

p1, CONTENTS Table. Delete "AND BUA"

p2, 2<sup>nd</sup> paragraph. Replace "is 600mm or 24" with "is 750mm or 30"; replace "is 900mm or 36 square for 25mm" with "is 1200mm or 48 square for 25mm, or as specified by event organizers". Delete ", but a single integral terrain block, or grouped 300mm or 12" square blocks can be used instead."

p2, 3<sup>rd</sup> paragraph starting "The ground scale...". Replace entire paragraph with "All distances (except board size) are measured in movement units (MU). 1 MU = 20mm in 15mm basing scale, or 30mm in 25mm basing scale. Element bases are 2MU wide in every scale."

p2, 4<sup>th</sup> paragraph. Replace "600 paces long marked at 100 pace intervals" with "marked with intervals 1 MU apart"

p2, 5<sup>th</sup> paragraph. Delete "otherwise having a built up area". Delete "or left undefended."

p3, 2<sup>nd</sup> paragraph. Add "Cataphracts," before "or Camelry"; add "Raiders, Pavises, Light Spear, Camp Followers," before "or War Wagons." Delete the sentence starting "Camp followers and denizens..."

p3, 3<sup>rd</sup> paragraph. Replace "the game as part of a tactical move" with "initial deployment"

p3, KNIGHTS. Delete "cataphracts,"

p3, after KNIGHTS. Add new paragraph :

**CATAPHRACTS**, representing all those horsemen with armoured horses that moved in a controlled way to close combat; such as Parthian and Seleucid Cataphracts, Roman Clibanarii, Byzantine Klibaniphoroi, and similar troops. Heavily armoured, they were slower than Knights and less impetuous, better able to stand against enemy foot when things went poorly, but less likely to shatter enemy formations of foot with a single glorious charge. With armoured horses, they were in less danger from enemy massed archery, and being less impetuous than Knights were a little more resistant to becoming isolated and shot down by skirmishing light horse, but still had difficulty in coping with them. Cataphracts include all 4Kn elements, as well as the 3Cm element of II/22c Arabo-Aramean (Hatra) and the 6Kn element of III/64 Nikephorian Byzantines.

p3, CAMELRY. Replace the second sentence starting "Their chief value..." with "They would dismount and fight behind prone camels when resisting enemy horse, who would often react poorly to the smell and size of enemy camels."

p4, after SPEAR. Add new paragraph:

**LIGHT SPEAR**, representing hill and mountain peoples who fought with spears and small or no shield but were adept in fighting in bad going; such as Welsh spear, Picts, Mountain Indians, Ghurids, and others. They were capable of fighting in the open against mounted, but more vulnerable to archery and mounted charges than heavier spear with large shields.

p4, after BLADES. Add new paragraph:

**RAIDERS**, including foot skilled in individual fencing like Blades, but fighting in looser order, giving them greater movement and ability to fight in bad going than Blades, but less strength fighting in static formations in the open; such as Roman Lanciarii, early Viking raiders, Sea Peoples raiders, armoured sword-and-buckler men in the later Italian Condotta armies, Celtiberian Scutarii, some Egyptian foot fighting with short two-handed axes, and others.

p4, BOWS. Delete ", or sometimes (8Bw) front ranks of pavise or shield bearers, spearmen or pikemen". Delete "Achaemenid immortals,"

p4, after BOWS. Add new paragraph :

**PAVISES**, representing foot who fought primarily in deep formations with mass archery, but included front ranks of pavise or shield bearers, spearmen or pikemen to give them greater ability to resist mounted charges and more strength against enemy foot; such as Italian crossbowmen, Achaemenid immortals, Byzantine Skutatoi, Invasion-scroll Yuan Chinese, and similar.

p4, HORDES. Delete ", but may also pursue rashly"

p4, WAR WAGONS, Delete ", also generals carried in litters surrounded by non-shooting bodyguards (Lit)"

p4. Add new last paragraph:

**LITTERS**, representing generals carried in litters surrounded by non-shooting bodyguards and other special cases of standard-bearing wagons and their guards. They are based as necessary to fit the model. In all other respects they are treated as an

alternate element type appropriate for their army: I/2a Early Egyptian (Lit = Blade), III/72ab Communal Italian (Lit = Spear), IV/3 Anglo-Norman (Lit = Spear), IV/10 Mound Builder (Lit = Blade), IV/70 Chanca (Lit = Light Spear), IV/81 Inca (Lit = Auxilia).

p5, BASING. Modify:

- \* WWg changed to 60mm deep in 25mm scale; 40mm deep in 15mm scale. (square bases)
- \* 4Kn (and some 6Kn) become Cataphracts
- \* 8Bw become Pavises
- \* 3Bd become Raiders
- \* 3Sp become Light Spear

p5, last paragraph. Delete the two sentences starting "Depict camp followers..."

p6, 2<sup>nd</sup> paragraph. Delete sentence starting "Alternatively, the player..."

p6, 'Topography' Table.

- \* Remove "BUA" wherever it occurs.
- \* Add ", or Rough" as optional to Arable; and change "Woods, Road" to "Woods"

p6, 5<sup>th</sup> paragraph. First sentence starting "The battlefield...". Replace with "**The battlefield must include 3-5 terrain features, including 1-3 compulsory and 0-3 optional features.**" Replace within item (3) "Oasis or BUA" with "or Oasis"

p6, AREA TERRAIN FEATURES. Replace "Oasis, and BUA" with "**and Oasis.**" Replace "BUA can be polygonal;" with "**Rough terrain in Arable represents ploughed fields and can be oval, rectangular or trapezoidal;**"

p6, 7<sup>th</sup> paragraph starting "Steep (but not...". Replace "3Cm" with "**3Cm, Cataphract Camels,**"

p6, 8<sup>th</sup> paragraph starting "A BUA (Built Up Area) ...". Delete entire paragraph.

p6, 10<sup>th</sup> paragraph starting "A Waterway...". Replace "200-600 paces" with "**1-6 MU**". Replace "400 paces" with "**3 MU**". Delete last sentence (beginning "It can be bordered by...").

p6, 11<sup>th</sup> paragraph starting "A River...". Replace "600 paces" with "**8 MU**". Replace the last two sentences (starting from "Its nature is constant...") with: "**An element is defending the bank if entirely outside the river, facing the river, with the entire front edge of the element within 1 MU of the river, and the enemy element is at least partly in the river. If a Waterway is also used, one end of the River must end in the Waterway.**"

p7, first paragraph. Replace sentence starting "A road must..." with: "**A road may not be longer than 1 ½ times the distance between its ends. It must run from 1 battlefield edge to another battlefield edge or road, crossing rivers by ford or bridge.**" Delete last two sentences starting "If a BUA..."

p7. Add a new section at the start of the page (right after the paragraph on Roads):

#### TERRAIN PLACEMENT MODIFICATION

After the defender places all terrain, the invader gets a chance to modify its location as follows:

1. If the game board has no bad going within 8 MU of the center, the invader rolls a die. On a 1 or 2, the invader may move the smallest bad going terrain piece such that it is within 8 MU of the center, or the invader may place a new bad going terrain piece within 8 MU of the center. The new piece must be no larger than 4 MU x 4 MU in size. The game board must be legal after the move or addition.
2. The invader rolls a die for each area terrain piece. On a 1 or 2, the invader may shift the terrain piece up to 4 MU in any direction or rotate it up to 45 degrees. The invader must move each terrain piece before proceeding to the next. The game board must be legal after each terrain piece is moved.

p7, 2<sup>nd</sup> paragraph. Delete "a BUA or".

p7, CAMP AND BUA GARRISONS. Delete from heading "AND BUA".

p7, 3<sup>rd</sup> paragraph. Delete "If neither has been provided, it has been left undefended. An undefended camp or " and capitalize the "A" following.

p7, 4<sup>th</sup> paragraph (starting "A BUA can be...") and extending down the rest of the page. Delete all.

p8, 1<sup>st</sup> paragraph under DEPLOYMENT.

- After 4<sup>th</sup> sentence (ending "...is the invader.") replace "It" with "**It now has the chance to move some terrain pieces as**

**described in the section on Terrain Placement Modification. After that, it"**

- Delete "(which cannot be either of the 2 edges closest to a BUA)"
- Replace "600 paces" with "10 MU"; replace "300 paces" with "4 MU"
- Delete ", except that 1 element of foot may be used to garrison a BUA even if further forward"
- Replace "in a BUA or camp" with "in a camp"
- Delete ", except that it has no BUA"
- Add at the end: **"Dismounting elements can be deployed as mounted or foot at the owner's choice; dismounting elements in a littoral landing must be chosen as mounted or foot when reserved as part of the littoral landing."**

p8, 2<sup>nd</sup> paragraph. Add within Item (3): "Pavises," after "Artillery, War Wagons,"

p8, 4<sup>th</sup> paragraph starting "Except in the side's...".

- Delete ", or dismounting, or movement into, out-of or through a BUA"
- Replace "1,200 paces" with "16 MU"; replace "600 paces" with "8 MU"
- Delete "a BUA or"
- Delete "BUA,"

p8, next to last paragraph. Replace first sentence starting "A group move by road..." with **"A group move across bad going (except entirely by Psiloi) or across a river, or by road, must be in a single element wide column."**

p8, next to last paragraph. Replace second sentence starting "A group move can include reducing..." with **"A group move can include reducing frontage to form a column for any purpose, or to allow a wider group to pass through a gap of at least 2 MU between terrain features or troops, or to move up to 1 MU sideways to line up with enemy within 2 MU ahead."**

p8, next to last paragraph, last sentence. Replace "reductions or increases" with **"changes"**

p8, last paragraph (regarding dismounting). Delete entire paragraph.

p9, RIVER CROSSING. Replace entire paragraph with:

**An element entering a river while making a tactical move must be facing within 45 degrees of perpendicular to the river at that point, and must be moving in the same (or opposite) direction to its facing. Once in a river, an element making a tactical move may only: continue in the direction it is facing, move directly to its rear, move to full front contact with an enemy element, move to line up against an enemy element, or pivot to maintain a legal alignment with the river and continue with its move.**

p9, CROSSING AN ENEMY'S FRONT. Delete "BUA or" in two places. Replace "front edge or," with **"front edge"**. Replace "at or closer than" with **", or any edge of a WWg not in close combat, at or closer than"**

p9, MOVING INTO CONTACT WITH ENEMY.

- Delete "BUA or" in two places.
- Delete second sentence, starting "Other troops can move...", and third sentence, starting "If there is a gap...".
- Replace sentence starting "Psiloi in good going or Light Horse..." with **"A single element not part of a group contacted by an enemy group must immediately conform to that group if its front edge is not already in contact with an enemy element, and if there will be at least one base depth of clear space behind the element after it conforms; conforming to the element which made the most contact."**
- Add to the end of the paragraph: **"An element may not make a tactical move that ends in contact with an enemy element's rear edge unless it starts entirely behind a line prolonging the enemy element's rear edge. An element may not make a tactical move that ends in contact with an enemy element's side edge unless it starts either beyond a line prolonging the enemy element's side edge, or partly behind the side edge and partly behind the rear edge."**

p9, BREAKING-OFF FROM CLOSE COMBAT. Replace "contact with its front, but only if it has no enemy front edge in" with **"close-combat contact with its front, but only if it is faster than the enemy in the terrain it ends up within, and if it has no enemy in close-combat"**. Last sentence, replace "200 paces" with **"3 MU"**

p9, TACTICAL MOVE DISTANCES.

- First sentence, delete "when an element moves only to pivot from overlapping an enemy element in close combat against friends to line up in close combat with that enemy element's flank, or". Delete "BUA or".
- Second sentence, replace "Otherwise the" with **"The"**, and replace "base corner" with **"front corner"**
- Replace the TACTICAL MOVE DISTANCES table with the following:

8 MU	If Light Horse or Light Camelry moving only in good going or on a road
6 MU	If Cavalry or Scythed Chariots moving only in good going, or if any troops except Light Horse/Light Camelry and moving only on a road
5 MU	If Knights or Camelry moving only in good going, or if Auxilia or Psiloi off-road
4 MU	If Cataphracts or Elephants moving only in good going, or if Light Spear or Raiders off-road.
3 MU	If other foot moving off-road, or if mounted troops moving off-road in going they count as bad.
2 MU	While the front edge of a single element or of a column is in a river

p9, SECOND OR SUBSEQUENT... Delete "did not dismount and". Delete "Scythed Chariots or". Replace "who's" with "whose"

p10, DISTANT SHOOTING. Replace "500 paces and Bows," with "8 MU and Bows, Pavises,". Replace "200 paces" with "3 MU". Delete "(except Lit)". Delete "garrisoning a BUA,". Delete "giving rear support or counting as an overlap,". Delete "BUA" from the second last sentence. Delete "BUA or" from the last sentence.

p10, CLOSE COMBAT. Delete "or BUA". Delete sentence starting "A BUA can be...". Delete "BUA or". Add to the end of the paragraph "Scythed Chariots are not overlapped by elements in front corner-to-front corner contact, but are overlapped by elements in side-to-side contact. Scythed Chariots cause overlaps on enemy elements in the usual way."

p10, RESOLVING SHOOTING OR CLOSE COMBAT Combat Factors Table:

- Line 2 (Elephants): replace with +5 vs. foot, +4. vs mounted.
- Line 3: replace "Spears," with "Spears, Cataphracts,"
- After Line 3: insert a new line with Raiders +4 vs. foot, +2 vs. mounted.
- Line 4: replace "or War Wagons" with "War Wagons, or Pavises in close combat"
- Line 5: replace "Cavalry" with "Cavalry or Light Spear"
- Line 6: replace "Warband," with "Warband, Camelry,"
- Line 7: replace "Bows or Camelry" with "Pavises if shooting, or Bows"
- Line 9: delete "or BUA denizens"

p10, Rear Support Factors. Replace first sentence with "Pikes add +3 vs. foot and +2 vs. mounted, Spear add +1, Light Spear add +1, and Warband add +1, when in frontal close combat against Knights, Cataphracts, Elephants, or any foot except Bows or Psiloi, if 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."

p10, Rear Support Factors, second paragraph. Replace "Spears, Blades" with "Spears, Light Spears, Raiders, Blades". Delete "BUA or".

p10, Tactical Factors Table.

- Delete Line 1 (" +3 if foot garrisoning a BUA...").
- Line 4, replace "any but a paltry river's" with "a river's"
- After Line 5 ("-1 For each ...") add a new line:  
"-1 For Raiders in close combat in bad going, or for Elephants, Raiders or Blades if shot at."
- Line 6 ("-2 If any..."), add "Raiders, Light Spear, " in front of "Auxilia"; delete "or if mounted attacking a BUA unless elephants"

p11, COMBAT OUTCOME, first paragraph. Delete the sentence beginning "An element that added..."

p11, COMBAT OUTCOME Table, under 'Less than that of its opponent but more than half:'.

- Modify line for Knights:  
Knights or Cataphracts Destroyed by Elephants, Camelry, Scythed Chariots or Light Horse, or if in bad going. If not, recoil.
- Modify line for Cavalry or Camelry:  
Cavalry Flee from Camelry or Scythed Chariots or if in bad going. If not, recoil.
- Add a new line for Camelry:  
Camelry Flee from Scythed Chariots or if in bad going. No effect from Knights, Cataphracts, Cavalry, or Light Horse. Otherwise recoil.
- Delete line for Pikes or Spears.
- In the line for Blades, replace "Blades" with "Blades, Lt. Spear, Spear, Raider, Pavise, or Pike". Delete "BUA or"
- Modify line for Psiloi:  
Psiloi Destroyed by Knights or Cavalry if in good going, or by Camelry if in good going, oasis or dunes. If not, recoil.
- In the line for Warband, delete "Elephants,"
- Modify line for Horde with the following:  
Horde Destroyed if in a camp, or by Elephants, Knights or Scythed Chariots if in good going, or by Warband not in a camp. Recoil if shot at. If not, no effect.
- In the line for artillery, replace "recoil" with "no effect."
- In the line for War Wagons, delete "BUA or"
- Modify the line for Camp followers or BUA denizens with the following:  
Camp followers Destroyed.

p11, COMBAT OUTCOME Table, under 'Half or less than half that of its opponent:'

- In the line for Light Horse, add ", Pavises," after "Bows"
- In the line for Psiloi, add ", Cataphracts" after Knights; add ", Pavises" after "Bows"
- Add a new line: **Scythed Chariots**                      **Destroyed**

p11, paragraph on recoiling.

- After "Elephants or War-Wagons." add new sentence: "**If Elephants recoil into friendly Elephants, both are destroyed.**"
- Replace "front edge contact with its flank or rear" with "**close combat** contact with its flank or rear".
- delete "or that recoils from shooting entirely on its rear edge,"
- replace "any BUA or" with "a". Delete "BUA or".
- Add to the end: "**An element recoiling from shooting entirely behind a line prolonging its rear edge first turns in place 180° and then recoils as usual.**"

p11, 3<sup>rd</sup> paragraph from bottom starting "A fleeing element...". Delete "BUA or". Delete "unless paltry"

p11, next to last paragraph starting "An element of Knights, Scythed...". Replace entire paragraph with:

**An element of Knights, Scythed Chariots, Warband or Elephants 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 it is in a camp or would cross a battlefield edge. Elephants and Warband pursue into all bad going; Knights and Scythed Chariots pursue into Marsh and Rough, but stop at the edge of all other bad going An element that destroys the defenders of a camp in close combat immediately occupies it.**

p11, WINNING AND LOSING. Delete "or BUA"

p20, next to last paragraph. Replace last sentence beginning "A double slash..." with "**A double slash between codes, as in List I/42 "2x LCh/3Bw", means that the element may be placed on the board during the deployment phase as either the foot or mounted type. Elements may not dismount at any other time. Elements that are set aside as part of a littoral landing force must be designated as the foot or mounted type at the time they are set aside.**"

p51, ARMY COMPOSITION, last sentence. Replace "Psiloi," with "**Psiloi (unless allowed to the army list as a General),**"

p51, BATTLEFIELD SIZE AND TERRAIN. Replace entire sentence starting "The number of..." with "**In each square half of the board the terrain must be legal as if it was a normal DBA board of that topography.**" Replace ", Oasis or BUA" with "**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.**"

p51, CAMPS. Replace entire sentence with: "**Each allied command must be provided with its own camp unless it has 2 or more War Wagons; the main army must have a single camp unless it has 6 or more War Wagons (if it has no allies), 4 or more War Wagons (if it has one ally), or 2 or more War Wagons (if it has two allies).**"

p51, after CAMPS. Add the following two sections:

#### **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 modelling and basing, a litter element is treated as the alternate element type as specified in the section marked LITTER on page 5. Other elements that would be duplicate litter elements (due to doubling or tripling the army list) should be modelled and based as for the alternate element type specified on page 5.**

#### **LITTORAL LANDINGS**

**A littoral landing must be performed by a full command (i.e., it must include all elements in the command). 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 6 MU of the waterway. This placement counts as a group move for a single pip in that no element in the group may move after the deployment except if allowed second-and-subsequent moves.**

p51, DEPLOYMENT. Replace entire paragraph with:

**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 (p6) as if it was a normal single DBA board. The invader chooses a long side as his base edge; the defender takes that opposite. The defender deploys two commands including that of his C-in-C, then the invader deploys all his commands, then the defender deploys his remaining command. Each element not in a camp must be within 16 MU of its command's general.**

p51, LOSSES. Delete "or BUA"

p51, DEMORALIZATION. Replace "start of any of its bounds" with "**end of any bound**"

p51, DEMORALIZATION. Delete ", camp followers or denizens". Delete "BUA or"

p51, DEMORALIZATION. Replace "It can use tactical" with "**On its bound a demoralized command** can use tactical"

p51, DEMORALIZATION, after "... hold groups." add new sentence "**A group of elements in a demoralized command may only be held as a group if they could have moved as a group.**"

p51, DEMORALIZATION, after "... fled before." add new sentence "**Demoralized elements that flee may not end in contact with friendly or enemy elements.**"

p51, WINNING AND LOSING. Replace entire paragraph with:

**An army whose cumulative total of lost elements at the end of any bound other than Scythed Chariots is at least half its original troop elements, or an army whose C-in-C's command is demoralized, has lost the battle if they have also lost more elements than the opponent.**