



Jace Sex

Washington Area DBA Gamers

Playing Conventions for DBA 2.2

Or

DBA the WADBAG Way!

Introduction

This document provides a set of playing conventions for the game De Bellis Antiquitatis (DBA) used by the Washington Area DBA Gamers (WADBAG). The objective is to provide a clear and unambiguous definition of the rules for home, club, and tournament play. All of these conventions have been carefully considered and play tested.

The following criteria were used in the selection of these playing conventions:

- The convention should be consistent with the spirit of the rule,
- The convention should provide an unambiguous definition of what is allowed and how the game should be played,
- The convention should match players' already existing expectations as much as possible,
- And the convention should make for an enjoyable game.

Playing Area

The size of the playing area is 30" x 30" (for 15mm figures) and 48" x 48" (for 25mm figures).

Due to the expanded board size, troop elements may be deployed up to 900 paces from the army's base edge. The rule that troop elements must be at least 300 paces from the side edges is unchanged.

Camps

A camp follower element may be represented by a separately based element or by figures mounted permanently on the camp's base. Unless the player declares that the camp is unoccupied, there is always assumed to be a camp follower element in the camp.

The maximum size of a camp is relaxed from 4 base widths to 6 base widths.

BUAs

The BUA terrain type is deleted. The only compulsory terrain feature for the ARABLE topography is Road.

Dismounting

Elements may only dismount as single elements; they may not dismount as part of a group move. As usual, each dismount move costs an extra PIP, except in the first bound. Dismounting elements must be deployed mounted.

Tactical Move Distances

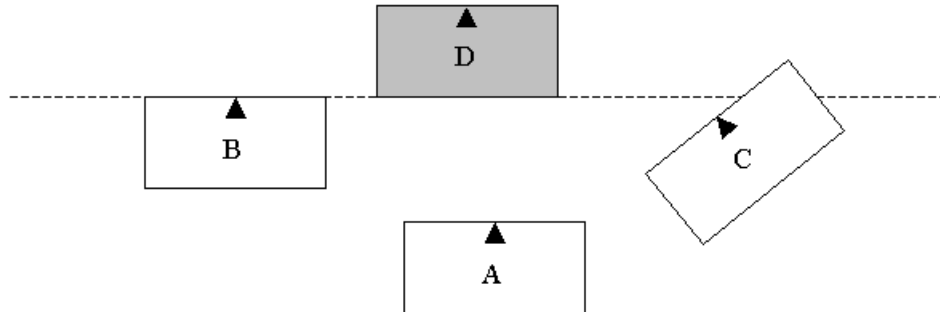
Tactical movement is measured using the front corners only.

Combat Outcome

Pikes and Spears recoil when they are beaten but not doubled by Light Horse. Note: If playing on a regulation board (24" for 15mm or 36" for 25mm), this rule is played as written.

Shooting on a Rear Edge

The rules state that an element that "recoils from shooting entirely on its rear edge" is destroyed. This clause is applied only if all shooting elements are entirely behind a line extending the rear edge of the target element. In all other cases, the target element just recoils as usual.



Element A may shoot at the rear edge of element D.
Elements B and C may shoot at element D, but not at the rear edge.

War Wagons

The War Wagon rules are modified as follows:

- A War Wagon does not turn to face enemy elements that move into flank or rear contact.
- A War Wagon does not exert a zone of control.
- A War Wagon may not move while in an enemy element's zone of control.
- A War Wagon has a front edge for purposes of movement (that never changes), but does not have front, flank, or rear edges for resolving distant shooting or close combat.

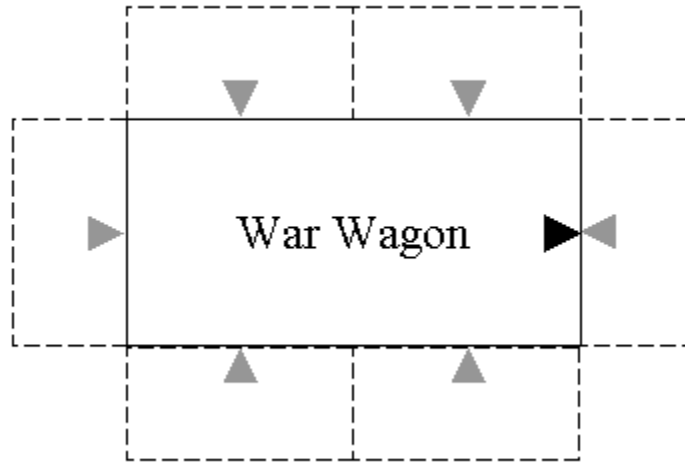
War Wagon distant shooting rules are modified as follows:

- A War Wagon may shoot from all four edges.

- A War Wagon has no rear edge and therefore cannot be shot "entirely on its rear edge".
- When shooting from a flank edge, follow the normal rules for determining if another element is partly between (i.e., calculate from a War Wagon's entire flank edge, despite the fact that it is twice as long as a normal shooting edge).

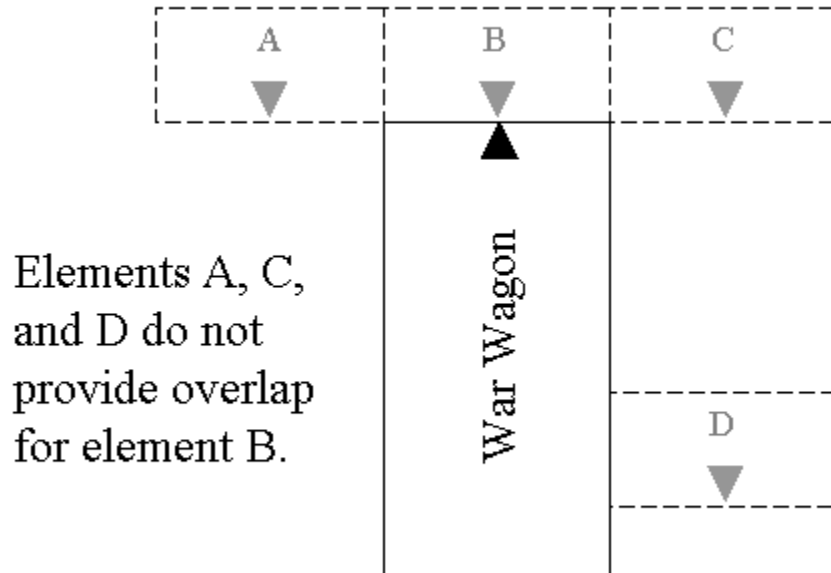
War Wagon close combat rules are modified as follows:

- For purposes of close combat a War Wagon has six legal contact positions (i.e., six places where enemy elements may make legal contact for close combat). There is one position on what would normally be the front edge, one on the rear edge, and two on each flank.

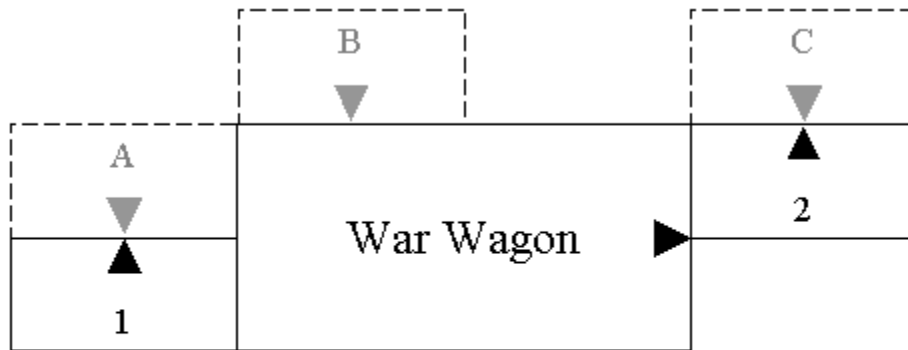


- If there is more than one enemy element in legal contact with the War Wagon, the player attacking the War Wagon selects one of those elements as the main attacker.
- Other elements in legal contact count as overlaps regardless of their position relative to the main attacker. Up to three overlappers are counted.
- If the main attacker recoils, flees, or is destroyed, then all other enemy elements in legal contact with the War Wagon recoil.

- Elements in corner-to-corner contact but not in front edge contact with the War Wagon do not count as overlapping. Elements in side edge contact with the War Wagon do not count as overlapping.



- A War Wagon may count any edge as a front edge for the purpose of overlapping opposing elements.



The War Wagon fights element B and provides overlap for elements 1 and 2.

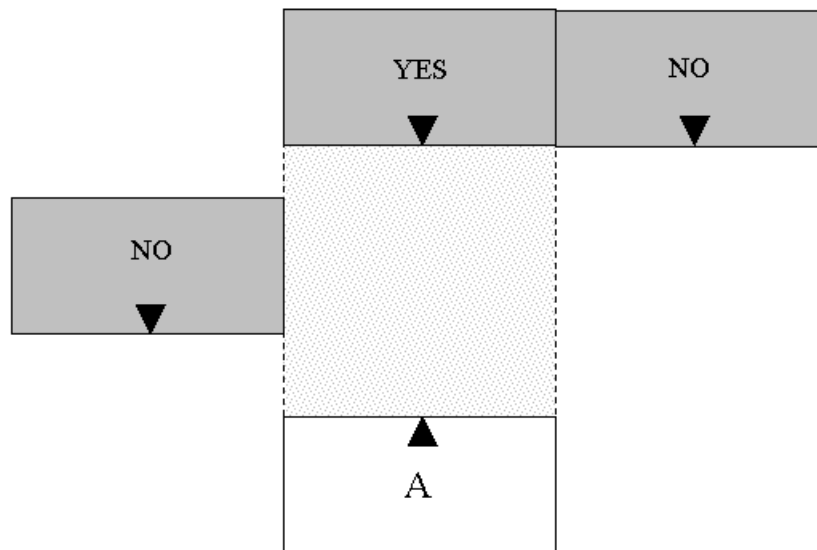
Crossing an Element's Front

These conventions follow the "carpet rule". There are two parts to this:

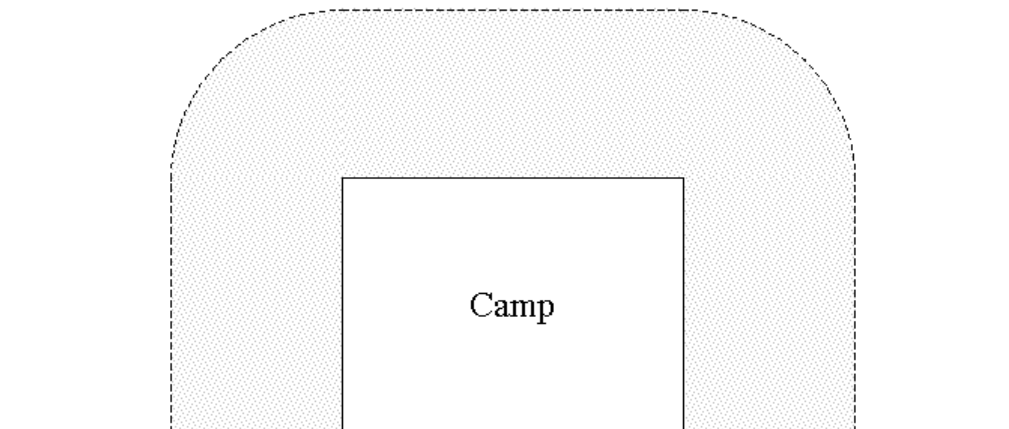
- When is an element restricted in its movement and
- What may a restricted element do?

When is an element restricted in its movement?

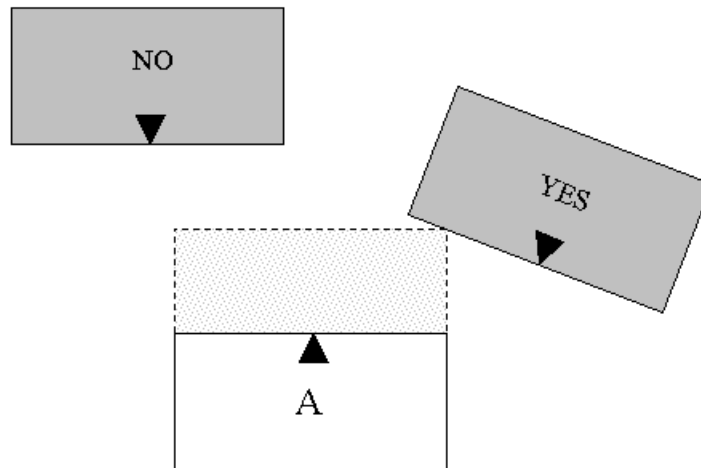
Every element (except War Wagons, see below) exerts a zone of control. This is an area one base width square, directly in front of the element. This zone of control includes the far edge of the square, but not its sides.



An occupied camp also exerts a zone of control. This is the area around the camp, extending one base width from the camp's edge.



An element's zone of control may be blocked by a friendly element, an enemy element, or a camp. An element's zone of control extends out from its front edge until it meets an element or camp (or the one base width limit). At that point, the zone of control is stopped across its entire width. This is somewhat analogous to rolling out a carpet, which stops at the first object it encounters.



An element is restricted in its movement whenever it starts in or enters the zone of control of an enemy element or an enemy occupied camp.

What may a restricted element do?

A restricted element is limited to the following tactical moves:

- Move into frontal contact with a restricting enemy element.
- Move closer to frontal contact with a restricting enemy element.
- Retire directly to its own rear.

Note that these movement restrictions do not apply to outcome moves. An element recoils and flees without any restrictions due to an enemy element's zone of control.