

DBM V 3.1

Official
Amendments and Clarifications

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Reformatting and PDF presentation

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KNIGHTS Exception (X).

Page 5

2nd sentence. Replace with:

“They are treated as **(S)** knights when shot at by bowmen or naval, or in close combat to their front against light horse, spears, pikes, or bowmen, as **(I)** knights in close combat to their front against knights except **(X)**, expendables or warband, otherwise as **(O)** knights.”

CAVALRY Superior (S).

1st sentence. Replace with:

“Either all combining bow with lance, such as Avars or Belisarius’s boukellarioi, or lacking lances but on partially protected horses, such as Saka nobles or many Sassanids, or with handgun.”

CAVALRY Ordinary (O).

1st sentence. Replace with:

“Depicted with lance and trained to fight in a formation mixing ranks armed with lance and shield or with bow, such as later Byzantine cavalry, or riding unprotected horses and armed with javelins and usually shield, such as the majority of ancient cavalry, or with bow and spear, such as early Achaemenid cavalry, or with bow and sword, such as most Belisarian Byzantine cavalry and medieval Persian cavalry, or armed with lance but relying on fencing skills rather than the impetus of their charge, such as Arab cavalry, or with halberd or crossbow.”

BLADES Exception (X).

Page 6

Last sentence. Replace with:

“They are treated as **(S)** blades when in close combat with knights or **(S)** camelry to their front, and can be supported against these by a second rank element of **(X)** blades, also counting as **(S)**. They can only support or be supported by **(X)** blades. If expressly required by their army list to be mounted on a double element base, they are treated as **(O)** blades when in close combat to their front with troops other than knights or **(S)** camelry. In all other circumstances, except for impetuosity [See P.19], they are treated as **(F)** blades.”

BAGGAGE

Page 9

7th sentence. Replace with:

“Only mobile baggage can move.”

FORTIFICATIONS

Insert after “The smallest gap permitted between non-continuous fortifications is 1 element width.”:

“The angle inside corners of continuous fortifications cannot be less than 90 degrees nor more than 270 degrees.”

EXCHANGING MOUNTED AND FOOT ELEMENTS.

Last paragraph. Add at the end:

“Enemy contacting riderless mounts do not have to make one of the permitted contacts listed on P.18, and can continue their move after the mounts are removed.”

ELEMENT BASING

Page 10

Double based elements. Last bullet. Replace with:

- “If only one element of a double element is destroyed, the double element is replaced by a single element of the other element’s type. The surviving single element remains in its original position.”

ARMY SIZE

Page 11

Para 1. Last 3 sentences. Replace with:

“Each army must include 6 baggage elements if 400AP or less, otherwise 8. Baggage elements must all be assigned to a single on-table C-in-C’s or sub-general’s command after deployment. All other elements and generals must be assigned to commands before the set-up procedure on P. 12 is started.”

TERRAIN CHOOSING

Page 12

Para 2. Replace with:

“1. The invader can choose whether or not to provide and position **one only** of the following:

- If he has at least 2 naval elements, a WW along one short table edge. Unless a WW is listed as compulsory for the defender’s army, he can only do so if he dices and scores 4, 5 or 6. If a WW is listed as compulsory, he can place one without dicing, but is not obliged to do so. A different non-water-feature option can be chosen if dicing is unsuccessful.
- A river flowing from one long table edge to the other. Unless a Rv is listed as compulsory for the defender’s army, he can only do so if he dices and scores 4, 5 or 6. If a Rv is listed as compulsory, he can place one without dicing, but is not obliged to do so. A different non-water-feature option can be chosen if dicing is unsuccessful. If a river is placed, a second dice is thrown. The river must be entirely between **250p** plus **50p** times the score on this dice and **600p** plus **100p** times its score from the short table edge.
- A road from one central sector table edge to the other, plus 0 or 2-3 feature equivalents of entirely steep hills. Such hills can include a full or partial covering of Wd, V, O, rocky ground or brush if permitted to the defender, but the whole hill counts as DGo, and as a H(S), so does not satisfy a requirement for other types of compulsory terrain.”

Para 3. Replace with:

“2. The defender now provides and positions 2-3 feature equivalents of his choice. His choice must include 1 feature (of 1-1½ feature equivalents if an area feature) of each compulsory terrain type not yet present. For the purpose of this total only, these count as half their actual feature equivalents. His terrain is positioned in two phases (i) compulsory features (ii) optional features. In each phase, WW, river and BUA/fields must be placed first. He is restricted to:

- One WW, and only if none is already present and (if the army list book allows a BUA to his army) he positions a BUA in contact with it. Unless it is compulsory, he can only include a WW in his terrain selection if he dices and scores 5 or 6. A different option can be chosen if dicing is unsuccessful.
- One river flowing from one short table edge to that opposite, or to a WW, or to an attacker-positioned river. Unless it is compulsory, he can only include a river in his terrain selection if he dices and scores 6. A different option can be chosen if dicing is unsuccessful. If dicing is successful, divide the table depth equally into four and dice again. The river cannot go outside the indicated zone: 1 - zone nearest defender, 2,3 - central zone nearer defender, 4,5 - central zone nearer invader, 6 - nearest zone to invader.
- One BUA, and only if in contact with a WW, or, if there is none, in a flank sector or placed so that a gateway or included road links with an invader-placed road. The BUA (or any incorporated hill) must be positioned in contact with the defender’s rear table edge unless he dices and scores 5 or 6. If dicing is unsuccessful he must place it in contact with his rear table edge. The BUA and any fields must all be entirely within 1 sector.
- Up to 2 external roads, and only if they link with a BUA or join/cross a previous road, or roads are compulsory.”

Para 4. Replace with:

“3. An invader who has not yet placed any terrain can now choose and position 0-1.5 feature equivalents of area features permitted by the defender’s list (not BUAs).

Para 6. 2nd sentence. Replace with:

“A 2nd dice throw decides the position of the feature within the sector: 1,2 it must touch a table edge or waterway, 3,4 its nearest part must be between **100p** and **300p** from the nearest table edge or waterway edge, 5,6 no part can be within **300p** of any table edge or waterway edge.”

Para 7. 2nd sentence. Replace with:

“For movement and combat, an element that is in more than one type of going is treated as in whichever would slow cavalry more. For visibility, an element that is in more than one type of terrain is treated as in whichever would reduce visibility less.”

Para 8. 1st sentence. Replace with:

“A hill is a single feature whether some or all of its slopes are steep, rough or covered with woods, vineyards, orchards or olive groves, or all are gentle and bare.”

Page 13

Para 2. 2nd sentence. Replace with:

“Only one can be used, occupying the full length of a short table edge, and extending anywhere between a minimum of **300p** and a maximum of **300p** plus **100p** times the score of one dice inward from that table edge. No more than half can extend more than **600p** inward.”

Insert new sentence after 2nd sentence.

“It counts as 1 feature equivalent.”

Para 3. Insert new sentence after 2nd sentence.

“Each counts as 1 feature equivalent.”

DEPLOYMENT

Page 15

Para 6. 3rd sentence. Replace with:

“Each side's first command must be the one with the largest total number of elements, excluding baggage and ambushers.”

Para 6. 5th sentence. Delete “Elements of different commands must not intermingle when first deployed.”, substitute:

“All non-baggage elements of a command must deploy within a notional rectangle, which:

Must be parallel with the battlefield edges.

Cannot intersect or be inside another friendly command’s rectangle.

Can be in contact with another friendly command’s rectangle. Elements of one command can be deployed in contact with elements of another friendly command.”

Add new paragraph at the end:

“After both sides have deployed all on-table troops except ambushers, each side assigns all their baggage to one on-table C-in-C's or sub-general's command.”

OFF-TABLE FLANK MARCHES

Para 1. 4th and 5th sentences. Replace with:

“A C-in-C cannot flank march, nor can baggage.”

Para 2. 1st sentence. Replace with:

“If both sides have a flank march on that flank, the two commands’ total numbers of elements are compared.”

Para 3. Delete “Baggage arrives last.”

PLAYER INITIATIVE POINT DICING

Page 16

Last +1. Replace with:

“+1 If a marching group is marching for a fourth or subsequent time that bound, or for a third time if it includes any of the following:

- Any knights (other than a general and any troops double based with him) in any formation.
- Any irregulars (other than skirmishers) not in a single element wide column.”

UNRELIABLE ALLIES.

(b). Replace with:

“(b) If he is irregular and of a different nation to the main army, or if regular or irregular and of the same nation in a civil war, his command will change sides and become a committed enemy command if any of its own side’s commands become demoralised.”

Group moves

Page 17

Para 2. Last line. Replace with:

“line up with enemy who are within 1 base width [See P. 18], nor mounting, dismounting, disembarking or embarking.”

Para 3. 2nd bullet. 5th sentence. Replace with:

“No element can end further to its rear than its position prior to the formation change (but after any initial 180° turn).”

Movement Restrictions

Page 18

Para 2. Replace with:

“In the following circumstances moves which would not normally be permitted, are permitted to allow troops to line up with or contact enemy:

- When a single element or group moves within 1 base width of enemy, one sideways shift of up to half an element width is permitted **if it is necessary** to line up the troops so that a move straight ahead (this bound or in a subsequent bound), without any further sideways shift, would allow at least one element to make contact with the enemy as specified in paragraph 4 below. Such a shift does not itself prevent a move from counting as entirely straight ahead. If, however, a wheel is also required to line up with the enemy, the shift can be performed before, during or after the wheel. The normal rules for crossing the enemy front are suspended during the shift unless the move ends with any element in front edge contact with an enemy flank or rear. If the move is otherwise entirely straight ahead or by a group, the shift is disregarded for measuring move distance.
- Several single element or group moves can be made simultaneously to allow contact with an enemy element or group, but only if none of the moving elements or groups could contact enemy without the others moving first, and all moves can be carried out without any element or group interpenetrating another.”

Para 3. Replace with

“When an element which is not part of a group or which is part of a group entirely of skirmishers is contacted by the front edge or by the front corner only of an enemy element which is part of a larger group whose whole move was entirely straight ahead (without any sideways shift), it must immediately pivot and/or shift sideways as needed to exactly face the element contacting it the most, unless any of the following apply:

- No part of it is straight ahead of any part of the contacting element’s front edge.
- It is already in contact with enemy.
- It is defending fortifications or the edge of a terrain feature.
- It is of a type that does not turn to face flank contact.
- This will position it so that a recoil would meet a friendly element it could not pass through or push back enough to fully recoil, or a flee move from combat would take it off table. This exception applies even if recoil or flee is not a possible outcome.
- There is insufficient space for it to pivot or shift. In this case, an element of skirmishers contacted by foot must still pivot or shift if sufficient space can be made for it to do so by the moving group being moved straight back to make room.

If such an element is in even partial edge-to-edge contact with another friendly element other than of skirmishers, it need not pivot, but must shift sideways to line up. The player whose bound it is chooses the order of multiple pivots/shifts.”

Para 4. Replace with

“If the enemy is not required to pivot or shift sideways as above, the following restrictions apply to all tactical, spontaneous advance or pressing forward moves:

- Troops can only move into contact with enemy if a single element or at least one element of a group ends in one of the following positions.
 - Front edge in full contact with an enemy element’s front edge and front corner in contact with that enemy element’s front corner.
 - Front edge in at least partial contact with an enemy element’s flank edge and front corner in contact with that enemy element’s front corner. [Fig. 6.]
 - Front edge in full contact with an enemy element’s rear edge and front corner in contact with that enemy element’s rear corner.
 - In right-to-right or left-to-left front corner to front corner contact with an enemy element, and facing the exact opposite direction.
 - In partial or complete side edge to side edge contact with an enemy element.
 - In front corner to front corner and side edge to side edge contact with a friendly element whose front edge is in contact with an enemy element’s flank or rear edge as specified in the 2nd or 3rd bullet above.
- No element can move into contact with an enemy element’s rear unless it starts entirely on that side of an imaginary line prolonging the rear base edge of the enemy element. [Fig. 5].
- No element can move into contact with an enemy element’s flank unless it starts partly or entirely on that side of an imaginary line prolonging the side base edge of the enemy element, any part not on that side of the line being behind the enemy rear. [Fig. 5].”

MARCH MOVES.

Replace whole paragraph with:

“March movement by land or water differs from tactical movement in that, there being no enemy in the immediate vicinity, it is assumed to be continuous and to include movement during the

preceding enemy bound. Except as specified on P.16 a march move expends the same PIPs as a tactical move. It is identical to a tactical move except that:

- Normally, it cannot start or go closer to known enemy than **200p**, and ends immediately on discovering previously unknown enemy within **200p**. However, this distance is reduced to **50p** if all of the following apply:
 - The movers are entirely unmounted foot or unmounted foot plus a mounted general and any troops double based with him.
 - The enemy are entirely skirmishers, or any type if not part of a group.
 - The enemy total less elements than the number of elements in the moving group’s front rank (even if this is not level).

Any march move that goes closer to known enemy than **200p**, as permitted by the above exception, must be entirely straight ahead. It must stop as soon as it has the required number of known enemy elements within **200p**. [Fig. 16.]

- An element can make or join in as many march moves during each bound as there are sufficient PIPs for, but cannot also make a tactical move that bound.”

HALTS

Add at the end:

“Halts and moves are mutually exclusive. No element can take part in a halt and also any tactical or march move in the same bound.”

MOVING THROUGH FRIENDLY TROOPS OR GAPS

Page 20

Para 1. 1st sentence. Replace with:

“Except when contracting a group into a column, no element can enter a gap less than 1 element wide between elements it could not interpenetrate in the direction moved and/or fortifications or impassable terrain, unless while it is in the gap it moves straight ahead or straight back and stops when it meets any obstruction that it cannot pass through; if moving straight ahead, it must end its move in contact with enemy; if moving straight back, it must end its move out of the gap and cannot end its move in contact with enemy. (Note that an element moving sideways out of the middle of a single element wide column can do so because it is leaving the gap not entering it.)”

Para 2. Add new bullet:

- “Any land troops can pass through **(I)** hordes in any direction, the hordes being destroyed as the interpenetration starts.”

Para 3. 1st bullet. Replace with:

- “Foot elements passed through by knights, **(S)** camelry or expendables flee.”

DISTANT SHOOTING

Page 21

Para 1. 1st & 2nd sentences. Replace with:

“Artillery, bowmen, war wagons **(S)** or **(O)**, elephants **(X)**, ships **(S)**, **(O)** or **(X)**, galleys, and boats **(S)** or **(X)** within range and which did not march or flee this bound can shoot at any 1 enemy element any part of which is visible inside an imaginary rectangle extending 1 element base width either side of the shooting element’s front. [See Fig. 10b.]”

Para 1. 4th sentence. Replace with:

“Shooting is not permitted if shooter or target is:

- in close combat.
- providing rear support to an element in close combat.

- in full front edge to rear edge contact with an element in close combat.
- overlapping an enemy element which is in close combat to its front.”

Para 3. 1st sentence. Replace with:

“A second rank element of bowmen can aid the shooting of the front rank element or that of the element it is aiding, but only if all of the following apply:

- Both ranks are bowmen, armed with same type of bow.
- Both ranks belong to the same command.
- The second rank element is in full front edge to rear edge contact with the front rank element.
- Both ranks are of the same grade, or the front rank is **(X)** and the rear rank is **(S)** or **(O)** mounted on the same base.
- Neither rank is in difficult going.”

Para 4. Insert the following after “...can choose to ignore psiloi.”:

“If two targets have exactly equal priority, the player owning the shooting element chooses which one his element shoots at.”

Add new paragraph at the end of the section:

“The player whose bound it is chooses the order of adjudicating shooting combats. If two opposing elements mutually target each other they must be treated as the main shooting element on each side, otherwise the owning player chooses which of his elements counts as the main shooting element.”

CLOSE COMBAT

Para 2. 6th sentence. Replace with:

“If an element which is double based with or providing rear support to friends in frontal combat with an enemy front edge is contacted to flank or rear by an enemy front edge, this is treated as a contact with the flank or rear of the front element.”

Para 3. 2nd bullet. Add at end:

“An element in side edge to side edge contact with the rear element only of a double based element does not count as an overlap on the front rank element. An element in side edge to side edge contact with a supporting element only does not count as an overlap on the front rank element.”

Para 5. Insert at the end:

“If it is unable to conform, the attacker fights the undefended fortification section. If an assaulting element moves into full front edge contact with an undefended fortification section on one side of a corner, and an unengaged defending element is in contact with any part of the fortification section on the other side of the corner, the defending element moves to defend the assaulted fortification section at the end of the movement phase. If two assaulting elements are in full front edge contact with the two fortification sections either side of a corner:

- If one of the sections is defended, the element not faced by the defending element fights as if a flank contact, except that the defending element is not destroyed if it recoils.
- If neither section is defended, the assaulting player chooses which of his elements counts as the main attacker and which the flanker.
- The flanking element does not pursue over the fortifications if the combat is won by its side, but does recoil if the combat is lost by its side.”

RESOLVING DISTANT SHOOTING OR CLOSE COMBAT

Para 2. Line 5. Replace with:

Bowmen	+4 v mounted	+3 v naval
	+3 when shooting at or shot at by bowmen	+2 v other foot
Camelry	+4 v mounted	+3 v naval
	+2 v foot.	

Rear Support Factors.

1st Paragraph. Replace heading and 1st sentence with:

“Rear Support

Some troop types add to their normal combat factor, modify an opposing element’s final combat score, or benefit from modified combat outcomes if supported to their rear by friendly elements of appropriate type. These must be of the same command, lined up with them, facing in the same direction and contiguous with them or an intervening rank of the same type (but not always grade) as the front rank. Rear support is not permitted if any rank is of chariots, or in difficult going, or defending fortifications, or being shot at unless cavalry or knights **(I)**, or has any edge in contact with the front edge of enemy expendables, or has just moved into close combat against artillery **(S)**.

The following **Rear Support Factors** are applied immediately:”

2nd bullet. Delete whole bullet. (Replaced with mitigating rear support factor on P.23).

3rd bullet. Replace with:

- “Spears add +1 for a supporting 2nd rank of spears, if both are the same grade and in good going, and their frontal opponents are not elephants. If fighting elephants to their front, their combat outcome is modified as specified on P.23.”

4th bullet. Replace with:

- “Pikes except **(X)** add +1 for each supporting 2nd or 3rd rank of pikes, if all are the same grade and in good going, and their frontal opponents are not elephants. If fighting elephants to their front, their combat outcome is modified as specified on P.23.
- Foot fighting to their front against pikes except **(X)** deduct 1 if the pikes are supported by a 4th rank of pikes, if all ranks are pikes of the same grade and in good going.”

5th bullet. Replace with:

- “Pikes **(X)** add +1 for each supporting 2nd or 3rd rank of pikes **(X)** or **(I)**, if all are in good going, and their frontal opponents are not elephants. If fighting elephants to their front, their combat outcome is modified as specified on P.23.”

6th bullet. Delete whole bullet. (Replaced with modified combat outcome on P.23).

8th bullet. Replace with:

- “Warband **(S)** or **(O)** who are fighting mounted troops to their front add +1 for each supporting 3rd or 4th rank of warband if all ranks are of **(S)** or **(O)** warband or a mixture thereof.”

12th bullet. Replace with:

- “Psiloi **(S)** or **(O)** who are fighting skirmishers to their front add +1 for a supporting rank of psiloi of the same or **(O)** grade.”

13th bullet. Delete whole bullet. (Replaced with mitigating rear support factor on P.23).

14th bullet. Delete whole bullet. (Replaced with mitigating rear support factor on P.23).P. 22

Tactical Factors.

1st -2. Replace with:

“-2 If an element of a demoralised command other than its general.”

3rd -2. Replace with:

“-1 If (S) or (O) warband in close combat against foot to their front while in rough or difficult going.

-2 If blades in close combat against foot to their front while in rough or difficult going.”

4th -2. Replace with:

“-2 If spears, pikes, (O) or (I) hordes or train in close combat while in rough or difficult going or while crossing any but a paltry river except by a road ford or bridge.”

Grading factors

Page 23

3rd +1. Replace with:

“+1 if your element is not artillery, and scored at least 2 more than (F) opponents.

Insert new paragraph before COMBAT OUTCOME:

“Mitigating rear support factors

Compare your element’s total score **after** grading factors to that of its shooting or frontal close combat opponent **after** grading factors, then adjust the winning element’s score by each of the following that apply:

-1 if any troop-type except elephants or artillery scored more than enemy cavalry if these are supported by a 2nd rank of cavalry (O) if (O), (I) if (I).”

-1 if cavalry or knights (X) scored more than cavalry (O) or (I) if these are supported by a 2nd rank of psiloi (S) or (I), provided that such support is expressly permitted by their army list.

-1 if warband, mounted troops except knights (X), war wagons or troops defending fortifications scored more than enemy spears, pikes, blades or auxilia if these are supported by a single 2nd or 3rd rank of psiloi armed with bows, or a single 2nd rank of psiloi armed with crossbows or handguns, provided that such support is expressly permitted by their army list.

If an element’s total is less than that of its opponent, but more than half.

Para 2. Replace with:

“Knights. Destroyed by elephants, expendables or light horse, by (S) bowmen whose front they moved into contact with this bound, or by any enemy if in close combat in difficult going. If not, recoil.”

Para 6. Replace with:

“Spears. Destroyed by elephants, knights, (S) camelry or expendables if in going these count as good, or by warband. Spears fighting elephants to their front instead recoil if supported by a 2nd rank of spears of the same grade. In other circumstances, recoil.

Pikes. Destroyed by elephants, knights, (S) camelry or expendables if in going these count as good, or by warband. Pikes fighting elephants to their front instead recoil if supported by a 2nd rank of the same grade, or of (X) or (I) if the front rank is (X). In other circumstances, recoil.

Blades. Destroyed by knights, (S) camelry or expendables if in going these count as good, or by warband. Blades (S) or (O) fighting knights or (S) camelry to their front instead recoil if supported by a 2nd rank of (S) or (O) blades. In other circumstances, recoil.”

Para 13. Replace with:

“Hordes. Destroyed by knights, (S) camelry or expendables if in going these count as good, or by elephants or warband, or if (I) in close combat. If not, recoil unless (I).”

DESTROYED ELEMENTS

Page 24

Para 2. 1st sentence. Replace with:

“When an element is destroyed as its close combat outcome or by being unable to complete a recoil from close combat, all friendly elements with any part directly behind and less than the destroyed element’s base **depth** from the initial position of its rear edge, or less than one base **width** if this is less, and any psiloi which gave rear support, are also destroyed unless any of the following apply:”

2nd bullet. Replace with:

- “The front element or that behind is of war wagons, baggage or naval, or the front element is of artillery or (I) hordes.”

Add new paragraph at the end:

“If an element that fought as a flank contact is still in front edge to side edge contact with enemy after destroyed enemy elements have been removed, it is immediately shifted sideways, if necessary and there is room, to conform to front corner to front corner and front edge to side edge contact with the front-most such element.”

RECOILING ELEMENTS

Para 1. 2nd sentence. Replace with:

“If it meets friends facing the same direction, it may pass through to their rear if of a type allowed to do so (and must do so if it is psiloi), otherwise if naval it pushes back naval, if land troops any but elephants, war wagons, baggage or naval.”

Insert new paragraphs at the end of the section:

“An element pushed back behind a recoiling element does not itself count as recoiling. If it meets friends it passes through them or pushes them back in the same circumstances as if it was recoiling.

The recoiling element, not the pushed back element, is destroyed if, before the recoiling element has completed its recoil move, the pushed back element’s path is blocked by any of the following:

- Enemy (other than psiloi contacted on a side or rear edge or rear corner, who immediately flee). Unless the pushed back element is psiloi, this enemy is also destroyed if contacted on a rear corner only or a rear edge by the pushed back element’s edge, or on a rear or side edge by its corner only. It does not then count as having been destroyed in close combat.
- Friends it cannot pass through and cannot push back sufficiently for the recoiling element to complete its recoil move.

- Terrain it cannot cross. (Landing troops can re-embark. A boat pushed back on a river follows its curves.).
- A PF parapet or TF, except from inside an enemy TF or unopposed at a gateway.

In each such case the pushed back element (unless itself destroyed – see DESTROYED ELEMENTS above) is moved back as far as the obstruction.

The pushed back element is lost if it is pushed even partly off the table edge. The recoiling element is only lost if it also crosses the table edge.”

FLEEING ELEMENTS

Para 1. Add a 6th bullet.

- An element of skirmishers fleeing as a result of an enemy press forward move flees directly away from (perpendicularly to) the enemy front, making an initial turn if necessary.

PURSUING ELEMENTS

Page 25

Para 2. 1st sentence. Replace with:

“Contiguous 2nd, 3rd or 4th rank elements lined up behind pursuers also pursue if they are of the same troop-type as the pursuers or if they would be capable of giving the pursuers rear support against any troop-type, even if not the type being pursued.”

Add new section before STORMING FORTIFICATIONS.

“PRESSING FORWARD

If an undemoralised group (entirely of foot, or of foot plus a mounted general and any troops double based with him) causes all of its frontal close combat opponents to flee in its own bound, without pursuing any of them, it can press forward after all combats have been resolved for the bound. This is only permitted if any tactical move the elements comprising the group made earlier in the bound was entirely straight ahead. Skirmishers can only press forward if in a rear rank behind other troops. All ranks must press forward if any do. No troops can press forward across fortifications.

A press forward move is straight ahead, up to the full tactical move of the slowest element in the group. Any enemy skirmishers that would obstruct the push forward move flee (once only) without being contacted. The move ends if fresh enemy non-skirmishers are contacted. Combat is not resolved till next bound. If skirmishers are contacted (because their flee move was forced to deviate to avoid some obstruction), they are immediately destroyed; the press forward move can continue.

A press forward move does not count as an outcome move, so must obey normal movement restrictions.

Note that as groups are not fixed in DBM, if only part of a group causes all of its close combat opponents to flee, that sub-group can choose to make a press forward move, but this must include all contiguous lined-up ranks, as stated above. As a press forward move does not require PIPs, it can include troops of different commands if these constitute a group.”

STORMING FORTIFICATIONS.

1st sentence. Replace with:

“An element assaulting fortifications which destroys a defending element or forces it to flee or recoil, or which achieves a higher score than an undefended fortification, (unless fighting only as a

flanker on a corner or friends are in the way) immediately pursues 1 base depth measured from the inner edge of the fortification, any enemy elements in the way being moved back sufficiently to make room.”

LOSSES

1st Para. Last sentence. Replace with:

“For the purpose of calculating demoralisation, defeat and tie break situations, each troop element counts as 1 **element equivalent**, except as follows:”

1st bullet. Replace with:

- “Each element of war wagons (**I**) counts as 3 element equivalents.
- Each element of psiloi, hordes except (**I**), boats (**F**) or irregular auxilia (**I**) counts as half an element equivalent.
- Expendables or hordes (**I**) count as 0 element equivalents.”

4th bullet. Replace with:

“Baggage does not count towards the original element equivalents of a command or army, but baggage losses are added to total army losses when calculating final defeat and tie breaks only. Each element counts as 2 elements if destroyed in close combat, 1 if lost any other way, 0 if demoralised but not yet lost.”

DEMORALISED COMMANDS

Para 2. Last sentence. Replace with:

“All other mobile elements must flee in spontaneous retreat [See P. 24] unless within the circuit of a fortification not entered by enemy, or in a tower, or their front edge is in contact with enemy.”

VICTORY & DEFEAT.

Para 2. Insert after “0 to 10”:

“If neither side has any demoralized commands at the end of the game, and either side has any commands which have lost at least one quarter of their original element equivalents, transfer 1 VP from a side with more such commands to the side with less such commands.”

GLOSSARY

- **Edge contact:** Each element has at least part of an edge in contact with at least a part of an edge of the other. Elements in contact only corner-to-corner are not in edge contact.
- **Rear Support:** An element counts as giving rear support if it fulfils the criteria for rear support given on P.22, and the front rank element’s frontal opponents are of a type against which a relevant rear support factor, modified combat outcome or mitigating rear support factor is listed. It does not count as giving rear support against other types.
- **Straight ahead:** Perpendicularly forwards from the element’s front edge.
- **Straight back:** Perpendicularly backwards from the element’s rear edge.
- **Table:** The rectangular area representing the battlefield.
- **Within 1 base width:** At or closer than 1 element base width distance.
- **Within x paces:** At or closer than x paces distance.

DIAGRAMS

Figure 5. Replace with:

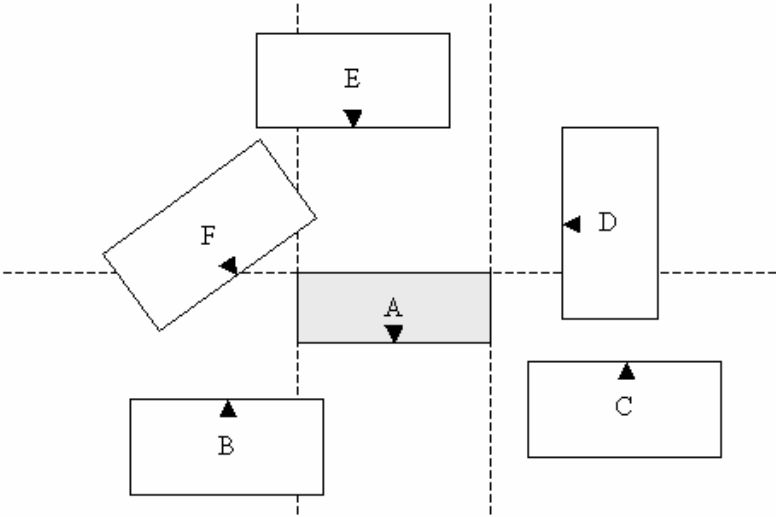


Figure 5: Flank or Rear Contacts

An element in position B cannot contact A in flank or rear. An element in position C or D can contact A's left flank but not its rear. An element in position E can contact A's rear or its right flank. An element in position F can contact A's right flank, but not its rear.

Figure 7.

4th sentence. Replace with:

“K does not overlap L, and must have moved into that position before L contacted J.”

Insert new Figure 10b:

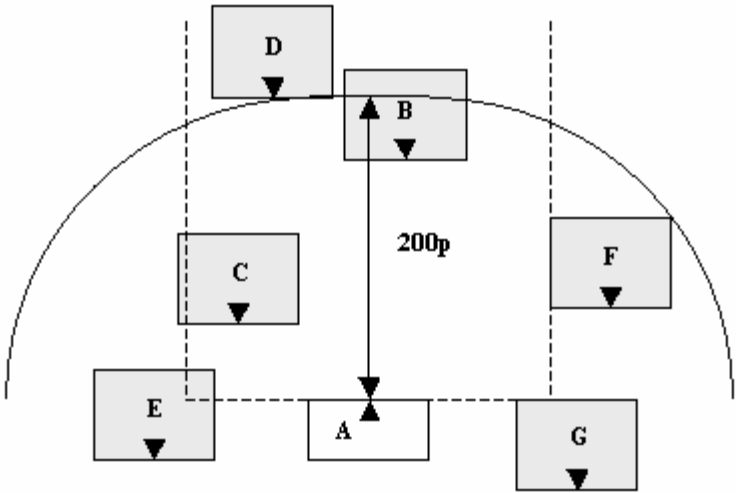


Figure 10b: Distant Shooting

A is an element of bowmen. The dotted line shows the area 1 element base width either side of straight ahead of A inside which A can target enemy (A's "arc of fire"). The solid line shows A's shooting range (200p).

If all the shaded elements are separate elements, A must shoot at B because it is the target most directly to A's front.

If each shaded element was the only enemy element present, A could shoot at B, C, D or E, because they are within range and at least partly inside A's arc of fire. A cannot shoot at F or G because, although within range, they are not even partly inside A's arc of fire.

Figure 11a

Para 3. Replace with:

“Both sides dice. C scores 4, adds its combat factor against foot of +5, a further +1 for the general and -1 for the 4th rank of the enemy pikes. I scores 4, adds its combat factor against foot of +3, and a further +1 for rear support from each of the 2nd and 3rd elements of pikes behind it. However, it must deduct 1 for being overlapped by D.”

Para 4. 1st sentence. Replace with

“There are no modifications for grading, as both elements are (O), and no mitigating rear support factors, so the final scores are 9 to C, 8 to I.”

Figure 11b. Replace text with:

“The players now dice for B and E. B scores 6, adds its combat factor of +5, and -1 for the 4th rank of the enemy pikes. E scores 1, adds its combat factor of +3 and a further +2 for rear support by pikes F & G, but must deduct 2, since it is now overlapped by both A and C. E's score is half or less that of its opponent, so it is destroyed.

F is less than E's base depth behind E, so is also destroyed

It is now the Macedonian player's bound, and he can move G (with H in support) & I (with J, K & L in support) back into contact if he wishes to as two (because their front is not level) group moves expending 1 PIP each."

Figure 12 Page 37
Para 2. 2nd sentence. Replace with:
"Thus A suffers a minus 1 tactical factor, and is destroyed if it suffers a recoil combat outcome (in which case B is also destroyed because it is less than A's base depth behind A, and Y is shifted sideways so that its left front corner is in contact with the left front corner of C)."

Wading Rivers Page 39
Para 1. 1st sentence. Replace with:
"Land elements recoiling, pushed back, fleeing or pursuing in or into a river ignore the direction of flow."

Insert new page Page 39a

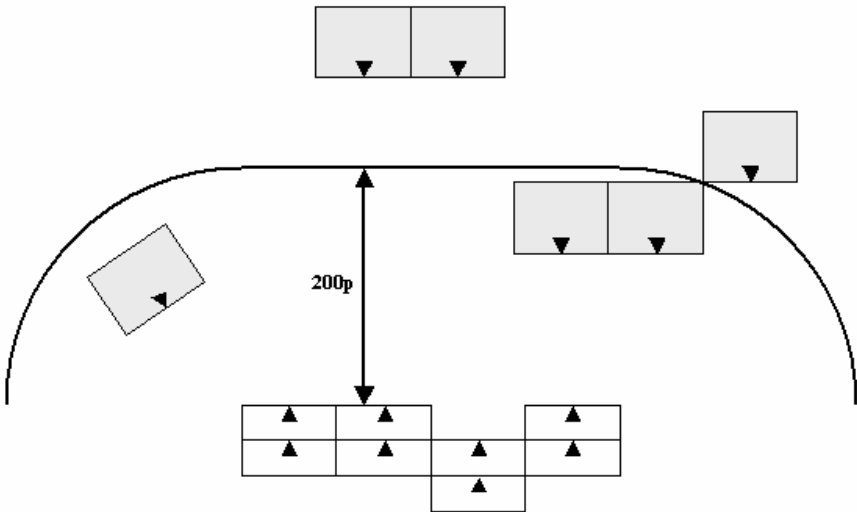


Figure 16a: Foot Marching Near Skirmishers
The unshaded elements represent a marching group of blades. The shaded elements are enemy light horse. The blades' group has four elements in its front rank. The march move must stop at the position shown by the diagram because the group now has four elements of skirmishers at or closer than 200p. This march move has gone closer than 200p to enemy, so must be entirely straight ahead - it cannot include any wheel, even while outside 200p of enemy. Any previous march moves earlier in the bound that did not go closer than 200p to enemy could have included wheels or changes of formation.

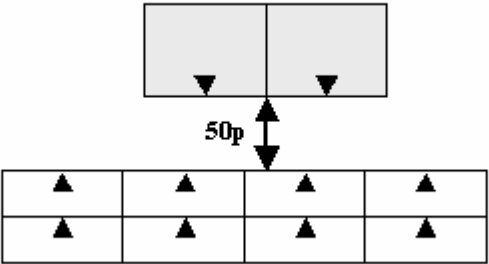


Figure 16b: Foot Marching Near Skirmishers
The unshaded elements represent a marching group of blades. The shaded elements are enemy light horse. The blades' group has four elements in its front rank. It can march move to 50p from the light horse because there are less than four enemy skirmisher (or ungrouped non-skirmisher) elements at or closer than 200p, and no grouped non-skirmisher elements.

ALL ARMY LIST BOOKS.

First page of text.
Delete "All armies must also have 2 baggage elements for each general whose command is not initially entirely waterborne".
Replace with: "All armies must also have 6 baggage elements if 400AP or less, otherwise 8."

ALLIES.
Para 1 (Bk 1, 3, 4) or Para 1 and Para 2 (Bk 2).
Delete "and 2 baggage elements" twice.

Para 2 (Bk 1, 3, 4) or Para 2 (Bk 2).
Delete "2 baggage elements must also be included."

LISTS
All Cv (S) required to be double-based with Cv (O) as the front rank of a double based element are downgraded to (and paid for as) Cv (O).

DBM V 3.2

Official
Amendments and Clarifications

Richard Bodley Scott & John Graham Leigh

06/03/11

Reformatting and PDF presentation

Martin Stephenson

EXCHANGING MOUNTED AND FOOT ELEMENTS

Page 9

Add to fourth paragraph: “All infantry shown in Army Lists as compulsorily mounted are instead treated as optionally mounted.”

ELEMENT BASING

Page 10

Add new paragraph after bullets: “All cavalry elements required by Army Lists to be double-based with other cavalry are treated as optionally double-based, except that if they are double-based, both front and rear rank elements are treated and paid for as Cv(O), regardless of the grading specified by the list, and the Army Point reduction for double-based rear rank elements applies.”

ARMY SIZE

Page 11

Add at end of second paragraph: “An elephant-mounted general is Regular where specified by the army list. Such a general counts as Irregular in all respects except for PIP allocation, but is paid for as Regular.”

ELEMENT COST

Regular Blades: change cost for S to 8, O to 6, I to 4, F to 6, X to 7

Irregular Blades: change cost for I to 3

Regular Auxilia: change cost for S to 4.5, O to 3.5, I to 2.5, X to 3.

TERRAIN CHOOSING

Page 12

Numbered paragraph 2: add to last bullet: “The first compulsory road placed counts as 0 feature equivalents.”

PLAYER INITIATIVE POINT DICING

Page 16

Last +1, first bullet: insert after “knights”: “war wagons or elephants”. Insert after parenthesis: “hordes or expendables”.

REAR SUPPORT

Page 22

Add to first paragraph:

“Where the new (DBMM) army lists specifically allow rear support by a different grade of the same type, such as Pk(I) supporting Pk(O), this is allowed in DBM. Exception: Sp(O) cannot support Sp(S) even if this is specified by the army list.”

Delete 7th bullet (version 3.1 only) concerning Wb(S) or (O).

COMBAT OUTCOME

Page 23

If an element’s total is less than that of its opponent, but more than half

Para 9 (Warband): add after “elephants”: “Warband (S) or (O) fighting knights, (S) camelry or elephants to their front instead recoil if supported by 2nd, 3rd and 4th ranks of (S) or (O) warband.”

Explanatory Notes

The DBM 3.2 amendments started in 2009 as the SW House Rules. The changes, and the reasons for them, are explained below.

1. Army Points

Reduce the cost of Reg Bd(I) to 4 AP, and Irr Bd(I) to 3 AP.

Bd(I) are now significantly worse than in previous versions of DBM – they cannot receive rear support from or give rear support to Bd and are still “quick-killed” by knights etc. Their cost should be the same as Sp(I).

Reduce the cost of Reg Bd(O) and (F) to 6 AP, and that of Reg Bd(S) to 8 AP.

This is specifically intended to make legionary-heavy Roman armies more viable; such armies have a long history of under-achievement in DBM. The change will be significant only for armies with large numbers of Reg Bd – those with only a few, such as some late medieval armies, will benefit marginally.

Suggested by Paul Apreda: reduce the cost of Reg Bd(X) to 7 AP.

Suggested by Mark Lewis: reduce the cost of all Reg Ax by 0.5 AP.

Reg Ax(S) become 4.5 AP, Reg Ax(O) 3.5, Reg Ax(I) 2.5, Reg Ax(X) 3.5.

Reg Ax have no fighting advantage and only a small manoeuvre advantage over Irr Ax – worth less than a full AP which represents between half and a quarter of the Irr Ax cost.

2. Rear support factors

Suggested by Hammy Hamilton: rear support by 3rd and 4th ranks of Wb no longer adds tactical factors against mounted troops. Instead, Wb (S/O) supported by 3rd and 4th ranks recoil (instead of being destroyed) on less against knights, elephants or Cm(S). This treats deep Wb similarly to 2-deep Bd and Sp, and gives cavalry a chance against them.

Rationale: the change to 3 supporting ranks has made Wb very strong against Kn and immune to Cv. The proposed change will leave the Wb resilient but much less likely to destroy mounted troops.

Where the new (DBMM) army lists specifically allow rear support by a different grade, such as Pk(I) supporting Pk(O), this is allowed in DBM. Exception: Sp(O) may not support Sp(S) even if this is specified by the army list.

The exception, suggested by several players, is to reflect historical practice (whereby the best hoplites formed up and fought together) and to avoid Spartan armies obtaining unhistorical benefits.

3. Army Lists

Suggested by Mark Lewis: all infantry shown in Army Lists as compulsorily mounted become optionally mounted.

For example, French Ordonnance archers become Reg Bw(S) at 7 AP, with an option to make them mounted infantry at an additional 1 AP.

Most mounted infantry left their horses with the baggage. They did not usually ride on the battlefield.

Suggested by Peter Feinler: all cavalry elements required by Army Lists to be double-based with other cavalry are treated as optionally double-based. If they are double-based, both front and rear rank elements are treated and paid for as Cv(O), regardless of the grading specified by the list. The AP reduction for double-based rear rank elements applies. This applies to only five lists: Hsien-Pi, Early Byzantine, Maurikian Byzantine, Thematic Byzantine and Rshtuni Armenian.

4. Terrain

Suggested by Peter Feinler: a compulsory road counts as 0 feature equivalents. This prevents the situation whereby a defender with a compulsory road but no other compulsory features has only 2.5 FEs available.

5. PIP expenditure

Suggested by Peter Feinler: El, Exp, Irr WWg and Hd expend 1 additional PIP for a third march move in a bound even when in single-element column. This puts clumsy troops on the same basis as Kn in this respect.

6. Elephant-mounted generals

Suggested by Peter Feinler: an elephant-mounted general is Regular where specified by the army list. Such a general counts as Irregular in all respects except for PIP allocation, but is paid for as Regular.

DBM Official V 3.2
Amendments and Clarifications

DBM 3.1 27/02/05 (Errata corrected 02/06/05)
Richard Bodley Scott

Amended as DBM 3.2 06/03/11 with approval of
Richard Bodley Scott

Reformatting and PDF presentation

Martin Stephenson
04/04/11

KNIGHTS Exception (X).

Page 5

2nd sentence. Replace with:

“They are treated as (S) knights when shot at by bowmen or naval, or in close combat to their front against light horse, spears, pikes, or bowmen, as (I) knights in close combat to their front against knights except (X), expendables or warband, otherwise as (O) knights.”

CAVALRY Superior (S).

1st sentence. Replace with:

“Either all combining bow with lance, such as Avars or Belisarius’s boukellarioi, or lacking lances but on partially protected horses, such as Saka nobles or many Sassanids, or with handgun.”

CAVALRY Ordinary (O).

1st sentence. Replace with:

“Depicted with lance and trained to fight in a formation mixing ranks armed with lance and shield or with bow, such as later Byzantine cavalry, or riding unprotected horses and armed with javelins and usually shield, such as the majority of ancient cavalry, or with bow and spear, such as early Achaemenid cavalry, or with bow and sword, such as most Belisarian Byzantine cavalry and medieval Persian cavalry, or armed with lance but relying on fencing skills rather than the impetus of their charge, such as Arab cavalry, or with halberd or crossbow.”

BLADES Exception (X).

Page 6

Last sentence. Replace with:

“They are treated as (S) blades when in close combat with knights or (S) camelry to their front, and can be supported against these by a second rank element of (X) blades, also counting as (S). They can only support or be supported by (X) blades. If expressly required by their army list to be mounted on a double element base, they are treated as (O) blades when in close combat to their front with troops other than knights or (S) camelry. In all other circumstances, except for impetuosity [See P.19], they are treated as (F) blades.”

BAGGAGE

Page 9

7th sentence. Replace with:

“Only mobile baggage can move.”

FORTIFICATIONS

Insert after “The smallest gap permitted between non-continuous fortifications is 1 element width.”:

“The angle inside corners of continuous fortifications cannot be less than 90 degrees nor more than 270 degrees.”

EXCHANGING MOUNTED AND FOOT ELEMENTS.

Add to fourth paragraph:

“All infantry shown in Army Lists as compulsorily mounted are instead treated as optionally mounted.”

Last paragraph. Add at the end:

“Enemy contacting riderless mounts do not have to make one of the permitted contacts listed on P.18, and can continue their move after the mounts are removed.”

ELEMENT BASING

Page 10

Double based elements. Last bullet. Replace with:

- “If only one element of a double element is destroyed, the double element is replaced by a single element of the other element’s type. The surviving single element remains in its original position.”

Add new paragraph after bullets:

“All cavalry elements required by Army Lists to be double-based with other cavalry are treated as optionally double-based, except that if they are double-based, both front and rear rank elements are treated and paid for as Cv(O), regardless of the grading specified by the list, and the Army Point reduction for double-based rear rank elements applies.”

ARMY SIZE

Page 11

Para 1. Last 3 sentences. Replace with:

“Each army must include 6 baggage elements if 400AP or less, otherwise 8. Baggage elements must all be assigned to a single on-table C-in-C’s or sub-general’s command after deployment. All other elements and generals must be assigned to commands before the set-up procedure on P. 12 is started.”

Add at end of second paragraph:

“An elephant-mounted general is Regular where specified by the army list. Such a general counts as Irregular in all respects except for PIP allocation, but is paid for as Regular.”

ELEMENT COST

Regular Blades: change cost for S to 8, O to 6, I to 4, F to 6, X to 7

Irregular Blades: change cost for I to 3

Regular Auxilia: change cost for S to 4.5, O to 3.5, I to 2.5, X to 3.

TERRAIN CHOOSING

Page 12

Para 2. Replace with:

“1. The invader can choose whether or not to provide and position **one only** of the following:

- If he has at least 2 naval elements, a WW along one short table edge. Unless a WW is listed as compulsory for the defender’s army, he can only do so if he dices and scores 4, 5 or 6. If a WW is listed as compulsory, he can place one without dicing, but is not obliged to do so. A different non-water-feature option can be chosen if dicing is unsuccessful.
- A river flowing from one long table edge to the other. Unless a Rv is listed as compulsory for the defender’s army, he can only do so if he dices and scores 4, 5 or 6. If a Rv is listed as compulsory, he can place one without dicing, but is not obliged to do so. A different non-water-feature option can be chosen if dicing is unsuccessful. If a river is placed, a second dice is thrown. The river must be entirely between **250p** plus **50p** times the score on this dice and **600p** plus **100p** times its score from the short table edge.
- A road from one central sector table edge to the other, plus 0 or 2-3 feature equivalents of entirely steep hills. Such hills can include a full or partial covering of Wd, V, O, rocky ground or brush if permitted to the defender, but the whole hill counts as DGo, and as a H(S), so does not satisfy a requirement for other types of compulsory terrain.”

Para 3. Replace with:

“2. The defender now provides and positions 2-3 feature equivalents of his choice. His choice must include 1 feature (of 1-1½ feature equivalents if an area feature) of each compulsory terrain type not

yet present. For the purpose of this total only, these count as half their actual feature equivalents. His terrain is positioned in two phases (i) compulsory features (ii) optional features. In each phase, WW, river and BUA/fields must be placed first. He is restricted to:

- One WW, and only if none is already present and (if the army list book allows a BUA to his army) he positions a BUA in contact with it. Unless it is compulsory, he can only include a WW in his terrain selection if he dices and scores 5 or 6. A different option can be chosen if dicing is unsuccessful.
- One river flowing from one short table edge to that opposite, or to a WW, or to an attacker-positioned river. Unless it is compulsory, he can only include a river in his terrain selection if he dices and scores 6. A different option can be chosen if dicing is unsuccessful. If dicing is successful, divide the table depth equally into four and dice again. The river cannot go outside the indicated zone: 1 - zone nearest defender, 2,3 - central zone nearer defender, 4,5 - central zone nearer invader, 6 - nearest zone to invader.
- One BUA, and only if in contact with a WW, or, if there is none, in a flank sector or placed so that a gateway or included road links with an invader-placed road. The BUA (or any incorporated hill) must be positioned in contact with the defender's rear table edge unless he dices and scores 5 or 6. If dicing is unsuccessful he must place it in contact with his rear table edge. The BUA and any fields must all be entirely within 1 sector.
- Up to 2 external roads, and only if they link with a BUA or join/cross a previous road, or roads are compulsory. The first compulsory road placed counts as 0 feature equivalents."

Para 4. Replace with:

"3. An invader who has not yet placed any terrain can now choose and position 0-1.5 feature equivalents of area features permitted by the defender's list (not BUAs).

Para 6. 2nd sentence. Replace with:

"A 2nd dice throw decides the position of the feature within the sector: 1,2 it must touch a table edge or waterway, 3,4 its nearest part must be between **100p** and **300p** from the nearest table edge or waterway edge, 5,6 no part can be within **300p** of any table edge or waterway edge."

Para 7. 2nd sentence. Replace with:

"For movement and combat, an element that is in more than one type of going is treated as in whichever would slow cavalry more. For visibility, an element that is in more than one type of terrain is treated as in whichever would reduce visibility less."

Para 8. 1st sentence. Replace with:

"A hill is a single feature whether some or all of its slopes are steep, rough or covered with woods, vineyards, orchards or olive groves, or all are gentle and bare."

Page 13

Para 2. 2nd sentence. Replace with:

"Only one can be used, occupying the full length of a short table edge, and extending anywhere between a minimum of **300p** and a maximum of **300p** plus **100p** times the score of one dice inward from that table edge. No more than half can extend more than **600p** inward."

Insert new sentence after 2nd sentence.

"It counts as 1 feature equivalent."

Para 3. Insert new sentence after 2nd sentence.
“Each counts as 1 feature equivalent.”

DEPLOYMENT

Page 15

Para 6. 3rd sentence. Replace with:

“Each side's first command must be the one with the largest total number of elements, excluding baggage and ambushers.”

Para 6. 5th sentence. Delete “Elements of different commands must not intermingle when first deployed.”, substitute:

“All non-baggage elements of a command must deploy within a notional rectangle, which:

Must be parallel with the battlefield edges.

Cannot intersect or be inside another friendly command's rectangle.

Can be in contact with another friendly command's rectangle. Elements of one command can be deployed in contact with elements of another friendly command.”

Add new paragraph at the end:

“After both sides have deployed all on-table troops except ambushers, each side assigns all their baggage to one on-table C-in-C's or sub-general's command.”

OFF-TABLE FLANK MARCHES

Para 1. 4th and 5th sentences. Replace with:

“A C-in-C cannot flank march, nor can baggage.”

Para 2. 1st sentence. Replace with:

“If both sides have a flank march on that flank, the two commands' total numbers of elements are compared.”

Para 3. Delete “Baggage arrives last.”

PLAYER INITIATIVE POINT DICING

Page 16

Last +1. Replace with:

“+1 If a marching group is marching for a fourth or subsequent time that bound, or for a third time if it includes any of the following:

- Any knights, war wagons or elephants (other than a general and any troops double based with him), hordes or expendables in any formation.
- Any irregulars (other than skirmishers) not in a single element wide column.”

UNRELIABLE ALLIES.

(b). Replace with:

“(b) If he is irregular and of a different nation to the main army, or if regular or irregular and of the same nation in a civil war, his command will change sides and become a committed enemy command if any of its own side's commands become demoralised.”

Group moves

Page 17

Para 2. Last line. Replace with:

“line up with enemy who are within 1 base width [See P. 18], nor mounting, dismounting, disembarking or embarking.”

Para 3. 2nd bullet. 5th sentence. Replace with:

“No element can end further to its rear than its position prior to the formation change (but after any initial 180° turn).”

Movement Restrictions

Page 18

Para 2. Replace with:

“In the following circumstances moves which would not normally be permitted, are permitted to allow troops to line up with or contact enemy:

- When a single element or group moves within 1 base width of enemy, one sideways shift of up to half an element width is permitted **if it is necessary** to line up the troops so that a move straight ahead (this bound or in a subsequent bound), without any further sideways shift, would allow at least one element to make contact with the enemy as specified in paragraph 4 below. Such a shift does not itself prevent a move from counting as entirely straight ahead. If, however, a wheel is also required to line up with the enemy, the shift can be performed before, during or after the wheel. The normal rules for crossing the enemy front are suspended during the shift unless the move ends with any element in front edge contact with an enemy flank or rear. If the move is otherwise entirely straight ahead or by a group, the shift is disregarded for measuring move distance.
- Several single element or group moves can be made simultaneously to allow contact with an enemy element or group, but only if none of the moving elements or groups could contact enemy without the others moving first, and all moves can be carried out without any element or group interpenetrating another.”

Para 3. Replace with

“When an element which is not part of a group or which is part of a group entirely of skirmishers is contacted by the front edge or by the front corner only of an enemy element which is part of a larger group whose whole move was entirely straight ahead (without any sideways shift), it must immediately pivot and/or shift sideways as needed to exactly face the element contacting it the most, unless any of the following apply:

- No part of it is straight ahead of any part of the contacting element’s front edge.
- It is already in contact with enemy.
- It is defending fortifications or the edge of a terrain feature.
- It is of a type that does not turn to face flank contact.
- This will position it so that a recoil would meet a friendly element it could not pass through or push back enough to fully recoil, or a flee move from combat would take it off table. This exception applies even if recoil or flee is not a possible outcome.
- There is insufficient space for it to pivot or shift. In this case, an element of skirmishers contacted by foot must still pivot or shift if sufficient space can be made for it to do so by the moving group being moved straight back to make room.

If such an element is in even partial edge-to-edge contact with another friendly element other than of skirmishers, it need not pivot, but must shift sideways to line up. The player whose bound it is chooses the order of multiple pivots/shifts.”

Para 4. Replace with

“If the enemy is not required to pivot or shift sideways as above, the following restrictions apply to all tactical, spontaneous advance or pressing forward moves:

- Troops can only move into contact with enemy if a single element or at least one element of a group ends in one of the following positions.

- Front edge in full contact with an enemy element's front edge and front corner in contact with that enemy element's front corner.
- Front edge in at least partial contact with an enemy element's flank edge and front corner in contact with that enemy element's front corner. [Fig. 6.]
- Front edge in full contact with an enemy element's rear edge and front corner in contact with that enemy element's rear corner.
- In right-to-right or left-to-left front corner to front corner contact with an enemy element, and facing the exact opposite direction.
- In partial or complete side edge to side edge contact with an enemy element.
- In front corner to front corner and side edge to side edge contact with a friendly element whose front edge is in contact with an enemy element's flank or rear edge as specified in the 2nd or 3rd bullet above.
- No element can move into contact with an enemy element's rear unless it starts entirely on that side of an imaginary line prolonging the rear base edge of the enemy element. [Fig. 5].
- No element can move into contact with an enemy element's flank unless it starts partly or entirely on that side of an imaginary line prolonging the side base edge of the enemy element, any part not on that side of the line being behind the enemy rear. [Fig. 5]."

MARCH MOVES.

Replace whole paragraph with:

"March movement by land or water differs from tactical movement in that, there being no enemy in the immediate vicinity, it is assumed to be continuous and to include movement during the preceding enemy bound. Except as specified on P.16 a march move expends the same PIPs as a tactical move. It is identical to a tactical move except that:

- Normally, it cannot start or go closer to known enemy than **200p**, and ends immediately on discovering previously unknown enemy within **200p**. However, this distance is reduced to **50p** if all of the following apply:
 - The movers are entirely unmounted foot or unmounted foot plus a mounted general and any troops double based with him.
 - The enemy are entirely skirmishers, or any type if not part of a group.
 - The enemy total less elements than the number of elements in the moving group's front rank (even if this is not level).

Any march move that goes closer to known enemy than **200p**, as permitted by the above exception, must be entirely straight ahead. It must stop as soon as it has the required number of known enemy elements within **200p**. [Fig. 16.]

- An element can make or join in as many march moves during each bound as there are sufficient PIPs for, but cannot also make a tactical move that bound."

HALTS

Add at the end:

"Halts and moves are mutually exclusive. No element can take part in a halt and also any tactical or march move in the same bound."

MOVING THROUGH FRIENDLY TROOPS OR GAPS

Page 20

Para 1. 1st sentence. Replace with:

"Except when contracting a group into a column, no element can enter a gap less than 1 element wide between elements it could not interpenetrate in the direction moved and/or fortifications or impassable terrain, unless while it is in the gap it moves straight ahead or straight back and stops

when it meets any obstruction that it cannot pass through; if moving straight ahead, it must end its move in contact with enemy; if moving straight back, it must end its move out of the gap and cannot end its move in contact with enemy. (Note that an element moving sideways out of the middle of a single element wide column can do so because it is leaving the gap not entering it.)”

Para 2. Add new bullet:

- “Any land troops can pass through **(I)** hordes in any direction, the hordes being destroyed as the interpenetration starts.”

Para 3. 1st bullet. Replace with:

- “Foot elements passed through by knights, **(S)** camelry or expendables flee.”

DISTANT SHOOTING

Page 21

Para 1. 1st & 2nd sentences. Replace with:

“Artillery, bowmen, war wagons **(S)** or **(O)**, elephants **(X)**, ships **(S)**, **(O)** or **(X)**, galleys, and boats **(S)** or **(X)** within range and which did not march or flee this bound can shoot at any 1 enemy element any part of which is visible inside an imaginary rectangle extending 1 element base width either side of the shooting element’s front. [See Fig. 10b.]”

Para 1. 4th sentence. Replace with:

“Shooting is not permitted if shooter or target is:

- in close combat.
- providing rear support to an element in close combat.
- in full front edge to rear edge contact with an element in close combat.
- overlapping an enemy element which is in close combat to its front.”

Para 3. 1st sentence. Replace with:

“A second rank element of bowmen can aid the shooting of the front rank element or that of the element it is aiding, but only if all of the following apply:

- Both ranks are bowmen, armed with same type of bow.
- Both ranks belong to the same command.
- The second rank element is in full front edge to rear edge contact with the front rank element.
- Both ranks are of the same grade, or the front rank is **(X)** and the rear rank is **(S)** or **(O)** mounted on the same base.
- Neither rank is in difficult going.”

Para 4. Insert the following after “...can choose to ignore psiloi.”:

“If two targets have exactly equal priority, the player owning the shooting element chooses which one his element shoots at.”

Add new paragraph at the end of the section:

“The player whose bound it is chooses the order of adjudicating shooting combats. If two opposing elements mutually target each other they must be treated as the main shooting element on each side, otherwise the owning player chooses which of his elements counts as the main shooting element.”

CLOSE COMBAT

Para 2. 6th sentence. Replace with:

“If an element which is double based with or providing rear support to friends in frontal combat with an enemy front edge is contacted to flank or rear by an enemy front edge, this is treated as a contact with the flank or rear of the front element.”

Para 3. 2nd bullet. Add at end:

“An element in side edge to side edge contact with the rear element only of a double based element does not count as an overlap on the front rank element. An element in side edge to side edge contact with a supporting element only does not count as an overlap on the front rank element.”

Para 5. Insert at the end:

“If it is unable to conform, the attacker fights the undefended fortification section. If an assaulting element moves into full front edge contact with an undefended fortification section on one side of a corner, and an unengaged defending element is in contact with any part of the fortification section on the other side of the corner, the defending element moves to defend the assaulted fortification section at the end of the movement phase. If two assaulting elements are in full front edge contact with the two fortification sections either side of a corner:

- If one of the sections is defended, the element not faced by the defending element fights as if a flank contact, except that the defending element is not destroyed if it recoils.
- If neither section is defended, the assaulting player chooses which of his elements counts as the main attacker and which the flanker.
- The flanking element does not pursue over the fortifications if the combat is won by its side, but does recoil if the combat is lost by its side.”

RESOLVING DISTANT SHOOTING OR CLOSE COMBAT

Page 22

Para 2. Line 5. Replace with:

Bowmen	+4 v mounted	+3 v naval
	+3 when shooting at or shot at by bowmen	+2 v other foot
Camelry	+4 v mounted	+3 v naval
	+2 v foot.	

Rear Support Factors.

1st Paragraph. Replace heading and 1st sentence with:

“Rear Support

Some troop types add to their normal combat factor, modify an opposing element’s final combat score, or benefit from modified combat outcomes if supported to their rear by friendly elements of appropriate type. These must be of the same command, lined up with them, facing in the same direction and contiguous with them or an intervening rank of the same type (but not always grade) as the front rank. Rear support is not permitted if any rank is of chariots, or in difficult going, or defending fortifications, or being shot at unless cavalry or knights (I), or has any edge in contact with the front edge of enemy expendables, or has just moved into close combat against artillery (S). Where the new (DBMM) army lists specifically allow rear support by a different grade of the same type, such as Pk(I) supporting Pk(O), this is allowed in DBM. Exception: Sp(O) cannot support Sp(S) even if this is specified by the army list.

The following **Rear Support Factors** are applied immediately:”

2nd bullet. Delete whole bullet. (Replaced with mitigating rear support factor on P.23).

3rd bullet. Replace with:

- “Spears add +1 for a supporting 2nd rank of spears, if both are the same grade and in good going, and their frontal opponents are not elephants. If fighting elephants to their front, their combat outcome is modified as specified on P.23.”

4th bullet. Replace with:

- “Pikes except (X) add +1 for each supporting 2nd or 3rd rank of pikes, if all are the same grade and in good going, and their frontal opponents are not elephants. If fighting elephants to their front, their combat outcome is modified as specified on P.23.
- Foot fighting to their front against pikes except (X) deduct 1 if the pikes are supported by a 4th rank of pikes, if all ranks are pikes of the same grade and in good going.”

5th bullet. Replace with:

- “Pikes (X) add +1 for each supporting 2nd or 3rd rank of pikes (X) or (I), if all are in good going, and their frontal opponents are not elephants. If fighting elephants to their front, their combat outcome is modified as specified on P.23.”

6th bullet. Delete whole bullet. (Replaced with modified combat outcome on P.23).

8th bullet. Delete whole bullet (Replaced with modified combat outcome on P.23).

12th bullet. Replace with:

- “Psiloi (S) or (O) who are fighting skirmishers to their front add +1 for a supporting rank of psiloi of the same or (O) grade.”

13th bullet. Delete whole bullet. (Replaced with mitigating rear support factor on P.23).

14th bullet. Delete whole bullet. (Replaced with mitigating rear support factor on P.23).P. 22

Tactical Factors.

1st -2. Replace with:

“-2 If an element of a demoralised command other than its general.”

3rd -2. Replace with:

“-1 If (S) or (O) warband in close combat against foot to their front while in rough or difficult going.

-2 If blades in close combat against foot to their front while in rough or difficult going.”

4th -2. Replace with:

“-2 If spears, pikes, (O) or (I) hordes or train in close combat while in rough or difficult going or while crossing any but a paltry river except by a road ford or bridge.”

Grading factors

Page 23

3rd +1. Replace with:

“+1 if your element is not artillery, and scored at least 2 more than (F) opponents.

Insert new paragraph before COMBAT OUTCOME:

“Mitigating rear support factors

Compare your element’s total score **after** grading factors to that of its shooting or frontal close combat opponent **after** grading factors, then adjust the winning element’s score by each of the following that apply:

- 1 if any troop-type except elephants or artillery scored more than enemy cavalry if these are supported by a 2nd rank of cavalry **(O)** if **(O)**, **(I)** if **(I)**.”
- 1 if cavalry or knights **(X)** scored more than cavalry **(O)** or **(I)** if these are supported by a 2nd rank of psiloi **(S)** or **(I)**, provided that such support is expressly permitted by their army list.
- 1 if warband, mounted troops except knights **(X)**, war wagons or troops defending fortifications scored more than enemy spears, pikes, blades or auxilia if these are supported by a single 2nd or 3rd rank of psiloi armed with bows, or a single 2nd rank of psiloi armed with crossbows or handguns, provided that such support is expressly permitted by their army list.

If an element’s total is less than that of its opponent, but more than half.

Para 2. Replace with:

“Knights. Destroyed by elephants, expendables or light horse, by **(S)** bowmen whose front they moved into contact with this bound, or by any enemy if in close combat in difficult going. If not, recoil.”

Para 6. Replace with:

“Spears. Destroyed by elephants, knights, **(S)** camelry or expendables if in going these count as good, or by warband. Spears fighting elephants to their front instead recoil if supported by a 2nd rank of spears of the same grade. In other circumstances, recoil.

Pikes. Destroyed by elephants, knights, **(S)** camelry or expendables if in going these count as good, or by warband. Pikes fighting elephants to their front instead recoil if supported by a 2nd rank of the same grade, or of **(X)** or **(I)** if the front rank is **(X)**. In other circumstances, recoil.

Blades. Destroyed by knights, **(S)** camelry or expendables if in going these count as good, or by warband. Blades **(S)** or **(O)** fighting knights or **(S)** camelry to their front instead recoil if supported by a 2nd rank of **(S)** or **(O)** blades. In other circumstances, recoil.”

Para 9. Add after “elephants”:

“Warband **(S)** or **(O)** fighting knights, **(S)** camelry or elephants to their front instead recoil if supported by 2nd, 3rd and 4th ranks of **(S)** or **(O)** warband.”

Para 13. Replace with:

“Hordes. Destroyed by knights, **(S)** camelry or expendables if in going these count as good, or by elephants or warband, or if **(I)** in close combat. If not, recoil unless **(I)**.”

DESTROYED ELEMENTS

Page 24

Para 2. 1st sentence. Replace with:

“When an element is destroyed as its close combat outcome or by being unable to complete a recoil from close combat, all friendly elements with any part directly behind and less than the destroyed element’s base **depth** from the initial position of its rear edge, or less than one base **width** if this is less, and any psiloi which gave rear support, are also destroyed unless any of the following apply:”

2nd bullet. Replace with:

- “The front element or that behind is of war wagons, baggage or naval, or the front element is of artillery or (I) hordes.”

Add new paragraph at the end:

“If an element that fought as a flank contact is still in front edge to side edge contact with enemy after destroyed enemy elements have been removed, it is immediately shifted sideways, if necessary and there is room, to conform to front corner to front corner and front edge to side edge contact with the front-most such element.”

RECOILING ELEMENTS

Para 1. 2nd sentence. Replace with:

“If it meets friends facing the same direction, it may pass through to their rear if of a type allowed to do so (and must do so if it is psiloi), otherwise if naval it pushes back naval, if land troops any but elephants, war wagons, baggage or naval.”

Insert new paragraphs at the end of the section:

“An element pushed back behind a recoiling element does not itself count as recoiling. If it meets friends it passes through them or pushes them back in the same circumstances as if it was recoiling.

The recoiling element, not the pushed back element, is destroyed if, before the recoiling element has completed its recoil move, the pushed back element's path is blocked by any of the following:

- Enemy (other than psiloi contacted on a side or rear edge or rear corner, who immediately flee). Unless the pushed back element is psiloi, this enemy is also destroyed if contacted on a rear corner only or a rear edge by the pushed back element's edge, or on a rear or side edge by its corner only. It does not then count as having been destroyed in close combat.
- Friends it cannot pass through and cannot push back sufficiently for the recoiling element to complete its recoil move.
- Terrain it cannot cross. (Landing troops can re-embark. A boat pushed back on a river follows its curves.).
- A PF parapet or TF, except from inside an enemy TF or unopposed at a gateway.

In each such case the pushed back element (unless itself destroyed – see DESTROYED ELEMENTS above) is moved back as far as the obstruction.

The pushed back element is lost if it is pushed even partly off the table edge. The recoiling element is only lost if it also crosses the table edge.”

FLEEING ELEMENTS

Para 1. Add a 6th bullet.

- An element of skirmishers fleeing as a result of an enemy press forward move flees directly away from (perpendicularly to) the enemy front, making an initial turn if necessary.

Para 2. 1st sentence. Replace with:

“Contiguous 2nd, 3rd or 4th rank elements lined up behind pursuers also pursue if they are of the same troop-type as the pursuers or if they would be capable of giving the pursuers rear support against any troop-type, even if not the type being pursued.”

Add new section before STORMING FORTIFICATIONS.

“PRESSING FORWARD

If an undemoralised group (entirely of foot, or of foot plus a mounted general and any troops double based with him) causes all of its frontal close combat opponents to flee in its own bound, without pursuing any of them, it can press forward after all combats have been resolved for the bound. This is only permitted if any tactical move the elements comprising the group made earlier in the bound was entirely straight ahead. Skirmishers can only press forward if in a rear rank behind other troops. All ranks must press forward if any do. No troops can press forward across fortifications.

A press forward move is straight ahead, up to the full tactical move of the slowest element in the group. Any enemy skirmishers that would obstruct the push forward move flee (once only) without being contacted. The move ends if fresh enemy non-skirmishers are contacted. Combat is not resolved till next bound. If skirmishers are contacted (because their flee move was forced to deviate to avoid some obstruction), they are immediately destroyed; the press forward move can continue.

A press forward move does not count as an outcome move, so must obey normal movement restrictions.

Note that as groups are not fixed in DBM, if only part of a group causes all of its close combat opponents to flee, that sub-group can choose to make a press forward move, but this must include all contiguous lined-up ranks, as stated above. As a press forward move does not require PIPs, it can include troops of different commands if these constitute a group.”

STORMING FORTIFICATIONS.

1st sentence. Replace with:

“An element assaulting fortifications which destroys a defending element or forces it to flee or recoil, or which achieves a higher score than an undefended fortification, (unless fighting only as a flanker on a corner or friends are in the way) immediately pursues 1 base depth measured from the inner edge of the fortification, any enemy elements in the way being moved back sufficiently to make room.”

LOSSES

1st Para. Last sentence. Replace with:

“For the purpose of calculating demoralisation, defeat and tie break situations, each troop element counts as 1 **element equivalent**, except as follows:”

1st bullet. Replace with:

- “Each element of war wagons (**I**) counts as 3 element equivalents.
- Each element of psiloi, hordes except (**I**), boats (**F**) or irregular auxilia (**I**) counts as half an element equivalent.
- Expendables or hordes (**I**) count as 0 element equivalents.”

4th bullet. Replace with:

“Baggage does not count towards the original element equivalents of a command or army, but baggage losses are added to total army losses when calculating final defeat and tie breaks only. Each element counts as 2 elements if destroyed in close combat, 1 if lost any other way, 0 if demoralised but not yet lost.”

DEMORALISED COMMANDS

Para 2. Last sentence. Replace with:

“All other mobile elements must flee in spontaneous retreat [See P. 24] unless within the circuit of a fortification not entered by enemy, or in a tower, or their front edge is in contact with enemy.”

VICTORY & DEFEAT.

Para 2. Insert after “0 to 10”:

“If neither side has any demoralized commands at the end of the game, and either side has any commands which have lost at least one quarter of their original element equivalents, transfer 1 VP from a side with more such commands to the side with less such commands.”

GLOSSARY

- **Edge contact:** Each element has at least part of an edge in contact with at least a part of an edge of the other. Elements in contact only corner-to-corner are not in edge contact.
- **Rear Support:** An element counts as giving rear support if it fulfils the criteria for rear support given on P.22, and the front rank element’s frontal opponents are of a type against which a relevant rear support factor, modified combat outcome or mitigating rear support factor is listed. It does not count as giving rear support against other types.
- **Straight ahead:** Perpendicularly forwards from the element’s front edge.
- **Straight back:** Perpendicularly backwards from the element’s rear edge.
- **Table:** The rectangular area representing the battlefield.
- **Within 1 base width:** At or closer than 1 element base width distance.
- **Within x paces:** At or closer than x paces distance.

Figure 5. Replace with:

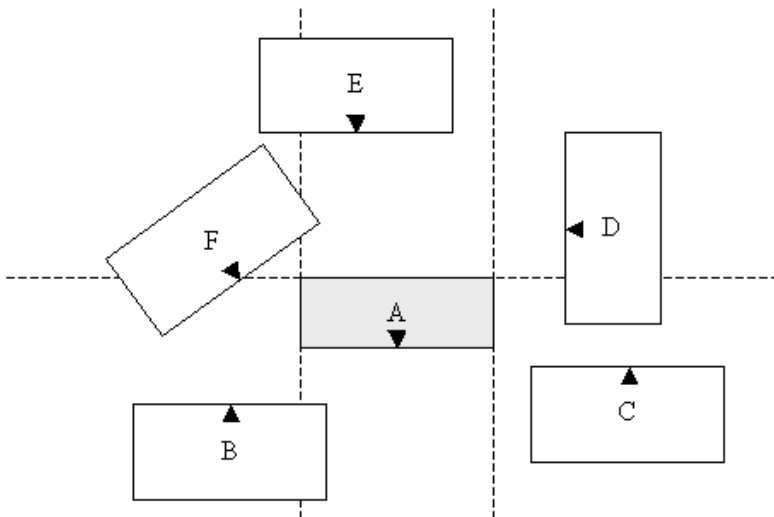


Figure 5: Flank or Rear Contacts

An element in position B cannot contact A in flank or rear. An element in position C or D can contact A's left flank but not its rear. An element in position E can contact A's rear or its right flank. An element in position F can contact A's right flank, but not its rear.

Figure 7.

4th sentence. Replace with:

“K does not overlap L, and must have moved into that position before L contacted J.”

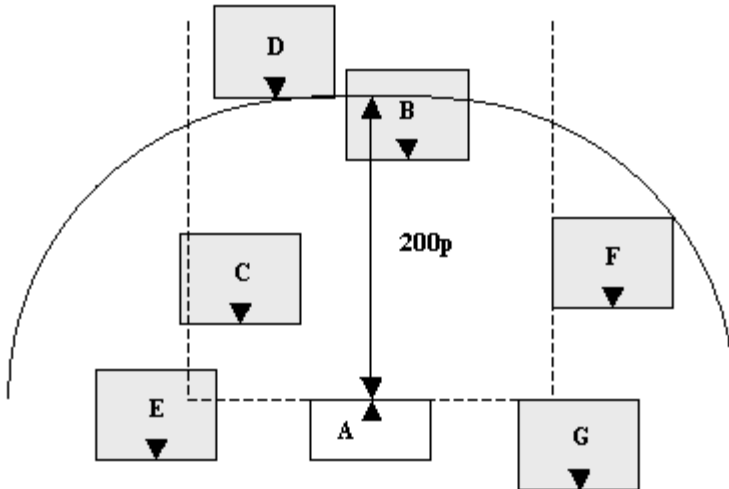


Figure 10b: Distant Shooting

A is an element of bowmen. The dotted line shows the area 1 element base width either side of straight ahead of A inside which A can target enemy (A's "arc of fire"). The solid line shows A's shooting range (**200p**).

If all the shaded elements are separate elements, A must shoot at B because it is the target most directly to A's front.

If each shaded element was the only enemy element present, A could shoot at B, C, D or E, because they are within range and at least partly inside A's arc of fire. A cannot shoot at F or G because, although within range, they are not even partly inside A's arc of fire.

Figure 11a**Page 36**

Para 3. Replace with:

“Both sides dice. C scores 4, adds its combat factor against foot of +5, a further +1 for the general and -1 for the 4th rank of the enemy pikes. I scores 4, adds its combat factor against foot of +3, and a further +1 for rear support from each of the 2nd and 3rd elements of pikes behind it. However, it must deduct 1 for being overlapped by D.”

Para 4. 1st sentence. Replace with

“There are no modifications for grading, as both elements are (O), and no mitigating rear support factors, so the final scores are 9 to C, 8 to I.”

Figure 11b. Replace text with:

“The players now dice for B and E. B scores 6, adds its combat factor of +5, and -1 for the 4th rank of the enemy pikes. E scores 1, adds its combat factor of +3 and a further +2 for rear support by pikes F & G, but must deduct 2, since it is now overlapped by both A and C. E’s score is half or less that of its opponent, so it is destroyed.

F is less than E’s base depth behind E, so is also destroyed

It is now the Macedonian player’s bound, and he can move G (with H in support) & I (with J, K & L in support) back into contact if he wishes to as two (because their front is not level) group moves expending 1 PIP each.”

Figure 12**Page 37**

Para 2. 2nd sentence. Replace with:

“Thus A suffers a minus 1 tactical factor, and is destroyed if it suffers a recoil combat outcome (in which case B is also destroyed because it is less than A’s base depth behind A, and Y is shifted sideways so that its left front corner is in contact with the left front corner of C).”

Wading Rivers**Page 39**

Para 1. 1st sentence. Replace with:

“Land elements recoiling, pushed back, fleeing or pursuing in or into a river ignore the direction of flow.”

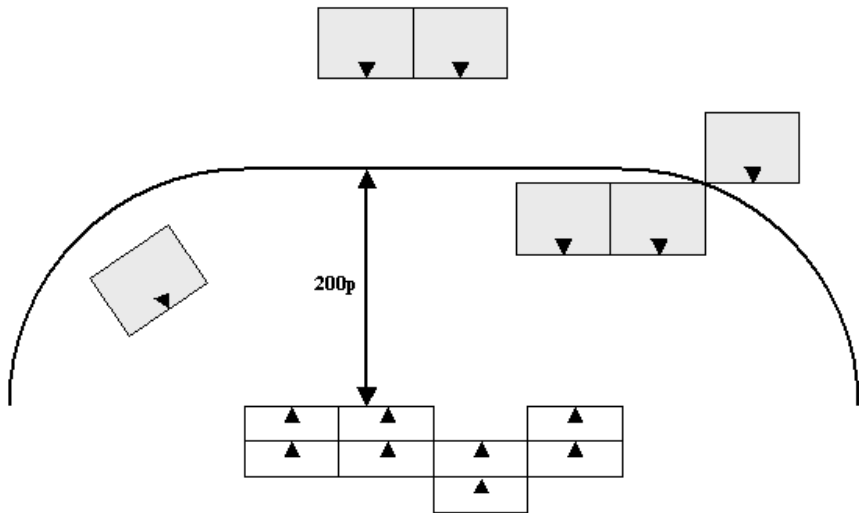


Figure 16a: Foot Marching Near Skirmishers

The unshaded elements represent a marching group of blades. The shaded elements are enemy light horse. The blades' group has four elements in its front rank. The march move must stop at the position shown by the diagram because the group now has four elements of skirmishers at or closer than 200p. This march move has gone closer than 200p to enemy, so must be entirely straight ahead - it cannot include any wheel, even while outside 200p of enemy. Any previous march moves earlier in the bound that did not go closer than 200p to enemy could have included wheels or changes of formation.

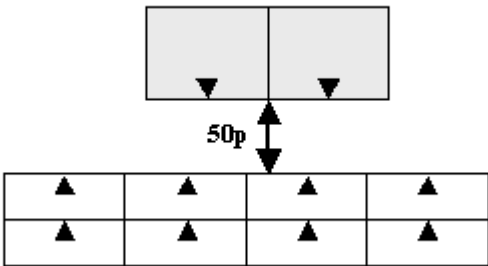


Figure 16b: Foot Marching Near Skirmishers

The unshaded elements represent a marching group of blades. The shaded elements are enemy light horse. The blades' group has four elements in its front rank. It can march move to 50p from the light horse because there are less than four enemy skirmisher (or ungrouped non-skirmisher) elements at or closer than 200p, and no grouped non-skirmisher elements.

ALL ARMY LIST BOOKS.

First page of text.

Delete “All armies must also have 2 baggage elements for each general whose command is not initially entirely waterborne”.

Replace with: “All armies must also have 6 baggage elements if 400AP or less, otherwise 8.”

ALLIES.

Para 1 (Bk 1, 3, 4) or Para 1 and Para 2 (Bk 2).

Delete “and 2 baggage elements” twice.

Para 2 (Bk 1, 3, 4) or Para 2 (Bk 2).

Delete “2 baggage elements must also be included.”

LISTS

All Cv (S) required to be double-based with Cv (O) as the front rank of a double based element are downgraded to (and paid for as) Cv (O).

DBM 3.3 & 3.4 Amendments

Source: <https://www.jglwargames.com/house-rules/>
Pdf created: Fri 15 July, 2022

DBM 3.4

This is a further set of minor amendments voted on by players in 2020. Of 33 suggestions put forward, the following were accepted.

Page 11

Change Points Values:

Camelry(S) from 11 to 10 AP

Camelry(X) from 9 to 5 AP

Regular Bow(S) from 7 to 6.5 AP

Irregular Bow(S) from 5 to 5.5 AP

Add a line to "Adjust for all grades if."

Regular C-in-C's or sub-general's element, if there is only one other non-allied Regular General in the army -5

Page 12

Terrain Choosing

In numbered paragraph 2, change:

One WW, and only if none is already present and (if the army list book allows a BUA to his army) he positions a BUA in contact with it. Unless it is compulsory, he can only include a WW in his terrain selection if he dices and scores 5 or 6. A different option can be chosen if dicing is unsuccessful.

to

One WW, and only if none is already present and (if the army list book allows a BUA to his army) he positions a BUA in contact with it. He can only include a WW in his terrain selection if he dices and scores 4, 5 or 6 if a WW is compulsory, otherwise 5 or 6. A different option can be chosen if dicing is unsuccessful.

Page 19

Spontaneous Advance

Add at end of section:

The first spontaneously advancing element must if possible be one which will either end in legal contact with an enemy element, end in a position that provides rear or overlap support for a friendly element, or make a full move without interpenetrating another friendly element. The second and each subsequent spontaneously moving element must be selected according to the same criteria, until there are no more which meet those criteria. Any subsequently selected must be the nearest to the targeted enemy

Page 24

Change "Recoiling Elements" to:

RECOILING ELEMENTS

A recoiling element moves back its base depth to its rear without turning, or a base width if this is less. If it meets friends facing the same direction, it may pass through to their rear if of a type allowed to do so (and must do so if it is psiloi), otherwise if naval it pushes back naval, if land troops any but elephants, war wagons, baggage or naval. If it meets skirmishers facing any other way, it pushes them back directly to its own rear **unless** their front edge is in contact with enemy. Other troops not facing the same direction cannot be recoiled through or pushed back. Elements that would be passed through or pushed back by recoiling elephants instead flee. An element recoiling from distant shooting only by enemy entirely behind an imaginary line extending its rear base edge, first turns 180°. Land troops on a bridge recoiling from naval turn and flee back to land.

An element pushed back behind a recoiling element does not itself count as recoiling. If it meets friends it passes through them or pushes them back in the same circumstances as if it was recoiling.

A recoiling element is destroyed if it starts or ends its recoil with an enemy element's front edge in contact with its flank or rear; or if it cannot complete its recoil move because either: its rear corner only or rear edge meets any of; or an element that it pushes back has its path blocked by any of:

- .. Enemy (other than psiloi contacted on a side or rear edge or rear corner, who immediately flee). Unless the recoiling or pushed back element that meets enemy is psiloi, this enemy is also destroyed if contacted on a rear corner **only** or a rear edge by the recoiling or pushed back element's rear edge, or on a rear or side edge by its rear corner **only**. It does not then count as having been destroyed in close combat.

- .. Friends it cannot pass through and cannot push back sufficiently for the recoiling element to complete its recoil move.

- .. Terrain it cannot cross. (Landing troops can re-embark. A boat recoiling on a river follows its curves.)

- .. A PF parapet or TF, except from inside an enemy TF or unopposed at a gateway.

In each such case any pushed back element (unless itself destroyed – see DESTROYED ELEMENTS above) is moved back as far as the obstruction.

The pushed back element is lost if it is pushed even partly off the table edge. The recoiling element is only lost if it also crosses the table edge.

Note: this is not a rule change but a clarification.

Various alternatives were suggested for depicting foot elements required to be double-based with cavalry elements in DBMM army lists. The option with the most favourable votes was retaining these elements as Psiloi(I), as recommended in the DBM adaptation notes in the DBMM army list books.

A line was accidentally omitted from DBM 3.2 and 3.3 under “Exchanging mounted and foot elements” on page 9. The following should be added after the “Regular Cavalry” line:

Irregular Cavalry or Camelry – if (S) or (O) as Warband (S), if (I) as Auxilia (I)

JGL 1.11.2020

DBM 3.3

DBM 3.3 comprises amendments which have been discussed and voted on by DBM competition players. They were used in competitions during 2014-15, after which the rules authors were asked to make them official amendments as DBM 3.3. One of the authors, Richard Bodley Scott, agreed; the other author, Phil Barker did not respond but has not raised any objection. DBM 3.3 is now the standard version used in UK DBM competitions.

1 Troop Definitions

Elephants: El(I) are treated as El(I) when in close combat against El(O) or El(S), otherwise as El(O).

Knights: Kn(S): Elite nobles and gentry, and permanently embodied elite units such as Royal or Ducal household gendarmes or the Military Orders... Remove “or Indian”.

Kn(I): ...often fighting as part of deep clumsy wedge formations...

Blades: Bd(S) ...or exceptionally skilled and motivated armoured infantry such as veteran Roman Legionaries or Praetorians, or Anglo-Danish Royal huscarls.

Bowmen: Bw(S): such as English longbowmen or Ottoman janissaries.

Bw(X): Remove the restriction on Bw(X) shooting from a rear rank.

2 Army Point Costs

Reduce Reg Sp(S) from 7 to 6 AP.

Increase El(I) to 15 AP

Reduce the AP cost of a Regular C-in-C or sub-general by 10 AP if there are no other non-ally Reg generals in the army.

Insert asterisk after “temporary fortifications” on page 11. Add new line at end of section: “*These include fortifications shown as Fixed Obstacles (FO) in the DBMM army lists.”

3 Double-based Knights

In the first paragraph under Rear Support on page 22, delete “or knights(I)”.

In the first bullet point under Rear Support, delete the first (I), to make it clear that Kn(I) can support other grades of Kn with which they are double-based. Delete “or shot at except by artillery”.

4 Spears and Pikes against Elephants

Under Combat Outcome on page 23:

Spears – delete “of the same grade” and substitute “able to give rear support”.

Pikes – delete “of the same grade, or of (X) or (I) if the front rank is (X)”, and substitute “able to give rear support”.

5 Grading factors

Substitute for the first +1 line on page 23:

+1 if your element is (S) [but not Art (S)] shooting, and scored exactly 1 more than (S) opponents, or equal to (O) or (F) opponents.

+1 if your element is Art (S) shooting, and scored equal to (S), (O) or (F) opponents.

6 Turning when contacted in flank

Add new sentence after “if there is room” in line 7 of the second paragraph under Close Combat on page 21:

“If a single element is legally contacted while it is in a gap less than an element width such that it cannot turn, then it moves in the direction of the contacting element until it can turn, the contacting element moving back as required.”

Bw(X)/Bw(I) double-based elements

The latest edition of the army lists produced for DBMM, usable also for DBM, introduce a new combination which is not permitted by the DBM rules. These are Bw(X) double-based with Bw(I), and appear in the Hussite and Medieval German lists. Following a poll

among UK competition players, it is agreed that these will be treated as compulsorily double-based Bw(O).

Update 25.10.19: the reprinted DBMM Book 4 army lists now show these troops as Bw(X) double-based with Bw(O), so this combination will be used in future.

Welsh Archers

The revised DBMM army lists regrade most Welsh Bw(O) [and some English archers] as Bw(S). This grading is not appropriate for DBM, so after a poll of UK competition players the Irr Bw(S) in the Welsh, Anglo-Norman, Anglo-Irish and Feudal English army lists will continue to be Irr Bw(O) in armies used at UK DBM competitions. This does not apply to Irr Bw(S) in the Hundred Years War and Wars of the Roses English lists, which remain Bw(S).

JGL 31.7.2017

Army Lists

In DBMM Army List 4/80, Hussite, 1-3 ditches per WWg are compulsory. As Hussite armies attacked as often as they defended, it is not realistic to require them always to fight behind fortifications. Accordingly, change "1-3 per WWg" in that line to "0, or 1-3 per WWg".

JGL 27.10.2018