight is blocked.

The line-of-sight is blocked by the crest of a hill, or the edge of a BUA, camp, woods, oasis, or dunes. The line-of-sight is also blocked if the moving element is entirely inside a wood, oasis, or dune.



Measure the command distance between the closest points of the general's element and the moving element or group.

Movement Distance

Each type of element has a maximum movement distance in good going, bad going, and while making a road move. An element is considered to be making a road move if the entire move is along a road. An element is considered to be making a bad going move if it is not a road move and at any point during the move any part of the element enters bad going. Otherwise, it is considered a good going move.

The movement table lists the maximum movement distances for each of the element types.

Movement Table

Element Type	Good Going (paces)	Bad Going (paces)
Elephant Knight Heavy Chariot	300	200
Cavalry Light Chariot Scythed Chariot Camelry	400	200
Light Horse Light Camelry	500	200
Spear Pike Blade Bow Warband Horde	200	200
Auxilia Psiloi	300	300
Artillery War Wagon Litter	200	None
Camp Follower	None	None

All troop elements may move a maximum of 400 paces during a road move.

Artillery, war wagon, and litter elements may not make a bad going move.

Camelry and light camelry treat oasis and dune terrain pieces as good going for tactical movement.

Elements moving through a river may have their maximum movement distance reduced. See page 12 for details.

A camp follower element may not make a tactical move.

Totally Useless Fact #1

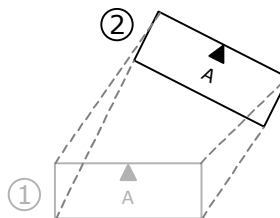
The DBA army requiring the fewest number of figures for all options is Early Libyan (I/7c), which only requires 22 foot figures and 1 chariot model (1xLCh, 11x2Ps).

Measuring Movement Distance

Distance is measured using the element's corner that moves the farthest. Measure from the corner's starting position to its ending position.

Example of measuring movement distance.

Element A moves from position 1 to position 2.



Left Front	200 Paces
Right Front	135 Paces
Left Rear	195 Paces
Right Rear	120 Paces

If Element A were a spear element, no corner would be allowed to move farther than 200 paces. In this case, the left front corner moves the farthest (200 paces). So the move is allowed.

Bad Going

An element may not treat part of its move as a good going move and part as a bad going move. If the element enters bad going (off road) during any part of the move, then the entire move is considered a bad going move and is restricted to the bad going movement distance.

This may lead to a situation where the element may move up to a bad-going terrain piece, but not be allowed to enter during this move. For example, if an element of light horse is 300 paces away from a woods terrain piece, it may move up to the woods but not enter during a single tactical move. As long as it stays in good going, the Light Horse may move up to 500 paces. But if it were to enter the bad going, the maximum distance it may move is reduced to 200 paces, which doesn't even reach the woods.

An artillery, war wagon, or litter element may only enter or move through bad going during a tactical move by making a road move. If such an element ends up in a position where it is in bad going but cannot make a road move, then it is not allowed to make any tactical move. The only time this is likely to occur is if an artillery element is forced to recoil into bad going.

Totally Useless Fact #2

The largest DBA army in terms of figures required to field all options is the Medieval French (IV/64b), which requires 29 elements (including six elements of dismounting knights, 5x5Wb and 2x7Hd) for a grand total of 116 figures.

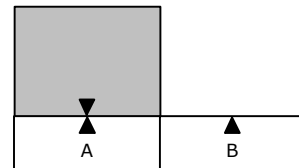
Closing the Door

There is one situation where an element may exceed its normal movement distance. This is when an element moves from a position overlapping an enemy element to a position flanking the same enemy element. This move is known as "closing the door". When measured, this move would take more than 200 paces, making it impossible for most heavy foot elements to perform it in a single tactical move.

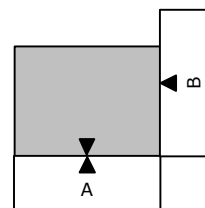
Any troop element may "close the door" in a single tactical move, even if one or more corners exceeds the normal maximum movement distance. That element may not do anything else during that move.

An element may only "close the door" without measuring the movement if a friendly element is in front contact with the enemy element.

Before: Element B is in an overlap position on the enemy element.



After: Element B "closes the door", moving to a flank position on the enemy element.



Single Element Moves

In a single element move you only get to move one element, but you have a great deal of flexibility in how you move that element. You don't need to worry about wheeling, or making an about face or anything like that. You just move the element to where you want it to go.

Well, that's not entirely true; there are a couple of constraints on the move:

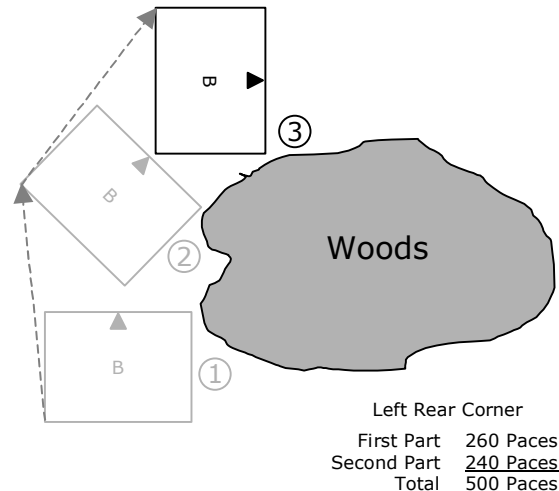
- The element may not exceed its maximum movement distance.
- If the element starts in or enters another element's zone-of-control (ZOC) it will be limited in how it may move (see page 33).
- The element may not pass through a gap that is narrower than the element's leading edge.

In addition, a single element move must be taken as a series of intermediate moves if any of the following apply:

- More than one corner of the element would pass through a friendly element and the element is not otherwise allowed to move through the friendly element.
- Any corner of the element would need to pass through an enemy element.
- Any corner of the element would need to pass through a ZOC that is being avoided.
- Any corner of the element would pass through impassable terrain.
- Any corner of the element would pass through bad going that is being avoided.

Example of intermediate moves.

Element B moves from position 1 to position 3.



If Element B were a light horse, no corner would be allowed to move farther than 500 paces. It can't move directly from position 1 to position 3 because the right front corner would pass through the woods (which would limit its move to 200 paces). So it uses two intermediate moves to avoid the bad going. In this case, the left rear corner moves 260 paces in the first intermediate move and 240 paces in the second intermediate move for a total of 500 paces.

The distance of each of the intermediate moves are summed to get the total movement distance. Any number of intermediate moves may be made in one single element move, as long as the total movement distance does not exceed the element's maximum movement distance.

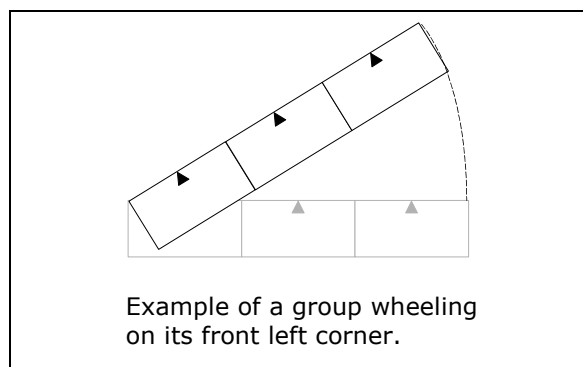
Group Moves

The game would move pretty slowly if you could only move single elements. Fortunately, you can also move groups of elements. But unlike a single element move, the amount of maneuver allowed to a group is very limited. In fact, about all a group can do is move straight ahead and wheel on its front corners.

Two or more elements may make a group move observing the following restrictions:

- No element of the group may exceed its maximum movement distance.
- The elements must begin and end in group contact (see below).
- No element in the group may change position relative to any other element in the group.
- The group may move directly forward, wheel, or perform some combination of these, including multiple wheels.
- The group may move up to one-half base width directly left or right to line up opposite an enemy element, but only if that enemy element is within one base width of at least one element in the group.
- No element of the group may start in bad going or enter bad going at any point in the move.

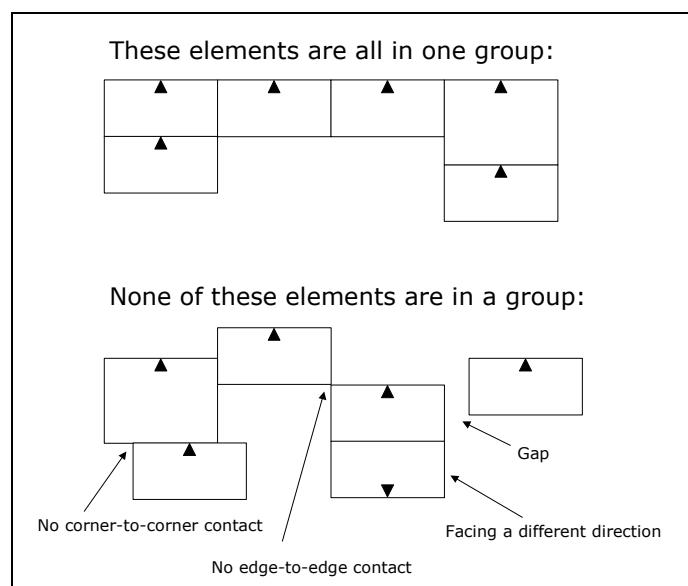
Wheeling occurs on the outside front corner of the leftmost or rightmost element of the front rank.



Group Contact

Two or more elements are in group contact if all of the following apply:

- All of the elements must be facing the same direction.
- Every element must be in edge-to-edge and corner-to-corner contact with at least one other element in the group.
- The group must be contiguous; there cannot be a gap separating some members of the group from others.



Reducing Frontage

A group may reduce its frontage in order to pass through a gap. The group may not reduce its frontage by more than the minimum necessary to pass through the gap.

When reducing frontage, elements that fit within the gap must make a normal group move. Elements that are outside the gap will then fall in behind the other elements.

All elements must start and end the move in group contact. No element may exceed its maximum movement distance.

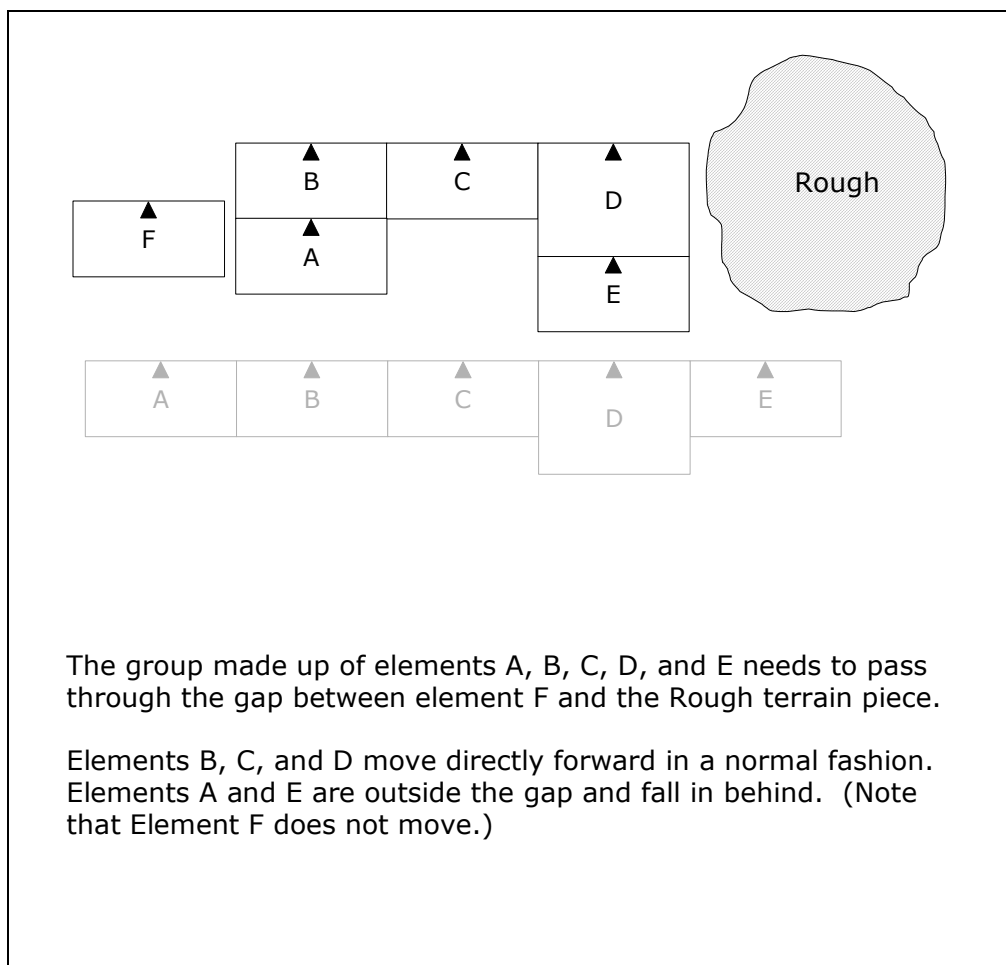
A gap is defined as the space between any two of the following:

- Element (friendly or enemy)
- Camp
- BUA
- Terrain piece
- Edge of the game board

The gap must be at least one element wide.



12th C. Ahdath City Militia (7Hd)



Column Moves

Two or more elements may make a column move, observing the following restrictions:

- The elements must begin in column contact.
- No element in the column may change order relative to any other element in the column.
- No element of the column may exceed its maximum movement distance.
- The column may move directly forward, or the lead element may wheel on a front corner with all other elements also wheeling when their front edge reaches the same position, or perform some combination of these. The column may end its move with one or more kinks due to wheeling.

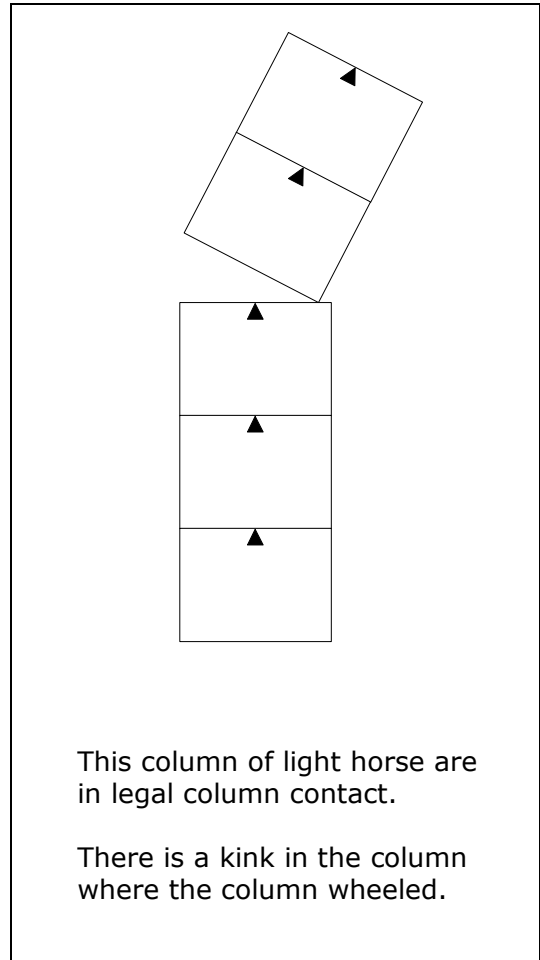
Wheeling may occur on either of the front corners of the lead element.

Column Contact

Two or more elements are in column contact if all of the following apply:

- The elements must be in a one element wide column.
- Every element must be in front edge-to-rear edge contact and corner-to-corner contact with the next element in the column OR front edge-to-rear corner contact with the next element when the column wheels or follows a road.

- The column must be contiguous; there cannot be a gap separating some members of the column from others.



The DBA rulebook treats a column move as a group move with special restrictions. Because the special restrictions make a column move so distinct, we've chosen to describe it as its own movement type. This makes the column move simpler to understand, but doesn't change how the game is played.

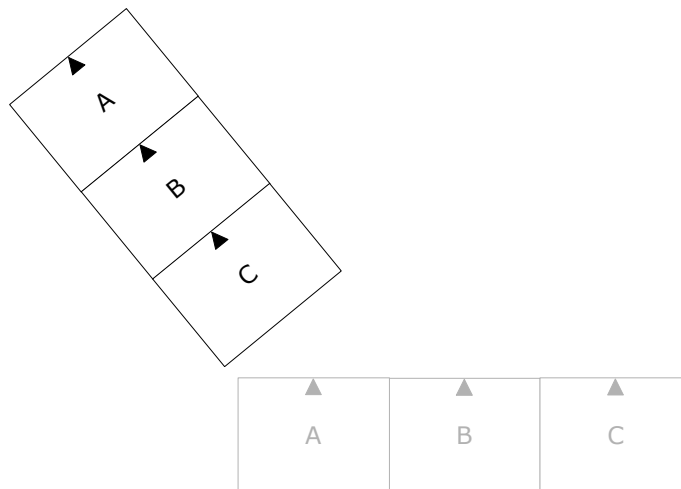
Forming Column

Elements beginning their move in group contact may form a column as a column move. This is similar to reducing frontage to pass a gap, except that it must be into a one element wide column and it can be done at any time, not just when passing through a gap.

To form column, designate one element as the lead element of the column. That element then makes a normal column move (that is, it may move directly forward, wheel on a front corner, or some combination). Any other element starting the move in group contact

with the lead element may then move freely to fall in behind the lead element. The following restrictions apply:

- No element forming the column may exceed its maximum movement distance.
- No element may move backwards to join the column.
- All elements moving as part of the column move must end the move as part of the one element wide column.



Elements A, B, and C are light horse and start the move in group contact.

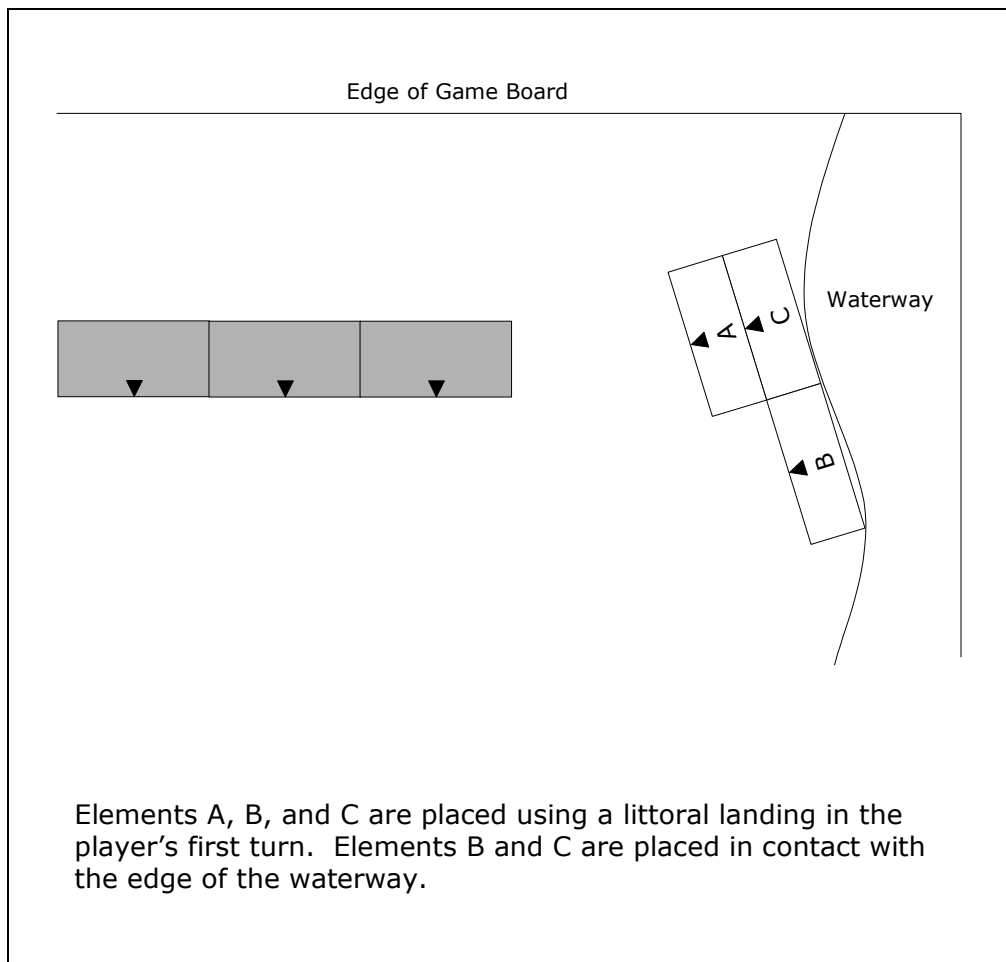
Element A is the lead element. It wheels on its left front corner then moves forward. Elements B and C fall in behind. No element exceeds its maximum movement distance.

Littoral Landings

A player who has reserved elements for a littoral landing may, in his first turn, place any or all of the reserved elements onto the game board. The elements must be placed in group contact (see page 24). If only one element is placed, that element must be in contact with an edge of the waterway. If more than one element is placed, at least two of those elements must be in contact with the edge of the waterway.

The player may choose not to place any or all of the reserved elements in his first turn, in which case the elements may not be used at all during the game. The elements that are not placed on the board do not count as destroyed.

Placing a littoral landing costs one PIP.



Second and Subsequent Movement

Most of the time elements are only allowed to make one tactical move in a turn. Under certain circumstances however, elements may move twice or even more.

Elements may make second and subsequent tactical moves as either single elements or as part of a group or column. Eligible elements

may even make second or subsequent tactical moves after a littoral landing.

Each second or subsequent move costs PIPs in the normal way (see page 20).

Element Type	How Many Moves	Conditions
Psiloi	Unlimited	Only in the player's first turn.
Warband Scythed Chariot	1 additional move	Must end its second move: • In front, flank, or rear contact with an enemy element, or • Eligible to provide rear support in close combat, or • Eligible to provide an overlap in close combat.
Light Horse Light Camelry	Unlimited	May not start its move, move, or end its move within one base width of an enemy element or an enemy occupied camp or BUA during a second or subsequent move.
All	Unlimited	Second and subsequent moves must be road moves and may not end in contact with an enemy element or an enemy occupied camp or BUA.



13th C. Turkoman Light Horse (5x2LH)

Dismounting

In a few cases, an army list will designate that certain elements may dismount. Dismounting is simply changing an element from a mounted type to a foot type. This simulates the soldiers getting off their horses and fighting on foot.

In the army lists, dismounting elements are specified by two element types separated by double slashes "//". So the entry 4x3Kn//4Bd means that you can take four elements of 3Kn that may dismount as 4Bd.

All dismounting elements must start the game as the mounted type.

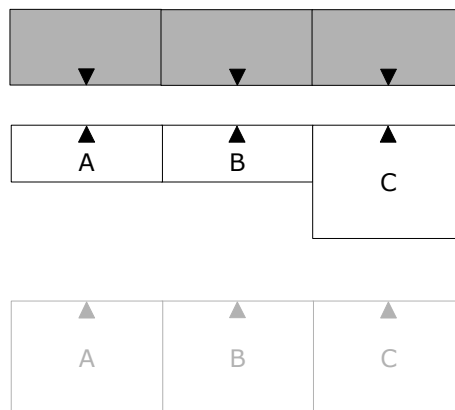
An element can dismount as part of a normal tactical move, including a single element move, a group move, a column move, or a littoral landing. Any number of elements may dismount as part of a move. To dismount,

just replace the mounted elements with their foot types and perform the rest of the move normally.

If dismounting as part of a group or column move and the act of dismounting causes a gap to appear in the group or column, adjust elements forward as necessary to close up the gap. This adjustment does not count against the element's movement.

Neither a dismounting element nor any element that moved with a dismounting element may end the move in contact with an enemy element or an enemy occupied camp or BUA.

Once an element has dismounted, it may not change back to its mounted type during the game.



Elements A and B are knights who may dismount as blades (2x3Kn//4Bd) and C is an element of cavalry. Facing three elements of bow, the player decides to dismount the knights.

As part of a group move, elements A and B dismount, then the whole group moves forward. Assuming that there are no other circumstances affecting their PIPs, this is a 2 PIP move (the standard 1 for a move, plus 1 for dismounting).

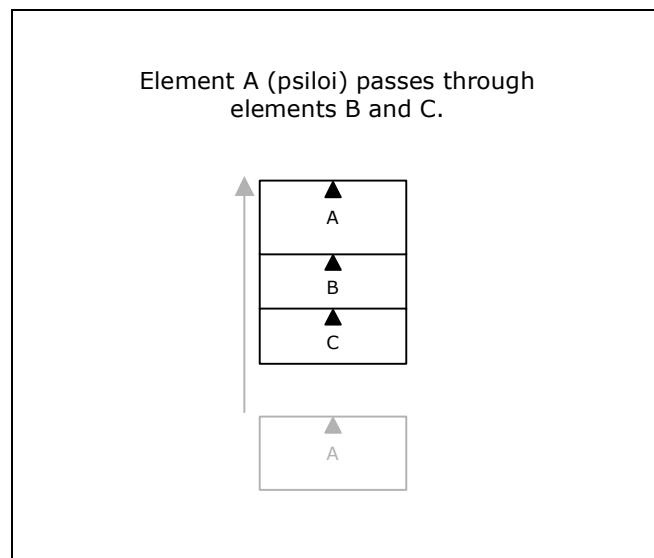
Moving Through Friendly Elements

Passing Through a Friendly Element

An element may pass through one or more friendly elements during its tactical move (or when making the equivalent of a tactical move while fleeing) if it meets the following conditions:

- Every met element is facing the same or opposite direction as the moving element.
- There is clear space immediately beyond the farthest met element that is large enough to hold the moving element AND the moving element may move far enough to reach this space.
- Mounted elements may move through psiloi and psiloi may move through any friendly element. Other elements may not pass through friendly elements.

Elements may not pass through enemy elements.

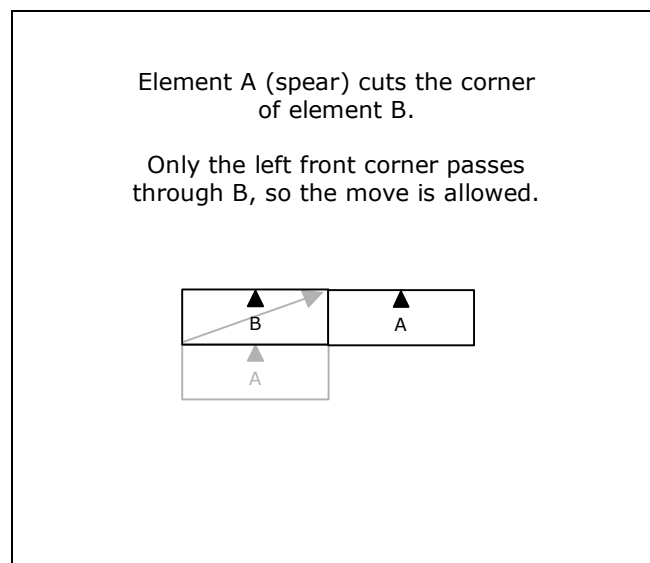


Elements may also pass through friendly elements when recoiling (see page 51).

Cutting the Corner

It's a little quirky, but an element can also move through a friendly element if it's just "cutting the corner". That is, if you were to draw a line between the starting and ending positions of each corner of the moving element and only one of those lines goes through a friendly element, then the move is allowed. Unlike interpenetration, this kind of move is open to all element types.

The most common use of this move is for an element to go from directly behind a friendly element to a position directly beside that element.



Totally Useless Fact #3

The fastest and most mobile DBA armies are the Kimmerian, Skythian or Early Hu (I/43a), Alan (II/58), Hunnic (II/80d), and Emishi (III/6). Each of these armies can be fielded as twelve elements of light horse, including the general.

Breaking Off from Front Contact

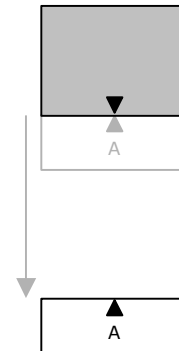
An element in front contact with an enemy element or an enemy occupied camp or BUA may only move by breaking off. A break off is always a single element move. To break off, an element must meet the following restrictions:

- It may only move directly to its rear. No change of direction is allowed.
- It may not change its facing.
- It must move at least 200 paces.
- It may not start with an enemy element in flank or rear contact.
- It may not end in contact with an enemy element or an enemy occupied camp or BUA.

If an element breaks off from a Knight, Scythed Chariot, Warband, or Horde element,

the element that was broken off from immediately pursues as an outcome move (see page 54).

Element A (blade) breaks off from the enemy element by moving 200 paces directly to its rear.

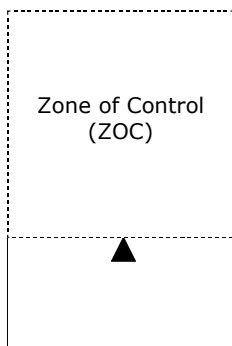


*5th C. Patrician Romans (4Bd) breaking off from the Ostrogothic general (3Kn).
The general must immediately pursue one base depth.*

Since an element in front contact with an enemy element or enemy occupied camp or BUA can only move by breaking off, if an element is in such a position and cannot meet these restrictions then it cannot make a tactical move.

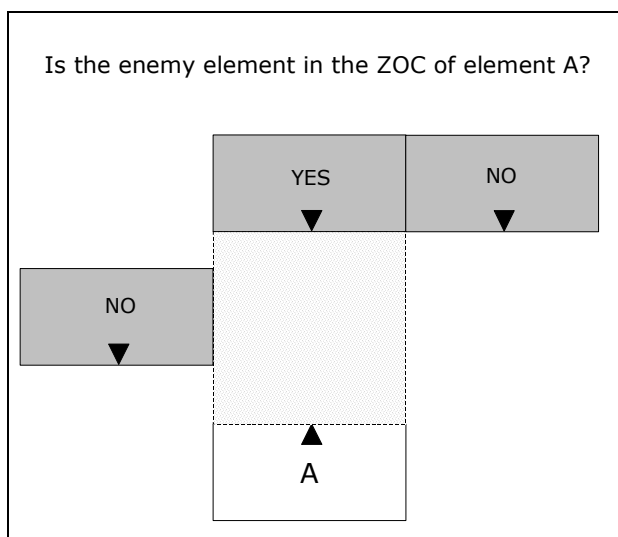
Zone of Control

Every element exerts a zone of control (ZOC) that restricts the movement of enemy elements.



The ZOC extends out one base width directly in front of the element, or until the point where it is blocked by another element, whichever is less. Note that an element that blocks a ZOC is itself considered to be within the ZOC.

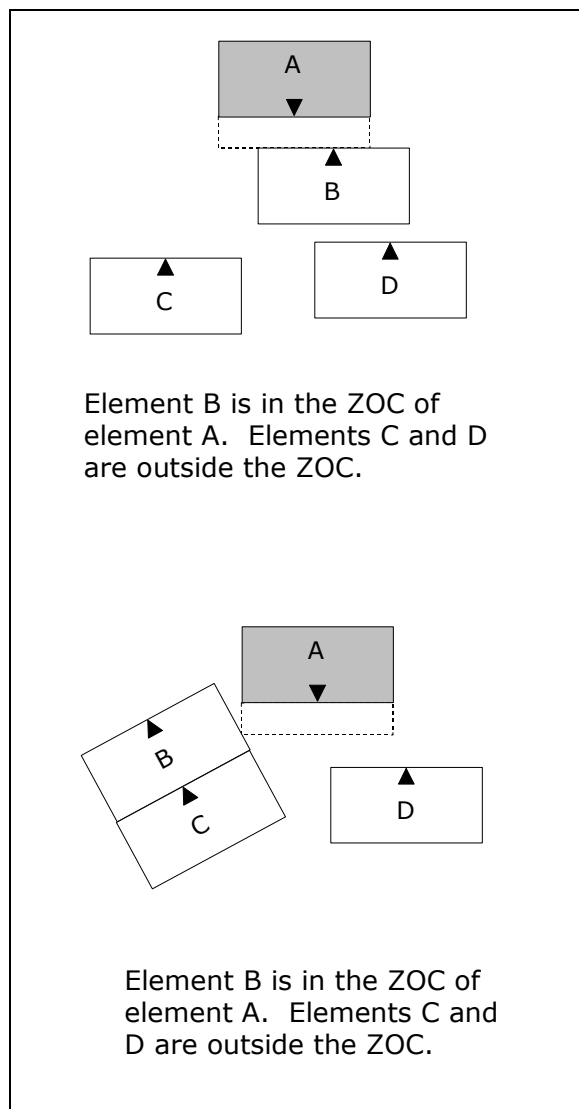
Unless blocked, the ZOC includes the front edge of the ZOC region (i.e., unless the ZOC is blocked, an element exactly one base width away is considered to be in the ZOC). The ZOC does not include the side edges or the front corners of the ZOC region.



Blocking a ZOC

You can determine if the ZOC is blocked by using the "rolling carpet" method. Imagine a rolled up carpet. When you roll the carpet out, it rolls until it hits something, and then the whole thing stops.

The ZOC works the same way. The ZOC extends out from the element until it hits another element or an occupied camp or BUA, and it stops at that point across its whole width.



Starting a Tactical Move Within an Enemy Element's ZOC

An element that starts a tactical move within the ZOC of one or more enemy elements is restricted in how it may move:

The element may retire, meeting the following restrictions:

- It may only move directly to its rear. No change of direction is allowed.
- It may not change its facing.

Or it may move to front contact with any one of the controlling enemy elements[†].

Or it may move to square itself with any one of the controlling enemy elements[†], meeting the following restrictions:

- At no point in the move may the front corners of the element move further away from the corresponding front corners of the enemy element.
- At no point in the move may the front corners of the element move away from an imaginary line extending directly out from the corresponding front corners of the enemy element.
- At no point in the move may the angle between the front edge of the element and the front edge of the enemy element increase.

[†] The *controlling enemy elements* are those enemy elements whose ZOC the element

started in. They do not include enemy elements whose ZOC may have been entered during the move. An element starting within the ZOC of two or more enemy elements has a choice of which element to contact or square itself with.

Entering an Enemy Element's ZOC During a Tactical Move

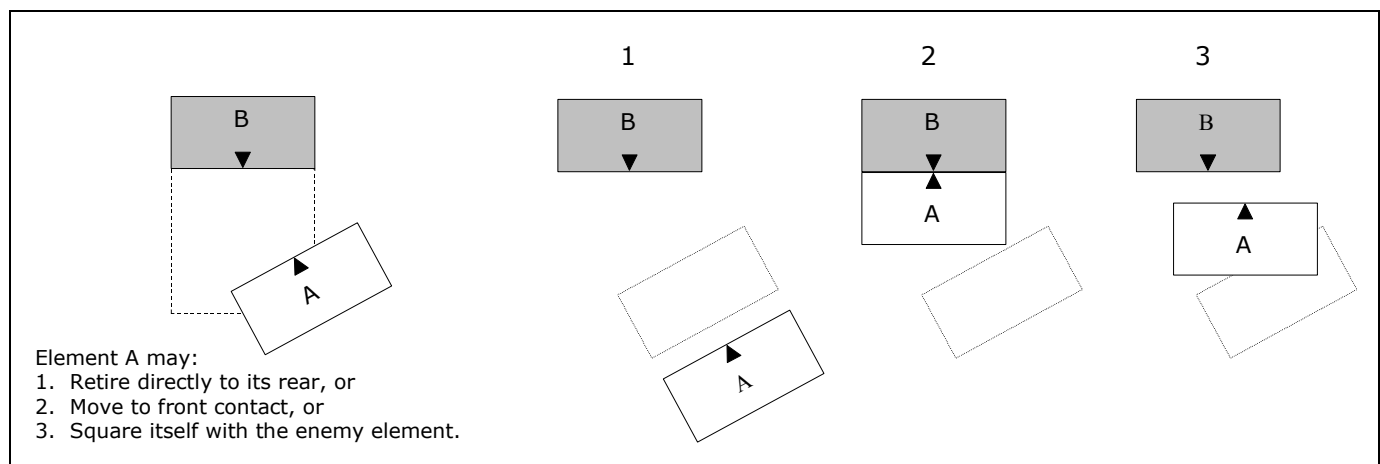
An element that does not start its tactical move within the ZOC of an enemy element, but that enters the ZOC of an enemy element while moving is also restricted in how it may move.

The element may move normally until it first touches the ZOC of an enemy element. Once it touches the ZOC:

The element may move to front contact with any one of the controlling enemy elements[†].

Or it may move to square itself with any one of the controlling enemy elements[†], following the rules specified above.

[†] The *controlling enemy elements* are those enemy elements whose ZOC the element first enters. They do not include enemy elements whose ZOC may be entered subsequently. An element entering the ZOC of two or more enemy elements simultaneously has a choice of which element to contact or square itself with.



Front, Flank, and Rear Contact

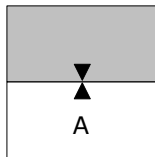
When we use the terms front contact, flank contact, and rear contact, here's what we mean:

Front Contact. An element is in front contact with an enemy element if the elements are in mutual front edge to front edge and front corner to front corner contact. An element is in front contact with an enemy occupied camp or BUA if its front edge is in contact with the edge of the camp or BUA.

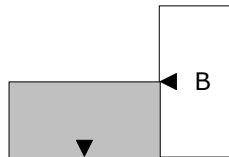
Contacting a war wagon or litter is a special case. See page 46 for the details.

Flank Contact. An element is in flank contact with an enemy element if its front edge is in contact with the enemy element's side edge AND the elements are in mutual left-to-left or right-to-right front corner to front corner contact. An element cannot be in flank contact with a camp or BUA.

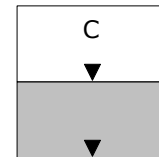
Rear Contact. An element is in rear contact with an enemy element if its front edge is in contact with the enemy element's rear edge AND the elements are in front corner-to-rear corner contact. An element cannot be in rear contact with a camp or BUA.



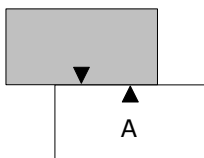
Element A is in front contact with the enemy element.



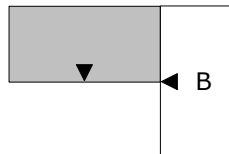
Element B is in flank contact with the enemy element.



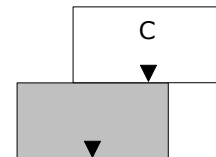
Element C is in rear contact with the enemy element.



Element A is not in front contact because it's not in front corner to front corner contact with the enemy element.



Element B is not in flank contact because it's not in front corner to front corner contact with the enemy element.



Element C is not in rear contact because it's not in front corner to rear corner contact with the enemy element.

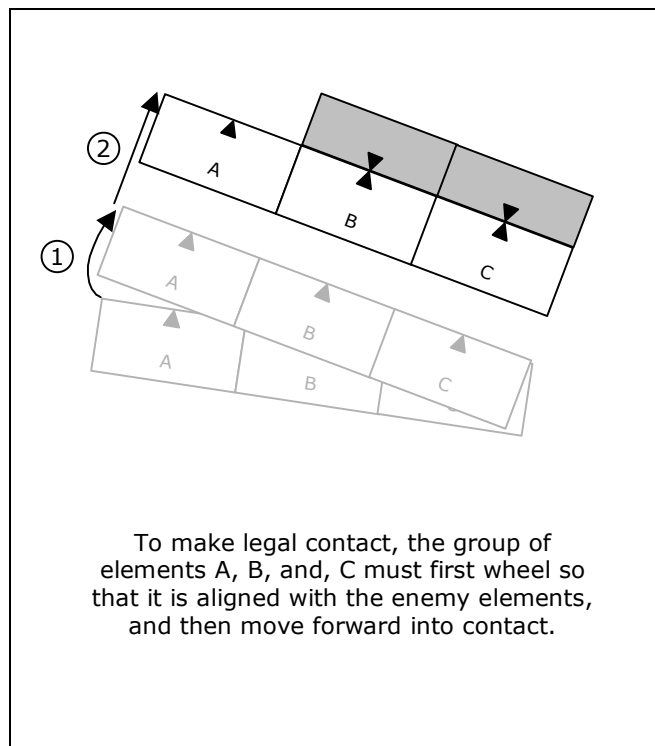
Moving into Contact

Artillery, war wagon, and litter elements may not move into contact with an enemy element or enemy occupied camp or BUA. This restriction includes all contact, including corner-to-corner. Therefore these element types may not move into an overlap position.

Other elements may move into contact with an enemy element or an enemy occupied camp or BUA if at least one of the following apply:

- The moving element ends its move in front, flank, or rear contact with an enemy element or enemy occupied camp.
- The moving element ends the tactical movement phase eligible to provide an overlap in close combat.

Unless the contacted element is forced to conform (see next page), the moving element or group of elements must maneuver to reach a legal contact position.



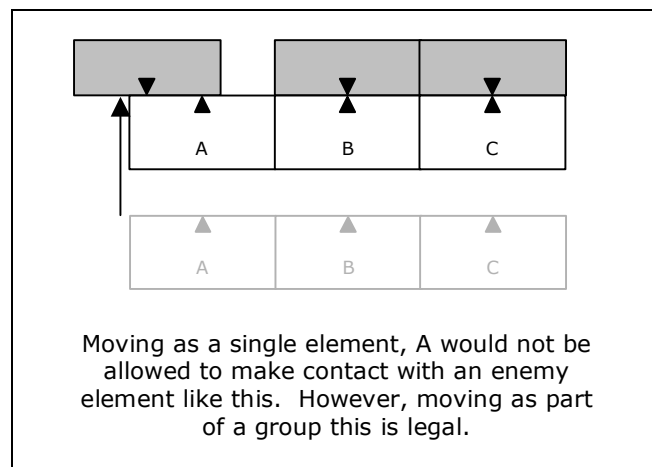
Remember that a group may move up to one-half base width directly left or right to line up opposite an enemy element (see page 24). This makes it easier for groups to make contact correctly.

Again, contacting a war wagon or litter is a special case. See page 46 for the details.

Non-Standard Contact

Normally an element may not move into contact with an enemy element unless it meets the criteria described above. However, the contact criteria are waived under the following conditions:

- The element making non-standard contact is moving as part of a group move.
- One or more elements of the moving group make normal contact with an enemy element as described above.
- There is a gap between the enemy elements of less than one base width.



This exception deters a player from spacing his elements in an odd way simply to make contact difficult.

Conforming to a Group

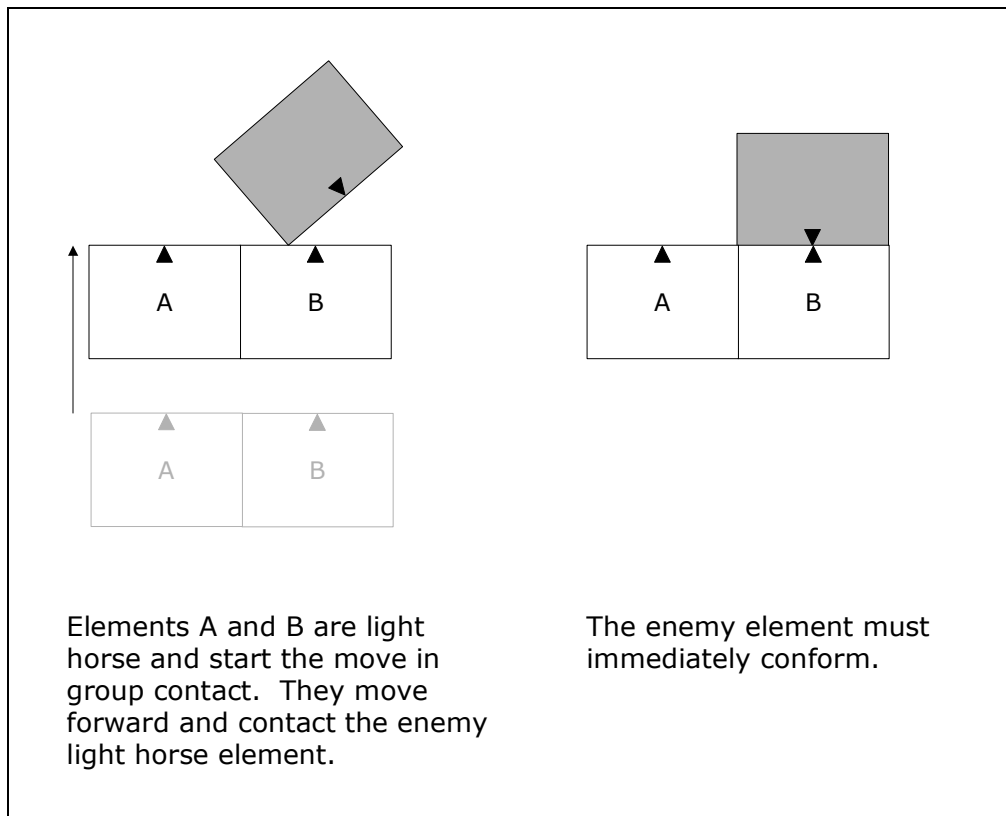
An element of light horse, light camelry, or psiloi contacted by an enemy element must conform to that element if all of the following apply:

- The enemy element is moving as part of a group or column move, or is part of a littoral landing which has two or more elements.
- The contacted element is not in group contact with one or more friendly elements.
- There is sufficient clear space for the contacted element to conform.

If any part of a psiloi element is in bad going, then it doesn't conform.

To conform, the element immediately turns to face the contacting element, ending in front contact. If two or more elements make contact at the same time, the contacted element chooses the element to face.

The elements in the moving group, column, or littoral landing may ignore the ZOC of an element that must conform to them. This is because the conforming element ends the move in front contact with one of the moving elements, satisfying the ZOC requirements.

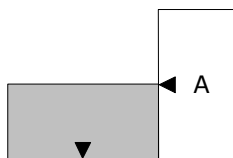


Turning to Face

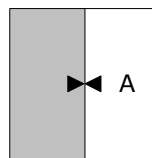
At the end of the tactical movement phase, any element that has an enemy element in flank or rear contact with it, but no element in front contact with it, immediately turns to face

the contacting element, ending in front contact. If there are two or more elements in flank or rear contact, the element turns to face the first to make contact.

Example 1

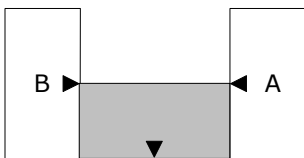


During the tactical movement phase, element A makes flank contact with the enemy element.

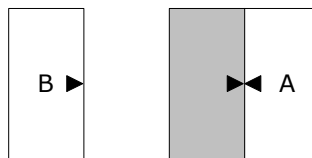


At the end of the tactical movement phase, the enemy element must turn to face element A.

Example 2



During the tactical movement phase, first element A, then element B makes contact with the enemy element.



At the end of the tactical movement phase, the enemy element must turn to face the first element to make contact.

Distant Shooting

In DBA, distant shooting represents the long range shooting of massed bowmen, war wagons, and artillery. All short range shooting is included implicitly in close combat.

Combat Resolution

Combat resolution follows the same procedure for both distant shooting and close combat. See page 46 for detailed step-by-step instructions.

Rules specific to distant shooting are covered in this section.

Distant shooting is limited to bow, war wagon, and artillery elements:

- Bow and war wagon elements shoot in both their own turn and their opponent's turn.
- Normally, artillery elements only shoot in their own turn and only if they did not make a tactical move.
- However, if artillery are shot at in their opponents turn, they may also shoot (return fire).

Each element type has a maximum range.

Element Type	Maximum Range
Bow	200 paces
War Wagon	200 paces
Artillery	500 paces

The active player chooses the order in which shooting takes place, selecting from the eligible elements that have not yet shot. Each combat is resolved and all resulting outcome moves completed before moving to the next combat.

If an element is eligible to shoot at the beginning of the distant shooting phase but becomes ineligible before it takes its turn,

then the element does not shoot in that turn. Conversely, if an element is not eligible to shoot at the beginning of the distant shooting phase but becomes eligible as a result of other shooting, then that element may be selected to shoot.

An element may not shoot more than once in a turn.

An element may not be shot at more than once in a turn. However, up to three shooters may combine their shooting against an element, the extra shooters aiding the main shooter.

If two or more elements are shooting at the same target, the shooter closest to the target must be selected as the main shooter. As the main shooter, that element's combat factor will be used to resolve the combat.

Elements that are eligible to shoot must do so during the distant shooting phase (an element cannot decline to shoot). Elements that are eligible to shoot at one another must do so.

An element that shoots without being shot at ignores any combat result that would affect it.

Eligibility

Distant shooting takes place between the shooting edge and the target edge. For bow and artillery elements, the shooting edge is always the front edge of the shooting element. For war wagon elements, any edge of the shooting element may be selected to be the shooting edge. Any edge of the target element may be selected as the target edge.

An element is eligible to shoot if all of the following apply:

- At least part of the target edge is in the arc of fire of the shooting element.

- The distance from any part of the shooting edge to any part of the target edge is less than or equal to the maximum range for the shooting element.
- The path from the shooting edge to the target edge is not blocked.
- Neither the shooting element nor the target element is in front, flank, or rear contact with an enemy element.
- Neither the shooting element nor the target element is in a position to provide an overlap against an enemy element.
- The target element is not in position to provide rear support to a friendly element.

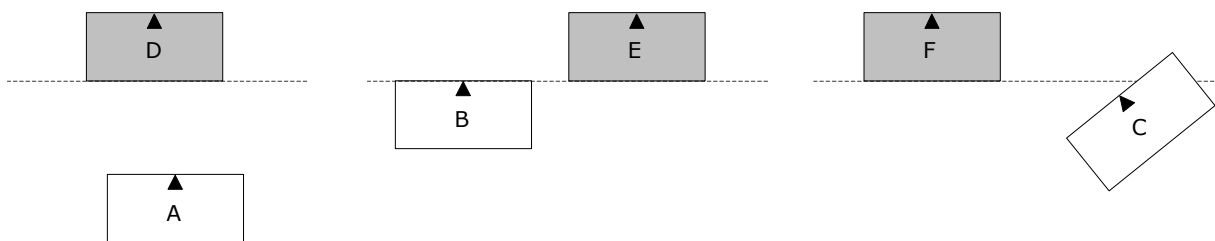
Shooting on a Rear Edge

Shooting at an element's rear edge can be very powerful. An element shot exclusively on its rear edge has a recoil result turned into a destroy result! This makes it important to know when you get to count the rear shot.

An element is eligible to shoot exclusively on a rear edge if the following apply:

- The shooting edge is entirely behind an imaginary line running along the rear edge of the target element.
- The element is allowed to shoot at the rear edge of the target.

The situation is more complicated if you have more than one element shooting at the target. If the main shooting element is being aided by one or more additional shooting elements, then all shooting elements must be eligible to shoot exclusively on the rear edge. If they're not all eligible, then it's just a regular shot.

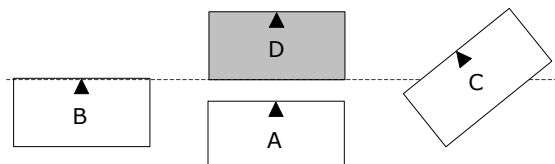


Element A may shoot exclusively at the rear edge of element D.

Element B may shoot at element E, but not exclusively at the rear edge.

Element C may shoot at element F, but not exclusively at the rear edge.

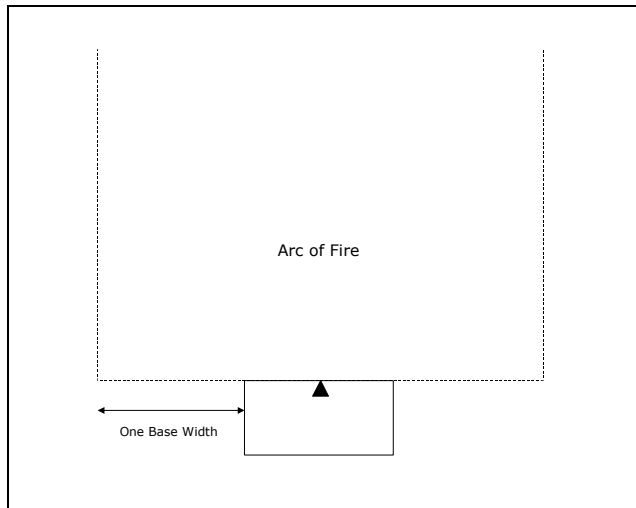
Combined Shooting



If element A is the main shooter and elements B and C aided element A, then the shooting would not count as being exclusively on the rear edge.

Arc of Fire

For bow and artillery elements, the arc of fire is a rectangular area extending from the front edge of the element forward and extending out one base width to either side.

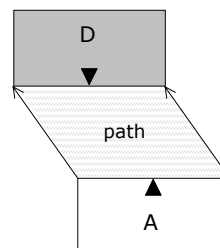


For war wagon elements the arc of fire is a full 360° circle around the element.

For bow or artillery elements occupying a camp or BUA, the arc of fire is a full 360° circle around the camp or BUA.

Blocked Path

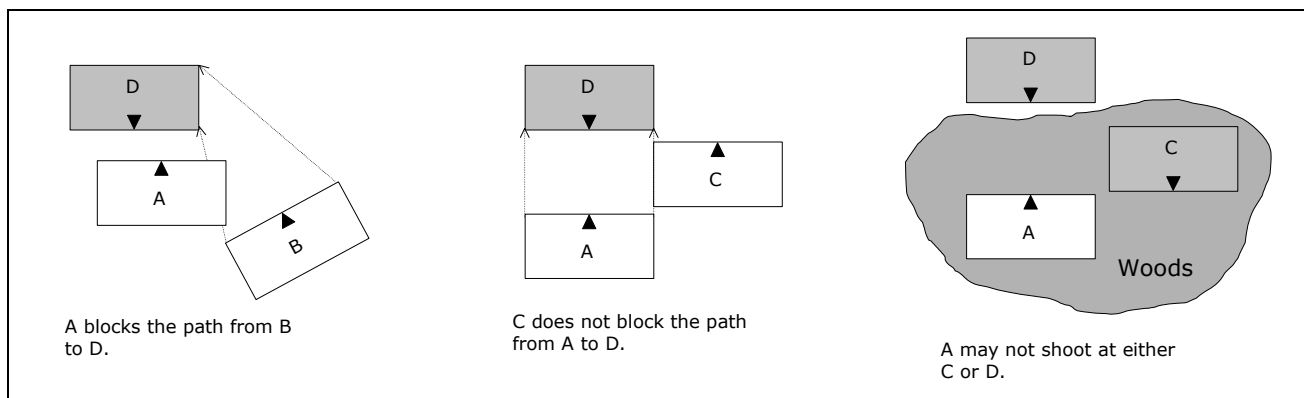
The path from the shooting edge to the target edge consists of the two uncrossed lines running from the corners of the shooting edge to the corners of the target edge and the area in between.



If there is any part of any element (including the shooting or target element) within this area, then the path is blocked. An element whose edge runs along one of these lines does not block the path.

The path is also blocked if any of the following situations exist:

- The target element is entirely in a woods or oasis terrain piece.
- The shooting element is entirely in a woods or oasis terrain piece.
- The entire width of the shooting path is blocked by the crest of a gentle or steep hill.
- The entire width of the shooting path is blocked by a woods or oasis.



Distant Shooting Mini-FAQ

Q: Why can't my light horse shoot?!?

A: It's not unusual for newcomers to DBA to find the rules that relate shooting and element types to be a bit confusing. This is because there are several element types that represent troops typically equipped with bows, javelins, or other weapons that are used at a distance, but these element types are not allowed to shoot. For example, light horse are frequently armed with bows, but in DBA light horse are not allowed to shoot at a distance (though they may be shot at). Light horse can only attack in close combat. This is because the bow fire from the light horse is included in the close combat attack and not as a separate shooting component.

Q: What's the difference between the bow (3Bw or 4Bw), longbow (3Lb or 4Lb), and crossbow (3Cb or 4Cb) element types?

A: These element types all behave exactly the same in DBA. Same maximum shooting distance, same combat factors. The only thing that's different is the type of figure that you'll want to use to depict them. And even there you're free to use what you think is appropriate. If the army list calls for 3Bw but you think that crossbowmen are more historically appropriate, you should feel free to use the crossbowmen.

Q: So what's the difference between the 4Bw and the 8Bw element types?

A: Other than the difference in base depth, these element types also behave exactly the same in DBA. Same maximum shooting distance, same combat factors. The deeper base depth of the 8Bw affects the way they move and their recoil distance, but not how they shoot.



11th C. Byzantine Skutatoi (3x8Bw)

Close Combat

In DBA, close combat represents all of the fighting that occurred at close quarters. Skirmishers throwing or firing missiles at close range; horse archers galloping up, firing, and riding back; foot troops throwing their pila or francisca as a prelude to their charge; and of course, hand-to-hand combat itself.

Combat Resolution

Combat resolution follows the same procedure for both distant shooting and close combat. See page 46 for detailed step-by-step instructions.

Rules specific to close combat are covered in this section.

All pairs of elements in mutual front contact at the beginning of the close combat phase participate in close combat during that phase. The active player chooses the order in which combat takes place. Each combat is resolved and all resulting outcome moves completed before moving to the next combat.

If an element that is eligible for combat at the beginning of the close combat phase is destroyed as a result of another combat, then that element does not participate in close combat in that turn.

If a pair of elements are not in mutual front contact at the beginning of the close combat phase, but become so during the phase (due to an outcome move), they do not participate in close combat during that turn.

Uphill

An element is uphill of its opponent if at least some part of its front edge is on a gentle or steep Hill AND part of its front edge is uphill of its opponent's entire front edge.

Overlap

An element overlaps an enemy element by corner contact if all of the following apply:

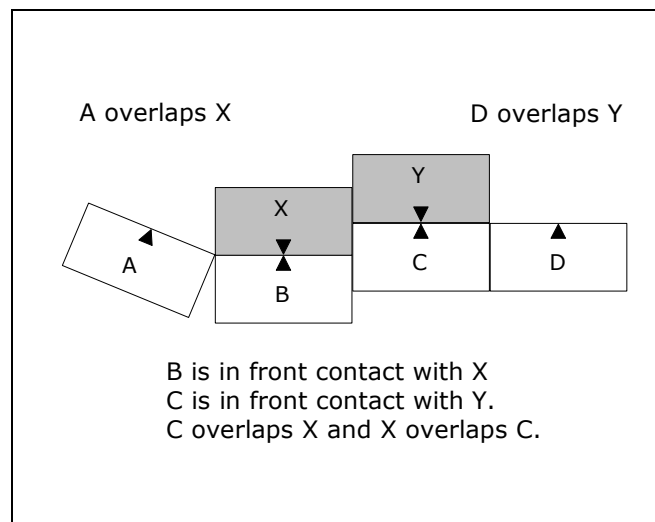
- The element is not in flank contact with the enemy element.
- The elements are in mutual left-to-left or right-to-right front corner contact.
- A friendly element is in front contact with the enemy element.
- The element is not in front contact with another enemy element.

An element overlaps an enemy element by side contact if all of the following apply:

- The elements are in mutual side edge-to-side edge contact.
- A friendly element is in front contact with the enemy element.

An element cannot overlap a camp or BUA. A camp or BUA cannot overlap an element.

An element may receive at most one -1 for overlap or flank contact on the left, one -1 for overlap or flank contact on the right, and one -1 for rear contact.



Rear Support

Pike, warband, and spear provide rear support if all of the following apply:

- The combination of supported element, supporting element, and opponent are found in the Rear Support Factors table.
- The supporting element is directly behind and facing the same direction as the supported element.
- Neither the supporting element nor the supported element is in bad going.

Psiloi provide rear support under a broader range of conditions:

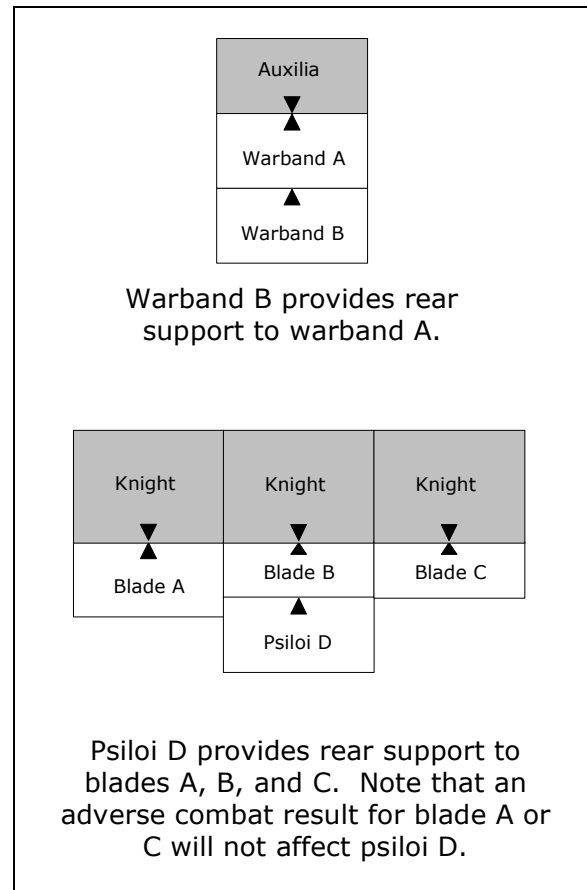
- The combination of supported element, supporting element, and opponent are found in the Rear Support table.
- The Psiloi element is directly behind and facing the same direction as the supported element OR the Psiloi element is directly behind an element that is the same type as the supported element and that is in side edge and front corner contact with the supported element.

A psiloi element may support more than one element in the same turn. A supporting psiloi element is only affected by combat involving the element directly to its front.

In all cases, the subtype and depths of the elements are not important, as long as the elements are of the appropriate type. For example, a 5Wb may support a 3Wb and vice-versa. Similarly, an element of psiloi directly behind a 4Bd may support a 3Bd that is in side edge and front corner contact with the 4Bd.

If an element is destroyed and it received rear support from an element directly to its rear, the supporting element is also destroyed. There is one exception: A supporting element of pike is not destroyed.

An element that *can* provide rear support *must* provide rear support.



Note that while pike, warband, and spear cannot provide support if either element is in bad going, this restriction doesn't apply to psiloi. A psiloi element may provide support even though one or both elements are in bad going. This is a detail that is occasionally missed even by experienced players.

Attacking a Camp

An element in front contact with an enemy occupied camp is eligible to participate in close combat. Only one element may attack a camp during a single close combat phase.

An element cannot overlap a camp and a camp cannot overlap an element. However, an element attacking a camp can receive rear support under some conditions (see above).

If the element defending the camp is destroyed, the attacking element immediately occupies the camp. An element providing rear support to the attacking element does not move in this case.

Attacking a BUA

An element in front contact with an enemy occupied BUA is eligible to participate in close combat. As many as three elements may attack a BUA during a single close combat phase. Each of these attacks is handled separately, any remaining attacks skipped if the defending element is destroyed.

An element cannot overlap a BUA and a BUA cannot overlap an element. However, an element attacking a BUA can receive rear support under some circumstances (see above).

If the element defending the BUA is destroyed, the attacking element immediately occupies the camp (though it does not garrison it, see page 11). An element that provided rear support to the attacking element does not move in this case.



Middle Eastern Walled Compound (BUA)

War Wagons in Close Combat

Litters behave exactly like war wagons (except that they aren't allowed to shoot at a distance). All of the rules in this section apply to litters as well as war wagons.

Compared to the other element types, war wagons are a very different kind of fighting force. Instead of being a formed body of men and horses, war wagons represent a formation of protected wagons and the accompanying soldiers. These formations were slow and ponderous, but had the capability of fighting effectively in all directions. This capability leads to some special rules for war wagons.

Also, war wagons are the deepest elements in the game. Their side edge is two base widths long. This leads to some more special rules.

The first special rule is that war wagons always treat the first edge contacted as their front edge for close combat. This doesn't affect the way they move—for purposes of movement they still have a front edge that never changes. But the first edge contacted by an enemy element is considered the front edge for anything related to close combat*.

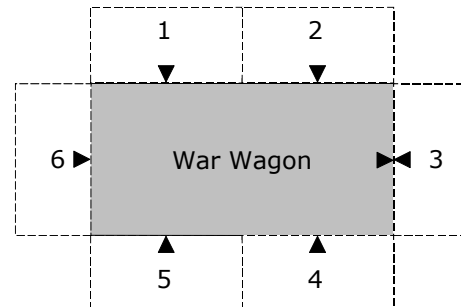
Totally Useless Fact #4

Out of the 310 army lists in the DBA rule book, only four have litter elements: Early Egyptian (I/2a), Mound Builder American (IV/10), Chanca (IV/70) and Inca (IV/81). In all four of these lists, the Litter is the general. That's not too surprising, of course. You have to be pretty important to get carried around on the battlefield.

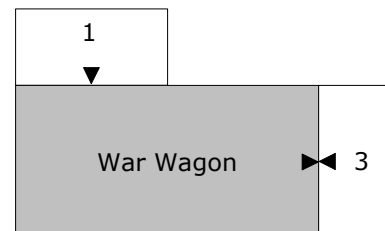
* This designation as the front edge is not permanent. If the element that first made contact is no longer in contact, then reevaluate the front edge based on the next element to make contact.

Making Contact with War Wagons

Treat war wagons as having six legal contact positions (i.e., six places where enemy elements can make legal contact); one along each of the short edges and two along each of the long edges.



An element in one of these positions is considered to be in front, flank, or rear contact (the correct designation depending on which edge was contacted first).



If a war wagon is contacted first by element 1, and subsequently by element 3, then element 1 is in front contact with the war wagon and element 3 is in flank contact.

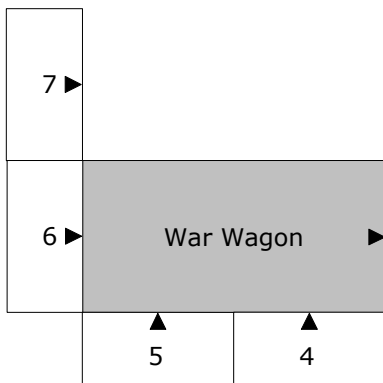
Because two elements can be in legal contact with the war wagon's long side, it is possible for two elements to be in front contact (or rear contact for that matter) at the same time.

Close Combat

If one of the war wagon's short edges is being treated as the front edge for close combat, then most of the close combat rules can be applied without any adjustment. The only oddity is that it's possible for two elements can be in flank contact with each flank edge. The war wagon can still receive at most one -1 on each flank (whether from an overlap or a flank contact).

Element 6 was the first to make contact, so the war wagon's nominal rear is treated as the front edge.

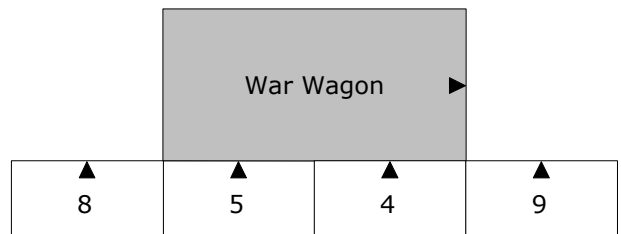
Element 6 is in contact with the front edge so it's the attacker. The war wagon receives a -1 for an overlap on its right (element 7) and -1 for a flank contact on its left (either element 5 or 4).



If one of the war wagon's long edges is being treated as the front edge, then you have an unusual situation because it's possible for two elements to be in front contact. In this case, the owning player chooses which of the two elements will be the attacker; the other is simply ignored (it doesn't even count as an overlap).

Elements 4 and 5 were the first to make contact, so the war wagon's right side is treated as the front edge.

Either element 4 or 5 may be selected as the attacker. The other is ignored. The war wagon receives a -1 for an overlap on its right (element 9) and -1 for an overlap on its left (element 8).



If an element attacking a war wagon recoils, flees, or is destroyed, then all elements in legal contact with the war wagon must recoil.

The war wagon rules were not fully thought out and can lead to some strange situations, the oddest being when you have two elements in contact with the long edge but only one is allowed to participate in close combat. Fortunately, unless you're extremely fond of the Hussites, you're not likely to run into this very often. And house rules can be used in non-tournament play to fix the problem.

Combat Resolution

Combat resolution is the same in both the distant shooting phase and in the close combat phase:

1. Calculate the combat, tactical, and rear support factors for the two elements involved in the combat.
2. Roll a die for each element. This is its combat die roll.
3. Add the sum of the combat, tactical, and rear support factors to the combat die roll, giving you the combat score for each element.
4. Compare the two combat scores and perform any outcome moves specified by the combat results table.

All of the combat, tactical, and rear support factors are listed on the next page, and the combat results table follows on the page after that.

Examples of distant shooting and close combat can be found on pages 56 and 57.

The combat resolution factors and combat results table are repeated at the end of the guide, along with the quick summaries for setting up a game and tactical movement.

Quick strategy tip: It never hurts to roll a six!



It's common for the attacking player to call out the sum of the combat, tactical, and rear factors when pointing out the next combat to be resolved. For example, the player might say, "My knight against your spear, four to four."

Sometimes the player will even quickly identify the tactical and rear support factors, "My knight against your spear; I'm a general, plus one; you have psiloi support, plus one; you're overlapped by my cavalry, minus one. Four to four." This can be especially helpful when first learning how to play.

The combat, tactical, and rear support factors are calculated at the time of each combat based on the current disposition of the elements. This means that the result of one combat frequently has a substantial affect on surrounding combats, making the order of combat resolution very important. The active player should pick the order of combats carefully.

Combat Resolution Factors

Combat Factors

Element Type	Vs. Foot	Vs. Mounted
Elephant	+4	+5
Knight	+3	+4
Cavalry	+3	+3
Scythed Chariot	+4	+4
Camelry	+2	+4
Light Horse Light Camelry	+2	+2
Spear	+4	+4
Pike	+3	+4
Blade	+5	+3
Bow	+2	+4

Element Type	Vs. Foot	Vs. Mounted
Warband Horde Auxilia	+3	+2
Psiloi	+2	+2
Artillery (shooting)	+4	+4
Artillery (close combat)	+2	+2
War Wagon Litter	+3	+4
Camp Follower Denizens	+1	+1

Distant Shooting Tactical Factors

Element Type	Situation	Factor
Foot	Garrisoning a BUA and being shot at	+3
Foot	Occupying its own camp and being shot at	+2
Any	General's element and being shot at	+1
Any	For each enemy element aiding the shooter	-1

Close Combat Tactical Factors

Element Type	Situation	Factor
Foot	Garrisoning a BUA	+3
Foot	Occupying its own camp	+2
Any	General's element	+1
Any	Uphill or defending the bank of a non-paltry river	+1
Any	For each enemy element overlapping or in flank or rear contact	-1
Mounted	In bad going OR In close combat with an enemy element that is in bad going OR In close combat with an enemy element occupying a BUA*	-2
Spear Pike Blade Horde Artillery War Wagon Litter	In bad going	-2

* Elephants in close combat with an enemy element occupying a BUA do not receive the -2 tactical factor.

Rear Support Factors

Supported Element	Supporting Element	Opponent	Factor
Pike	Pike	Elephant, Knight, Spear, Pike, Blade, Warband, Horde, Auxilia, Artillery, War Wagon, Litter, or Camp Follower	+3
Warband	Warband	Elephant, Knight, Spear, Pike, Blade, Warband, Horde, Auxilia, Artillery, War Wagon, Litter, or Camp Follower	+1
Spear	Spear	Knight or Spear	+1
Spear Blade Auxilia	Psiloi	Mounted, Warband, BUA, or Camp	+1

Combat Results Table

EQUAL. If the element's combat score is equal to its opponent's combat score:

Element Type	Situation	Result
Scythed Chariot	vs. All	Destroyed
All others	vs. All	None

BEATEN: If the element's combat score is less than, but more than half of, its opponent's combat score:

Element Type	Situation	Result
Elephant	vs. Psiloi, Auxilia, Light Horse, or Light Camelry	Destroyed
	vs. Artillery shooting	Destroyed
	Otherwise	Recoil
Knight Heavy Chariot	vs. Elephant, Scythed Chariot, Light Horse, or Light Camelry	Destroyed
	vs. Bow whose front edge they contacted this turn	Destroyed
	In bad going	Destroyed
	Otherwise	Recoil
Cavalry	vs. Scythed Chariot	Flee
Light Chariot Camelry	In bad going	Flee
	Otherwise	Recoil
Scythed Chariot	vs. All	Destroyed
Light Horse	vs. Scythed Chariot	Flee
Light Camelry	vs. Artillery shooting	Flee
	In bad going	Flee
	Otherwise	Recoil
Pike	In good going AND vs. Elephant, Knight, Light Horse, or Scythed Chariot	Destroyed
Spear	vs. Warband not in a BUA or camp	Destroyed
	Otherwise	Recoil
Blade	In good going AND vs. Knight or Scythed Chariot	Destroyed
	vs. Warband not in a BUA or camp	Destroyed
	Otherwise	Recoil
Bow	vs. Mounted	Destroyed
	Otherwise	Recoil
Warband	In good going AND vs. Elephant, Knight, or Scythed Chariot	Destroyed
	Otherwise	Recoil
Horde	In good going AND vs. Elephant, Knight, or Scythed Chariot	Destroyed
	vs. Warband not in a camp	Destroyed
	vs. Bow shooting, Artillery shooting, or War Wagon shooting	Destroyed
	Occupying a BUA or camp	Destroyed
	Otherwise	None
Auxilia	In good going AND vs. Knight	Destroyed
	Otherwise	Recoil
Psiloi	In good going AND vs. Knight, Cavalry, or Camelry	Destroyed
	Otherwise	Recoil
Artillery	In close combat	Destroyed
	Otherwise	Recoil
War Wagon Litter	vs. Elephant	Destroyed
	vs. Artillery shooting	Destroyed
	Occupying a BUA or camp	Destroyed
	Otherwise	None
Camp Follower	In close combat	Destroyed
	Otherwise	None
Denizens	In close combat	Destroyed
	vs. Artillery shooting	Surrender
	Otherwise	None

DOUBLED: If the element's combat score is half, or less than half, of its opponent's combat score:

Element Type	Situation	Result
Cavalry	In good going AND vs. Pike, Spear, or Horde	Flee
	vs. Artillery in close combat	Flee
	Otherwise	Destroyed
Light Horse	vs. Mounted, Bow, or Psiloi	Destroyed
Light Camelry	vs. Artillery shooting	Destroyed
	In bad going	Destroyed
	Otherwise	Flee
Psiloi	In good going AND vs. Knight, Cavalry, Camelry, Light Horse, or Light Camelry	Destroyed
	vs. Bow, Auxilia, or Psiloi	Destroyed
	Otherwise	Flee
All others	vs. Artillery in close combat	Flee
	Otherwise	Destroyed

Outcome Movement

Outcome movement includes all actions that occur as a result of combat.

Losing Element. Apply an outcome move to the element that loses a combat. The type of outcome move is specified in the "Result" column of the combat results table.

Winning Element. In some circumstances, the element that wins a combat must pursue. Pursuit is described on page 54.

Flank or Rear Contact. If an element recoils, flees, or is destroyed while in front contact with an enemy element, any friendly element in flank or rear contact with that enemy element must recoil.

Supporting Element. If an element is destroyed and it received rear support from an element directly to its rear, the supporting element is also destroyed. There is one exception: A supporting element of pike is not destroyed.

None

A combat result of "None" has no affect on the element. (Ok, so that was obvious.)

Destroyed

An element that is destroyed is removed from the game board and placed off to the side.

Recoil

To recoil, an element moves directly to its rear without turning. It moves its own base depth or one base width, whichever is less.

An element that must recoil is immediately destroyed if any of the following apply:

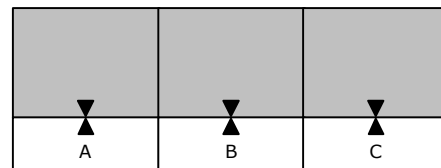
- It starts with an enemy element in front edge contact with its flank or rear. (Note that the enemy element

does *not* need to be in flank or rear contact as defined on page 35 to destroy the recoiling element. Any front edge contact with its flank or rear causes the recoiling element to be destroyed.)

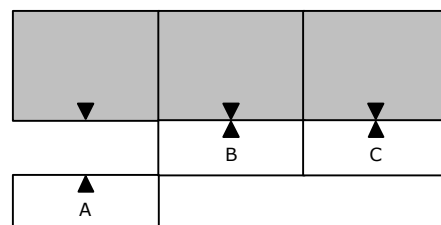
- It is forced to recoil due to distant shooting exclusively on its rear edge.
- It meets an enemy element.
- It meets a BUA or camp.
- It meets a friendly element that it cannot pass through or push back.
- It is forced to recoil while occupying a BUA or camp.
- It meets a river that it cannot cross.
- It meets impassable terrain.
- It meets the edge of the board.

Example of a Simple Recoil

Before: Elements A, B and C are in contact with enemy elements.



After: Element A loses its combat and recoils.



A recoiling element that meets an enemy element destroys that element if any of the following apply:

- The recoiling element contacts an enemy element's rear edge with its rear edge or rear corner.
- The recoiling element contacts an enemy element's rear corner with its rear edge.
- The recoiling element contacts an enemy element's side edge with its rear corner only.

A recoiling elephant that meets a friendly element destroys that element. If an elephant recoils into a friendly elephant, then both elements are destroyed.

Another quick strategy tip: Having one of your elephants recoil into your general, smushing him under their clumsy elephant feet, is a really memorable way to lose a game.

Pass Through

A recoiling element that meets a friendly element passes through if all of the following apply:

- The met element is facing the same direction as the recoiling element.
- There is clear space immediately beyond the met element that is large enough to hold the recoiling element.
- The combination of recoiling and met elements is allowed.

Recoiling Element	Met Element
Mounted	Any except Pike or Elephant
Blade	Blade or Spear
Pike	Blade
Bow	Blade
Psiloi	Any except Psiloi

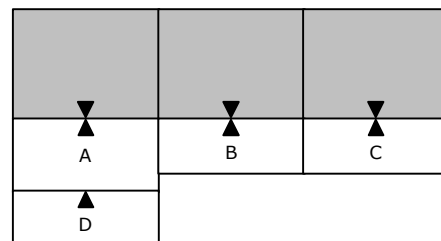
To pass through, an element moves directly to its rear until it is immediately beyond the met element.



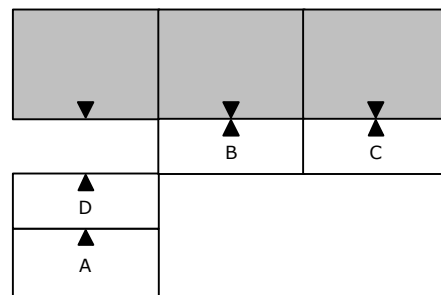
12th C. Syrian Cavalry (3Cv)

Example of a Recoil with Pass Through

Before: Elements A, B and C are in contact with enemy elements.



After: Element A (Bow) loses its combat and recoils. It passes through element D (Blade).



Push Back

A recoiling element that meets a friendly element pushes that element back if all of the following apply:

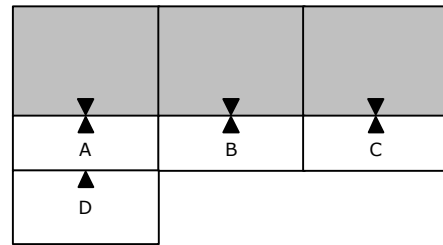
- It cannot pass through the met element.
- The met element is facing the same direction as the recoiling element.
- The met element is not an elephant or war wagon element.

To push back, both the recoiling element and the met element move directly to their rear until the recoiling element has completed its recoil. If the met element meets another element, it pushes it back if it can, otherwise the recoiling element is destroyed. It is allowed to push it back if all of the following apply:

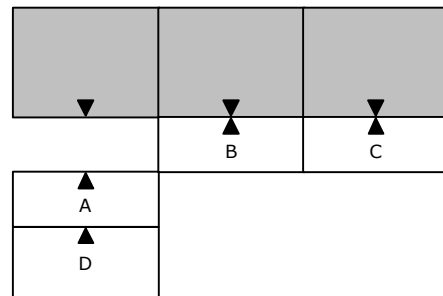
- The subsequently met element is a friendly element.
- The subsequently met element is facing the same direction as the recoiling element.
- The subsequently met element is not an elephant or war wagon element.

Example of a Recoil with Push Back

Before: Elements A, B and C are in contact with enemy elements.



After: Element A (Blade) loses its combat and recoils. It pushes back element D (Bow).



10th C. Burmese Elephants with Crew (2xEl)

Flee

To flee, an element performs the following steps:

1. It recoils.
2. It turns in place 180 degrees.
3. It makes the equivalent of a tactical move in the direction it is now facing.

The tactical move may only change direction by the minimum necessary to avoid any of the following:

- Enemy elements.
- Friendly elements it may not pass through.
- An occupied camp or BUA.
- Impassable terrain.
- Bad going under the following circumstances:

Fleeing Element	Avoids
Cavalry	Woods, Steep Hills, Oasis, Dunes
Camelry Light Camelry	Woods, Steep Hills
Psiloi Light Horse	none

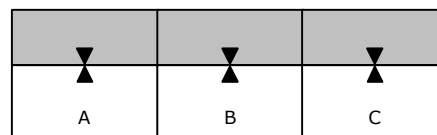
An element ignores enemy elements' zones of control while fleeing.

A fleeing element is destroyed if it meets the edge of the board or a non-paltry river.

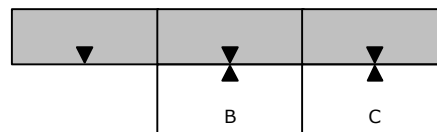
A fleeing element halts if it cannot move or continue its move.

Example of a Simple Flee

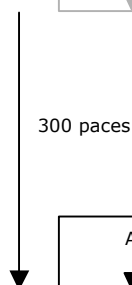
Before: Elements A, B and C are in contact with enemy elements.



After: Element A (Psiloi) loses its combat and flees.



First, element A recoils and turns 180 degrees.



Element A then moves a full tactical move in the direction it is now facing.

Totally Useless Fact #5

The DBA army with the most elements of horde is the Sui Chinese (III/20a). The Sui are required to field 4 horde elements!

Pursuit

Historically some troops were notoriously hard to control. This is represented in DBA by forcing certain element types to pursue.

An elements of knight, warband, scythed chariot, or horde must immediately pursue if it is in front contact with an enemy element and the enemy element:

- Recoils
- Breaks off
- Flees
- Is destroyed

A second element of warband also pursues if it gave or was eligible to give rear support to a pursuing element of warband.



15th C. Portuguese Commander (3Kn General)

To pursue, an element moves directly forward its own base depth or one base width, whichever is less. The pursuing element stops if it meets any of the following:

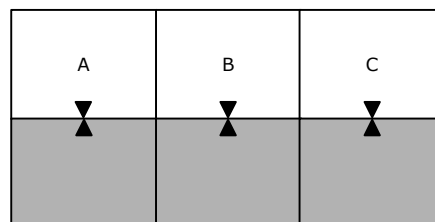
- Another element.
- An occupied camp or BUA.
- Impassable terrain.
- A board edge.
- Woods, steep hills, oasis, or dunes.

An element that is occupying a camp or BUA does not pursue.

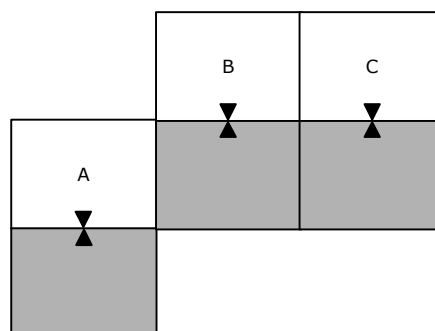
If the pursuing element meets an unoccupied camp or BUA, it occupies it.

Example of a Simple Pursuit

Before: Elements A, B and C are in contact with enemy elements.

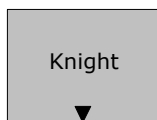


After: Element A (Knight) wins its combat and causes its opponent to recoil. Element A must pursue.



Examples: Distant Shooting

Example 1



Bow A shoots at the knight,
aided by bow B.



Calculating the factors:

Knight

Combat Factor:	Knight vs. Foot	+3
Tactical Factor:	Extra shooter	-1
TOTAL		+2

Bow A

Combat Factor:	Bow vs. Mounted	+4
Tactical Factor:	None	
TOTAL		+4

Resolving the combat:

The knight rolls a 6. Bow A rolls a 3.

Knight

Combat Roll	6
Sum of Factors	+2
TOTAL	8

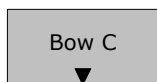
Bow A

Combat Roll	3
Sum of Factors	+4
TOTAL	7

Bow A is beaten, but since it is shooting without
being shot at, it ignores the result.

Therefore, the bow A attacks the knight, +4 to +2.

Example 2



Bow A shoots at bow C,
aided by bow B.



Calculating the factors:

Bow C

Combat Factor:	Bow vs. Foot	+2
Tactical Factor:	Extra shooter	-1
TOTAL		+1

Bow A

Combat Factor:	Bow vs. Foot	+2
Tactical Factor:	None	
TOTAL		+2

Resolving the combat:

Bow C rolls a 2. Bow A rolls a 5.

Bow C

Combat Roll	2
Sum of Factors	+1
TOTAL	3

Bow A

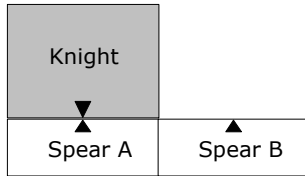
Combat Roll	5
Sum of Factors	+2
TOTAL	7

Bow C is doubled and is destroyed.

Therefore, the bow A attacks bow C, +2 to +1.

Examples: Close Combat

Example 1



The knight is in mutual front contact with spear A.

Spear B overlaps the knight.

Calculating the factors:

Knight

Combat Factor:	Knight vs. Foot	+3
Tactical Factor:	Overlapped	-1
Rear Support:	None	
TOTAL		+2

Spear

Combat Factor:	Spear vs. Mounted	+4
Tactical Factor:	None	
Rear Support:	None	
TOTAL		+4

Resolving the combat:

The knight rolls a 3. Spear A rolls a 4.

Knight

Combat Roll	3
Sum of Factors	+2
TOTAL	5

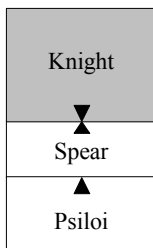
Spear A

Combat Roll	4
Sum of Factors	+4
TOTAL	8

The knight is beaten, but not doubled. It must recoil its own base depth. Spear A does not pursue.

Therefore, the knight attacks spear A, +2 to +4.

Example 2



The knight is in mutual front contact with the spear.

The psiloi provides rear support to the spear.

Calculating the factors:

Knight

Combat Factor:	Knight vs. Foot	+3
Tactical Factor:	None	
Rear Support:	None	
TOTAL		+3

Spear

Combat Factor:	Spear vs. Mounted	+4
Tactical Factor:	None	
Rear Support:	From Psiloi	+1
TOTAL		+5

Resolving the combat:

The knight rolls a 5. The spear rolls a 2.

Knight

Combat Roll	5
Sum of Factors	+3
TOTAL	8

Spear

Combat Roll	2
Sum of Factors	+5
TOTAL	7

The spear is beaten, but not doubled. Both the spear and the psiloi are destroyed. The knight immediately pursues, moving forward its own base depth.

Therefore, the knight attacks the spear, +3 to +5.

Winning and Losing

*To crush your enemies, to see them
driven before you, and to hear the
lamentations of their women!*

*- Attributed to Ghengis Khan, and
later to Conan the Barbarian*

A player wins the game when, at the end of a turn, both of the following conditions have been met:

- Either the opposing general's element or at least four of the opposing army's troop elements have been destroyed.
- The opposing army has lost more elements than the player's army.

There are some special rules for counting destroyed elements:

- Scythed chariot elements, camp follower elements, and denizens are not included in the count of destroyed elements.
- A camp last occupied by an enemy element counts as two elements destroyed.
- A BUA controlled by the enemy counts as two elements destroyed.

And of course, if the other guy wins, then you lose. But DBA plays fast; there's time for another game. And this time those darn dice won't let you down like they did in the last game. Set 'em up again!



1st C. Parthian Cataphracts (6x4Kn)

Print and On-Line Resources

Print Resources

De Bellis Antiquitatis 2.2. Contains rules for DBA, big battle DBA, giant DBA, and campaigns. Also contains 310 army lists; essential for building your DBA armies.

De Bellis Multitudinis (DBM) Army Lists, Books 1 to 4. Created for DBM, but contain detailed descriptions of the armies listed in DBA.

Wargames Research Group (WRG) Books. Geared toward the wargamer, these books contains useful descriptions of armies and soldiers, including many black and white drawings. Sadly, many are out-of-print and hard to find.

Armies of the Ancient Near East.
Armies of the Macedonian and Punic Wars.
Armies and Enemies of Imperial Rome.
Armies of the Dark Ages.
Armies of Feudal Europe.
Armies and Enemies of the Crusades.
Armies of the Middle Ages, Volume I.
Armies of the Middle Ages, Volume II.

Osprey Books. Wide range of books covering armies from ancient Sumeria to modern warfare. Most include color drawings.

Montvert Publications. Less wide-ranging than WRG or Osprey, but they provide nice color drawings on the areas that they cover.

Warriors of Eurasia
Sassanian Armies
Tang Chinese
The Armies of Bactria

On-Line Resources

Fanaticus. The premier on-line resource for DBA. Includes news, vendor information, picture galleries, an active forum, and much more.

www.fanaticus.org

Yahoo DBA Group. Forum, picture galleries, and some files are available on this site.

groups.yahoo.com/group/dba

Phil Barker's Web Page. Phil Barker is the main author of the DBA rules and maintains a web page with a few useful bits, including occasional pre-publication drafts of new rules.

www.phil-barker.pwp.blueyonder.co.uk/index.html

Society of Ancients. The largest miniature wargaming organization in the United Kingdom.

www.soa.org.uk

North American Society for Ancient and Medieval Wargamers (NASAMW). The main wargaming organization in the United States for the period covered by DBA.

www.nasamw.org

The Miniatures Page. General information on miniature wargaming. Contains an active forum and lots of news about new figures and models, but not much information specific to DBA.

www.theminiaturespage.com

Other Stuff

The DBA Rulebook

DBA was written by Phil Barker, Richard Bodley Scott, and Sue Laflin-Barker, and was first published in 1990. It was updated to version 1.1 in 1995 and to version 2.0 in 2001. Version 2.2 is the current version and was first published in 2004.

DBA has given the members of WADBAG countless hours of enjoyment; playing the game, painting figures for the game, and discussing the game. We'd like to thank the authors for creating such a wonderful set of rules.

If you don't own a copy of the DBA rulebook, we urge you to go get one. In addition to the basic rules and army lists, you also get rules for Big Battle DBA and Giant DBA, as well as DBA campaigns. DBA is available through many fine retail establishments; both the on-line variety and the old fashioned walk-in-the-door kind.

WADBAG

Washington Area De Bellis Antiquitatis Gamers (WADBAG) is a group of DBA enthusiasts in the Washington Metropolitan (DC, Maryland and Northern Virginia) area. We gather monthly for gaming and also organize DBA related events at each of the HMGS-East conventions.

<http://www.wadbag.com>



5th C. Goths (4Wb) facing Patrician Romans (4Bd)

Glossary

Aggression. Measure of how likely an army was to fight outside of its home region. Specified by the army list and used in determining which army is the invader and which is the defender (pages 6 and 14).

Army List. Description of an army, including: start and end dates, enemies, allies, home topography, aggression, and element types (page 6).

Bad Going. Terrain that impedes movement and combat (page 9).

Barker Marker. Another name for a ZOC marker. Named in honor of the main author of the DBA rules.

Built-Up Area (BUA). A terrain piece that represents a fortified urban area, such as a walled city (page 11).

Camp. Playing piece that represents the baggage, tents, livestock, and other flotsam and jetsam that follows an army on campaign (page 10).

Close Combat. All fighting that occurs at close quarters. Includes all close range missile fire as well as hand-to-hand combat (page 43).

Closing the Door. A move where an element goes from overlapping an enemy element to make flank contact with that same element (page 22).

Defender. Army that is on the strategic defensive. The defender chooses the terrain, sets up first, and moves second (page 14).

Deployment Zone. The area on the game board where the troop elements belonging to an army may be deployed (page 15).

Dismount. To exchange a mounted element with its foot equivalent. Only allowed when specified by the army list.



2nd C. Roman Carroballista (Art)

Distant Shooting. Long range shooting of massed bowmen, war wagons, and artillery (page 39).

Element. Basic playing piece of the game. Each army is made up of twelve elements (page 3).

General. Element designated to include the leader of the army.

Good Going. Open ground that doesn't impede movement or combat. Any part of the game board that doesn't have a terrain piece on it is considered good going. Gentle hills are also good going (page 9).

Group. Two or more elements in edge and corner contact, eligible to able to move together as a group (page 24).

Impetuous. Term used to describe element types that pursue (i.e., knight, warband, scythed chariot, and horde).

Invader. Army that is on the strategic offensive. The invader rolls for base edge, sets up second, and moves first (page 14).

Jackknife. Having elements in both front and flank contact with an enemy element. The flank contact will cause the enemy element to be destroyed if it is forced to recoil.

Littoral Landing. Special move available to armies whose home topography is littoral. Between 0 and 4 elements may be reserved during deployment and placed anywhere along a waterway in the first turn (pages 15 and 28).

Move Stick. A small stick, usually made of wood or metal, marked in 100 pace increments. Used to measure movement and other distances on the game board.

Outcome Move. Involuntary movement of an element due to a combat result (page 51).

Overlap. An element that either hangs over the end of the enemy line or is in side contact with an enemy element. Provides an advantage in close combat (page 43).

PIPs. Player initiative points. A player rolls for PIPs at the beginning of his or her turn and

spends PIPs to move elements (pages 18 and 20).

Tactical Move. Voluntary movement of one or more elements (page 19).

Quick Kill. A situation where an element is destroyed if it is beaten in combat. For example, scythed chariots can quick kill blades that are in good going, and any element can be quick killed if a recoil would take it off the edge of the board.

Wheel Stick. A small stick, usually made of wood or metal, marked in base width (40mm or 60mm) increments. Assists in wheeling groups of elements. Placed at the location where the elements will end their move, it makes it easier to correctly measure the movement distance for each element and get the final alignment correct.

ZOC. Zone of control. The area directly in front of an element, up to one base width away (page 33). Frequently used as a verb, "My Psiloi has ZOC'd your spear."

ZOC Marker. A square piece of wood or metal, one base width on a side. Used to determine if an element is within the ZOC of another element.



14th C. BC New Kingdom Egyptians (3x3Bd, 1x2Ps) with a Wheel Stick

Index

Bold entries indicate a definition.

- aggression, 6, 7, 14
- arc of fire, 41
- army list, **6**
- artillery, 4, 5, 36
 - combat factor, 49
 - movement distance, 21
 - shooting range, 39
- auxilia, 4, 5
 - combat factor, 49
 - movement distance, 21
- bad going, 9, 16, 21, 22
 - affect on close combat, 49
 - affect on fleeing, 54
 - affect on rear support, 44
- Barker, Phil, 59, 60
- base depth, 5
- base width, 4
- beer mat, 10
- blade, 4, 5
 - combat factor, 49
 - combat results, 50
 - movement distance, 21
 - rear support against, 49
- blocking a zoc, 33
- board edge
 - affect on pursuit, 55
 - passing through a gap, 25
- bow, 4, 5
 - combat factor, 49
 - movement distance, 21
 - shooting range, 39
- breaking off from front contact, 32, 55
- BUA, 2, 9, 10, 11, 15, 16, 17, 25, 29, 30, 32, 33
 - affect on close combat, 49
 - affect on combat results, 50
 - affect on distant shooting, 49
 - affect on fleeing, 54
 - affect on PIPs, 20
 - affect on recoil, 51
 - and winning the game, 58
 - blocking line-of-sight, 20
 - close combat against, 45
 - front contact with, 35
 - general's element in, 20
 - moving into contact with, 36
 - overlap, 43
 - placement, 17
 - rear support against, 49
 - shape and size, 8
- built-up area. See BUA
- camelry, 4, 5
 - combat factor, 49
 - in dunes and oases, 9, 21
 - movement distance, 21
- camp, 2, 10, 14, 25, 30, 32, 33
 - affect on close combat, 49
 - affect on combat results, 50
 - affect on distant shooting, 49
 - affect on fleeing, 54
 - affect on pursuit, 55
 - affect on recoil, 51
 - and winning the game, 58
 - blocking line-of-sight, 20
 - close combat against, 45
 - front contact with, 35
 - general's element in, 20
 - modeling, 10
 - moving into contact with, 36
 - overlap, 43
 - placement, 14
 - rear support against, 49
 - shape and size, 10
- camp follower, 2, 4, 5, 10
 - and winning the game, 58
 - combat factor, 49
 - combat results, 50
 - deploying, 15
 - movement distance, 21
 - rear support against, 49
- cavalry, 4, 5
 - combat factor, 49
 - movement distance, 21
- close combat, **43**
 - examples, 57
- close combat phase, 18
- closing the door, 22
- column contact, **26**
- column move, 19, **26**
- combat resolution, **48**
- combat results table, 50
- command distance, 20
- compulsory terrain, 17
- Conan the Barbarian, 58
- conforming to a group, 37
- cutting the corner, 31
- defender, 10, 14, 16
- defending the bank of a river, 13, 49

- denizens, 11
 - combat factor, 49
 - combat results, 50
- deployment, 11, 15
- deployment zone, 15
 - larger board, 2
- destroyed elements, 58
- dice, 2
- dismounting, 7, 15, 30
 - affect on PIPs, 20
- distant shooting, **39**
 - eligibility, 39
 - examples, 56
 - on a rear edge, 40, 51
 - tactical factors, 49
- distant shooting phase, 18
- dunes, 9, 17
 - affect on fleeing, 54
 - affect on pursuit, 55
 - blocking line-of-sight, 20
 - shape and size, 8
- element, **4**
- element subtypes, 4
- element types, 4
- element width, 4
- elephant, 4, 5
 - affect on PIPs, 20
 - affect on recoil, 52
 - combat factor, 49
 - combat results, 50
 - movement distance, 21
 - rear support against, 49
 - tactical factor vs. BUA, 49
- flank contact, **35**
- fleeing, 54
- forming column, 27
- front contact, **35**
- game board, 2
 - larger board, 2
 - orientation, 14
 - quarters, 16
 - without a terrain piece, 9
- garrison, 11, 49
- general, 2, 6, 7, 14
 - affect on close combat, 49
 - affect on distant shooting, 49
 - affect on PIPs, 20
 - and winning the game, 58
- gentle hill, 2, 9, 17, 43
 - shape and size, 8
- ground scale, 3
- group contact, **24**, 27, 28
- group move, 19, **24**
- heavy chariot, 4, 5
 - movement distance, 21
- home topography, 6, **16**, 17
- horde, 4, 5
 - combat factor, 49
 - movement distance, 21
 - pursuit, 55
- impassable terrain, 9, 12, 23
 - affect on fleeing, 54
 - affect on pursuit, 55
 - affect on recoil, 51
- invader, 6, 14, 18
- Khan, Ghengis, 58
- knight, 4, 5
 - combat factor, 49
 - movement distance, 21
 - pursuit, 55, 61
- light camelry, 4, 5, 29
 - combat factor, 49
 - in dunes and oases, 9, 21
 - movement distance, 21
- light chariot, 4, 5
 - movement distance, 21
- light horse, 4, 5, 29
 - combat factor, 49
 - movement distance, 21
- litter, 4, 5, 22, 36
 - combat factor, 49
 - combat results, 50
 - in close combat, 46
 - making contact with, 46
 - movement distance, 21
 - rear support against, 49
- littoral landing, 15, 19, 28, 29, 30, 37
- losing the game, 58
- marsh, 2, 9, 17
 - general's element in, 20
 - shape and size, 8
- measuring distances, 3, 21
- move stick, 2, 3
- movement distance, 21
- oasis, 9, 16, 17
 - affect on distant shooting, 41
 - affect on fleeing, 54
 - affect on pursuit, 55
 - blocking line-of-sight, 20
 - general's element in, 20
 - shape and size, 8
- optional terrain, 17
- outcome movement, **51**
- overlap, 22, 43
 - affect on distant shooting, 40
 - tactical factor for, 49
- pass through, 31, 52
- pike, 4, 5
 - combat factor, 49
 - movement distance, 21

- PIP phase, 18
- PIPs, 11, 18, 20
- player initiative points. See PIPs
- playing scale, 3
- psiloi, 4, 5, 29
 - combat factor, 49
 - movement distance, 21
- pursuit, 55
- push back, 53
- rear contact, **35**
- rear support, 44
- recoil, 51
- reducing frontage, 24
- river, 2, 9, 12, 16, 17
 - affect on fleeing, 54
 - affect on recoil, 51
 - defending the bank, 13
 - difficult, 13
 - ordinary, 12
 - paltry, 12
 - placement, 17
 - shape and size, 9
- road, 2, 9, 17, 26
 - and movement distance, 21
 - and subsequent movement, 29
 - crossing a river, 12
 - placement, 17
 - shape and size, 9
- rough, 2, 9, 17
 - shape and size, 8
- scythed chariot, 4, 5, 29
 - and winning the game, 58
 - combat factor, 49
 - movement distance, 21
 - pursuit, 55, 61
- second or subsequent movement, 29
- sequence of play, **18**
- single element move, 19, **23**
- spear, 4, 5

- combat factor, 49
 - movement distance, 21
- steep hill, 2, 9, 17, 43
 - affect on distant shooting, 41
 - affect on fleeing, 54
 - affect on pursuit, 55
 - shape and size, 8
- sublist, 6, 7, 14
- swap, 15
- tactical movement phase, 18, **19**
- terrain placement, 16
- topography table, 17
- totally useless fact, 21, 22, 31, 46, 54
- turning to face, 38
- uphill, 43
- WADBAG, 60
- war wagon, 4, 5, 36
 - combat factor, 49
 - in close combat, 47
 - making contact with, 46
 - movement distance, 21
 - shooting range, 39
- warband, 4, 5, 29
 - combat factor, 49
 - movement distance, 21
 - pursuit, 55, 61
- waterway, 2, 9, 14, 16, 17, 28
 - shape and size, 9
- winning the game, 58
- woods, 2, 9, 17
 - affect on distant shooting, 41
 - affect on fleeing, 54
 - affect on pursuit, 55
 - blocking line-of-sight, 20
 - general's element in, 20
 - shape and size, 8
- ZOC, 12, 23, 33, 34
- ZOC marker, 2, 3
- zone of control. See ZOC

Setting Up a Game—Quick Summary

Setting Up

1. Select Armies
2. Roll For Invader
3. Set Up Terrain
4. Roll For Board Orientation
5. Place Camps
6. Deploy Armies

Bad Going Terrain Types

Steep Hill
Woods
Marsh
Rough
Dunes
Oasis

Home Topography	Compulsory Terrain	Optional Terrain
Arable	BUA, Road	River, Steep Hill, Gentle Hill, Woods, Road, Waterway
Forest	Woods	River, Marsh, Gentle Hill
Hilly	Steep Hill	River, Woods, BUA, Road
Steppe	Gentle Hill	River, Rough, BUA
Dry	Rough	Dunes, Steep Hill, Oasis, BUA
Tropical	Woods	River, Marsh, Rough, BUA, Road
Littoral	Waterway	Either Steep Hill or Marsh, either Woods or Dunes, BUA, River

Terrain Placement

- Must have one or two compulsory terrain pieces
- Must have two or three optional terrain pieces
- At least three sections of the game board must include some part of a terrain piece
- At least two sections of the game board must include some part of a Waterway, a River, or a bad going terrain piece
- No more than one each of Waterway, River, Oasis, or BUA may be placed
- No more than two of any other type of terrain piece may be placed
- Area terrain pieces must be at least 1 base width apart
- All of a BUA must be within 900 paces of two edges of the game board
- If the defender places both a BUA and one or more Roads, then at least one road must contact or pass through the BUA.
- A Waterway, River or Road must extend from one edge of the game board to the opposite edge, and may only cross two sections of the game board
- A Waterway must be flush with and extend between 200 and 600 paces in from one edge of the game board
- A River must be placed at least 600 paces from the two edges of the game board that it parallels

Camp Placement

- Do not place a camp if the army has placed a BUA or has more than 1 War Wagon element
- Must be placed in good going
- Must be placed in contact with the army's base edge or a base edge Waterway

Army Deployment

- Elements must be placed within 600 paces of the army's base edge or a base edge Waterway (unless in a BUA)
- Elements may not be placed closer than 300 paces to a side edge of the game board (unless in a BUA or a camp)
- An eligible army may hold back 0-4 elements for a littoral landing

Tactical Movement—Quick Summary

Moves Requiring Extra PIPs

No extra PIPs during the player's first turn.

+1 PIP if any of these conditions apply:

- Includes elephants, hordes, war wagons or artillery
- Includes one or more elements dismounting
- Moving into, out of, or through a BUA

+ 1 PIP if any of these conditions apply:

- If all of the moving element or group is outside of the general's command distance (see page 20)
- The general has been destroyed

+1 PIP if this condition applies:

- The general's element is entirely in a BUA, camp, woods, oasis or marsh (doesn't apply when making a single element move with the general's element)

Interpenetration

- Every met element is facing the same or opposite direction as the moving element.
- There is clear space immediately beyond the farthest met element that is large enough to hold the moving element AND the moving element may move far enough to reach this space.
- Mounted elements may move through psiloi and psiloi may move through any friendly element. Other elements may not interpenetrate friendly elements.

Element Type	Good Going (paces)	Bad Going (paces)
Elephant Knight Heavy Chariot	300	200
Cavalry Light Chariot Scythed Chariot Camelry	400	200
Light Horse Light Camelry	500	200
Spear Pike Blade Bow Warband Horde	200	200
Auxilia Psiloi	300	300
Artillery War Wagon Litter	200	None
Camp Follower	None	None

All troop elements may move a maximum of 400 paces during a road move.

Artillery, war wagon, and litter elements may not make a bad going move.

Camelry and light camelry treat oasis and dune terrain pieces as good going for tactical movement.

Elements moving through a river may have their maximum movement distance reduced.

A camp follower element may not make a tactical move.

Second and Subsequent Movement

Element Type	How Many Moves	Conditions
Psiloi	Unlimited	Only in first player turn.
Warband Scythed Chariot	1 additional move	Must end its second move: • In front, flank, or rear contact with an enemy element, or • Eligible to provide rear support in close combat, or • Eligible to provide an overlap in close combat.
Light Horse Light Camelry	Unlimited	May not start its move, move, or end its move within one base width of an enemy element or an enemy occupied camp or BUA during a second or subsequent move.
All	Unlimited	Second and subsequent moves must be road moves and may not end in contact with an enemy element or an enemy occupied camp or BUA.

Combat Resolution Factors

Combat Factors

Element Type	Vs. Foot	Vs. Mounted
Elephant	+4	+5
Knight	+3	+4
Cavalry	+3	+3
Scythed Chariot	+4	+4
Camelry	+2	+4
Light Horse Light Camelry	+2	+2
Spear	+4	+4
Pike	+3	+4
Blade	+5	+3
Bow	+2	+4

Element Type	Vs. Foot	Vs. Mounted
Warband Horde Auxilia	+3	+2
Psiloi	+2	+2
Artillery (shooting)	+4	+4
Artillery (close combat)	+2	+2
War Wagon Litter	+3	+4
Camp Follower Denizens	+1	+1

Distant Shooting Tactical Factors

Element Type	Situation	Factor
Foot	Garrisoning a BUA and being shot at	+3
Foot	Occupying its own camp and being shot at	+2
Any	General's element and being shot at	+1
Any	For each enemy element aiding the shooter	-1

Close Combat Tactical Factors

Element Type	Situation	Factor
Foot	Garrisoning a BUA	+3
Foot	Occupying its own camp	+2
Any	General's element	+1
Any	Uphill or defending the bank of a non-paltry river	+1
Any	For each enemy element overlapping or in flank or rear contact	-1
Mounted	In bad going OR In close combat with an enemy element that is in bad going OR In close combat with an enemy element occupying a BUA*	-2
Spear Pike Blade Horde Artillery War Wagon Litter	In bad going	-2

* Elephants in close combat with an enemy element occupying a BUA do not receive the -2 tactical factor.

Rear Support Factors

Supported Element	Supporting Element	Opponent	Factor
Pike	Pike	Elephant, Knight, Spear, Pike, Blade, Warband, Horde, Auxilia, Artillery, War Wagon, Litter, or Camp Follower	+3
Warband	Warband	Elephant, Knight, Spear, Pike, Blade, Warband, Horde, Auxilia, Artillery, War Wagon, Litter, or Camp Follower	+1
Spear	Spear	Knight or Spear	+1
Spear Blade Auxilia	Psiloi	Mounted, Warband, BUA, or Camp	+1

Combat Results Table

EQUAL. If the element's combat score is equal to its opponent's combat score:

Element Type	Situation	Result
Scythed Chariot	vs. All	Destroyed
All others	vs. All	None

BEATEN: If the element's combat score is less than, but more than half of, its opponent's combat score:

Element Type	Situation	Result
Elephant	vs. Psiloi, Auxilia, Light Horse, or Light Camelry	Destroyed
	vs. Artillery shooting	Destroyed
	Otherwise	Recoil
Knight Heavy Chariot	vs. Elephant, Scythed Chariot, Light Horse, or Light Camelry	Destroyed
	vs. Bow whose front edge they contacted this turn	Destroyed
	In bad going	Destroyed
	Otherwise	Recoil
Cavalry	vs. Scythed Chariot	Flee
Light Chariot	In bad going	Flee
Camelry	Otherwise	Recoil
Scythed Chariot	vs. All	Destroyed
Light Horse	vs. Scythed Chariot	Flee
Light Camelry	vs. Artillery shooting	Flee
	In bad going	Flee
	Otherwise	Recoil
Pike	In good going AND vs. Elephant, Knight, Light Horse, or Scythed Chariot	Destroyed
Spear	vs. Warband not in a BUA or camp	Destroyed
	Otherwise	Recoil
Blade	In good going AND vs. Knight or Scythed Chariot	Destroyed
	vs. Warband not in a BUA or camp	Destroyed
	Otherwise	Recoil
Bow	vs. Mounted	Destroyed
	Otherwise	Recoil
Warband	In good going AND vs. Elephant, Knight, or Scythed Chariot	Destroyed
	Otherwise	Recoil
Horde	In good going AND vs. Elephant, Knight, or Scythed Chariot	Destroyed
	vs. Warband not in a camp	Destroyed
	vs. Bow shooting, Artillery shooting, or War Wagon shooting	Destroyed
	Occupying a BUA or camp	Destroyed
	Otherwise	None
Auxilia	In good going AND vs. Knight	Destroyed
	Otherwise	Recoil
Psiloi	In good going AND vs. Knight, Cavalry, or Camelry	Destroyed
	Otherwise	Recoil
Artillery	In close combat	Destroyed
	Otherwise	Recoil
War Wagon Litter	vs. Elephant	Destroyed
	vs. Artillery shooting	Destroyed
	Occupying a BUA or camp	Destroyed
	Otherwise	None
Camp Follower	In close combat	Destroyed
	Otherwise	None
Denizens	In close combat	Destroyed
	vs. Artillery shooting	Surrender
	Otherwise	None

DOUBLED: If the element's combat score is half, or less than half, of its opponent's combat score:

Element Type	Situation	Result
Cavalry	In good going AND vs. Pike, Spear, or Horde	Flee
	vs. Artillery in close combat	Flee
	Otherwise	Destroyed
Light Horse	vs. Mounted, Bow, or Psiloi	Destroyed
Light Camelry	vs. Artillery shooting	Destroyed
	In bad going	Destroyed
	Otherwise	Flee
Psiloi	In good going AND vs. Knight, Cavalry, Camelry, Light Horse, or Light Camelry	Destroyed
	vs. Bow, Auxilia, or Psiloi	Destroyed
	Otherwise	Flee
All others	vs. Artillery in close combat	Flee
	Otherwise	Destroyed