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These rules derive from an experimental set for battles between Romans and Celts demonstrated by Phil Barker at the 1988 Society of Ancients conference. Its reception led to a more general two-

combat system, added a few extra troop types, included fuller explanation of procedures and philosophy than proved possible in two pages and incorporated set-up information, a campaign system by Richard Bodley Scott and suggested compositions for all important armies between 3000 BC and 1485 AD. We hoped it would prove acceptable both as an introduction for new players and as a tonic for the jaded. In fact, it has proved the most influential wargames rule set of recent times and, despite the introduction of
for pole position as the most popular competition rules in the USA. Indeed, some experts maintain that despite or because of its simplicity, its better exponents demonstrate greater tactical skill than those of DBM!

Our intent was to provide the simplest possible set of wargames rules that retain the feel and generalship requirements of ancient or medieval battle. The rule mechanisms were then entirely new. They started from the assumptions that the results of command decisions could be shown rather than the minutia of how orders were communicated and interpreted, that the proportions of different troops fielded were decided by availability within their culture and not cost-effectiveness against the current opponent, that differences between troops of the same class and era were relatively unimportant, and that most shooting regardless of theoretical weapon range was at very short distances. The resulting system is more subtle than may be immediately apparent, and is the fruit of much detailed development work. It should not be tampered with. Note that the rules of DBM, DBR, HOTT and future derivatives have no relevance to DBA.

The average player has memorised the battle rules part way through his or her first game, but tactical skill, especially in the use of light troops, takes longer to develop. A game usually lasts less than an hour, so that a 6 round convention competition can be completed in one day and still leave plenty of time for visiting the trade stands. Since all battles end in outright victory, the organiser's work is minimised. As well as the basic battle rules, we include campaign rules, 59 suggested mini campaigns, 310 army lists based on those of DBM, many with alternatives, and battle rule variations for larger armies. Campaigns for up to six historically opposed armies can also be completed in a single day if desired.

This version 2.2 takes the opportunity offered by a necessary reprint to incorporate the changes of version 2.1, previously available only as an amendment sheet, plus a very few others.

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These rules can be used with any scale of figure or model. 15mm is the most usual scale and combines cheapness with convenience. 25mm is ideal for public demonstration games at conventions, where its easier visibility for spectators and the opportunities for more detailed painting are valuable. 10mm, 6mm and 2mm are also used by a few groups of players.

integral terrain block, or groupe

The ground scale varies with the size of army represented, but for convenience 100 paces in real life is taken to be
0mm if using 25mm.

Measure distances on the table with a strip of card or similar material 600 paces long marked at 100 pace intervals. Any distance can be measured whenever a player wishes.

An army consists of 12 elements, one of which includes its only general. Unless sallying after standing siege in a campaign, otherwise having a built-up area or including more than one war wagon, it must also have an on-table camp which can be occupied either by one of the 12, or by an extra element of camp follower foot that cannot leave it, or left undefended.

An element consists of a thin rectangular base, usually of card, to which is fixed figures (or the equivalent 6mm or 2mm blocks) usually representing 6 to 8 ranks of close-formed foot, 4 or 5 ranks of most mounted troops or of skirmishers, or a single rank of elephants, scythed chariots, artillery or wagons. They have the same size and number of figures as DBM (and the obsolete WRG 7th) elements. The number of men represented by an element varies according to the size of army simulated, but at a nominal ground scale would be 1,000-1,200 if it consists of 25mm/15mm figures mounted 4 to a base, 750-900 if 3, 5 or 6 to a base, 500-600 if 2 to a base. Elements consisting of a single model represent up to 25 elephants or 50 chariots, war wagons or artillery pieces.

Although each element is depicted as a rigid rectangular block, this does not imply that the troops it represents are necessarily in such a block or do not vary their position.

Play is in alternate bounds, simulating approximately 15 minutes in real life.

All dicing uses a single ordinary 1 to 6 dice.

The DBA command system is arbitrary, but gives results very similar to those of more elaborate systems using written orders, transmission by messenger or signal and testing of interpretation on receipt. It also substitutes for

Wargamers pay more attention to differences in arms than did real commanders. Surviving ancient manuals lump all foot skirmishers as psiloi whether armed with javelins, sling or bow, in effect defining them by function rather than armament. We have applied the same principle throughout with no apparent loss of overall realism. Morale and training distinctions have also been discarded as linked with function. Thus, all knights are rash, all warbands fierce but brittle, all skirmishers timid.

Similarly, a real general did no
body was advancing cheering, standing its ground, edging back looking over its shoulders or had broken in rout. We provide players with that information and that only.

Victory as well as realism under these rules is most likely to be achieved by thinking of elements as bodies of real troops rather than as playing pieces, by using them historically, and by resisting the temptation to break formation for short-term advantage.

Troops are defined by battlefield behaviour instead of the usual formation, armour, weapons and morale classes. We distinguish only between troops whose fighting style differs sufficiently to need to be treated differently by either their general or their foe. Apparent anomalies caused by grouping together some troops with greatly disparate armour can be rationalised as the disparity being compensated by other factors, such as ferocity or skill, and are unobtrusive if the army fights only opponents of its own era.

Mounted troops can be: Elephants, Knights, Cavalry, Light Horse, Scythed Chariots or Camelry.
Foot troops can be: Spears, Pikes, Blades, Auxilia, Bows, Psiloi, Warband, Hordes, Artillery or War Wagons.
Camp followers and denizens of BUAs (Built-Up Areas) are not troops, but also count as foot.

A few army lists permit some of their mounted elements to be exchanged for a related foot element during the game as part of a tactical move. They cannot remount.

ELEPHANTS, of any breed or crew complement. These were used to charge solid foot, or to block mounted troops, whose frightened horses would often not close with them. Pikes fought them on nearly level terms, and they could be killed by artillery or showers of lighter missiles, or be distracted by psiloi.

KNIGHTS, representing all those horsemen that charged at first instance without shooting, with the intention of breaking through and destroying enemy as much by weight and impetus as by their weapons; such as cataphracts, Macedonian companions, Sarmatians, Gothic horse and Norman or medieval knights, and also those unscythed heavy chariots (HCh) with more than two horses or crew. Massed bows could shoot them down as at Crecy, or steady spears or pikes stop them with a dense array of shields or weapon points, forcing them to retire to charge again. Other foot were likely to be ridden down. Knights could be confident of defeating ordinary heavy cavalry, but light skirmishing horsemen were a greater danger. These must sooner or later be charged rather than accept a constant drain of casualties. They were rarely caught, but the charge would give a temporary respite. However, an over-rash pursuit risked being surrounded and shot down in detail. Knights were not well suited to dodging elephants or scythed chariots.

CAVALRY, representing the majority of ancient horsemen, primarily armed with javelins, bows or other missile weapons but combining these with sword or lance, (and also light chariots (LCh) with up to two crew). They usually started combat with close range shooting, more intense but less continuous than that of light horse, using rapid archery or circulating formations to concentrate a mass of missiles in space and time, but charged when that would serve better or to follow up an advantage. They could destroy or drive away psiloi or auxilia, ride down foot bows caught at a disadvantage, and force other foot to retire or even destroy them. Not as committed to the charge as knights, they could retire out of range of archery or to breathe their horses between missile attacks on pikes or spears. They were outmatched in hand-to-hand combat by knights, but, being more agile and having missile weapons, were in less danger than these from light horse, elephants or scythed chariots.

LIGHT HORSE, including all light horsemen (2LH) or camel riders (2Cm) who skirmished in dispersed swarms with javelin, bow or crossbow and would not charge unshaken enemy; such as Numidians, Huns, Parthian horse Sagittarii, genitors or border staves. They typically fought by sending a constant stream of small parties to gallop past shooting several times at close range, then return to rest or change ponies while others took their turn. The boldness engendered by their near invulnerability, the point-blank range and their continuous rapid shooting made them as effective against most foot as much larger numbers of foot archers and more so than cavalry in formation and lacking their large numbers of spare mounts. They did not charge until fatigue, casualties or disorder made the enemy incapable of resisting. If charged, they evaded shooting behind them, ready to turn on an over-confident pursuer. They detested foot archers, who outshot and outranged them, and artillery, who made their rally position unsafe. They were unlikely to destroy solid foot with good shields and/or armour unless these had an open flank, but could greatly hamper their movements.

SCYTHED CHARIOTS, with four horses and a single crewman. These were intended to charge into enemy formations early in a battle to break up or destroy them. Since they usually wrecked in the process, the drivers often jumped out at the last moment, offering some hope to the target that the horses might swerve away from contact. They were mainly dangerous to those troops who offered a solid target and could not dodge easily, so were often countered by psiloi.

CAMELRY, including those camel-mounted warriors who charged to close quarters or used mass archery, but not those that only skirmished or infantry transported by camel. Their chief value was to disorder a superior enemy's horses. They were vulnerable to archery and to troops closing on foot.

SPEARS, representing all close formation infantry fighting with spears in a rigid shield wall; such as hoplites, Punic African foot, Byzantine skutatoi or Saxon fyrd. The mutual protection provided by their big shields, tight formation and row of spear points gave them great resisting power, so that two opposed bodies of spears might fence and shove for some time before one broke. An advantage could be gained against some opponents by increasing formation depth, provided the reduced frontage did not cause them to be overlapped. Steady spears could usually hold off horsemen, but psiloi or light skirmishing horse could force them to halt and present shields, and might surround and destroy an outflanked body.

PIKES, including all close formation infantry who fought collectively with pikes or long spears wielded in both hands; such as Macedonians, Scots, Flemings or Swiss. Their longer weapons made them even better than spears at holding off charging mounted troops, while in deep formations they could roll over most foot, but the long shafts also made formation keeping more difficult, so that gaps resulting from movement or the stress of combat could be exploited by blades or warband. Less effective shields made them more vulnerable than spears to bows and psiloi.

BLADES, including all those close fighting infantry primarily skilled in fencing individually with swords or heavier cutting or cut and thrust weapons; such as Roman legionaries of any period, huscarls, galloglaich, dismounted knights, halberdiers, billmen or later samurai. They often had better armour or shields than other foot, weapons that could more readily defeat armour or added supplementary missile weapons, or were taught to close quickly to avoid missiles. They were less safe than spears or pikes against charging mounted troops, but were superior in hand-to-hand combat to any foot except pikes in deep formations.

AUXILIA, representing foot able to fight hand-to-hand but emphasising agility and flexibility rather than cohesion; such as Hellenistic peltasts or thureophoroi, Thracians, Spanish scutarii, Early or Late Imperial Roman auxilia or Irish bonnachts. These were used to chase off or support psiloi, to take or hold difficult terrain, as a link between heavier foot and mounted troops, occasionally as a mobile reserve, and often as the main troop type of mountain peoples. Outclassed in open country by other close fighting foot and vulnerable to cavalry, they made up for this by increased mobility, flexibility and insensitivity to difficult terrain.

BOWS, representing foot who fought in formed bodies with bow, longbow or crossbow and relied on dense shooting, light spears, stakes, or sometimes (8Bw) front ranks of pavise or shield bearers, spearmen or pikemen for survival at close quarters instead of skirmishing or evasion; such as Egyptian archers, Achaemenid immortals, Indian foot, English longbowmen, or Chinese or Italian crossbowmen. They shot at longer range than psiloi, often in volleys at command. They were especially effective against mounted troops, but if these got into contact without being checked by the shooting, would often be swept away.

PSILOI, including all dispersed skirmishers on foot with javelin, sling, staff sling, bow, crossbow or hand gun. These fought in a loose swarm hanging around enemy foot, pestering it with a constant dribble of missiles and running away if charged. They rarely caused serious casualties, but were very useful to slow and hamper enemy movements, to protect the flanks of other troops, to hold or dispute difficult terrain, to co-operate with cavalry, to support heavier foot by shooting from behind them, and to counter elephants or scythed chariots. Unsupported psiloi in the open were in great danger from cavalry.

WARBAND, including all wild irregular foot that relied more on a ferocious impetuous charge than on mutual cohesion, individual skills or missiles; such as Galatians, Gauls, early Germans, Dacians, Britons or Galwegians. Enemy foot that failed to withstand the first impact of their charge were swept away, but they lacked staying power and were sensitive to harassment by psiloi and to mounted attack.

HORDES, representing unskilled and unenthusiastic foot conscripted from the peasantry to bulk out numbers and perform the menial work of sieges and camps. They typically huddle in dense masses that are an ideal target for archery and artillery but whose inertia gives them staying power against other attack, but may also pursue rashly.

ARTILLERY, whether tension, torsion, counterweight or gunpowder. This could annoy the enemy at long range, destroy war wagons or elephants and counter enemy artillery, but was immobile and vulnerable to close attack.

WAR WAGONS, including Hussite mantleted wagons for shooters, mobile towers, the standard-bearing carrioco with guards of the Khazars and Italian city states and other wagons that fought mainly by shooting and that could manoeuvre during battle, also generals carried in litters surrounded by non-shooting bodyguards (Lit), but not transport wagons utilised to laager camps. They had great resisting power to blunt an enemy attack, but could not themselves charge and were vulnerable to artillery. Since they could fight all-round, they count the first edge in contact as their front edge when in close combat

All figures must be combined into elements of several figures, or an elephant, chariot or artillery model, fixed to a thin rectangular base. Base size is not critical provided that all bases have the same frontage and both armies use the same conventions. However, the basing system of DBM, and to a large extent of its competitors and predecessors, is used by nearly all DBA players, enabling gamers who normally play with more complex sets to play DBA without duplicate troops, and beginners to upgrade from DBA to DBM if they later wish to. These are:

Base width: 60mm if using 25mm scale figures. 40mm if using figures of other scales.

Troop Type:	DBA lists code:	DBM lists code:	Base depth if figure scale is 25mm:	Base depth for other figure scales:	Figures or models per base:
ELEPHANTS	El	El (S, O, I, X)	80mm	40mm	1 model
KNIGHTS	3Kn	Kn (S, O, F)	40mm	30mm	3
	4Kn	Kn (X)	40mm	30mm	4
	6Kn	Kn (I) DB	80mm	60mm	6
	HCh	Kn (S, O)	80mm	40mm	1 model
CAVALRY	3Cv	Cv (S, O, I)	40mm	30mm	3
	6Cv	Cv (S, O, I) DB	80mm	60mm	6
	LCh	Cv (S, O, I)	80mm	40mm	1 model
LIGHT HORSE	2LH	LH (S, O, F, I)	40mm	30mm	2
	2Cm	LH (I)	40mm	30mm	2
SCYTHED CHARIOTS	SCh	Exp	80mm	40mm	1 model
CAMELRY	3Cm	Cm (S, O, I)	40mm	30mm	3
SPEARS	4Sp	Sp (S, O, I)	20mm	15mm	4
	3Sp	Ax (X)	30mm	20mm	3
PIKES	4Pk	Pk (S, O, I, X)	20mm	15mm	4
BLADES	4Bd	Bd (S, O, I)	20mm	15mm	4
	3Bd	Bd (F, X)	30mm	20mm	3
	6Bd	Bd (X)	60mm	40mm	6
AUXILIA	4Ax	Reg Ax (S, O, I)	30mm	20mm	4
	3Ax	Irr Ax (S, O, I)	30mm	20mm	3
BOWS	4Bw, Lb, Cb	Reg Bw (S, O, I)	30mm	20mm	4
	3Bw, Lb, Cb	Irr Bw (S, O, I)	30mm	20mm	3
	8Bw, Lb, Cb	Bw (X) DB	60mm	40mm	8
PSILOI	2Ps	Ps (S, O, I, X)	30mm	20mm	2
WARBAND	4Wb	Wb (S, O)	20mm	15mm	4
	3Wb	Wb (F)	30mm	20mm	3
	5Wb	Hd (S, F)	40mm	30mm	5-6
HORDES	7Hd	Hd (O)	40mm	30mm	7-8
ARTILLERY	Art	Art (S, O, F, I)	80mm	40mm	1 model
WAR WAGONS	WWg	WWg (S, O, I)	120mm	80mm	1 model
	Lit	WWg (I)	120mm	80mm	5-6
CAMP FOLLOWERS			30mm	20mm	2-4

Where more than one basing option exists, it is because a DBA troop type represents more than one DBM type or grade or because a compulsory DBM double base (DB) is a single element in DBA. DBA has no double bases.

If your army is of individual 10mm or 6mm figures, use twice as many figures and models as specified above. Basing of 6mm or 2mm blocks is complicated by them being cast with varying frontages. They must be cut and combined to look realistic, with irregulars and skirmishers often in small random groups. Use open formation blocks for light horse or psiloi, loose for most knights, cavalry, auxilia, bowmen or warband, and close for cataphracts, spears, pikes and most blades.

Distribute figures representing regular troops evenly along the base in level rows, and distinguish irregulars by using figures of differing type, pose and/or colour scheme placed more randomly. Depict camp followers as armed civilians. BUA denizens are not represented by an element. The general's element must be recognisable by his figure, standard or conventional white charger and be of a type specified in the army list.

Players must be able to provide a battlefield in case they become the defender. As generalship is definable as the skill with which generals adapt their troops movements to those of the enemy and to the battlefield, varied and realistic terrain is essential for interesting battles. Since so little time is needed to paint DBA armies and the playing area is so small, players should invest time and ingenuity in making their terrain as visually attractive as their troops.

The battlefield is usually produced by placing separate terrain features on a flat board or cloth representing flat good going such as pasture, open arable fields, steppe grassland or smooth desert. Alternatively, the player can provide permanent terrain boards or blocks incorporating equivalent features. The battlefield is now notionally bisected twice at right angles to its edge to produce 4 equal quarters.

Topographical categories and their compulsory and optional terrain features are:

Topography:	Compulsory features:	Optional features:
ARABLE	BUA or Road.	River, Steep Hills, Gentle Hills, Woods, Road, 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, either Woods or Dunes, BUA, River.

The battlefield must include 1-2 compulsory and 2-3 optional features. It must also comply with all the following:
(1) At least 3 of its quarters must include at least part of a terrain feature.
(2) At least 2 of its quarters must include a Waterway, a River or some bad going.
(3) It cannot include more than 1 each of Waterway, River, Oasis or BUA, or more than 2 each of any optional type of feature.

AREA TERRAIN FEATURES include Steep Hills, Gentle Hills, Woods, Marsh, Rough, Dunes, Oasis, and BUA. They should vary in size, but each must each fit inside a rectangle, the length plus width of which totals no more

width. Features cannot be less than 1 element base width across in any direction. BUA can be polygonal; otherwise all features must be roughly oval. There must be a gap of at least 1 element base width between area features.

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
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element base edge entirely beyond it. Elements in a Wood or Oasis cannot shoot at targets also in it.

A BUA (Built-Up Area) represents a large palisaded or walled village, a hill fort or a walled town or castle. It is neither good nor bad going, but gives a combat advantage to a 1-element garrison or, if there is none, to its denizens. It is compulsory in ARABLE because intensive agriculture needs markets and creates exploiters. All of a BUA must be within 900 paces of 2 battlefield edges.

LINEAR TERRAIN FEATURES include Waterways, Rivers and Roads. Each must run from one battlefield edge to that opposite, crossing two only of the battlef

A Waterway represents the sea or a great river such as the Nile. It is impassable, and you should not get your troops where they must recoil into it! It extends 200-600 paces inwards from an entire battlefield edge and half its length must extend no more than 400 paces in from that edge. It can be bordered by a beach or flood plain extending up to 200 paces further, which is good going.

A River cannot be more than an element base width across or longer than 1½ times the distance between its ends. It must not go within 600 paces of any battlefield edge except those on which it ends. It is neither good nor bad going, but troops crossing it are often penalised in other ways. Its nature is constant along its whole length for the whole game and will not become known until the first attempt by either player to cross it off-road. An element is defending the bank if on land with its front edge or both front corners touching it.

Most Roads were simply convenient tracks by which people were in the habit of moving. Few were paved, so they can be depicted as pale brown tracks less than an element width wide, troops moving astride rather than on them. A road must run from 1 battlefield edge to another battlefield edge, bending only to avoid terrain features and crossing rivers by ford or bridge. If a BUA is also used, 1 road must contact it or pass through it. A BUA across a road can be passed through by friendly troops even if occupied, the internal distance being added to the normal road move distance. They cannot end the move inside unless it is not occupied by troops.

The camp is the logistical element of the army. It is not used if the army has a BUA or more than 1 War Wagon. It must fit into a rectangle the length plus width of which totals no more than 4 element base widths and is depicted by a simple earthwork and/or palisade, a wagon laager, a brush boma, a group of medieval tents with interlaced guy ropes, Mongol yurts with tethered ponies, kneeling camels or anything else appropriate to the army around a

beach base edge.

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A camp can be occupied by 1 only of your troop elements, which can vacate it or be replaced by another such element, or by an extra camp follower element that cannot vacate it. If neither has been provided, it has been left undefended. An undefended camp, or a camp whose defenders have been destroyed or surrendered or have vacated it, can be occupied without combat by moving a troop element into it. If troops are moved into a camp occupied by friendly camp followers, the latter are driven out to make room and are permanently removed from the game. Surrendered camp followers are also permanently removed.

A BUA can be garrisoned by 1 only troop element, positioned roughly at its centre but representing defenders manning its perimeter, or in the absence or loss of such a garrison, by denizens not represented by an element.

Any single element can occupy an undefended BUA or camp and then defend it, but only foot can garrison a BUA and get the tactical factor. A garrison or other occupying element can vacate its camp or BUA voluntarily by a tactical move, but does not pursue defeated attackers as an outcome move. Occupiers of a BUA near a river counts as defending the bank against enemy elements still partly in the river. BUA occupiers cannot count as uphill of attackers since a hill incorporated in a BUA is part of its defences.

Denizens of a BUA are initially loyal to the defender. If a troop garrison element vacates or is destroyed by shooting, the denizens continue to defend the BUA. If a troop garrison is destroyed in close combat, the denizens do not continue to defend the BUA. When a garrison or denizens are destroyed in close combat, the victorious enemy element occupies the BUA and remains sacking it until its player has a PIP score of 5 or 6. It can then garrison the BUA or vacate it. Prior to that, it does not get the garrison tactical factor and cannot shoot or be shot at.

If the denizens of a BUA surrender to artillery shooting, it is not sacked and they change sides and will fight for the enemy, a puppet administration being assumed to have been put in power. An appropriate enemy element that occupies it immediately becomes a garrison.

If the player that originally owned an enemy-controlled BUA that surrendered or was captured during the battle or
le it is ungarrisoned by enemy,
whether because vacated or because an enemy garrison has been destroyed by shooting, denizens not already destroyed in this battle will revolt against and overthrow the puppet administration, resume their original loyalty and defend the BUA.

If the denizens of a BUA are destroyed and it is left unoccupied by the enemy or vacated, either side can move into or through it without combat.

A camp or BUA that is or has been occupied by the enemy, either during the battle or earlier in a campaign, and which has not been reoccupied by its original side or revolted is said to be under enemy control.

Some of these provisions may seem inconsistent with the time scale of a battle, but are necessary for campaigns. It should be remembe
problem can be avoided by providing a garrison. Players that do not have only themselves to blame.

Each side dices and adds the arm
places terrain of those types allowed to the army. The high scorer is the invader. It now numbers 3 battlefield edges
1,2,3 and a preferred fourth edge, which cannot be either of the 2 edges closest to a BUA, 4,5 and 6, then dices for

needed, the defender first. The defender now deploys its troop elements within 600 paces of its base edge, or of the
shore line if a waterway edge, except that 1 element of foot may be used to garrison a BUA even if further forward.
It cannot deploy any element within 300 paces of a battlefield side edge unless in a BUA or camp. The invader then
does the same, except that it has no BUA. The defender can now exchange the positions of 0-2 pairs of its deployed
-4 elements to be placed together anywhere
on an existing waterway edge (at least 2 touching it) as a 1 PIP group move in its 1st bound.

The invader takes 1st bound, then the two sides alternate bounds. During each side's bound:
(1) It dices for player initiative points (PIPs).
(2) It uses these PIPs to make tactical moves
(3) Any Artillery, War Wagons or Bows elements of both sides that are eligible to do so, shoot once each in the
     order it decides and make or inflict outcome moves.
(4) 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.

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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 1 PIP.

(a) If it includes any Elephants, Hordes, War Wagons or Artillery, or dismounting, or movement into, out-of or
     through a BUA.
(b)
     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.
(c)

A tactical move is a voluntary move that uses up PIPs and happens before shooting and close combat. It can be by a
single element or a group of elements. It must not be confused with outcome moves (recoils, flees and pursuits),
which are compulsory, do not use up PIPs, usually follow distant shooting or close combat and are always by a
single element. A legal tactical move cannot be taken back once the element has been placed.

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

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. None can start in contact with an enemy element's front edge.

Groups are temporary: if the whole of a group cannot move, some of its elements will probably be able to move as
a smaller group or as individual elements. Conversely, a group or single element can move to join other elements
and make its next move as a group including these.

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 1 element base width, following a road, or moving up to half an element base
width sideways to line up with enemy within 1 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.

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.

Troops that enter a river must continue crossing at the same angle or line up in close combat with an enemy element that is defending the opposite bank. The first element to try to cross a river off-road during the game must dice. A score of 1 or 2 indicates that the river is paltry, too shallow and easy banked to aid defence, 3, 4 or 5 that it slows crossing and its bank aids defence, 6 that it slows crossing, its bank aids defence and each element crossing it off-road must dice separately and score 3 or more to cross successfully, 1 or 2 causing it to use up a PIP but remain on the near bank and preventing any further element attempting to cross the river anywhere this bound.

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.

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, Pikes or Bows recoiling into Blades, or Psiloi recoiling into any friends except Psiloi.

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-controlled BUA or camp at or closer than 1 base width distance with no other element even partially between, can move only to contact or line up facing 1 such element or contact that BUA or camp, or directly to its own rear without changing direction, or as an outcome move.

Artillery or War Wagons cannot move into edge or corner contact with an enemy element or an enemy-controlled BUA or camp. Other troops can move into contact with enemy elements only if a single element or at least one element of a group ends in both front edge and front corner-

Distant shooting is limited to troops intended to shoot at long range, namely Artillery up to 500 paces and Bows and War-Wagons (except Lit) up to 200 paces. These can shoot at any 1 enemy element edge, which is within 360 degrees if the shooters are garrisoning a BUA, in a camp or War-Wagons, or within an element base width of directly forward if not, but not if either shooters or target are in close combat, giving rear support or counting as an overlap, or if any element is even partly between the shooting edge and the target edge. Elements of different sides tha
the target and only if they did not move. A 2nd or 3rd element shooting at the same element, BUA or camp aids the shooting of the nearest instead of being treated separately. Any more elements shooting at that target this bound have no effect. Shooting at or from a BUA or camp is treated as at or from its edge.

In addition to hand-to-hand fighting, close combat includes all shooting by mounted troops or foot skirmishers or during a charge or melee. It occurs when elements move into, or remain in, both front edge and front corner-to-corner contact with an enemy element or front edge contact with a camp or BUA. When an element is contacted to front and to flank or rear, its opponents use only 1 dice and the combat factor of the element in front. Elements not in mutual front edge contact with an enemy element but contacted to flank or rear by an enemy front edge turn to face the first to so contact at the end of the movement phase, the contactor making room. If an element so contacts the flanks of 2 enemy elements, both these turn, the 2nd moving to behind the 1st. A 3rd element is pushed back clear. An element not in close combat to its front but in mutual right-to-right or left-to-left corner contact with an enemy element overlaps it. Any enemies in mutual flank edge contact overlap each other whether in close combat or not. An element can overlap 2 enemy elements on opposite flanks, or elements exposed by frontal opponents having recoiled, fled or been destroyed that bound. Only 1 overlap or flank contact can be counted on each flank. A BUA can be attacked by up to 3 enemy elements fighting separately, combats ceasing if its defenders are destroyed. A camp can be attacked by only 1 enemy element. A BUA or camp cannot be overlapped or overlap.

Whether in contact, shooting or only shot at, each player dices for their element, and adds the combat factor below and any rear support and tactical factors to the score:

	If against foot:	If 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.	+2	+4
Light Horse or Psiloi. Artillery in close combat.	+2	+2
Camp followers or BUA denizens.	+1	+1

:
Pikes add +3 and Warband +1 when in frontal close combat against any enemy except Cavalry, Light Horse, Scythed Chariots, Bows or Psiloi, and 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 the same direction, and neither supported nor 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.

:
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 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   -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 opposing

-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.

An element whose total is less than that of its opponent must make an immediate outcome move, which depends on its own type and that of the opponent in close combat with its front edge or shooting at it. Elements shooting without being shot back at disregard an unfavourable outcome. An element that added +1 (but not +3) in rear support of a destroyed element directly to its front is also destroyed. Elements in combat with an enemy flank or rear recoil if a friendly element in combat with the front recoils, flees or is destroyed.

Scythed Chariots.	Destroyed.

:

Elephants.	Destroyed by Psiloi, Auxilia, Light Horse or Artillery shooting. If not, recoil.
Scythed Chariots.	Destroyed.
Knights.	Destroyed by Elephants, Scythed Chariots or Light Horse, or by Bows whose front edge they have moved into contact with this bound, or if in bad going. If not, recoil.
Cavalry or Camelry.	Flee from Scythed Chariots or if in bad going. If not, recoil.
Light Horse.	Flee from Scythed Chariots, from Artillery shooting, or if in bad going. If not, recoil.
Pikes or Spears.	Destroyed by Elephants, Knights, Light Horse or Scythed Chariots if in good going or by Warband not in a BUA or camp. If not, recoil.
Blades.	Destroyed by Knights or Scythed Chariots if in good going or by Warband not in a BUA or camp. If not, recoil.
Auxilia.	Destroyed by Knights if in good going. If not, recoil.
Bows.	Destroyed by any mounted. If not, recoil.
Psiloi.	Destroyed by Knights, Cavalry or Camelry in going these count as good. If not, recoil.
Warband.	Destroyed by Elephants, Knights or Scythed Chariots if in good going. If not, recoil.
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. If not, no effect.
Artillery.	Destroyed by any if in close combat. If not, recoil.
War Wagons.	Destroyed by Artillery shooting, by Elephants, or if in a BUA or camp. If not, no effect.
Camp followers or BUA denizens.	If shot at by artillery, surrender. If in close combat, destroyed. If not, no effect.

| Cavalry.	Flee from Pikes, Spears or Hordes if in good going, or Artillery in close combat. If not, destroyed.
Light Horse.	Destroyed by any mounted, Artillery shooting, Bows or Psiloi, or if in bad going. If not, flee.
Psiloi.	Destroyed by Knights, Cavalry, Camelry or Light Horse if in going these count as good or by Bows, Auxilia or Psiloi. If not, flee.
All others.	Recoil from Artillery in close combat. If not, destroyed.

A recoiling element moves its base depth (width if less) to its rear without turning. If it is Elephants, friends met are destroyed. If it is not Elephants, friends facing in the same direction are interpenetrated if allowed, otherwise pushed back unless Elephants or War-Wagons. A recoiling element starting with enemy in any front edge contact with its flank or rear, or that recoils from shooting entirely on its rear edge unless from a BUA, or that meets enemy, impassable terrain, friends it cannot pass through or push back or any BUA or camp, or that is in a BUA or camp, is destroyed. Enemy contacted on their rear edge by a recoiling or pushed-corner, or on a side edge by its rear corner, or on a rear corner by its rear edge, are also destroyed.

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 or, 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.

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.

The first side that at the end of any bound has lost either its general or 4 elements not including Scythed Chariots, camp followers or denizens and has also lost more such elements than the enemy, loses the battle. A camp or BUA occupied by enemy during the battle and still under enemy control counts as 2 extra elements lost. Elements that recoil, flee or otherwise move across a battlefield edge count as lost, but reappear in the next turn of a campaign.

:
A line of four elements of Roman legionaries (classed as BLADES) are moved into contact with four elements two deep of Macedonian pike men (classed as PIKES). Each element must be lined up exactly with its opponent with no part-element overlaps. BLADES (3) includes the Roman general.

	PIKES (3)	PIKES (4)	
	PIKES (1)	PIKES (2)	
BLADES (1)	BLADES (2)	BLADES (3)	BLADES (4)
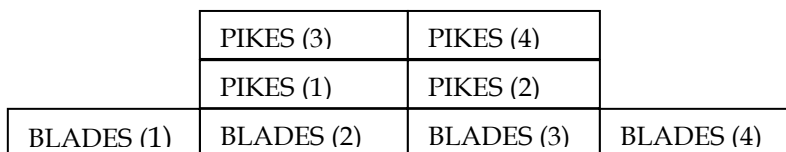
Since it is the Roman player's turn, he can choose which of his two elements in contact fight first. He decides on BLADES (3). BLADES (1) and (4) will not fight, but can count as overlaps. Both sides now dice.
BLADES (3) scores 4. It adds its combat factor against foot of +5 and a further +1 for the general.
PIKES (2) scores 4. It adds its combat factor against foot of +3 and a further +3 because it is supported to its rear by pikes. However, it must deduct -1 for being overlapped by BLADES (4).
PIKES (2) has scored less than BLADES (3), but more than half as many, so immediately recoils its own base depth, pushing back PIKES (4).

		PIKES (4)	
	PIKES (3)	PIKES (2)	
	PIKES (1)		
BLADES (1)	BLADES (2)	BLADES (3)	BLADES (4)
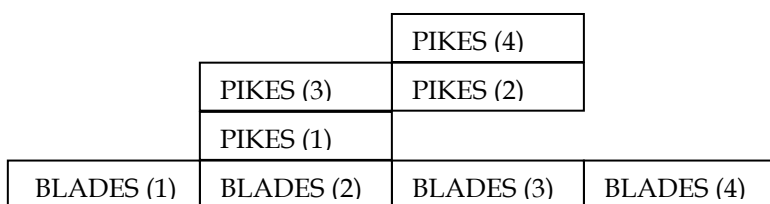
BLADES (2) and PIKES (1) now dice.
BLADES (2) scores 6 and adds its combat factor of +5.
PIKES (1) scores 1, adds its combat factor of +3 and a further +3 for support by pikes, but must deduct --2, since it is now overlapped by both BLADES (1) and BLADES (3).
PIKES (1)'s score is half or less that of its opponent, so it is destroyed. PIKES (3) is not destroyed.

It is now the Macedonian player's bound, and he can move PIKES (2), (3) and (4) back into contact if he wishes to, and if he does not first use up his move dice score with other moves.

:
Two elements of English longbowmen (classed as BOWS) shoot at a Scots schiltron (classed as PIKES).

	PIKES (2)	
	PIKES (1)	
BOWS (1)	BOWS (2)	BOWS (3)
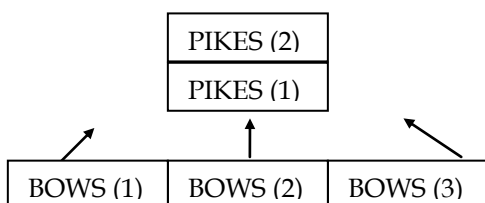
BOWS (2) shoots at PIKES (1), assisted by BOWS (1) and (3). Both dice.
BOWS (2) scores 2 and adds +2 for its combat factor against foot.
PIKES (1) scores 5 and adds +3 for its combat factor. It receives no support from PIKES (2), and must deduct --1 for each of the two elements supporting its opponent.
BOWS (2) has scored less than its opponent, so does not destroy it or force it to recoil, but escapes penalty itself because it is not shot back at.
Had the dice scores been reversed, PIKES (1) would have been destroyed. PIKES (2) would not be destroyed with it, since it does not count as supporting against shooting.

This is a variant enabling a single player on each side to use a larger army divided into commands and a larger playing area, but without the added detail and complexity of DBM. This differs from the standard version only as described below.

Each army consists of 36 elements. If it is from a single list, multiply the number of elements of each type allowed by the army list by 3. Each of the 3 generals controls a command of at least 6 elements chosen from those available. The army can instead include allied commands of the same year from lists with a different number or the same number but a different letter, which are always full 12-element independent armies from those lists. If there is only 1 allied command, the remainder of the army is then restricted to its list multiplied by 2 instead of 3. If there are 2 allied commands, they must be from different lists and the remaining command is also a normal 12-element army from its own list. One non-allied general must be designated as Commander-in-Chief (C-in-C). The C-in-C and all ally-generals must be of the troop type specified by their list as general. Other generals can be any element of their list except Scythed Chariots, Psiloi or Artillery.

The width of the battlefield is doubled, but the depth remains the same. The number of compulsory features is changed to 1-3 and the number of optional features is changed to 3-4, not more than 3 of which can be of the same type. There still cannot be more than 1 each of Waterway, River, Oasis or BUA.

An allied command must be provided with its own camp; otherwise the whole army has 1 normal-size camp unless it has a BUA or more than 1 War Wagon.

The defender places terrain. The invader chooses a long side as his base edge, the defender takes that opposite. The defender deploys all commands, then the invader. Each element not in a BUA or camp must be within 1,200 paces
-2 element pair exchanges can be between non-allied commands.

and. The player must write down after terrain has been placed and base edges chosen which non-allied command will always be given the highest scoring dice and which the lowest scoring dice. He discloses this when he first dices for PIPs.

cease to be diced for when all its elements have been lost or left the battlefield.

Once in each game, the C-in-

An element is lost if it is destroyed or crosses a battlefield edge, but not if only demoralised. An allied command whose camp is currently controlled by the enemy counts as 2 elements extra loss to that command. Any other camp or BUA currently controlled by the enemy counts as 2 elements extra loss to each non-allied command.

A command that at the start of any of its bounds has lost its general or whose lost elements other than Scythed Chariots, camp followers or denizens total a third of its original troop elements is demoralised. It can use tactical moves only to turn and hold in place elements or to hold groups. Other elements not in close combat immediately

necessary. This is repeated at the start of each subsequent friendly bound, each element not held that bound or in close combat fleeing whether or not it fled before. Elements not in a BUA or camp deduct 2 in close combat.

An army whose cumulative total of lost elements at the end of any bound other than Scythed Chariots, camp followers or denizens is at least half its original troop elements or whose C-in-
that has also lost more such elements in that bound than the enemy has lost the battle.

Giant DBA is an extension of Big DBA for games with several players on each side and/or re-fighting large historical battles. It differs as described below.

Research the number of commands and troops actually used, then divide the number of troops of each type in each command by the ratios on page 2 to calculate the number of elements. The battlefield area must be scaled to the size of the area historically fought over. Terrain features are not chosen by the usual selection rules, but are chosen and placed by agreement to duplicate the terrain of the real battle.

A separate player controls each general. Army size is increased to 12 elements x number of generals. The width of the battlefield is increased to 3 times that of standard DBA and the depth can optionally be increased by up to half. The number of compulsory features becomes 1-4 and the number of optional features becomes 3-6, not more than 4 of which can be of the same type.

eing followed up with derivatives covering other eras.

is a long established worldwide society for all interested in ancient and medieval warfare. Its bi-monthly journal SLINGSHOT balances research of a very high standard with more specifically

0PN, or http://www.soa.org.uk/

on

UK, or http://www.wargamedevelopments.org/

Wargaming.Net, working with the authors, has produced DBA Online. DBAOL has excellent graphics and can be played on a computer on- or off-line against human opponents at www.dbaol.com or at home. Email contact@dbaol.com. A fan site for DBA as well as DBAOL can be found at http://fanaticus.org/