

DETAILED CRIB SHEETS for DBA 3.0

(including the Oct 2016 FAQ)

...by Super Stevie, 3rd Jan 2017

There are many good player created playsheets out there...and this set originally started out as being nothing more than that. However, I found that there was so much to remember that I just kept adding more and more rule reminders and notes. So they are now more than playsheets.

They are more like crib sheets.

And like a playsheet, an entire game can be played with them, from start to finish, without ever needing to look at the main rulebook.

Of course, not every rule has been incorporated. Only those that I myself kept forgetting are included...which you will find is quite a lot!

Very simple rules, such as what constitutes a group, or how to form a column, have not been added as they are easily remembered.

Some people may find that the font size is a bit small. Sorry about that, but I had no choice as there is just so much to add in such a small space.

You may also find the wording a bit stilted and brief. Again, this is due to a lack of space...and these are after all crib sheets, not a set of rules.

I have also, controversially, added my Randomly Generated Terrain chart. I did this because I dislike the 'shopping basket' approach to terrain selection.

But fear not: if you prefer to choose terrain, as per the DBA 3.0 rules, then simply pick what you want from the Terrain Chart and don't roll any random dice. ☺

Contents

Page 1: This contains all the pre-battle stuff (and is coloured bureaucratic grey).

Page 2: All the Command and Control rules (in imperial purple).

All the Movement and Contact rules (in grass green).

All the Shooting and Range rules (in sky blue).

Page 3: All the Combat Factors and Outcomes (in dried blood brown).

All the Post Combat 'Morale' rules (in cowardly yellow).

Page 4: All the City, Fort, and Camp rules (in stone wall grey).

Lastly, all the Big Battle DBA rules (again in imperial purple).

Note that although there are four A4 sized pages, not all of these are necessary once a game has begun.

Page 1 can be ignored once battle starts, and page 4 ignored unless using a city, fort, or playing BBDBA.

Legend

Numbers in square brackets [like this] indicates the page and paragraph in the rule book where that original rule can be found for reference.

Phrases in round brackets (like this) are usually exceptions to that rule, and are in brackets to make them stand out and be more memorable.

Words in *italics* are my own additions and suggestions, and may help in understanding and remembering certain rules.

Words in **bold** are key to that particular rule, and this makes them easier to spot.

TROOP TYPES [3.2]	DISMOUNTING [8.9]
Mounted are EI, Kn, Cm, Cv, LH and Sch (HCh are Kn, LCh are Cv, Lcm are LH). Foot are Sp, Pk, Bd (CP, Lit, CWg), Ps, Ax, Wb, Bw, Hd, Art, WWg and Mtd-Inf . Ps and any foot with 3, 5, or 6 figures are "Fast". Other foot are "Solid". [31.2] Civilians fight as if "Fast" foot but move as if "Solid". [3.2]	Mounted listed as "/" must ALL deploy either mounted or already dismounted. Mounted listed as "/" may also dismount during the game as a tactical move. The front-edge stays in the same place when exchanged for a foot element. Troops cannot dismount if in any contact with the enemy, or in a Threat Zone.

ARMY LIST SELECTION [31.2]	DEFENDER DETERMINATION [8.1]
"or" between 2 codes means that ANY mixture of those types may be used. "/" between 2 codes means that ALL troops must be of one type or the other. 3 elements may be replaced by allies, who only group move if together. [31.7]	Roll a die and add your aggression factor. The lowest score (defender) places the terrain, deploys and moves first. [8.4] The highest score (invader) picks starting edges, deploys and moves second. (To help mounted or aggressive armies, I'd let invaders choose the table size)

TABLE SIZES [2.5]	Small Table (15 BW wide)	Large Table (20 BW wide)	Small BBDBA (30 BW wide)	Large BBDBA (40 BW wide)
40mm bases =	610mm/24" (2' square)	813mm/32" (2½' square)	1219mm/48" (4' long)	1600mm/63" (5¼' long)
60mm bases =	914mm/36" (3' square)	1219mm/48" (4' square)	1829mm/72" (6' long)	2400mm/94" (8' long)

RANDOMLY GENERATED TERRAIN [6.5] (If you prefer to choose terrain, as per the DBA 3.0 rules, then do so and don't bother rolling any random dice).
Brackets show the maximum of that feature allowed [6.3] and underlined terrain features reduce Command Range to 4 BW for troops *entirely* within them [8.7].
If a terrain type has already reached the maximum allowed, choose another from that same box. If there is no alternative, choose any allowed type for that region

	Pick one or two Compulsory Features [6.5]:	Roll for two or three Optional Features [6.5]:					
		1 Linear Terrain	2 Rough Terrain	3 Leafy Terrain	4 Harsh Terrain	5 Undulating Terrain	6 Built Up Area
Dry	Rocky (3) or Scrub (3)	<u>Dunes</u> (3)	<u>Dunes</u> (3)	<u>Oasis</u> (1)	<u>Difficult Hill</u> (3)	<u>Difficult Hill</u> (3)	BUA (1)
Hilly	<u>Difficult Hills</u> (3)	Road (2) or River (1)	<u>Wood</u> (3)	<u>Wood</u> (3)	<u>Difficult Hill</u> (3)	<u>Difficult Hill</u> (3)	BUA (1)
Arable	either a BUA (1) or two Plough (3)	Road (2) or River (1) or Waterway (1)	Scrub (3) or Boggy (3) or Plough (3) or Enclosure (3)	<u>Wood</u> (3)	<u>Difficult Hill</u> (3)	<u>Difficult Hill</u> (3) or Gentle Hill (3)	BUA (1) this replaces the two Plough, then roll again.
Littoral	a Waterway (1)	Road (2) or River (1)	all <u>Woods</u> (3) or all <u>Dunes</u> (3)	all <u>Woods</u> (3) or all <u>Dunes</u> (3)	all <u>Marshes</u> (3)...(or all <u>Difficult Hills</u> (3))	all <u>Difficult Hills</u> (3) (...or all <u>Marshes</u> (3))	BUA (1)
Forest	<u>Woods</u> (3)	River (1)	<u>Wood</u> (3)	<u>Wood</u> (3)	<u>Marsh</u> (3)	<u>Gentle Hill</u> (3)	BUA (1)
Tropical	<u>Woods</u> (3)	Road (2) or River (1)	Enclosure (3)	<u>Wood</u> (3)	<u>Marsh</u> (3)	<u>Gully</u> (1)	BUA (1)
Steppe	<u>Gentle Hills</u> (3)	River (1)	Rocky (3) or Scrub (3)	Scrub (3)	Rocky (3)	<u>Gully</u> (1)	BUA (1)

Notes: **Plough** is not **Rough** but **Good Going** unless the defender throws a 1 for his first PIP roll [6.7], or rolls 7 or less in BBDBA [13.6].
Arable must have at least one **River**, **Waterway**, **Rough** (other than **Plough**) or **Bad Going**, so the last feature may need re-rolling. [6.3]
Littoral cannot have both **Woods** and **Dunes**, nor both **Marshes** and **Difficult Hills**, so subsequent selections will be limited. [6.5]
Littoral die rolls of '4' or '5' indicate that the first item listed **must** be taken (unless the alternative terrain type has already been selected).

If a **BUA** is picked, make an extra die roll to see which type it will be: 1 = a **City**, 2 = a **Fort**, 3 = a **Hamlet**, 4 = an **Edifice**, 5 = defenders choice, 6 = invaders choice.
If Arable rolls a '6' and a **BUA** has not been selected yet, swap the compulsory **two Plough** for a **BUA** and roll the die again for another additional terrain feature.

TERRAIN SIZES AND SHAPES [6.6]	TERRAIN PLACEMENT [6.4]
Max sizes = 7 x 2 BW for a Gully , 6 x 3 BW for other area features and BUA 's. Min sizes = 3 x 1 BW for a Gully , 3 x 1½ BW for other area features and BUA 's. (But one area feature, other than a Gully , may be as small as 1 x 1 BW). Camps and Edifice Camps can be a max of 3 x 1 BW or min of 1 x ½ BW. [7.8] BUA 's and Plough can be straight edged, otherwise terrain has curved edges. Waterways can be 1 to 3 BW deep, with half its length up to 4 BW deep. [6.9] Up to 2 BW of beach can border a Waterway and counts as Good Going . [6.9] Rivers up to 1 BW wide, and are Good Going for combat/recoil/pursuit. [6.10] Roads are ½ BW wide or less, and combat is in the underlying terrain. [6.11]	Waterways are placed first, then compulsory features, then others. [6.3] The defender rolls a die and places each feature, or discards it if it won't fit- 1-4 is placed in that quarter, a 5 is chosen by the defender, a 6 by the invader. All Plough and linear features must (and the lesser part of a Gentle Hill may) extend into 1 only adjacent quarter. Other terrain is placed within the quarter. Area features must be 1 BW from each other and (unless a BUA) a table edge. All of a City or Fort must be placed within 6 BW of 2 table edges. [7.1] Rivers cannot be within 4 BW of a table edge (except those it flows into).[6.10] Rivers can cross any terrain features (except Hills, Dunes , or a BUA). [6.10]

DEPLOYMENT AREAS [8.1]	Road Placement [6.11]
If a Road fully crosses the table, from one edge to another, the invader must choose one of the intersected table sides as his starting area. Otherwise, the invader chooses any table edge as his base (except an edge that is opposite a Waterway). The defender's base edge is that which is opposite the invader.	A Road runs from one table edge towards the opposite table edge. It cannot end at a Waterway edge (but may end at a BUA on a Waterway). A Road crosses a River by ford or bridge, and a City from city gate to city gate. A second Road must cross or join the first.

CAMPS [7.7]	ARMY DEPLOYMENT [8.2]						
Camps are placed in Good Going (not Plough) in their own deployment area, 4 BW or more from the table sides and in contact with either the rear table edge or the edge of a Waterway , or count as being within a friendly City . [7.7] If not within a City , a Camp can be occupied by either [7.9]:- (a) 1 non-allied element (except EI or Sch), that may leave or be replaced, (b) Civilians that may move out of the Camp but cannot return later. [7.9] Captured Camps are removed from play (unless also an Edifice). [7.9 & FAQ]	First, both sides place their Camps , the defender placing theirs first. Then the defender deploys his troop elements, followed by the invader:- <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Non-garrison troops must deploy</td> <td>= 3+ BW from the centre line</td> </tr> <tr> <td>LH, Lcm, Cm, Cv, LCh, Ps, Ax, Mtd-Inf deploy</td> <td>= 2+ BW from the table sides</td> </tr> <tr> <td>Other non-garrison troops must deploy</td> <td>= 4+ BW from the table sides</td> </tr> </table> Troops can't deploy within 1 BW of an enemy City or Fort , or in a River . [FAQ]	Non-garrison troops must deploy	= 3+ BW from the centre line	LH, Lcm, Cm, Cv, LCh, Ps, Ax, Mtd-Inf deploy	= 2+ BW from the table sides	Other non-garrison troops must deploy	= 4+ BW from the table sides
Non-garrison troops must deploy	= 3+ BW from the centre line						
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Other non-garrison troops must deploy	= 4+ BW from the table sides						

LITTORAL LANDINGS [8.3]
If a **Waterway** has been placed, either side may reserve 2 or 3 Littoral elements. These are placed as a group at the start of its first bound, before PIP dicing.
At least one element of this group must touch the **Waterway**. Troops making such a landing cannot include **EI** or **Art** elements (there are no Littoral **WWg**).

SEQUENCE OF PLAY [8.4]

The defender will have the first bound, then the two sides alternate bounds:-

1st phase: PIP's - roll for PIP's to be used for tactical moves this bound.
2nd phase: Movement - single elements and groups spend PIPs to move.
3rd phase: Shooting - any Bw, WWg, and Art of both sides must shoot.
4th phase: Close Combat - elements in front-edge contact must fight.

COMMAND RANGE [8.7]

- 20 BW if the element or group is entirely LH, even if sight is blocked.
- 8 BW is the normal unblocked command range for all other troops.
- 4 BW if sight to the element is entirely blocked by any hillcrest, BUA or Camp, or it is entirely in or beyond a Difficult Hill, Wood, Oasis or Dunes.

MOVEMENT SPEEDS [9.2]

Troop Types (sallying Civilians move like Solid Hvy Foot)		Good Going or on a Road	Rough or Bad Going
Swift Mounted	LH*, LCM*, Cv, LCh, SCh	4 BW	1 BW
Heavy Mounted	3Kn, 4Kn, HCh, Cm, El	3 BW	1 BW
Light Fast Foot	3Wb, 3Ax, 3Bw, Ps*	3 BW	3 BW
Tough Fast Foot	3Pk, 3Bd, 6Bd, 5Hd		
Solid Med Foot	4Wb, 4Ax	2 BW	2 BW
Solid Hvy Foot	Sp, 4Pk, 4Bd, 4Bw, 7Hd	2 BW	1 BW
Solid Static Foot	Art, WWg, CP, Lit, CWg		

- Art and WWg cannot deploy or move at all off-road in Bad Going. [9.2]
- Camels treat Oasis and Dunes as Good Going for movement and combat. [6.7]
- Mtd-Inf* moves as Kn in Good Going, but as Bw in Rough or Bad Going. [3.3]

***Extra Moves [9.3]**

- Some troops may pay PIPs to make extra moves, but only if they do not start or go within 1 BW of the enemy (unless they are moving along a road):-
- * LH, LCM or Mtd-Inf may make a 2nd or 3rd move that is entirely in Good Going.
- * Ps may make a 2nd move if this is their first bound, or if every Ps starts entirely in Good Going but ends at least partially in Rough or Bad Going.
- * Troops moving along a Road may make a 2nd or subsequent move.

GROUP MOVEMENT [8.10]

- Groups cannot include any troops currently in close combat. [8.8]
- Their speed is that of the slowest type included, and they can only wheel, or pivot their entire front edge, by moving forwards (even when they conform, except that if they are in a TZ they may slide sideways to line-up. [8.10])
- Troops in Bad Going, and Allies, CAN form groups, but moving is limited. [8.12]
- Only turning to face, combat outcomes, or their owner can split a group. [9.10]

CROSSING RIVERS [9.4]

- Troops in Rivers can only move straight forward, backward, or to conform. [FAQ]
- The first element in a battle trying to enter off-road must dice for its state:-
- 1-2 = Paltry River: no bank defence, and speed is the same as in Good Going.
- 3-4 = Shallow River: aids defence, but only move 1 BW if front-edge in water.
- 5-6 = Deep River: aids defence, speed slowed, and only groups in column.

VOLUNTARY AND FLEEING INTERPENETRATION [9.5]

- Mounted may pass through friendly Ps, and Ps through any friends, but only if:-
- It starts partly directly in front (even if unaligned) and ends lined-up behind, or starts lined-up behind and ends lined-up in front of those passed through.
- If pivoting or wheeling, 1 rear corner can pass through troops, terrain or TZ. [9.7]

THREAT ZONES [9.8]

- All front-edges, and any edge of a WWg, Camp, City, or garrisoned Fort, have a 1 BW Threat Zone. Troops in or whose front-edge touch a TZ far edge can only:-
- Line up the front-edge with one such enemy (groups may slide sideways),
- Advance towards or into contact with such an enemy,
- Or move straight back to their own rear by moving as single elements.

SHOOTING AND MOVING [10.3]

- Range 5 BW if Art, 3 if Bw, Mtd-Inf, WWg, from nearest shooting to target edge.
- Bw, Mtd-Inf and WWg that move more than 1 BW this bound cannot shoot.
- Art can only shoot in their own bound, and only if they did not move.
- However, Art can shoot back at enemy Art during the enemy bound, if eligible.

SHOOTING PRIORITIES [10.4]

- Bw, Mtd-Inf and WWg must shoot at a target in their TZ. If none, then at a target shooting at them. If neither, they must shoot at any other eligible target.
- Art always chooses its target, and may shoot through or over enemy Ps. [10.4]
- Elements in close combat, or providing rear support, cannot be a target. [10.3]
- Overlaps can shoot. They and targets exposed by outcome moves can be shot at.

THIRD PARTY SHOOTING [10.5]

- If a shooter whose target does not shoot back is shot at by a third party, this is resolved first, then it shoots at its original target using the same dice score.

PIP COSTS [8.5]

The first Road move each bound costs 0 PIPs if an element or column moves its full possible distance along it [8.6]. Other moves cost 1 PIP each [8.7]-

After the 1st bound, a move that uses a PIP pays 1 extra PIP if:-

- SCh moving but not into contact with enemy,
- Trying to move El, Art, WWg, Hd or Civilians,
- Currently garrisoning a City, Fort or Camp.

After the 1st bound, Non-Generals that use a PIP pay 1 extra PIP if:

- The General entirely in a BUA, Camp, Wood, Oasis, Marsh, or Gully,
- The General is beyond the Command Range, or has been lost.

CONTACTING THE ENEMY [9.11]

Static Art, WWg, CP, Lit, or CWg cannot make ANY type of enemy contact. El can only assault an enemy held City or Fort by way of a gate. [10.9]

Others elements (except SCh) may contact a City, Fort or Camp with their front-edge. [9.11]

CHARGING A FLANK OR REAR [9.11]

Flank-edge attacks can only be made by troops starting entirely beyond a line prolonging that flank-edge, or if partly beyond both flank and rear lines.

Rear-edge attacks can only be made by troops starting entirely beyond a line prolonging that rear-edge [see diagram 8 on page 19].

WHO CONFORMS [9.10]

A single element must conform when contacted by a moving group (unless it is entirely in Rough or Bad Going). Otherwise, the moving troops conform. One party uses the minimum distance to conform, and must use a free extra sideways slide of less than 1 BW if opposing front edges are in contact [9.9], even if they are a group that is already in or would enter Bad Going.

When Conforming Occurs [9.10]

Troops conform on contact (except when turning to face flank/rear attacks). After combat, troops whose front-edge is still in contact must conform. [9.9]

Pursuers whose front-edge or front-corner makes contact with an enemy front edge conform and line-up immediately, but fight next bound. [12.11]

Conforming Positions [9.9]

At the end of the movement phase a conforming element, or at least one element of a conforming group, must be lined-up with an enemy in:-

- Full mutual front-edge contact, with opposing front corners touching,
- Full front-edge to flank-edge contact, opposing front corners touching,
- Full front-edge to rear-edge contact, with opposing corners touching,
- An overlap position, with opposing front corners touching.

If a lack of movement prevents any of the above, contact can't happen. [9.9]

If Conforming Prevented [9.10]

If conforming is physically prevented, then the contacted element or group must themselves conform, or fight as if in full contact and overlapped.

TURNING TO FACE [10.1]

After the move phase, elements turn to face the first flank or rear attack (unless already in full front-edge contact, or if providing rear support).

Two contacted elements both turn if the first must; a third is pushed back. Other elements are adjusted in order to maintain any existing contacts.

War Wagon Facing [10.1]

A WWg temporarily counts the edge first contacted by an enemy as its front-edge (until contact ceases), and does not turn to face the attacker.

A second enemy element contacting the same deep WWg edge is treated as if overlapping the nearest flank.

Note that a WWg on a deep base still has a shooting edge only 1 BW wide.

SHOOTING EDGES [10.2]

Shooting Edge is either the front-edge of a Bw, Mtd-Inf or Art element, any edge of a WWg, or any 1 BW of the perimeter of a City, Fort or Camp.

Target Edge is all of, or any ½ BW portion of, an element edge, City, Fort or Camp, and must be entirely within 1 BW of in front of the shooting edge.

SHOOTING BLOCKED [10.4]

Shooting is blocked if uncrossed lines joining the ends of the shooting and target edges have any element between them (10.2), or if entirely beyond:-

- A hillcrest, a City, or a Fort, or
- ½ BW depth of Difficult Hill, Wood, Oasis, Dunes, Edifice or Hamlet.

Elements even partially in a Marsh or any River cannot shoot. [10.4]

Elements that are entirely in a Gully cannot shoot or be shot at. [10.4]

COMBAT FACTORS [10.11]

Troops assaulting or defending a **City, Fort** or **Camp** use their **foot** combat factor. [10.9]

	Against Foot/Mounted	
EI	5	4
Bd (in close combat)	5	3
Sp, Bd (if shot at), field Art	4	4
Pk, Kn, HCh, Sch, WWg	3	4
Ax, Cv, LCh, Cm	3	3
Wb, Hd	3	2
Bw, Mtd-Inf	2	4
Ps, LH, LCM, garrison Art	2	2
Civilians	2	0

Garrison **Art** are those within a **City** or **Fort**. [7.1]
Static **CP, Lit** and **CWg** are treated as **Solid Bd** [4.3]

REAR SUPPORT FACTORS [11.1]

All elements must be entirely in **Good Going**, and not assaulting/defending a **City, Fort** or **Camp**:

Wb +1 in close combat with **foot** (other than **Ps**).
Pk +3 in close combat with **foot** (other than **Ps**).
Pk +1 in close combat with **Kn, HCh, EI** or **SCh**.
LH/LCm +1 in close combat against any troops.

Double elements such as **6Kn/6Cv/6Bd/8Sp/8Bw, +1** when in close combat with any **foot**. [11.1]

Flank or rear attacks on a supporting element affect the supported troops to its front. [10.7]

SIDE SUPPORT FACTORS [11.2]

If in close combat with enemy **foot** in **Good Going**, and not assaulting/defending a **City, Fort** or **Camp**:

4Sp/8Sp: +1 if side supported by **Sp** or **Solid Bd**.
4Bw/8Bw: +1 if side supported by **Solid Bd**.
Mtd-4Bw: +1 if side supported by **Solid Bd**. [FAQ]
The supporting troops need not be in **Good Going**.

3Bw/3Bd/6Bd never give nor receive side support.

BATTLEFIELD EDGE OVERLAP [10.8]

Any element in **Good Going** (other than **LH, LCM, Cv** and **LCh**) which did not move this bound, and has any front corner less than 1 **BW** from a battlefield edge, counts as overlapped on that corner (unless this corner is in contact with a friendly element, or when defending or assaulting a **City, Fort** or **Camp**). [10.9]

TACTICAL FACTORS [11.3]

- +4 If **foot** (not **Civilians**) garrisoning a **City** or **Fort** (in close combat or shot at).
- +2 If **foot** or **Civilians** occupying their own **Camp** (in close combat or shot at), or if **Civilians** are defending their **City**.
- +1 If the General is with the element (in close combat or shot at).
- +1 If (in close combat) **uphill** of the enemy [6.7], or if entirely on land and the enemy is even partially in a **non-paltry River** off-road. [6.10]
- 1 For each overlap (unless **Ps** or **SCh**) and each flank or rear attacked. [10.8]
For each second or third enemy (shooting) in support. [10.5]
For each second or third enemy still assaulting a **City, Fort** or **Camp**. [10.9]
- 2 Any troops (in close combat) in **Bad Going** (other than **Ps, Ax, Wb, or Bw**).

FLEEING [12.6]

Turn 180 (unless shot in the rear) then make a full move for the current going. They pivot and move down a table side edge. Halt and conform if they meet:-
Troops it cannot pass through (**mounted** pass through **Ps, Ps** through any),
A Waterway, City, Fort or **Camp**, and can't flee through a gate [see FAQ],
Any **Bad Going** (except **Marsh**) it is not already in (**Ps, LH, LCM** do not halt).
Destroyed if attacked in flank or rear, cannot move at all, or enters any **River**.
If any troops prevent movement by fleeing **EI** or **SCh**, both are destroyed [12.8]

PURSUIT [12.9]

Static **Art, WWg, CP, Lit, CWg**, and those in a **City, Fort** or **Camp**, never pursue. There can be no pursuit if the pursuers would cross a battlefield edge, nor if the pursuers are in or would enter **Bad Going** (other than a **Marsh** or **Gully**):-
3Kn (but not **4Kn**), **HCh, Sch, EI** and **Hd** pursue 1 **BW**. [12.10]
Wb, Pk, or Bd (unless static) that fought **foot** (other than **Ps**) pursue ½ **BW**.
Troops in the rear of a column also pursue if the front element must. [12.9]

VICTORY [12.13]

The first army that at the end of any bound that has lost a total of 4 or more elements, and has also lost more such elements than the enemy, has been routed. The 1st **double element** counts as 2 elements lost, while all other elements (but not **SCh, Hd** or **Civilians**), **Camps, Cities**, and **Generals** are worth 1 element each.

SHOOTING AND CLOSE COMBAT OUTCOMES [11.4]

Troops that shoot without being shot at disregard any unfavourable outcomes. [11.4]

IF SCORE EQUAL:

No effect if <i>sacking</i> , defending, or assaulting a City, Fort or Camp . Otherwise:-	
SCh	Destroyed.
Kn, HCh, or Cm	Destroyed (in close combat) by any Longbows, Crossbows , or Bd type troops. Recoil (in close combat) from other Solid Foot . 3Kn recoils 4Kn . Else hold.
LH, LCM, Cv, LCh, EI	Recoil (in close combat) from Solid Foot . Else hold.
Fast Foot, Civilians	Recoil (in close combat or if shot at) from Solid Foot . Else hold.
CP, Lit or CWg	Destroyed by foot if 2 edges are contacted by enemy front-edges. Else hold.
Other Solid Foot	Hold.

IF SCORE LESS:

Destroyed if sacking or defending, and recoil if assaulting, a City, Fort or Camp . Otherwise:-	
SCh	Flee if shot at (unless at least partially shot in the rear). Else destroyed.
EI	Destroyed by (shooting) Art, LH, LCM, Ax, Ps , or if assaulting a City or Fort gate. Flee from EI . Else recoil. [12.4]
Kn or HCh	Destroyed by SCh, EI, Cm, LH or LCM . Else recoil.
Cm	Destroyed by SCh , or if in Bad Going . Flee from EI . Else recoil.
Cv, LCh, LH or LCM	Flee from SCh , or if in Bad Going . LH/LCM flees from (shooting) Art . Else recoil.
Sp, Pk, or 3/4/6Bd	Destroyed by Kn, HCh or SCh if in Good Going , or by Wb . Else recoil.
Wb	Destroyed by Kn, HCh or SCh if in Good Going . Else recoil.
Ax	Destroyed by Kn, HCh if in Good Going . Else recoil.
Ps	Destroyed by Kn, HCh, Cv, LCh or Cm if in going the enemy counts as Good . Else recoil.
Bw or Mtd-Inf	Destroyed by any mounted . Mtd-Inf also destroyed if in Bad Going . Else recoil.
CP, Lit or CWg	Hold.
WWg	Destroyed by EI or (shooting) Art . Else hold.
Hd	Destroyed by EI, Kn, HCh in Good Going , or by Wb . Recoil (if shot at). Else hold.
Art and Civilians	Destroyed.

IF SCORE DOUBLED:

Destroyed if <i>sacking</i> or defending a City, Fort or Camp . Otherwise:-	
Cv or LCh	Flee Sp, Pk, Hd if in Good Going , or from (close combat) Art . Else destroyed.
LH or LCM	Destroyed by any mounted, Bw , (shooting) Art, Ps , or if in Bad Going . Else flee.
Ps	Recoil from EI or SCh . Destroyed by other mounted if in going the enemy counts as Good , and by Ax, Ps , or (close combat) Bw . Else flee.
All other troops	Destroyed.

FLANK AND REAR DESTRUCTION [12.1]

Troops attacked in the flank or rear are destroyed if forced to recoil, are pushed back, trying to flee, or in a column whose front element is destroyed.

RECOILING [12.2]

If partially shot in the rear-edge, turn to face the rear before recoiling. [12.2]
Foot must recoil ½ **BW** (or their own base depth if this is less). [12.3]
Mounted may choose to recoil 1 **BW** (or its own base depth if this is less).
Troops attacking a flank or rear also recoil if those dicing are defeated. [11.4]

Recoiling Interpenetration [12.4]

EI *trample* all those met (unless in a **BUA** or **Camp**), then continues to recoil. If a recoiling **EI** meets another **EI**, both are destroyed and the recoil ceases. Other recoiling troops **may** pass through friends, if facing in **exactly** the same direction, to a clear space immediately behind the first element met if:- [9.6]
Mounted may recoil through any friends (except **Pk, EI** or **Hd**).
Bd may recoil through friendly **Sp** or **Bd** (including **CP, Lit, or CWg**).
Pk and **Bw** may recoil through friendly **Bd** (including **CP, Lit** or **CWg**).
Ps may recoil through any friends (except other **Ps**).
If they cannot pass through, friends met (except **EI** or **WWg**) that are facing in exactly the same direction are pushed back.
Pushed back elements cannot pass through or push back others. [12.4]

Recoiling Obstacles [12.5]

Recoiling or pushed back elements halt if they meet any of the following:-
Troops they cannot pass through, push back, or *trample*,
Terrain they cannot enter, a battlefield edge, or a **City, Fort** or **Camp**.
Troops forced to move back are lost if already in contact with any of these.

CITIES, FORTS AND CAMPS

CITY AND FORT PLACEMENT [7.1]

All of a **City** or **Fort** must be within 6 BW of 2 battlefield edges, and may be on a decorative **Hill**, which does not add to its defence. [6.6] Unlike most area terrain features, **BUA**'s can touch a battlefield edge [6.4] They must still be 1 BW from other area (but not linear) terrain features. The maximum **City** size is 3 x 6 BW. Minimum **Fort** size is 1½ x 3 BW. [6.6]

GARRISONS [7.3 & 7.4]

During army deployment, a **City** can, and a **Fort** must, be garrisoned by one non-allied **foot** element. [7.1]
Note that City Civilians are not a garrison, nor are sacking troops. [7.3] If a garrison voluntarily vacates a **City** (but not if the garrison is destroyed) any Civilians that have not yet sallied will continue to defend it. [7.3] Any single **foot** element (other than a **WWg**) may move to be completely within an undefended **City** or **Fort** and then garrison it. [7.1]

THREAT ZONES [9.8]

A Threat Zone of 1 BW extends from a **Camp**, **City**, or a garrisoned **Fort**.

MOVING THROUGH CITIES [7,2]

A **City** may be passed through by a single friendly group or element, even if garrisoned. These use 1 PIP per element to get from just outside the first gate to having the last moving just outside the far gate.

SALLYING CIVILIANS [7.9 & 7.3]

Camp Civilians may leave their **Camp**, but cannot return later. [7.9]
City Civilians may sally out of their **City** only if there is no garrison and there are both enemy and friendly troops within 2 BW of the **City**. [7.3]
City Civilians cannot voluntarily go more than 3 BW from their **City**. [7.3]

CONTACTING CITIES, FORTS AND CAMPS [10.9]

Up to 3 assaulting elements (except **SCh**) can be in front-edge contact. **El** can only assault an enemy-held **City** or **Fort** at a gate. [10.9]
SCh cannot make front-edge contact with a **City**, **Fort** or **Camp**. [9.11]

DEFENCE FACTORS [11.3]

The following applies both in close combat and when being shot at:-
+4 if the troops (other than Civilians) are garrisoning a **City** or **Fort**.
+2 if **foot** defending their own **Camp**, or Civilians defending their **City**.
Occupiers of a **BUA** beside any but a **Paltry River** also +1 for defending the bank against enemy troops assaulting it and still partially in the **River**. [7.1]

ASSAULTING CITIES, FORTS AND CAMPS [10.9]

Troops assaulting or defending these use their combat factor against **foot**. Overlaps and flank or rear support factors are not counted.
The defender fights each assaulting element separately in succession. Each combat counts other assaulters still in contact as a -1 tactical factor. Combat ends when the defender is destroyed or all attackers have fought. Victorious **foot** pursue ½ BW and mounted 1 BW into destroyed **Camps**.

SACKING CITIES [7.3]

When a garrison or Civilians are destroyed in close combat, one victorious assaulting enemy element (except **El** or a **mobile tower**) must move in. They sack the **City** and can't move until its owner has a PIP score of 5 or 6. Sacking troops do not get the garrison factor and can't shoot or be shot at.

CITY SURRENDER [7.3]

A **City** surrenders and is not sacked if the Civilians are destroyed by **Art**. An enemy element immediately becomes the new garrison by moving in. If not occupied by the enemy or it is vacated, a puppet administration has been put in power and its Civilians will defend the **City** for the enemy. Civilians of a surrendered **City** cannot sally.

CITY REVOLT [7.3]

If a **City** has surrendered or was captured earlier in a campaign, and there is currently no enemy garrison or this has been destroyed by shooting, the original owner may pay 5 PIPs at the start of any of his side's bounds to make the Civilians revolt and resume their original loyalty.

CITY VICTORY VALUE [12.13]

A **City** occupied by the enemy during the battle, and still under enemy control, counts as 1 element lost. If also used as a **Camp** substitute, its loss counts as 2 elements. Garrisons (unless Civilians or **Hd**) count extra.

BIG BATTLE DBA

ARMY SIZE AND COMMANDS [13.3]

Armies consist of 36 elements. Multiply each element in the army list by 3. Each of the 3 generals in the army controls a command of at least 6 elements.

GENERALS [13.3]

The C-in-C must be of a troop type specified by their list as a general. Other non-allied generals can be any element of their list (except **CP**, **Lit**, **CWg**, **Hd**, **SCh** or **Art**), but cannot ride an **El** unless the C-in-C could ride one. The C-in-C, once only, may +1 to his combat score after dice are rolled. [13.7]

ALLIES [13.3]

Allied contingents consist of 12 elements and can only be in allied commands. The main army is multiplied by 2 instead of 3 (or as normal if 2 allies are used). Ally-generals must be of a troop type specified by their list as a general.

THE BATTLEFIELD [13.3]

The width of the battlefield is doubled, but the depth remains the same. Compulsory features are changed to 1-3 and optional features to 2-4. The maximum number of each terrain type remains the same. A **Waterway** cannot be placed on a long battlefield edge. [13.5]
Plough is **Rough** if the defender's first bound PIP total is less than 8. [13.6]

CAMPS [13.4]

An allied command must be provided with its own separate **Camp**. Otherwise the army has 1 normal-size **Camp** (unless it uses a **City** as a **Camp**). **Camps** are defended by an element of its own command or by Civilians.

DEPLOYMENT [13.5]

The invader chooses a long side as his base edge, the defender that opposite. The defender deploys 1 or all commands, then the invader does the same. Non-garrison elements are deployed within 8 BW of its command's general.

LITTORAL LANDINGS [13.5]

When making a Littoral Landing, all that command's elements must deploy within 1 BW of the **Waterway** (and still cannot include **El** or **Art**).

COMMAND PIPS [13.6]

One PIP dice is needed for each command. All a side's dice must be the same colour (except that an allied command's PIP dice must be a different colour). The player must write down after base edges are chosen which non-allied command will always be given the highest scoring dice, which the next highest, and which the lowest. He discloses this when he first dices for PIPs. A command's PIPs cease to be diced for when all its elements have been lost.

LOST ELEMENTS [13.8]

Elements are lost if destroyed or leave the battlefield (but not if demoralised). The first double element lost by each command counts as 2 elements lost. The loss of a general counts as an extra element lost. Sacked allied **Camps** count as an extra loss for that allied command only. Any other sacked **Camp**, or a **City** that is currently captured and controlled by the enemy, count as extra losses for each non-allied command.

DEMORALISED COMMANDS [13.9]

A command at the start of its bound that has lost a third of its original troop elements (other than **SCh**, **Hd**, or Civilians) becomes demoralised. Demoralised commands cannot make any tactical moves, but may use its PIPs to turn and hold in place elements or to hold in place groups. Other elements not in close combat make an initial turn and immediately flee directly towards the nearest point on the army's base edge.

This flight is repeated at the start of each friendly bound; elements not held that bound or in close combat continuing to flee (including garrison troops). Elements not in a **City**, **Fort** or **Camp** suffer a -2 tactical factor in close combat.

ROUTED COMMANDS [13.9]

A command at the start of its bound that has lost half of all its original troop elements (including **SCh**, **Hd**, and Civilians) is routed and removed from play.

VICTORY [13.10]

At the end of any bound, an army whose total of lost elements (other than **SCh** or Civilians, but including **Hd**) is at least half its original troop elements, or has 2 of its commands removed or demoralised, and that has also lost more such elements in that bound than the enemy, has lost the battle.