

MOVING INTO CONTACT

Psiloi in good going or Light Horse which are contacted by an enemy group conform to that enemy group, unless they themselves are part of a group. In all other cases, the moving side conforms to the enemy group.

RESOLVING SHOOTING OR CLOSE COMBAT

Each player throws a dice for their element, and adds the combat factor below and any rear support and tactical factors to the score:

WHO	AGAINST FOOT	AGAINST MOUNTED
Blades	+5	+3
Elephants	+4	+5
Spears, Scythed Chariots, or Artillery if shooting	+4	+4
Knights, Pikes or War-Wagons	+3	+4
Cavalry	+3	+3
Auxilia, Warband or Hordes	+3	+2
Bows or Camelry (3Cm)	+2	+4
Light Horse (2Cm) or Psiloi. Artillery in close combat	+2	+2
Camp followers or BUA denizens	+1	+1

Rear support factors

- Pikes add +3 and Warband add +1 when in frontal close combat against any enemy except Cavalry, Light Horse, Scythed Chariots, Bows or Psiloi.
- Spears add +1 if in frontal close combat against Knights or Spears, if in either case they are supported by a friendly element of the same type lined up directly behind and facing in the same direction, and neither the supported element nor the supporting element is in bad going.
- Spears, Blades or Auxilia add +1 if fighting mounted troops or Warband or attacking a BUA or Camp while supported by a single friendly element of Psiloi lined up in contact directly behind them or directly behind a friendly element of the same type in side edge and front corner-to-front corner contact with them.

Tactical factors

Add to or subtract from scores for each of the following tactical factors that applies:

- +3 If foot garrisoning a BUA or its denizens; and either in close combat or **being** shot at.
- +2 If camp followers or other foot occupying their own sides camp; and either in close combat or **being** shot at.
- +1 If the general's element; and either in close combat or being shot at.
- +1 If in close combat; and either uphill or defending any but a paltry river's bank off-road.
- 1 For each enemy element either overlapping or in front edge and front corner-to-front corner contact with flank or in full front edge contact with rear, or for each 2nd or 3rd enemy element aiding an opposing element's shooting.
- 2 If any but Auxilia, Bows, Warband or Psiloi and in close combat in, or mounted in close combat with enemy in, bad going on or off-road, or if mounted attacking a BUA unless elephants.

COMBAT OUTCOME

Elements shooting without being shot back at disregard any unfavourable outcomes.

An element that added +1 (but not +3) in rear support of a destroyed element directly to its front is also destroyed.

If you get equal to your opponent

Scythed Chariots are destroyed.

If you get less than your opponent, but are not doubled

WHO	COMBAT RESULT (Recoil unless other result listed below)
Elephants	Destroyed by Psiloi, Auxilia, Light Horse or Artillery shooting.
Scythed Chariots	Destroyed.
Knights	Destroyed by Elephants, Scythed Chariots, Light horse, or by Bows whose front edge they have moved into contact with this bound, or if they are in bad going.
Cavalry or Camelry	Flee from Scythed Chariots, or if they are in bad going.
Light Horse	Flee from Scythed Chariots or Artillery shooting, or if in bad going.
Pikes or Spears	Destroyed by Elephants, Knights, Light Horse or Scythed Chariots if in good going or by Warband who are not in a BUA or camp.
Blades	Destroyed by Knights or Scythed Chariots if in good going or by Warband who are not in a BUA or camp.
Auxilia	Destroyed by Knights if in good going.
Bows	Destroyed by any mounted.
Psiloi	Destroyed by Knights, Cavalry or Camelry in going they count as good.
Warband	Destroyed by Elephants, Knights or Scythed Chariots if in good going.
Hordes	Destroyed if in a BUA or camp, or by Elephants, Knights or Scythed Chariots if in good going, or by Warband not in a BUA or camp, or if shot at. Otherwise no effect.
Artillery	Destroyed by any in close combat.
War Wagons	Destroyed by Artillery shooting, by Elephants, or if in a BUA or camp. Otherwise no effect.
Camp followers or BUA denizens	If shot at by Artillery they surrender. If in close combat, they are destroyed. Otherwise no effect.

If you are doubled by your opponent

WHO	COMBAT RESULT
Cavalry	Flee from Pikes, spears or Hordes if in good going, or Artillery in close combat. Otherwise destroyed.
Light Horse	Destroyed by any mounted, Artillery shooting, Bows or Psiloi, or if in bad going. Otherwise flee.
Psiloi	Destroyed by Knights, Cavalry, Camelry or Light Horse if in going they count as good or by Bows, Auxilia or Psiloi. Otherwise flee.
All others	Recoil from Artillery in close combat. Otherwise destroyed.

RESOLVING SHOOTING OR CLOSE COMBAT

Elements in combat with an enemy flank or rear recoil if a friendly element in combat with the front recoils, flees or is destroyed.

Recoil

A recoiling element moves its base depth (width if less) to its rear without turning:

- If the recoiling element is Elephants, friends met are destroyed.
- If the recoiling element is not Elephants, friends facing in the same direction are interpenetrated if allowed, otherwise pushed back unless Elephants or War-Wagons.

A recoiling element is destroyed if:

- It starts with enemy in any front edge contact with its flank or rear.
- Recoils from shooting entirely on its rear edge unless from a BUA.
- Meets enemy or impassable terrain.
- Meets friends it cannot pass through or push back.
- Meets or is in a BUA or camp.

Enemy contacted on their rear edge by a recoiling or pushed-back element's rear edge or rear corner, or on a side edge by its rear corner, or on a rear corner by its rear edge, are also destroyed.

Recoilers

Recoilers can pass through friends facing in exactly the same direction to a clear space immediately behind the first element met, but only if:

- Mounted troops recoiling into any friends except Pikes or Elephants.
- Blades recoiling into Blades or Spears.
- Pike or Bows recoiling into Blades.
- Psiloi recoiling into any friends except Psiloi.

Flee

A fleeing element recoils its own base depth, then turns 180 degrees and moves an additional full tactical move distance towards its original rear.

It changes direction only by the minimum needed to avoid:

- Enemy.
- Friends it cannot pass through.
- A garrisoned BUA or camp.
- Impassable terrain.
- Unless Psiloi or Light Horse, bad going except Marsh or Rough.

It halts if it cannot move at all. It cannot avoid a river, which destroys it unless paltry.

Follow-up

An element of Knights, Scythed Chariots, Warband or Hordes whose close combat opponents recoil, break-off, flee or are destroyed and any element that gave it rear support immediately pursues its own base depth (width if less) unless in a camp or BUA or it would cross a battlefield edge or enter bad going other than Marsh or Rough. An element that destroys the defenders of a BUA or camp in close combat immediately occupies this.

Breaking-off from close combat

A single element tactical move can be used by an element to break-off from enemy in contact with its front, but only if it has no enemy front edge in contact with its flank or rear and will not change direction or meet either friends it cannot pass through or enemy.

The element retires at least 200 paces directly to its rear and ends facing the direction broken-off from.

NOTE

This playsheet has been produced using the version of DBA2.2 published by John Curry at "www.wargaming.co".

I have used this version as I believe that it should be the most accurate, my own copies differ from this with known errors, any errors should therefore be mine alone.

David Constable, version 1.1.

DICE

All dicing uses a single ordinary 1 to 6 die. [Generally known as a D6 die, numbered 123456]

CREATING THE BATTLEFIELD

TOPOGRAPHY	COMPULSORY	OPTIONAL
Arable	BUA or Road.	River, Steep Hills, Gentle Hills, Woods, Roads, Waterway.
Forest	Woods.	River, Marsh, Gentle Hills.
Hilly	Steep Hills.	River, Woods, BUA, Road.
Steppe	Gentle Hills.	River, Rough, BUA.
Dry	Rough.	Dunes, Steep Hills, Oasis, BUA.
Tropical	Woods.	River, Marsh, Rough, BUA, Road.
Littoral	Waterway.	EITHER Steep Hills or Marsh ### AND ### EITHER Woods or Dunes ### AND ### BUA, River.

The battlefield has 1-2 compulsory and 2-3 optional features. All the following apply:

- At least three of its quarters must include at least part of a terrain feature.
- At least two of its quarters must include a Waterway, a River or some bad going.
- It cannot include more than one each of Waterway, River, Oasis or BUA, or more than two each of any optional type of feature.

TERRAIN

Steep (but not Gentle) Hills, Woods, Marsh and Rough are bad going.

Dunes and Oasis are bad going except to camels (3Cm and 2Cm).

An element which is partly in bad going counts as entirely in bad going for movement and close combat.

All Hills slope up to a centre line crest and give a close combat advantage if part of an element's front edge is upslope of all its' opponent.

A Hill's crest or the edge of a Wood or Oasis blocks shooting from or at an element base edge entirely beyond it.

Elements in a Wood or Oasis cannot shoot at targets who are also in it.

A camp must be in good going on its side's battlefield, waterway or beach base edge.

DEPLOYMENT

- Each side dices and adds the army's aggression factor to the die score. The side with the lower total is the defender, the opponent is the invader.
- The defender places terrain of those types allowed to the army.
- The invader now numbers three battlefield edges 1,2,3 and a preferred fourth edge 4,5,6, which cannot be the two edges that are closest to a BUA, then dices for which edge will be the invaders base edge. The defenders base edge is that opposite to the invaders.
- Both sides now place their camps if needed, the defender first. A camp is not needed if the army has a BUA or more than one War Wagon.
- If any side's home topography is LITTORAL, when it deploys its troops it can reserve 0-4 elements to be placed together anywhere on an existing waterway edge (at least two touching it) as a one PIP group move in its first bound. **i**
- The defender deploys their elements within 600 paces of their base edge, or of the shoreline if a waterway edge. One element of foot may be used to garrison a BUA even if this is further forward than 600 paces of their base edge. They cannot deploy an element within 300 paces of the battlefields side edges unless in a BUA or camp. The invader then does the same, except they have no BUA.
- The defender can exchange the positions of 0-2 pairs of their deployed elements.

SEQUENCE OF PLAY

The invader takes the first bound, then the two side's alternate bounds.

During each side's bound:

- The player dices for initiative points (PIPs).
- The player uses the PIPs to make tactical moves.
- Artillery, War Wagons or Bow elements of both sides that are eligible to do so, shoot once each in the order it decides and make or inflict outcome moves. **ii**
- Any elements of both sides whose front edges are in suitable contact with enemy fight in close combat in the order it decides and make or inflict outcome moves.

"PIP" DICING (PLAYER INITIATIVE POINT)

The side starts its bound by dicing. The score is the number of PIPs that can be used for tactical moves this bound. Any unused PIPs are lost, not kept for future bounds.

Each single element or group tactical move uses up one PIP.

Except in the side's 1st bound, a move uses up an extra PIP for each of the three cases following that apply:

i If only one element lands, then only one can contact the waterway.

- If it includes any Elephants, Hordes, War Wagons or Artillery, or dismounting, or movement into, out-of or through a BUA.
- If all the element or group to be moved starts more than 1,200 paces away from the general's element, or both starts 600 paces away and also either beyond the crest of a Hill, beyond a BUA or a camp, or in or beyond a Wood, Oasis or Dunes, or if the general has been lost.
- If an element other than the general's, and the general's element is in a BUA, camp, Wood, Oasis or Marsh.

CROSSING AN ENEMY'S FRONT

An element directly in front of any part of an enemy element's front edge or enemy-controlled BUA or camp at or closer than one base width distance with no other element even partially between, can move only to:

- Contact or line up facing one such element
- Contact the enemy-controlled BUA or camp.
- Directly to its own rear without changing direction.
- As an outcome move.

TACTICAL MOVES

Single element

A tactical move by a single element can be in any direction, even diagonal or oblique, can pass through any gap as wide as its leading edge, and can end facing any way.

Groups

Elements are a group if facing in the same direction with each in both edge and corner contact with another. To move as a group, each element must move parallel to, or follow, the first of them that moves and must move the same distance or wheel through the same angles.

A group move by road, or across bad going or across any but a paltry river, must be in a single element wide column. A group move can include reducing frontage to form such a column or to pass through a gap between terrain features or troops of at least one element base width, following a road, or moving up to half an element base width sideways to line up with enemy within one element base width ahead. Otherwise a group can only move straight ahead or wheel by pivoting around a front corner. No other reductions or increases in frontage or changes in direction or facing can be made.

Interpenetrating friendly troops

If making a tactical move, or fleeing after completing recoil, mounted troops can always pass through Psiloi and Psiloi pass through any friends, but in both cases only if the troops passed through are facing in exactly the same or exactly the opposite direction and there is room available beyond and enough move to occupy it.

Tactical move distances

MOVE	ELEMENT
500 paces	If Light Horse moving only in good going or on road.
400 paces	If Cavalry, Camelry or Scythed Chariots moving only in good going, or any troops except Light Horse and moving only on a road.
300 paces	If Knights or Elephants moving only in good going, or if Auxilia or Psiloi off-road.
200 paces	If other foot moving off-road, or if mounted troops moving off-road in bad going.
100 paces	While the front edge of a single element or of a column is in a non-paltry river.

Artillery and War Wagons cannot move off-road in bad going.

SECOND OR SUBSEQUENT TACTICAL MOVES DURING THE SAME BOUND

Elements that have already moved this bound, either as part of a group or alone, can make a 2nd or subsequent move, either as part of a group or alone, but only if they did not dismount and are:

- Light Horse that will not start or go within an element base width of the enemy.
- Psiloi in their side's 1st bound.
- Scythed Chariots or Warband, if their 2nd move will end in close combat with an enemy front, flank or rear edge, or acting as an overlap or rear support.
- Troops who's leading or only element is in column moving along a road and will not contact enemy.

DISMOUNTING

If an element dismounts, it cannot remount.

An element or group whose move includes dismounting, moves the distance of and ends as the foot type. It cannot end in edge or corner contact with enemy. ### 8/10 ###

ii It is usually played that the player whoes bound it is shoots first, an opponents element that is shot at must shoot back if possible.