Using This Playsheet

v2.2+ uses the DBA 2.2 rules with the changes specified by the v2.2+ Line Edits. This playsheet provides a summary of those changes as they apply to BBDBA. In case of any conflict, the Line Edits take precedence.

Board Size

The game board is 60 inches wide and 30 inches deep for 15mm figures, 96 inches wide and 48 inches deep for 25mm figures, or as specified by event organizers.

Camps

An army or allied command does not have a camp if it includes enough War Wagon elements. The main army does not have a camp if it has:

Non-Allied Commands	War Wagon Elements
3	6 or more
2	4 or more
1	2 or more

An allied command does not have an allied camp if it has 2 or more War Wagon elements.

Litters

A maximum of one litter element may be included in the main army and a maximum of one litter element may be included per allied command. Note that for all purposes other than modeling and basing, a litter element is treated as the alternate element type as specified in the v2.2+ playsheet.

Other elements that would be duplicate litter elements (due to doubling or tripling the army list) should be modeled and based as for the alternate element type.

Sub-Generals

A sub-general of the main army may be of any element type allowed for the army list except Scythed Chariots, Artillery, or Psiloi (except that the sub-general may be an element of Psiloi if the army list allows Psiloi as the general).

Terrain Placement

In each square half of the board the terrain must be legal as if it was a normal DBA board of that topography. There still cannot be more than 1 each of Waterway, River, or Oasis on the combined map.

A Waterway must be on an exterior edge of the combined map; on Littoral topography such a Waterway satisfies the need for compulsory terrain on both square halves even if it is not present on half of the combined board.

For each square half of the game board, the defender places terrain as if it was a single DBA board except that roads, rivers, and waterways cannot end on the center line between the two square halves; if they do they must continue on the second square half.

Then the invader may modify the terrain on each half as specified by the rules for Terrain Placement Modification as if it was a normal single DBA board.

Deployment

After the terrain has been placed and modified, the invader chooses which long side will be his base edge, the defender taking the opposite edge. The defender deploys 2 commands including that of his C-in-C, then the invader deploys all his commands, then the defender deploys his remaining command.

All elements must be deployed within 10 MU of their base edge and at least 4 MU from their side edge. Each element not in a camp must be within 16 MU of its command's general.

The defender may not swap 0-2 element pairs of its elements.

Littoral Landings

A littoral landing must be performed by a full command, that is, it must include all elements in the command. The littoral landing is restricted as follows:

- A littoral landing cannot be performed by the C-in-C command.
- A defender performing a littoral landing must first deploy two commands as usual, reserving the third command for the littoral landing.
- When placing a littoral landing, all elements of the command must be placed as a single group, with at least two elements touching the waterway and all elements within 6MU of the waterway.

Demoralization

The test for demoralization occurs at the end of each bound, not the start of an army's bound.

Holding Groups in Bad Going

A group of elements in a demoralized command may only be held as a group if they could have moved as a group.

Winning and Losing

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