

DBA Troop Type Hint Cards

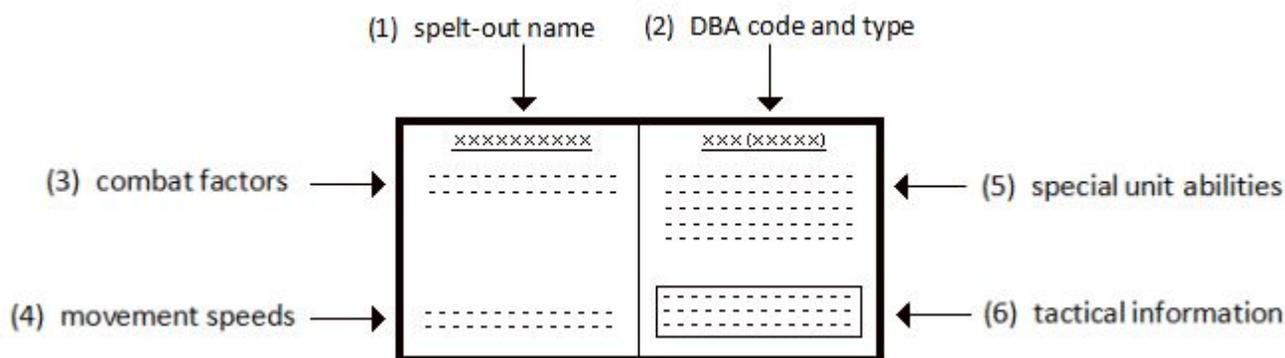
Introduction

These cards were designed as a player aid for those who are familiar with DBA but would like some help with the nuanced, element-specific rules. The inspiration came whilst watching the fabulous YouTube videos of Tony Aguilar and friends and noticing how many rules I didn't appreciate regarding some of the rarer troop types. I thought that these would help players when using unfamiliar armies or troops. They may also help teach new players by focusing their attention on the elements in their army. What they won't do is let you play DBA without the purchased rules. That was a non-negotiable design strategy.

So, after putting together a (very) rough draft, I approached Stephen Andrews ("stevie" from Fanaticus) to proof read the project. Well he did that and then some! Proof read, corrected, formatted and illustrated all in quick time. A couple more proof reads and here we are.

Layout

Each card has been laid out in the following way:-



Colours

Green is for good things, **red** is for bad things, and **black** is for neutral things. This makes it easier to understand, and helps to visually break-up solid chunks of data.

Accuracy

These cards are supposed to provide hints and reminders. They do not replace or explain the published rules. Please provide any feedback or corrections via the Fanaticus website.

Production

I plan on printing mine out, gluing onto card and then laminating. You may also be able to double-side print them if wish, though they may not line up exactly. Each of you can use them for your personal use as you see fit. Please do not use them for any commercial venture. DBA belongs to Wargames Research Group (WRG) and authors Phil Barker and Sue Laflin-Barker.

Conclusion

I hope that these cards make your battles faster and more enjoyable, letting you concentrate on what's important, pushing little men around a table and cursing the dice-gods! I would like to hear feedback from new players or veteran players that have been inspired to take on new armies or expand existing armies (Druids and screaming women 5Hd anyone?). Again feedback can be provided through Fanaticus.

And here is the link to the original thread: <http://fanaticus.boards.net/thread/1331/troop-hint-cards-dba-3>

Cheers

Jim Koukounaras (a.k.a. jim1973)

Elephants

Combat Factors: 5 v foot, 4 v mounted



Speed in Good Going: 3 BW
Speed in Rough/Bad Going: 1 BW

EI (mounted)

Cannot be part of a Littoral Landing
+1 PIP cost to move after the **1st** bound
City/Fort: assault only at **gates**; destroyed if recoiled
Can pass through friendly Ps when moving or fleeing
Pursues 1 BW
Cannot be pushed back
Recoiling destroys any troops not in a BUA or Camp
Recoiling into a 2nd Elephant destroys **both** elements
If fleeing is prevented, **both** elements are destroyed

Can Quick-Kill:	Hd in Good Going , and SCh, Kn, HCh, Bw, Mtd, WWg, Art and civilians in any going
Quick-Killed by:	<i>shooting</i> Art, LH, LCm, Ax, Ps
Makes these flee:	other Elephants and Cm
Cannot destroy:	Ps, who just recoil instead

Scythed Chariots

Combat Factors: 3 v foot, 4 v mounted



Speed in Good Going: 4 BW
Speed in Rough/Bad Going: 1 BW

SCh (mounted)

+1 PIP cost **after** the **1st** bound **unless making contact**
Cannot contact a City, Fort or Camp with **front-edge**
Can pass through friendly Ps when moving or **fleeing**
Corner overlaps are **ignored** (flank contacts are **not**)
Pursues 1 BW
If **fleeing** is prevented, **both** elements are destroyed
Victory: Lost SCh **do not** count

Can Quick-Kill:	Pk, Sp, Bd, Wb in Good Going , & SCh, Kn, HCh, Cm, Bw, Mtd, Art and civilians in any going
Quick-Killed by:	everyone
Makes these flee:	Cv, LCh, LH and LCm
Will flee from:	<i>shooting</i> enemy
Cannot destroy:	Ps, who just recoil instead

Knights

Combat Factors: 3 v foot, 4 v mounted
6Kn in **close combat** in **Good Going**: +1 v foot



Speed in Good Going: 3 BW
Speed in Rough/Bad Going: 1 BW

Kn (mounted)

Can pass through friendly Ps when moving
3Kn recoils 4Kn on an **equal** score
3Kn and 6Kn pursues 1 BW (4Kn does **not** pursue)
Recoils through **any** friends (**except** EI, Pk, Hd)
Flees through Ps
Victory: the **1st** double base lost counts as 2 elements

Can Quick-Kill:	Pk, Sp, Bd, Wb, Ax, Hd, Ps in Good Going , and SCh, Bw, Mtd, Art and civilians in any going
Quick-Killed by:	Lb, Cb and Bds in close combat on an equal score, and by SCh, EI, Cm, LH and LCm

Heavy Chariots

Combat Factors: 3 v foot, 4 v mounted



Speed in Good Going: 3 BW
Speed in Rough/Bad Going: 1 BW

HCh (mounted)

Can pass through friendly Ps when moving

Pursues 1 BW

Recoils through **any** friends (**except** El, Pk, Hd)

Flees through Ps

Can Quick-Kill: Pk, Sp, Bd, Wb, Ax, Hd, Ps in **Good Going**, and SCh, Bw, Mtd, Art and civilians in **any** going
Quick-Killed by: Lb, Cb and Bds in **close combat** on an **equal** score, and by SCh, El, Cm, LH and LCM

Camelry

Combat Factors: 3 v foot, 3 v mounted



Speed in Good Going: 3 BW
Speed in Rough/Bad Going: 1 BW

Cm (mounted)

May deploy 2 BW from the table side-edges

Dunes and Oasis counts as **Good Going**

Can pass through friendly Ps when moving

Recoils through **any** friends (**except** El, Pk, Hd)

Flees through Ps

Can Quick-Kill: Ps in **Good Going**, and SCh, Kn, HCh, Bw, Mtd, Art and civilians in **any** going
Quick-Killed by: Lb, Cb and Bds in **close combat** on an **equal** score, and by SCh in **any** going, or if in **Bad Going**
Will flee from: Elephants

Cavalry

Combat Factors: 3 v foot, 3 v mounted
6Cv in **close combat** in **Good Going**: +1 v foot



Speed in Good Going: 4 BW
Speed in Rough/Bad Going: 1 BW

Cv (mounted)

May deploy 2 BW from the table side-edges

Battlefield edge overlap does **not** affect Cv

Can pass through friendly Ps when moving

Recoils through **any** friends (**except** El, Pk, Hd)

Flees through Ps

Victory: **1st** double base lost counts as 2 elements

Can Quick-Kill: Ps in **Good Going**, and SCh, Bw, Mtd, Art, civilians in **any** going
Will flee from: SCh, or from **any** in **Bad Going**
Flee if doubled by: Pk, Sp and Hd in **Good Going**, and **close combat** Art

Light Chariots

Combat Factors: 3 v foot, 3 v mounted



Speed in Good Going: 4 BW
Speed in Rough/Bad Going: 1 BW

LCh (mounted)

May deploy 2 BW from the table side-edges
Battlefield edge overlap does **not** affect LCh
Can pass through **friendly Ps** when moving
Recoils through **any** friends (**except** EI, Pk, Hd)
Flees through Ps

Can Quick-Kill:	Ps in Good Going , and SCh, Bw Mtd, Art, civilians in any going
Will flee from:	SCh, or from any in Bad Going
Flee if doubled by:	Pk, Sp and Hd in Good Going , and close combat Art

Light Horse

Combat Factors: 2 v foot, 2 v mounted
Rear Support in close combat in **Good Going**: +1



Eligible for subsequent off-road moves
Speed in Good Going: 4 BW
Speed in Rough/Bad Going: 1 BW

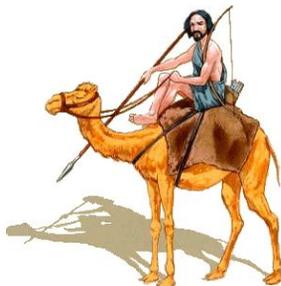
LH (mounted)

May deploy 2 BW from the table side-edges
Battlefield edge overlap does **not** affect LH
Command range is **20 BW** (even if out of sight)
Can make a **2nd** or **3rd** move in **Good Going**
Can pass through friendly Ps when moving
Recoils through **any** friends (**except** EI, Pk, Hd)
Flees through Ps
Fleeing is not halted by Bad Going

Can Quick-Kill:	SCh, EI, Kn, HCh, Bw, Mtd, Art and civilians in any going
Will flee from:	SCh, <i>shooting</i> Art, & Bad Going
Flee if doubled by:	Pk, Sp, Bd, Wb, Ax, Hd, WWg, civilians, and close combat Art

Light Camels

Combat Factors: 2 v foot, 2 v mounted
Rear Support in close combat in **Good Going**: +1



Eligible for subsequent off-road moves
Speed in Good Going: 4 BW
Speed in Rough/Bad Going: 1 BW

LCm (mounted)

May deploy 2 BW from the table side-edges
Battlefield edge overlap does **not** affect LCM
Command range is **20 BW** (even if out of sight)
Can make a **2nd** or **3rd** move in **Good Going**
Dunes and Oasis counts as **Good Going**
Can pass through friendly Ps when moving
Recoils through **any** friends (**except** EI, Pk, Hd)
Flees through Ps
Fleeing is not halted by Bad Going

Can Quick-Kill:	SCh, EI, Kn, HCh, Bw, Mtd, Art and civilians in any going
Will flee from:	SCh, <i>shooting</i> Art, & Bad Going
Flee if doubled by:	Pk, Sp, Bd, Wb, Ax, Hd, WWg, civilians, and close combat Art

Pikes

Combat Factors: 3 v foot, 4 v mounted
Rear Support in close combat in Good Going:
+3 v foot (not Ps), +1 v El, SCh, Kn, HCh



Speed in Good Going: solid 2 BW, fast 3 BW
Speed in Rough/Bad Going: solid 1 BW, fast 3 BW

Pk (solid or fast foot)

Pursues foot (other than Ps) ½ BW
Recoils through friendly **Bds** (including CP/Lit/CWg)
Mounted cannot **recoil or flee** through Pk

Can Quick-Kill: SCh, Art and civilians
Quick-Killed by: SCh, Kn and HCh in **Good Going**,
and by Wb in **any** going
Cannot destroy: Cv & LCh, who will flee if in
Good Going, nor LH & LCh,
who flee in any but **Bad Going**,
nor Ps, who just flee instead

Spears

Combat Factors: 4 v foot, 4 v mounted
Side Support in close combat in Good Going: +1 v foot
8Sp in close combat in Good Going: +1 v foot



Speed in Good Going: 2 BW
Speed in Rough/Bad Going: 1 BW

Sp (solid foot)

Side supported by **Sp** and **solid Bds** in Good Going
Victory: **1st** double base lost counts as 2 elements

Can Quick-Kill: SCh, Art and civilians
Quick-Killed by: SCh, Kn and HCh in **Good Going**,
and by Wb in **any** going
Cannot destroy: Cv & LCh, who will flee if in
Good Going, nor LH & LCh,
who flee in any but **Bad Going**,
nor Ps, who just flee instead

Blades

Combat Factors: 5 v foot, 3 v mounted
Combat Factor: 4 if **shot** at
6Bd in close combat in Good Going: +1 v foot



Speed in Good Going: solid 2 BW, fast 3 BW
Speed in Rough/Bad Going: solid 1 BW, fast 3 BW

Bd (solid or fast foot)

4Bd adds side support to **solid Bw/Sp** in Good Going
Pursues foot (other than Ps) ½ BW
Bd may **recoil** through friendly **Sp**
Bd, Pk and Bw may **recoil** through friendly **Bds**
Victory: **1st** double base lost counts as 2 elements

Can Quick-Kill: Kn, HCh & Cm on an **equal** score
and SCh, Art and civilians
Quick-Killed by: SCh, Kn and HCh in **Good Going**,
and by Wb in **any** going
Cannot destroy: LH & LCh, who will flee in any
but **Bad Going**,
nor Ps, who just flee instead

Command Posts, Litters, and Command Wagons

Combat Factors: 5 v foot, 3 v mounted

Combat Factor: 4 if **shot** at



Speed in Good Going: 2 BW

Speed in Rough/Bad Going: 1 BW

CP, Lit, CWg (solid foot)

Cannot **contact** an enemy (**even** corner-to-corner)
Adds side support to **Sp** and **solid Bw** in Good Going
Fights as if solid Bd (but is not quick-killed like Bd)
Does not pursue like Blades
Never recoils
Friendly Bd, Pk, Bw may **recoil** through these troops

Can Quick-Kill: Kn, HCh & Cm on an **equal** score and SCh, Art and civilians

Only killed by: foot on an **equal** score if **2** enemy front edges are in contact, **or** when doubled by anyone

Cannot destroy: LH & LCm, who will flee in any but **Bad Going**, nor Ps, who just flee instead

Warbands

Combat Factors: 3 v foot, 2 v mounted

Rear Support in close combat in **Good Going**:
+1 v foot (other than Ps)



Speed in Good Going: solid 2 BW, fast 3 BW

Speed in Rough/Bad Going: solid 2 BW, fast 3 BW

Wb (solid or fast foot)

Bad Going does not affect combat or speed
Pursues foot (other than Ps) $\frac{1}{2}$ BW

Can Quick-Kill: SCh, Pk, Sp, Bd, Hd, Art and civilians in **any** going

Quick-Killed by: SCh, Kn and HCh in **Good Going** (and avoid Elephants)

Cannot destroy: LH & LCm, who will flee in any but **Bad Going**, nor Ps, who just flee instead

Auxilia

Combat Factors: 3 v foot, 3 v mounted



Speed in Good Going: solid 2 BW, fast 3 BW

Speed in Rough/Bad Going: solid 2 BW, fast 3 BW

Ax (solid or fast foot)

May deploy 2 BW from the table side-edges
Bad Going does not affect combat or speed

Can Quick-Kill: SCh, El, Art, and civilians

Quick-Killed by: Kn and HCh in **Good Going** (and avoid Pk or Sp in **Good Going**, and Bds in **Rough** or **Good Going**)

Hordes

Combat Factors: 3 v foot, 2 v mounted



Speed in Good Going: solid 2 BW, fast 3 BW
Speed in Rough/Bad Going: solid 1 BW, fast 3 BW

Hd (solid or fast foot)

+1 PIP cost to move **after** the **1st** bound
Pursues 1 BW against **any** enemy
Hard to recoil (especially 7Hd), unless shot at
Mounted cannot **recoil** or **flee** through Hd
Victory: Lost Hd **do not** count

Can Quick-Kill: SCh, Art and civilians
Quick-Killed by: El, Kn and HCh in **Good Going**,
and by Wb in **any** going
Cannot destroy: Cv & LCh, who will flee if in
Good Going, nor LH & LCM,
who flee in any but **Bad Going**,
nor Ps, who just flee instead

Psiloi

Combat Factors: 2 v foot, 2 v mounted



Eligible for subsequent off-road moves
Speed in Good Going: 3 BW
Speed in Rough/Bad Going: 3 BW (as a group)

Ps (fast foot)

May deploy 2 BW from the table side-edges
Can make a **2nd** move in the **1st** bound, or **into** terrain
Can pass through **any** friends when moving or **fleeing**
Group moves not limited by **Bad Going**
Corner overlaps are **ignored** (flank contacts are **not**)
Recoils through **any** friends (**except** other Ps)
Fleeing is not halted by Bad Going

Can Quick-Kill: SCh, El, Art and civilians
Quick-Killed by: Kn, HCh, Cv, LCh and Cm
in **Good Going**
Not destroyed by: El and SCh, **only** recoiled
Flee if doubled by: other mounted in **Rough/Bad**
Going, and by all foot (**except**
Ax, Ps, and **close combat** Bw)

Camp Followers and City Denizens

Combat Factors: 2 v foot, 0 v mounted



Speed in Good Going: 2 BW
Speed in Rough/Bad Going: 1 BW

Civilians (fast foot)

+1 PIP cost to move **after** the **1st** bound
Moves as if solid foot, but **fights** as fast foot
Victory: Lost civilians **do not** count

Sallying:-
Camp Followers may leave their Camp but **not** return

City Denizens **only** sally if there is **no** garrison, and
both enemy and friends are within 2 BW of their City.
They cannot move more than **3 BW** from their City.

Can Quick-Kill: SCh, Art and civilians
Quick-Killed by: everyone

Bows

Combat Factors: 2 v foot, 4 v mounted

Side Support in **close combat** in **Good Going**: +1 v foot

8Bw in **close combat** in **Good Going**: +1 v foot



Speed in Good Going: solid 2 BW, fast 3 BW

Speed in Rough/Bad Going: solid 1 BW, fast 3 BW

Bw (solid or fast foot)

Range is 3 BW, **unless they moved more than 1 BW**
Must prioritize targeting enemy in their Threat Zone
Solid Bw is side supported by **solid Bds** in **Good Going**
Bad Going does not affect combat, only **solid** speed
Can **recoil** through friendly **Bds** (including CP/Lit/CWg)
Victory: **1st** double base lost counts as 2 elements

All Bow Quick-Kill: Art and civilians

Lb & Cb Quick-Kill: Kn, HCh and Cm in **close combat** on an **equal** score

Quick-Killed by: **any** mounted enemy

Makes these flee: SCh (rear shots destroy them)

Mounted Infantry

Combat Factors: 2 v foot, 4 v mounted

Side Support in **close combat** in **Good Going**: +1 v foot



Eligible for subsequent off-road moves

Speed in Good Going: solid 3 BW, fast 3 BW

Speed in Rough/Bad Going: solid 1 BW, fast 3 BW

Mtd (solid or fast foot)

May deploy 2 BW from the table side-edges
Can make a **2nd** or **3rd** move in **Good Going**
Range is 3 BW, **unless they moved more than 1 BW**
Must prioritize targeting enemy in their Threat Zone
Solid Bw is side supported by **solid Bds** in **Good Going**
Bad Going does not affect combat, only **solid** speed
Can **recoil** through friendly **Bd** (including CP/Lit/CWg)

All Bow Quick-Kill: Art and civilians

Lb & Cb Quick-Kill: Kn, HCh and Cm in **close combat** on an **equal** score

Quick-Killed by: **any** mounted enemy, or by **any** enemy if in **Bad Going**

Makes these flee: SCh (rear shots destroy them)

War Wagons

Combat Factors: 3 v foot, 4 v mounted



Speed in Good Going: 2 BW

Speed in Rough: 1 BW

Cannot deploy or move off-road in **Bad Going**

WWg (solid foot)

A Camp is not needed if you have **more** than 2 WWg
Cannot be part of a Littoral Landing
+1 PIP cost to move **after** the **1st** bound
Cannot **contact** an enemy (**even** corner-to-corner)
Threat Zone and *shooting* extends from **all** edges
Range is 3 BW, unless they moved more than **1 BW**
Must prioritize targeting enemy in their Threat Zone
Never recoils, and cannot be pushed back

Can Quick-Kill: Art and civilians

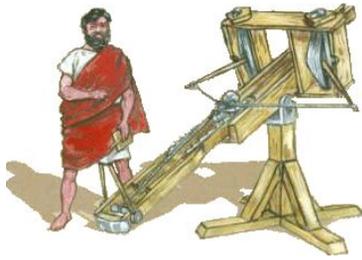
Quick-Killed by: Elephants and *shooting* Art

Makes these flee: SCh (rear shots destroy them)

Cannot destroy: LH & LCM, who will flee in any but **Bad Going**, nor Ps, who just flee instead

Artillery

Combat Factors: 4 v foot, 4 v mounted
(in a City or Fort: 2 v foot, 2 v mounted)



Speed in Good Going: 2 BW
Speed in Rough: 1 BW
Cannot deploy or move off-road in Bad Going

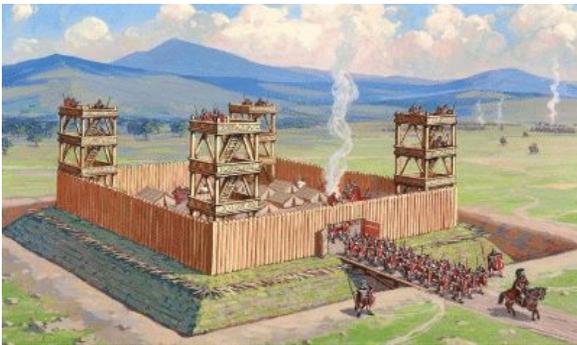
Art (solid foot)

Cannot be part of a Littoral Landing
+1 PIP cost to move **after** the **1st** bound
Cannot **contact** an enemy (**even** corner-to-corner)
Range is **5 BW**, but only shoots if it does **not** move
Only shoots in its **own** bound, but **shoots back** at Art
May pick **any** target; can shoot through enemy Ps
Can cause a City to surrender

Can Quick-Kill:	Elephants and WWg when shooting, and Art and civilians
Quick-Killed by:	everyone
Makes these flee:	shooting at SCh, LH and LCm
Cannot destroy:	close combat Cv, LCh, LH and LCm, who will all flee, nor Ps, who just flee instead

Temporary Encampments

Defence Factor: +2 to foot or civilians



Deploy touching the rear table edge or Waterway of their own deployment area (i.e. **at least 4 BW** from the table sides) in Good Going (**not** Plough).

Camps

Can be guarded by a non-allied element or civilians
Elephants and SCh **cannot** be used to guard Camps
Troops can enter or leave through **any** edge
A Threat Zone extends from **all** sides of a Camp

3 enemy (except SCh) can be in front edge contact Each fights in turn , using their foot combat factors No overlaps, side or rear supports are allowed Double base troops cannot use their +1 Defenders suffer -1 for each 2 nd or 3 rd still in contact
--

A victorious element **must** pursue into the Camp
Mounted pursue **1 BW**, and foot pursue **½ BW**
Captured Camps are removed (**except** Edifice Camps)
Victory: a captured enemy Camp is worth **1** element

Permanent Forts and Cities

Defence Factors: +4 to garrisoned foot
+2 to defending civilians
If enemy partially in a **non-paltry River**: +1



Place so that **all** of a City or Fort is within **6 BW** of 2 battlefield edges. **May** touch any battlefield edge.

A City can, a Fort **must**, be garrisoned by foot troops
Only non-allied **foot** (except WWg) can be a garrison
Only enter or leave through gates (**unless** assaulting)
Threat Zones extend from a City and **garrisoned** Fort
It costs **1 PIP** to move from one City gate to another

3 enemy (except SCh) can be in front edge contact Each fights in turn , using their foot combat factors No overlaps, side or rear supports are allowed Double base troops cannot use their +1 Defenders suffer -1 for each 2 nd or 3 rd still in contact One victorious element (not El or tower) will enter These sack a City and cannot use the City defences Nor can they move, shoot or be shot at while sacking Sacking ceases on a PIP roll of 5 or 6 by their owner Victory: Cities are 1 element, or 2 if used as a Camp (Cities can surrender to Art - see page 7 of the rules)

Medieval Hint Cards for DBA 3.0

It is assumed that players will want two sets of these hint cards, one for each player.

As many of the ancient pictures look a bit out of place for the later armies, here is a specific medieval set.

Of course, there are no chariots in the Middle Ages. Nonetheless some chariot pictures have been included.

The Light Chariot is more appropriate for Middle Eastern biblical armies than the Celtic barbarian one in the Ancient set, and the new Heavy Chariot is of an indeterminate nation so is suitable from the Middle East to China.

No Scythed Chariots were used in the Medieval period, so a...er...'substitute' with similar capabilities is included.

Terrain Hints

Plough is **Rough** instead of **Good Going** if the 1st PIP roll is a '1' (or if less than '8' is rolled in BBDBA).



Place **Waterway** 1st, then compulsories, then others.

Plough and **Linear Terrain** must, **Gentle Hills** may, extend into an adjacent quarter. Unlike other Area Terrain features, a **BUA** can touch the table edges.

+1 PIP: if a **General** is fully in/beyond **Woods, Oasis, Marsh, Gully, BUA, Camp**, or out of range.

Command Range: this is reduced to **4 BW** if fully in **Woods, Oasis, Dunes**, a **Difficult Hill**, or if fully beyond any **hill crest, BUA, or Camp**.

Shooting: is blocked if fully beyond any **hill crests**, a **City**, a **Fort**, and by $\frac{1}{2}$ **BW** of **Woods, Oasis, Dunes, Edifice, Hamlet**, or **Difficult Hill**. Cannot shoot if partially in a **Marsh** or **River**. Cannot shoot or be shot at if fully in a **Gully**.

Pursuing: not if currently in or would enter **Woods, Oasis, Dunes, Edifice**, or **Difficult Hill**. A **Marsh** or **Gully** does not halt a pursuit.

Fleeing: halt if **Bad Going** other than a **Marsh** is met. Destroyed if fleeing into **any River**.

Elephants

Combat Factors: 5 v foot, 4 v mounted



Speed in Good Going: 3 BW
Speed in Rough/Bad Going: 1 BW

EI (mounted)

Cannot be part of a Littoral Landings
+1 PIP cost to move **after the 1st bound**
City/Fort: assault only at **gates**; destroyed if recoiled
Can pass through friendly Ps when moving or fleeing
Pursues 1 BW
Cannot be pushed back
Recoiling **destroys** any troops **not** in a BUA or Camp
Recoiling into a 2nd Elephant destroys **both** elements
If **fleeing** is prevented, **both** elements are destroyed

Can Quick-Kill:	Hd in Good Going , and SCh, Kn, HCh, Bw, Mtd, WWg, Art and civilians in any going
Quick-Killed by:	<i>shooting</i> Art, LH, LCm, Ax, Ps
Makes these flee:	other Elephants and Cm
Cannot destroy:	Ps, who just recoil instead

Stampeding Cattle Herd

Combat Factors: 3 v foot, 4 v mounted



Speed in Good Going: 4 BW
Speed in Rough/Bad Going: 1 BW

SCh (mounted)

+1 PIP cost **after the 1st bound unless making contact**
Cannot contact a City, Fort or Camp with **front-edge**
Can pass through friendly Ps when moving or **fleeing**
Corner overlaps are **ignored** (flank contacts are **not**)
Pursues 1 BW
If **fleeing** is prevented, **both** elements are destroyed
Victory: Lost SCh **do not** count

Can Quick-Kill:	Pk, Sp, Bd, Wb in Good Going , & SCh, Kn, HCh, Cm, Bw, Mtd, Art and civilians in any going
Quick-Killed by:	everyone
Makes these flee:	Cv, LCh, LH and LCm
Will flee from:	<i>shooting</i> enemy
Cannot destroy:	Ps, who just recoil instead

Knights

Combat Factors: 3 v foot, 4 v mounted
6Kn in **close combat** in **Good Going**: +1 v foot



Speed in Good Going: 3 BW
Speed in Rough/Bad Going: 1 BW

Kn (mounted)

Can pass through friendly Ps when moving
3Kn recoils 4Kn on an **equal** score
3Kn and 6Kn pursues 1 BW (4Kn does **not** pursue)
Recoils through **any** friends (**except** EI, Pk, Hd)
Flees through Ps
Victory: the **1st** double base lost counts as 2 elements

Can Quick-Kill:	Pk, Sp, Bd, Wb, Ax, Hd, Ps in Good Going , and SCh, Bw, Mtd, Art and civilians in any going
Quick-Killed by:	Lb, Cb and Bds in close combat on an equal score, and by SCh, EI, Cm, LH and LCm

Heavy Chariots

Combat Factors: 3 v foot, 4 v mounted



Speed in Good Going: 3 BW
Speed in Rough/Bad Going: 1 BW

HCh (mounted)

Can pass through friendly Ps when moving
Pursues 1 BW
Recoils through **any** friends (**except** El, Pk, Hd)
Flees through Ps

Can Quick-Kill: Pk, Sp, Bd, Wb, Ax, Hd, Ps in **Good Going**, and SCh, Bw, Mtd, Art and civilians in **any** going
Quick-Killed by: Lb, Cb and Bds in **close combat** on an **equal** score, and by SCh, El, Cm, LH and LCM

Camelry

Combat Factors: 3 v foot, 3 v mounted



Speed in Good Going: 3 BW
Speed in Rough/Bad Going: 1 BW

Cm (mounted)

May deploy 2 BW from the table side-edges
Dunes and Oasis counts as **Good Going**
Can pass through friendly Ps when moving
Recoils through **any** friends (**except** El, Pk, Hd)
Flees through Ps

Can Quick-Kill: Ps in **Good Going**, and SCh, Kn, HCh, Bw, Mtd, Art and civilians in **any** going
Quick-Killed by: Lb, Cb and Bds in **close combat** on an **equal** score, and by SCh in **any** going, or if in **Bad Going**
Will flee from: Elephants

Cavalry

Combat Factors: 3 v foot, 3 v mounted
6Cv in **close combat** in **Good Going**: +1 v foot



Speed in Good Going: 4 BW
Speed in Rough/Bad Going: 1 BW

Cv (mounted)

May deploy 2 BW from the table side-edges
Battlefield edge overlap does **not** affect Cv
Can pass through friendly Ps when moving
Recoils through **any** friends (**except** El, Pk, Hd)
Flees through Ps
Victory: **1st** double base lost counts as 2 elements

Can Quick-Kill: Ps in **Good Going**, and SCh, Bw, Mtd, Art, civilians in **any** going
Will flee from: SCh, or from **any** in **Bad Going**
Flee if doubled by: Pk, Sp and Hd in **Good Going**, and **close combat** Art

Light Chariots

Combat Factors: 3 v foot, 3 v mounted



Speed in Good Going: 4 BW
Speed in Rough/Bad Going: 1 BW

LCh (mounted)

May deploy 2 BW from the table side-edges
Battlefield edge overlap does **not** affect LCh
Can pass through friendly Ps when moving
Recoils through **any** friends (**except** El, Pk, Hd)
Flees through Ps

Can Quick-Kill:	Ps in Good Going , and SCh, Bw Mtd, Art, civilians in any going
Will flee from:	SCh, or from any in Bad Going
Flee if doubled by:	Pk, Sp and Hd in Good Going , and close combat Art

Light Horse

Combat Factors: 2 v foot, 2 v mounted
Rear Support in close combat in **Good Going**: +1



Eligible for subsequent off-road moves
Speed in Good Going: 4 BW
Speed in Rough/Bad Going: 1 BW

LH (mounted)

May deploy 2 BW from the table side-edges
Battlefield edge overlap does **not** affect LH
Command range is **20 BW** (even if out of sight)
Can make a **2nd** or **3rd** move in **Good Going**
Can pass through friendly Ps when moving
Recoils through **any** friends (**except** El, Pk, Hd)
Flees through Ps
Fleeing is not halted by Bad Going

Can Quick-Kill:	SCh, El, Kn, HCh, Bw, Mtd, Art and civilians in any going
Will flee from:	SCh, <i>shooting</i> Art, & Bad Going
Flee if doubled by:	Pk, Sp, Bd, Wb, Ax, Hd, WWg, civilians, and close combat Art

Light Camels

Combat Factors: 2 v foot, 2 v mounted
Rear Support in close combat in **Good Going**: +1



Eligible for subsequent off-road moves
Speed in Good Going: 4 BW
Speed in Rough/Bad Going: 1 BW

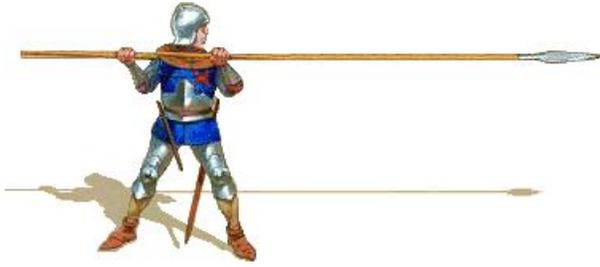
LCm (mounted)

May deploy 2 BW from the table side-edges
Battlefield edge overlap does **not** affect LCm
Command range is **20 BW** (even if out of sight)
Can make a **2nd** or **3rd** move in **Good Going**
Dunes and Oasis counts as **Good Going**
Can pass through friendly Ps when moving
Recoils through **any** friends (**except** El, Pk, Hd)
Flees through Ps
Fleeing is not halted by Bad Going

Can Quick-Kill:	SCh, El, Kn, HCh, Bw, Mtd, Art and civilians in any going
Will flee from:	SCh, <i>shooting</i> Art, & Bad Going
Flee if doubled by:	Pk, Sp, Bd, Wb, Ax, Hd, WWg, civilians, and close combat Art

Pikes

Combat Factors: 3 v foot, 4 v mounted
Rear Support in close combat in Good Going:
+3 v foot (not Ps), +1 v El, SCh, Kn, HCh



Speed in Good Going: solid 2 BW, fast 3 BW
Speed in Rough/Bad Going: solid 1 BW, fast 3 BW

Pk (solid or fast foot)

Pursues foot (other than Ps) $\frac{1}{2}$ BW
Recoils through friendly **Bds** (including CP/Lit/CWg)
Mounted cannot **recoil or flee** through Pk

Can Quick-Kill: SCh, Art and civilians
Quick-Killed by: SCh, Kn and HCh in **Good Going**,
and by Wb in **any** going
Cannot destroy: Cv & LCh, who will flee if in
Good Going, nor LH & LCm,
who flee in any but **Bad Going**,
nor Ps, who just flee instead

Spears

Combat Factors: 4 v foot, 4 v mounted
Side Support in close combat in Good Going: +1 v foot
8Sp in close combat in Good Going: +1 v foot



Speed in Good Going: 2 BW
Speed in Rough/Bad Going: 1 BW

Sp (solid foot)

Side supported by **Sp** and **solid Bds** in Good Going
Victory: **1st double base lost counts as 2 elements**

Can Quick-Kill: SCh, Art and civilians
Quick-Killed by: SCh, Kn and HCh in **Good Going**,
and by Wb in **any** going
Cannot destroy: Cv & LCh, who will flee if in
Good Going, nor LH & LCm, who
flee in any but **Bad Going**,
nor Ps, who just flee instead

Blades

Combat Factors: 5 v foot, 3 v mounted
Combat Factor: 4 if **shot** at
6Bd in close combat in Good Going: +1 v foot



Speed in Good Going: solid 2 BW, fast 3 BW
Speed in Rough/Bad Going: solid 1 BW, fast 3 BW

Bd (solid or fast foot)

4Bd adds side support to **solid Bw/Sp** in Good Going
Pursues foot (other than Ps) $\frac{1}{2}$ BW
Bd may **recoil** through friendly **Sp**
Bd, Pk and Bw may **recoil** through friendly **Bds**
Victory: **1st double base lost counts as 2 elements**

Can Quick-Kill: Kn, HCh & Cm on an **equal** score
and SCh, Art and civilians
Quick-Killed by: SCh, Kn and HCh in **Good Going**,
and by Wb in **any** going
Cannot destroy: LH & LCm, who will flee in any
but **Bad Going**,
nor Ps, who just flee instead

Command Posts, Litters, and Command Wagons

Combat Factors: 5 v foot, 3 v mounted

Combat Factor: 4 if shot at



Speed in Good Going: 2 BW

Speed in Rough/Bad Going: 1 BW

CP, Lit, CWg (solid foot)

Cannot **contact** an enemy (**even** corner-to-corner)
Adds side support to **Sp** and **solid Bw** in Good Going
Fights as if solid Bd (but is not quick-killed like Bd)
Does not pursue like Blades
Never recoils
Friendly Bd, Pk, Bw may **recoil** through these troops

Can Quick-Kill: Kn, HCh & Cm on an **equal** score and SCh, Art and civilians
Only killed by: foot on an **equal** score if 2 enemy front edges are in contact, **or** when doubled by anyone
Cannot destroy: LH & LCm, who will flee in any but **Bad Going**, nor Ps, who just flee instead

Warbands

Combat Factors: 3 v foot, 2 v mounted

Rear Support in close combat in Good Going:
+1 v foot (other than Ps)



Speed in Good Going: solid 2 BW, fast 3 BW

Speed in Rough/Bad Going: solid 2 BW, fast 3 BW

Wb (solid or fast foot)

Bad Going does not affect combat or speed
Pursues foot (other than Ps) $\frac{1}{2}$ BW

Can Quick-Kill: SCh, Pk, Sp, Bd, Hd, Art and civilians in **any** going
Quick-Killed by: SCh, Kn and HCh in **Good Going** (and avoid Elephants)
Cannot destroy: LH & LCm, who will flee in any but **Bad Going**, nor Ps, who just flee instead

Auxilia

Combat Factors: 3 v foot, 3 v mounted



Speed in Good Going: solid 2 BW, fast 3 BW

Speed in Rough/Bad Going: solid 2 BW, fast 3 BW

Ax (solid or fast foot)

May deploy 2 BW from the table side-edges
Bad Going does not affect combat or speed

Can Quick-Kill: SCh, El, Art, and civilians
Quick-Killed by: Kn and HCh in **Good Going** (and avoid Pk or Sp in **Good Going**, and Bds in **Rough** or **Good Going**)

Hordes

Combat Factors: 3 v foot, 2 v mounted



Speed in Good Going: solid 2 BW, fast 3 BW
Speed in Rough/Bad Going: solid 1 BW, fast 3 BW

Hd (solid or fast foot)

+1 PIP cost to move **after** the 1st bound
Pursues 1 BW against **any** enemy
Hard to recoil (especially 7Hd), unless shot at
Mounted cannot **recoil or flee** through Hd
Victory: Lost Hd **do not** count

Can Quick-Kill: SCh, Art and civilians
Quick-Killed by: El, Kn and HCh in **Good Going**,
and by Wb in **any** going
Cannot destroy: Cv & LCh, who will flee if in
Good Going, nor LH & LCm,
who flee in any but **Bad Going**,
nor Ps, who just flee instead

Psiloi

Combat Factors: 2 v foot, 2 v mounted



Eligible for subsequent off-road moves
Speed in Good Going: 3 BW
Speed in Rough/Bad Going: 3 BW (as a group)

Ps (fast foot)

May deploy 2 BW from the table side-edges
Can make a 2nd move in the 1st bound, or **into** terrain
Can pass through **any** friends when moving or **fleeing**
Group moves not limited by **Bad Going**
Corner overlaps are **ignored** (flank contacts are **not**)
Recoils through **any** friends (**except** other Ps)
Fleeing is not halted by Bad Going

Can Quick-Kill: SCh, El, Art and civilians
Quick-Killed by: Kn, HCh, Cv, LCh and Cm
in **Good Going**
Not destroyed by: El and SCh, **only** recoiled
Flee if doubled by: other mounted in **Rough/Bad**
Going, and by all foot (**except**
Ax, Ps, and **close combat** Bw)

Camp Followers and City Denizens

Combat Factors: 2 v foot, 0 v mounted



Speed in Good Going: 2 BW
Speed in Rough/Bad Going: 1 BW

Civilians (fast foot)

+1 PIP cost to move **after** the 1st bound
Moves as if solid foot, but **fights** as fast foot
Victory: Lost civilians **do not** count

Sallying:-
Camp Followers may leave their Camp but **not** return

City Denizens **only** sally if there is **no** garrison, **and**
both enemy and friends are within 2 BW of their City.
They cannot move more than **3 BW** from their City.

Can Quick-Kill: SCh, Art and civilians
Quick-Killed by: everyone

Bows

Combat Factors: 2 v foot, 4 v mounted

Side Support in **close combat** in **Good Going**: +1 v foot

8Bw in **close combat** in **Good Going**: +1 v foot



Speed in Good Going: solid 2 BW, fast 3 BW

Speed in Rough/Bad Going: solid 1 BW, fast 3 BW

Bw (solid or fast foot)

Range is 3 BW, **unless they moved more than 1 BW**
Must prioritize targeting enemy in their Threat Zone
Solid Bw is side supported by **solid Bds** in **Good Going**
Bad Going does not affect combat, only **solid** speed
Can **recoil** through friendly **Bds** (including CP/Lit/CWg)
Victory: **1st** double base lost counts as 2 elements

All Bow Quick-Kill: Art and civilians

Lb & Cb Quick-Kill: Kn, HCh and Cm in **close combat** on an **equal** score

Quick-Killed by: **any** mounted enemy

Makes these flee: SCh (rear shots destroy them)

Mounted Infantry

Combat Factors: 2 v foot, 4 v mounted

Side Support in **close combat** in **Good Going**: +1 v foot



Eligible for subsequent off-road moves

Speed in Good Going: solid 3 BW, fast 3 BW

Speed in Rough/Bad Going: solid 1 BW, fast 3 BW

Mtd (solid or fast foot)

May deploy 2 BW from the table side-edges
Can make a **2nd** or **3rd** move in **Good Going**
Range is 3 BW, **unless they moved more than 1 BW**
Must prioritize targeting enemy in their Threat Zone
Solid Bw is side supported by **solid Bds** in **Good Going**
Bad Going does not affect combat, only **solid** speed
Can **recoil** through friendly **Bd** (including CP/Lit/CWg)

All Bow Quick-Kill: Art and civilians

Lb & Cb Quick-Kill: Kn, HCh and Cm in **close combat** on an **equal** score

Quick-Killed by: **any** mounted enemy, or by **any** enemy if in **Bad Going**

Makes these flee: SCh (rear shots destroy them)

War Wagons

Combat Factors: 3 v foot, 4 v mounted



Speed in Good Going: 2 BW

Speed in Rough: 1 BW

Cannot deploy or move off-road in **Bad Going**

WWg (solid foot)

A Camp is not needed if you have **more** than 2 WWg
Cannot be part of a Littoral Landing
+1 PIP cost to move **after** the **1st** bound
Cannot **contact** an enemy (**even** corner-to-corner)
Threat Zone and *shooting* extends from **all** edges
Range is 3 BW, **unless they moved more than 1 BW**
Must prioritize targeting enemy in their Threat Zone
Never recoils, and cannot be pushed back

Can Quick-Kill: Art and civilians

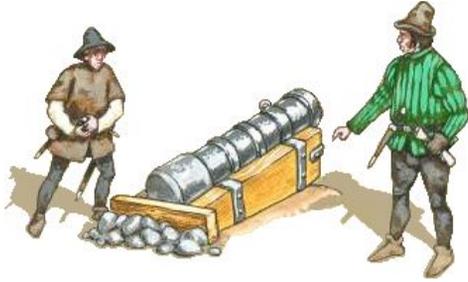
Quick-Killed by: Elephants and *shooting* Art

Makes these flee: SCh (rear shots destroy them)

Cannot destroy: LH & LCM, who will flee in any but **Bad Going**, nor Ps, who just flee instead

Artillery

Combat Factors: 4 v foot, 4 v mounted
(in a City or Fort: 2 v foot, 2 v mounted)



Speed in Good Going: 2 BW
Speed in Rough: 1 BW
Cannot deploy or move off-road in Bad Going

Art (solid foot)

Cannot be part of a Littoral Landing
+1 PIP cost to move **after** the 1st bound
Cannot **contact** an enemy (**even** corner-to-corner)
Range is **5 BW**, but only shoots if it does **not** move
Only shoots in its **own** bound, but **shoots back** at Art
May pick **any** target; can shoot through enemy Ps
Can cause a City to surrender

Can Quick-Kill:	Elephants and WWg when shooting, and Art and civilians
Quick-Killed by:	everyone
Makes these flee:	shooting at SCh, LH and LCm
Cannot destroy:	close combat Cv, LCh, LH and LCm, who will all flee , nor Ps, who just flee instead

Temporary Encampments

Defence Factor: +2 to foot or civilians



Deploy touching the rear table edge or Waterway of their own deployment area (i.e. **at least** 4 BW from the table sides) in Good Going (**not** Plough).

Camps

Can be guarded by a non-allied element or civilians
Elephants and SCh **cannot** be used to guard Camps
Troops can enter or leave through **any** edge
A Threat Zone extends from **all** sides of a Camp

3 enemy (except SCh) can be in front edge contact Each fights in turn , using their foot combat factors No overlaps, side or rear supports are allowed Double base troops cannot use their +1 Defenders suffer -1 for each 2 nd or 3 rd still in contact

A victorious element **must** pursue into the Camp
Mounted pursue **1 BW**, and foot pursue **½ BW**
Captured Camps are removed (**except** Edifice Camps)
Victory: a captured enemy Camp is worth **1** element

Permanent Forts and Cities

Defence Factors: +4 to garrisoned foot
+2 to defending civilians
If enemy partially in a **non-paltry River**: +1



Place so that **all** of a City or Fort is within 6 BW of 2 battlefield edges. **May** touch any battlefield edge.

A City can, a Fort **must**, be garrisoned by foot troops
Only non-allied **foot** (except WWg) can be a garrison
Only enter or leave through gates (unless assaulting)
Threat Zones extend from a City and **garrisoned** Fort
It costs **1 PIP** to move from one City gate to another

3 enemy (except SCh) can be in front edge contact Each fights in turn , using their foot combat factors No overlaps, side or rear supports are allowed Double base troops cannot use their +1 Defenders suffer -1 for each 2 nd or 3 rd still in contact

One victorious element (**not** El or tower) will enter
These sack a City and **cannot** use the City defences
Nor can they move, shoot or be shot at while sacking
Sacking **ceases** on a PIP roll of **5** or **6** by their owner
Victory: Cities are **1** element, or **2** if used as a Camp
(Cities can surrender to Art - see page 7 of the rules)