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BBDBA allied camps		(4+8)	Bogs		(/	BBDBA losses ignored	13 (9)
BBDBA allied PIPs	13	(6)	possible terrain	6	(5)	Cataphracts (4Kn)	
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Arable Homeland			treated as rough going	6	(7)	figures per base	5 (2)
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troop description figures per base	5	(o) (2)	must shoot if eligible recoil interpenetration	8 9	(4) (6)	troop description figures per base	3 (6) 5 (2+6)
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can't do littoral landing	8	(3)	flank support	11	(2)	speed	9 (2)
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BBDBA generals	13	(3)	roads crossing BUAs	6	(11)	garrisons	7 (1)
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troop description	3 4	(2) (4)	4 types of BUA PIP costs	8	(2-6) (7)	on hills	7 (1) 7 (1)
figures per base	5	(2)	command distance	8	(7)	moving through gates	7 (2)
basing formation	5	(7)	recoiling elephants	12	(4)	sacking	7 (3)
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Partly (see also Entirely)			Rear			Sacking		
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BBDBA becoming rough	13	(6)	Roads	_		target priorities	10 (4)	
Psiloi (Ps)	_	(=)	terrain maximums	6	(3)	primary/support shots	10 (5)	
classed as foot	3	(2)	possible terrain	6	(5)	third party shooting	10 (5)	
troop description	4	(5)	size and placement	6	(11)	shooting factors	10 (11)	
figures per base	5 8	(2) (2)	base edge selection PIP cost	7 8	(1) (6)	support penalty	11 (3)	
deployment zones		(2) (12)		9	(3)	ignore if not shot at	11 (4)	
movement in bad going extra moves	9	(3)	extra moves no dicing for river type	9	(4)	shooting outcomes turn 180 if shot in rear	11 (5-7) 13 (2)	
interpenetration		(5-6)	no river bank bonus	11	(3)	Side or Flank Support	13 (2)	
Art can shoot through	10		Rocky		(3)	only solid in good going	11 (2)	
ignores overlaps	10		possible terrain	6	(5)	only versus enemy foot	11 (2)	
combat factors		(11)	size and shape	6	(6)	giving side support	11 (2)	
no Pk/Wb rear support		(1)	treated as rough going	6	(7)	Sp supported by Sp/Bd	11 (2)	
no bad going penalty		(3)	Rough Going			Bw supported by Bd	11 (2)	
combat outcomes		(5-7)	types of rough going	6	(7)	never fast foot	11 (2)	
flees into bad going		(7)	a hamlet is rough going	7	(5)	Sliding Sideways	• •	
foot don't pursue Ps		(10)	group moves in rough	8	(12)	groups lining up in a TZ	8 (10)	
fast foot troops	31	(2)	speed in rough going	9	(2)	front edge 1 BW slide	9 (9)	
Pursuing			psiloi extra moves	9	(3)	room if turning to face	10 (1)	
defenders don't pursue	7	(1)	who conforms	9	(10)	Splitting Groups		
who doesn't pursue	12		BBDBA plough	13	(6)	forming new groups	8 (11)	
who does pursue	12	(10)				when conforming	no mention	

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Solid Foot		Undefended		Within	
troop descriptions	4 (1-8)	garrisoning cities	7 (1)	at or closer than	2 (10)
figures per base	5 (2)	sallying citizens	7 (3)	placing terrain	6 (4)
speed	9 (2)	garrisoning forts	7 (4)	river placement	6 (10)
side support	10 (2)	sallying camp followers	7 (9)	city or fort placement	7 (1)
combat outcomes	11 (5)	Victory		occupying cities/forts	7 (1)
visual representations	31 (2)	to win destroy 4 enemy	12 (13)	sallying city denizens	7 (3)
Spears (Sp)		SCh/Hd/civ don't count	12 (13)	groups in a threat zone	8 (10)
classed as foot	3 (2)	double base loss	12 (13)	making extra moves	9 (3)
troop description	4 (1)	general, camp, city loss	12 (13)	threat zone area	9 (8)
figures per base	5 (2+6)	BBDBA losses	13 (8)	shooting angles	10 (2)
recoil interpenetration	9 (6)	BBDBA demoralisation	13 (9)	BBDBA deployment	13 (5)
combat factors	10 (11)	BBDBA victory	13 (10)	BBDBA littoral landings	13 (5)
side support	11 (2)	Warbands (Wb)		Woods	
combat outcomes	11 (5-7)	classed as foot	3 (2)	possible terrain	6 (5)
Static Troops		troop description	4 (7)	size and shape	6 (6)
that can't make contact	9 (11)	figures per base	5 (2)	treated as bad going	6 (7)
Steppe Homeland		speed	7 (2)	PIP cost	8 (7)
possible terrain	6 (5)	combat factors	10 (11)	command distance	8 (7)
Table Size		rear support	11 (1)	blocks shooting	10 (4)
playing area	2 (5)	no bad going penalty	11 (3)	BBDBA terrain	13 (3)
BBDBA playing area	13 (3)	combat outcomes	11 (5-7)	Zones	
Giant DBA	14 (2)	must pursue	12 (10)	deployment zones	8 (2)
Tactical Combat Factors		War Wagons (WWg)		dismounting in a TZ	8 (9)
additions and penalties	11 (3)	classed as foot	3 (2)	threat zones	9 (8)
Threat Zones (TZ)		troop description	4 (10)		
dismounting prevented	8 (9)	figures per base	5 (2)		
groups lining up	8 (10)	can't garrison	7 (1)		
rear corners	9 (7)	3 WWg forgo a camp	7 (7)		
moving in a threat zone	9 (8)	can't do littoral landing	8 (3)		
shooting priorities	10 (4)	must shoot if eligible	8 (4)		
Terrain		PIP cost	8 (7)		
terrain maximums	6 (3)	speed	9 (2)		
arable must include	6 (3)	WWg threat zones	9 (8)		
placement order	6 (3)	doesn't turn to face	10 (1)		
placement quarters	6 (4)	distant shooting	10 (2-4)		
plough and gentle hills	6 (4)	combat factors	10 (11)		
gaps between terrain	6 (4)	combat outcomes	11 (5-7)		
homeland regions	6 (5)	Waterways			
area terrain sizes	6 (6)	placement order	6 (3)		
waterway sizes	6 (9)	possible terrain	6 (5)		
river sizes & placement	6 (10)	size and shape	6 (9)		
road sizes & placement	6 (11)	camp placement	7 (7)		
defender places terrain	7 (1)	invader's base edge	8 (1)		
BBDBA terrain	13 (3+5)	littoral landings	8 (3)		
Giant DBA terrain	14 (2)	fleeing halted	12 (7)		
Tropical Homeland	c (E)	BBDBA terrain	13 (3+5)		
possible terrain	6 (5)	Wedges	2 (5)		
Turning To Face when to turn	10 (1)	6Kn wedges	3 (5)		
if two elements flanked	10 (1)	Companions/Skythians 6Kn representation	5 (3) 5 (6)		
	10 (1)	okirrepresentation	5 (6)		
WWg do not turn	10 (1)				