Frome Peninsula Campaign

1 INTRODUCTION

This document presents a simple set of campaign rules for a short campaign.

Each player starts the campaign with one Command, organised as a DBM 100 / DBMM 100 sized command. However, battles are resolved using the WRG DBA 3.0 rules instead of DBM 3.3 or DBMM 2.0 (although both could be used if preferred).

These rules include special battlefield set-up conditions, revised battle victory conditions, and an additional post battle administration procedure to support campaign play using DBA 3.0.

2 CAMPAIGN VICTORY

Each player controls a single faction.

The basic objective is to amass the most Victory Points possible by the end of the campaign.

The point at which the campaign will conclude is set at the start of the campaign. In a 'one day' campaign it will be set for a particular time of day and end at the conclusion of a specific campaign turn after all battles have concluded. Alternatively, the campaign could be run on to run for a specific number of campaign turns (e.g. a whole 'year').

Victory points are gained by:

- Controlling as many towns and cities as possible at the end of the Campaign (each City is worth 30 VPs and each Town 10 VPs);

- Amassing 'Military Prestige' through **winning** battles (each battlefield Victory gains the faction 30 VP (-1 VP for each element equivalent lost during the battle, + 5 VP if the enemy General is killed). Only victorious Generals gain prestige!

- Amassing as large a Treasury as possible (each SP remaining in the faction treasury at the end of the game = 1 VP).

The initial allocation of towns and cities will be decided by lot. Any unallocated factions will be 'neutral' and controlled by the umpire.

3 FACTION ORGANISATION

Each player faction at the start of the campaign controls:

- One Army, made up of 1 x 100AP Command, including one General element who is the faction CinC (0AP extra cost), and two (free) baggage elements;

- 1 City;

- 3 towns.

- A treasury of 40 'Supply' Points (SP).

The campaign has been designed for 10 participating players. (See Option 1 for more players)

Before campaign play commences, either:

a.   The organiser / umpire provides each player with an initial Army of one Command, composed of 100 Army Points (AP) of elements, under one General, the CinC; or

b.   The players select for themselves an initial Army of one Command, composed of 100 Army Points (AP) of elements, under one General, the CinC.

Note: The additional cost of all Generals is 0 AP and the distinction between regular and irregular is unimportant in DBA 3.0.   Each Command also has an initial 2 (free) Baggage elements.

The simplified army points system (based upon that used by DBM v3.3) presented in this rules set is used to calculate the forces available in each command. Commands are organised on the basis of the DBM / DBMM army lists, but constrained to 100 APs. See Annex A for more details on this aspect of the campaign.

4   BASIC CONCEPTS

All campaign map movement is 'simultaneous' and is only limited by the amount of Supply Point's (SPs) that a player is willing to spend on movement in a campaign turn. However, each player's forces are normally only moved over the campaign map in their own initiative phase.

Initiative is determined randomly and depends upon when their card is drawn from a pack of 'initiative' cards. Players may potentially also move in another player's 'initiative phase', but only if reacting to contact brought about by the actions of the current player with the initiative. Such reactive moves also consume SPs, assuming there are SPs available to spend.

If a player spends **more than 10 SPs** on the movement of a 'single force' in a 'single campaign turn', then that force will be considered to be forced marching and will **suffer attrition** before any battles are resolved.

Players may send each other messages and arrange alliances as they wish, but should not talk to each other about 'campaign business' when not physically collocated together in the same hex of the campaign map. **All officially recognized communication must pass through the Umpire and must be paid for (1 SP for each message)**. The umpire will track SP expenditure.

All battles last a maximum of 1 hour. All battles in a single campaign turn will start and end at the same time, after the battlefields have been set up. If a battle has not reached a victorious conclusion for one side at the end of the allotted time then they are a 'Draw', with each player claiming 15 VPs (-1 VP for each element equivalent (EE) lost during the battle, + 5 VP if the enemy General is killed). This is the only occasion when a general that doesn't win a battle can get military prestige, it being assumed that all generals involved paint the battle as a victory!).

All battles are fought using DBA v3.0 rules, with each General rolling the PiP dice for their own command each turn. PiPs cannot be exchanged between commands.

No command can ever participate in more than one battle in a campaign turn.

Final losses after a battle are determined as presented in these rules, as is the final hex location of the forces involved.

Only the Umpire moves forces on the master map. **The Umpire is the final arbiter of when and where a force ends up, when messages arrive, and what SPs are actually spent and upon what during a campaign turn**.

The umpire will always attempt to move each force in accordance with the orders written by the owning player, expending the SPs allocated to their Baggage Train by the owning player. If the orders are not clear the umpire will attempt to interpret as best they can or return to the player for clarification (in which case the players forces do not move at all that turn and only the minimum SPs necessary to maintain a force in-supply are expended).

The umpire will record as much information as possible in a Campaign Diary, which records all activity that has or will occur in each campaign turn on a single page. It is up to the umpire what information is recorded and where. Players can help themselves by making things easy for the Umpire by writing orders for each command in the suggested format presented at Annex C and by using short bullet points.

5   THE CAMPAIGN AREA

The campaign area is as represented on the Frome Peninsula Campaign map (see Annex B).

The map is covered in hexes, each of which is a fixed (unsated) distance across across. Each hex has a specific terrain type each of which is described in detail within Annex B.

The campaign begins in **April, in the Spring** season.

The Frome Peninsula is a **Warm climate region** (See Weather at Annex F).

6   SUPPLY POINTS

At the start of each campaign turn the player draws supply points (SP) into their treasury for each town or city that they control at the start of that turn. The starting state for each faction is presented in Annex D.   SPs are allocated as follows:

- For each City – 6 SP.

- For each Town – 2 SP.

- For each additional baggage train (over and above the 2 minimum required by each command - 4 SP (See Option 2).

Players do not have to 'spend' the supply points from their treasury if they do not want to, but if they do not spend a minimum of 4 SP each turn to keep **each** of their commands 'in the field' then that command will suffer from attrition irrespective of the number of elements within it or the number of SPs left in the main treasury.

In order to carry out any action, including moving a command or force across the campaign map, a player must allocate supply points from their treasury to enable this to happen.

If they wish to reconstitute an element from their 'reserve' then they must expend sufficient supply points (equivalent to the element cost in APs) to enable this to happen.

If they wish to send a message to another player or report to a superior who is in a different hex location then they must send a message (1SP each message).

Reconstitution costs do not count as resupply or movement and neither does the sending of messages.

7 CAMPAIGN TURNS

Each campaign turn represents one month of elapsed time

 For simplicity the following seasons and monthly durations are recognized (ignore the weeks for this campaign):

- Winter = Dec (4 wks), Jan (5 wks), Feb (4 wks).

- Spring = Mar (4 wks), Apr (4 wks), May (5 wks).

- Summer = Jun (4 wks), Jul (5 wks), Aug (4 wks).

- Autumn = Sep (4 wks), Oct (5 wks), Nov (4 wks).:

Each campaign turn follows the following strict sequence:

1. The Umpire determines the Weather for turn (see Annex F).

2. Each player receives SPs for each City and Town that they control **at the start of that campaign turn** and add these to their 'treasury' (see Section 6 - Supply Points).

3. Each player sets aside a number of SPs from their treasury for use by each of their commands for **this campaign turn**. For a Command to carry out any and all actions, SPs must be expended. This includes the allocation of any 'Emergency Funds'.

   a. All SPs allocated to a command are assumed to be held in the commands Baggage Train (including any Emergency Funds) and may be lost in battle if the baggage is captured / destroyed.

   b. All remaining SPs that are not allocated to a command remain safe in the 'treasury', but of course cannot be spent in the current turn.

4. Each player writes a short set of orders setting out the:

   a. Actions that they wish to spend SPs on immediately their turn starts (e.g. Messages to specific recipients). They must spend the assigned SPs on the ordered actions even if the situation has changed since they wrote their orders and they no longer want to take such action. (e.g. "Send message to XYZ" - the message text must be included).

   b. The SPs that they wish to spend on Movement / Supply (this is spent after any of the actions noted above). These are spent in their map movement phase to move their forces (e.g. "Move Command A to hex A1 from C2,

moving via B1 and C1"), but may also be spent reacting to other players moves before their initiative phase starts.

    c. Additional SPs can be assigned to their Emergency Fund (e.g. "4 SP in Emergency Fund in Command A") to be used either during their own movement phase or those of other players (in reaction to other players actions), or in the post map movement action phase.

The umpire will limit the duration of the orders writing phase to **five minutes only**. (Players are advised to use the time available during the rest of a campaign turn to write orders whilst the Umpire is dealing with other matters). Players, who do not complete their written orders and submit them to the umpire by the conclusion of the orders writing phase, are assumed to issue no orders that turn and their army command will not be moved. If they have not allocated SPs then 4SPs and no emergency SPs will be automatically deducted from the treasury for basic supply.

5. The umpire shuffles a set of **initiative cards** (one card for each participating faction / command) and then turns each card over one at a time, and as its card is turned over, the faction it represents takes its Campaign turn.

    a. The umpire carries out the actions requested by players in their orders in the sequence noted above (moving an army is one action, sending a message is one action, etc.).

    b. The umpire will inform each player of any contacts, and ask for decisions when contacts occur (see resolving contacts).

6. Once all players have moved their armies, and all contacts have been identified, then apply attrition to any Force or Command that is 'out-of-supply'.

7. Once attrition has been applied, those players who's armies **finish in the same hex** will fight any battles that occur. Other forces within 1 hex of the battle may potentially arrive on the battlefield (see Flanking Forces & Late Arrivals) if the owning player declares they are trying to get there.

8. Once all battles have been resolved and all losses placed into each command reserve. The Umpire will check with each player in turn (following the initiative sequence) if they wish to conduct any post battle actions.

9. The Umpire will declare then Campaign turn complete, shuffle the initiative cards, and the next Campaign turn will commence.

Players should note that the umpire will interpret all written orders as best he can, but if he cannot understand what has been written, he will return the orders to the owning player and the Army to whom the orders apply will not move during that week.

All Commands will need to consume a minimum of four (4) SPs in their turn **even if they sit still and do nothing or count as being out-of-supply**. If a Command expends SPs to move, then these count towards the minimum four SPs needed to be in-Supply.

Note: If a Command is part of a Force that has an Ally as the Force CinC, and that Ally expends the necessary SPs for **the force** then the player that owns the Command need not expend any supply points, as they are already in-supply.

If a player (or an Ally) does not allocate enough SPs to allow supply or the SPs in the baggage train are lost before they are spent on supply or movement, then the force or Command is 'out-of-supply' and suffers attrition. SPs are not spent until the player factions turn, unless reacting to the movement of other players.

8 ALLOWED ACTIONS IN A CAMPAIGN TURN

The following actions can be ordered during a turn:

Before any movement:

- **Send a Message** – A player may order a specific message to be sent to a specific recipient (City or Command) – 1 SP for each message (Does not count as movement / supply).

- **Join a Force** - A player may order a Command to join forces with an Ally and will notify the command as to who the Force CinC is - this costs 1SP.

- **Procure one (or more) Elements from the reserve** – 1 SP per AP that the element is worth (Does not count as movement / supply) .

- **Transfer SPs to an Ally** - Any number of SPs can be transferred to a specific Ally, but must have first been allocated to the friendly Command that will conduct the transfer to the Ally by the owning player).

- **Transfer SPs back to the Treasury (or Sell captured baggage)** - Any number of unexpended (or captured) SPs can be transferred back to the treasury from a Command baggage train.

- **Restore a 'Shaken' Command** - 2 SPs can be allocated to a command to restore them from a 'shaken' state. This has to be paid on top of any movement or supply costs and does not count as part of the minimum 4 SP spend to stay in-supply. An out-of-supply command cannot be restored from 'shaken' (but any SPs allocated for the purpose are consumed).

As part of movement:

- **Move an Army** –

    o No more than 10 SP may be expended in moving a single army in a single turn (including any emergency movement) without suffering from attrition. A player may however choose to allocate as many SPs as they wish to a command and order more than 10SPs to be expended if they wish

    o Allocated SPs can be spent to move a force during their initiative phase as originally ordered by the player during the orders phase. If a player feels that these orders are no longer appropriate **they can change the orders, but immediately spend 4SPs from the available SPs to do this**. Any remaining SPs within the Command's Baggage (including Emergency Funds) can then be spent to move as the player now wants. Players must be able to give the

Umpire the new set of orders immediately at the start of the movement phase or no change occurs.

o   Any SPs unused will remain in the baggage, they can however be used for reactive movement in another player turn. **No player can ever expend more SPs in a campaign turn than they have allocated to their Baggage train for Campaign Movement <u>and</u> Emergency Movement .**

- **Keep Army in the Field** - 4 SP (this only needs to be spent if less than 4 SPs have been allocated to be spent on movement).

- **Be Ready for Emergency's** – A player may allocate up to 6 SPs to be held in readiness for emergency's. These might be consumed to send Sitreps to an Ally or remote CinC following a battle, or be consumed by reactive movement in another players turn (see Attrition rules).

After movement:

- **Send a Contact report / Battle report** – To CinC or any Ally as may be required – 1 SP for each message (Does not count as movement / supply). Only possible if SPs are available.

- **Replace a General** - Swop out sufficient remaining APs of elements to replace a lost General element.

9   RECRUITING ELEMENTS FROM THE RESERVE

No Command maintained by a city can ever grow to be larger than 100 AP (i.e. The size at which each command starts the campaign). Nor can the composition of the Command be reconfigured during the course of the campaign.

If a Command's General element is destroyed, it can be replaced from the reserve **immediately after the battle** (as a free action (i.e. 0 SP)) by removing at least the same AP equivalent in whole elements (or more) from the remaining Command orbat and placing them into the Command Reserve, and then replacing them with the Generals element.

All elements that are destroyed as a result of a battle or as a result of attrition are placed in the Command's Reserve.

If a player wishes, they can expend SPs from their treasury to recruit replacement elements from the Command Reserve and add them to their existing Field Army. This must be included in their orders and the SPs must be allocated to the Command baggage ready for this.

If there are no elements in a Command's Reserve (because they are all still alive), then the player cannot spend SPs to obtain additional elements to add to the Command.

Procuring elements can only be done at the start of a players campaign turn. Such expenditure does not count as movement or as supply. Each element costs 1SP for each AP in value.

If Baggage elements get destroyed they will need to be replaced from the Command Reserve, but will cost 3 SP each. Like all other elements they can only be procured at the start of a player turn, before movement.

If a Command has no (0) baggage elements **at the start of a player's campaign turn** then it is 'out-of-supply' for that turn, even if SPs are expended in that turn to replace the baggage element. If a command has only one baggage element (rather than two) then roll 1D6. If the player scores 4, 5 or 6 then the command remains in-supply for that campaign turn, if the score is 1, 2 or 3 then they are 'out-of-supply' and suffer attrition immediately.

If a faction captures an opposing faction's home city (e.g. through siege) then the former owner can still purchase elements from their reserve until the city is recaptured or the faction is removed from play, but only if it retains **at least one of the original towns** that were associated with that city. Of course it no longer gets the SPs for owning the city, the new owner gets those SPs.

A faction that loses its home city may Ally themselves (and any remaining elements that they control) with another faction and hope to get their home city back. The Ally may have to provide 'supplies' to keep their Ally in the field.

If a faction loses control of **all** the original towns and cities (or all the additional baggage that they started with (see Option 1)) then their Command disperses automatically, and all remaining elements held by the original owner are transferred to the cities Command Reserve. The faction that now owns the city may raise a new Command for themselves (starting with a General element) from the Command Reserve by expending SPs.

Thus a player faction that owns more than one city may raise more than one Command as part of their Army, however the elements of any new command must remain under the command of their own General, and the new command cannot be raised from the reserve whilst the original owner still controls any of the original towns or cities.

If a player faction owns two Commands, then those two commands are automatically **Allies**, with one General declared as the CinC by the owning player.

10 ALLIES AND PLAYER COOPERATION

Players may make alliances with other players as and when they wish.

They may also break such alliances as and when they wish.

However, **all alliances must be notified to the Umpire by both parties to be recognized** (messages to the umpire are not actions and cost no SPs, but messages to other players are actions and do cost SPs).

No two Commands owned by different player factions can operate together in a single force or move into the same hex (without resulting in a battle) unless the Umpire recognizes that the players have an alliance in place.

If a player wishes to break an alliance then this must also **be formally notified to the Umpire (including the time the alliance will be broken)**. However, the breaking of a formal alliance will not be communicated to the other player in the alliance until the Umpire informs the players that the alliance has broken down. **Until the Umpire is formally notified of the intention to break an alliance by one of the players involved, then no action will be allowed that breaks the treaty.**

11 ALLIANCES, FORCES AND COMMANDS

All Commands move independently over the map in accordance with the orders issued by the player faction that owns them **unless they have been formally integrated into a single 'Force'**.

Players issue orders to their Commands only in the owning player's turn, which takes place only when a player faction initiative card is turned up. A Command will normally only move over the campaign map in its own movement phase unless:

> a.   It has been combined with other allied commands into a Force, in which case it only moves at the behest of the Force CinC.

> b.   It is reacting to a Contact during another players turn.

> c.   A Command cannot move if the Force CinC has not allocated sufficient SPs to the Force baggage train for either normal movement or emergency movement. If these have all been consumed already then the force **cannot move any further over the map.**

Commands can be ordered to move 'under the command' of an alliance CinC who is not of their faction, providing that the player factions involved have a formally recognized alliance in place, and the Commands move as part of a single Force with a nominated and agreed CinC.

All Commands involved in a Force must have received orders from their owner to move as part of a single force, and have been notified that an Alliance is in place, **before** they will be allowed to move into the same hex and form up together as a single Force.

No Force can be larger then 3 Commands in size (irrespective of the number of elements in each Command).

No hex can hold more than 3 Commands, **unless they are engaged in battle**.

Even if two allied player factions had two Commands each, then all four Commands could never move together as part of a single force in the same hex. They would have to move as at least two separate forces.

Only the nominated Force CinCs player faction pays the SPs to move that force, even if it includes Commands from two allied factions. However, players can order the transfer of SPs to an ally from a Command that is collocated with a Command from that Ally. In this way they can share the cost, but it is **the Force CinC who must allocate SPs directly to the Force** for movement purposes.

A Force can only move in the Force CinCs movement phase.

12 MAP MOVEMENT

To move into a hex and traverse all the terrain within it, the player moving the force must expend the required SPs in accordance with the table below.

Mountains hexes are impassable to a command other than when moving by road.

MAP MOVEMENT TABLE	
ACTION	**SPs Required to move into Hex**
To move a force or command 1	1

MAP MOVEMENT TABLE	
ACTION	**SPs Required to move into Hex**
hex using a major road	
To move a force or command 1 hex using a minor road	2
To move a force or command 1 hex across country without following a road	3
To move a force or command across a river **at a marked bridge or ford**	+1
To move a force or command across a river **at a location without a marked bridge or ford**.	+3
To move a force or command into a hex classed as **close-country** for movement (even by road).	+1
To move a force or command into a Mountain hex (in addition to close country requirement) **on a road**	+1
To restore a "Shaken" command. (This cannot be applied to a force, and can only be spent before any movement occurs).	2
If this is the second hex moved into by the force or command in this turn.	+0
If this is the third (or more) hex moved into by the force or command this turn.	+1
To move **each** command in a force that is Out-of-supply	+1
To move a messenger, other than by road, across any hex that is close country.	+1

Remember the following terrain types count as close-country for movement only: Mountains, Forested Hills, Forests, Wooded Hills, Woods, Farmland, Marshes.

Where any force has already spent 10 SPs on movement / resupply, as soon as they expend more then 10 SPs, then they are considered to be Forced Marching and suffer attrition. They do not however automatically become "Shaken". The 10 SPs may be spent in the players own initiative phase or in another players initiative phase.

If there are not enough SPs available to fund the whole move into a selected hex, then the planned move cannot be completed (and no SPs are spent).

Where SPs made available for movement are not used in the turn allocated, they remain in the baggage train and can be used in the following campaign turn. They may be moved back into the treasury if the player wishes to order this in the pre-movement actions phase.

The impact of terrain types on movement is as presented in the table above and is further described within Annex D.

13 CAMPAIGN WEATHER

These rules assume that the season and climate are dictated by the campaign scenario. However because weather impacts movement at the Grand Tactical as well as the Tactical levels it is an important consideration for campaign movement.

The impact that weather can have on campaign movement is presented in the table below.

WEATHER & SUPPLY EFFECTS ON TROOPS	
Not In-Supply	If not "In-Supply" at the start of a Campaign Turn then the Command becomes "Shaken" and will suffer "attrition" at the end of the campaign move (but before any battle).
Rain	A Command automatically becomes "shaken" if it enters a second hex in the same campaign turn. It does not suffer "attrition" unless it is already 'shaken'. Attrition takes place at the end of campaign movement (but before any battles). All battles **start** with rain falling and with limited visibility.
Snow	A Command automatically becomes "shaken" if it enters a second hex in the same campaign turn **and** will suffer "attrition" at the end of the campaign turn (but before any battle). A Command cannot be restored from 'shaken' if it is snowing. All battles start with snow falling. All battles **start** with snow falling and with limited visibility.
Intense Heat	A Command automatically becomes 'shaken' if it enters a second hex in the same campaign turn and will suffer "attrition" at the end of the campaign turn. (but before any battle). A Command cannot be restored from 'shaken' if it is Intense heat.
Fog	No Command or Force can move more than 1 hex in the campaign turn. All battles **start** with limited visibility.

Before the first move begins, throw a D6 against the campaign weather table that best represents the climatic region and season in which the campaign is commencing (**in this case Warm**). The weather identified is the weather in the campaign area for that campaign turn. It impacts all players.

Note: DBM only recognises four climate zones, whilst DBMM and DBA recognise 5. For ease I have used **the same 5 climate zones recognised under DBMM / DBA** within these rules, and the definitions used reflect those in DBMM v2.0.

Before the start of every following campaign turn the umpire will roll 1D6:

    a.   Score of 1 or 2 the campaign turn weather worsens (move **up** the table by one box).

    b.   Score of 5 or 6 the campaign turn weather improves (move **down** the table by one box).

    c.   If the weather change cannot improve or worsen as per the dice roll then it stays the same.

14 ATTRITION

If a Command suffers from attrition in any campaign turn then player rolls **1D6**. **Remove that number of elements (owning players choice) from the Command and place them in the Command Reserve**. If there are not sufficient elements left in the Command then the Command has dispersed. If a player's only Command completely disperses into the Command Reserve then they must reconstitute the Command from scratch in their home city hex, but cannot begin to do so until the next campaign turn.

If a player no longer controls their home city then the current city owner automatically takes control of any town remaining under that player's control, and can start building an additional command.

The player without a command can restart the campaign as a raider or a steppe horde if the umpire allows this to happen (see option 2).

15 CONTACT RESOLUTION

When a player's force comes within 2 hexes of an enemy player's forces, then both players are immediately notified of the fact and are notified of the location of the enemy force. Unless a formal alliance is in place between the forces involved both will assume the contact made is with an adversary. The player currently with the initiative (i.e. currently moving) may choose to do any of the following:

- To 'Withdraw' from contact using available movement SPs as necessary (including SPs allocated for Emergency Movement). The enemy may then choose to react to retain contact by 'Scouting', expending any available SPs as necessary. (Note Attrition rules).

- To 'Scout' the enemy prior to a later attempt at Engagement or Withdrawal (allocating SPs including emergency movement to do this).

- To 'Engage' the enemy (allocating sufficient SPs to move into the hex adjacent to the enemy. This automatically forces a 'Scouting' action (see scouting), but means that the Engaging force has already moved forward. If the Engaging force loses the scouting action all further forward movement is halted. If the Engaging force wins the subsequent scouting action they may choose to 'Force a Battle', but must expend the necessary SPs to move into the opponents hex before doing so (suffering attrition if necessary).

If a Force that is not involved in a battle is within 1 hex of a battlefield when a battle starts then the Force CinC can elect to attempt to join the battle. They need to pay the normal movement cost in SPs or 3SPs (whichever is smaller) to arrive in the battle hex. They can then be considered as if the individual Commands in the Force were Late Arrivals or Flanking Commands.

The Umpire decides their arrival location on the battlefield, if they arrive. (See section 19 Pre Battle Preparation). The SPs spent to arrive are consumed whether the force arrives or not. If the force did not arrive on the battlefield during the battle then in the post battle procedure place the force in its starting location.

16 SCOUTING

If a player attempts to Scout the enemy without Engaging, then they must immediately expend 1 SP from that turns allocated supply points (this counts as movement – see attrition).

If the enemy being scouted wishes, they can choose to counter the scouting effort (but need not pay 1SP to do this). If they allocate no scouts then they are not opposing the scouting effort.

If the Scouting effort is opposed, then:

1. Identify the scouting force available to both sides – If the Army is in Close country up to four elements of 'Light Troops' can be allocated to the scouting force, if the Army is in Open country then up to four elements of 'Cavalry' or 'Light Horse' or 'Camelry' can be allocated to the scouting force. Players declare the size of their scouting force to the umpire.

2. Determine Scouting score - Roll 1 D6 (+1DM for each element allocated to the scouting force).

    a. If one side wins by 3 or more, then they are immediately given the full composition of the opposing army. No information is passed to their opponent. The winner of the scouting automatically *retains at least 50%* of the scouting force available for any battle (owning players choice - the remaining elements must be diced for). The loser of the scouting automatically *loses at least 50%* of their scouting force prior to any battle (owning players choice - the remaining elements must be diced for).

    b. If a side wins by 1 or 2, then it is given the full composition of the enemy orbat (as above), but their opponent is told the number of elements in their own army (less any scouts), but not their types. All elements of both scouting forces are diced for to see if they arrive on the battlefield.

    c. If the result is a draw then both players are informed of the number of elements in their opponants army (less any scouts), but not their types. All elements of both scouting forces are diced for to see if they arrive on the battlefield.

    For each scouting element that needs to be diced for by a player roll 1D6. If the score 4, 5 or 6 the element is available to fight in the coming battle. If 1, 2 or 3 the element has gone astray and counts as if 'lost' **for the purpose of the coming battle only**, but is not a casualty as far as the campaign is concerned.

3. The Scouting winner decides on their 'move'. In a draw no further move is possible by either force involved in the contact.

4. The Scouting loser reacts to the winners 'move'.

The winner of any scouting attempt may choose to Engage or Withdraw their Army up to 1 hex only. If the winner 'Withdraws' so that there is at least 2 hexes between their force and the enemy, then they do so successfully **and the enemy loses contact**. If the winning player chooses, and has the SPs to allow their Army to move further away from the enemy, then they may do so and the loser cannot follow.

If the enemy choses to 'Stand Ready for Battle' and the scouting winner has the SPs available to do so, then they can move an additional (i.e. second) hex and force a battle to occur this campaign turn. If the enemy choses to 'Withdraw', and the scouting winner has the SPs available then they can again decide to move forward 1 hex and remain in contact. If they remain in contact, and still have SPs available then may decide again to 'Engage'.

The loser of any 'Scouting' attempt may only react to what the enemy does. If the enemy withdraws sufficiently they automatically lose contact with them and **cannot move** further that campaign turn, unless they have not yet had their initiative card turned up. When their initiative card does turn up they may move as normal, but must expend 2 SP in addition to any others to move into their first hex.

If the enemy Engages the loser of any "Scouting' attempt, then they may choose to either:

- 'Stand Ready for Battle' – i.e. They remain where they are. Battle will only occur if the scouting winner has the SPs available to move forward more than one hex and also chooses to do so.

- 'Withdraw' – They may always choose to retreat 1 hex, retaining 1 hex of space between themselves and the enemy. They **must** expend SPs as necessary to do this even if this means they suffer attrition, but can only do so if they have the necessary SPs in their baggage train.

In this way a force attempting to avoid battle may stay ahead of an opposing force.

17 SIEGES

If an enemy Army / Command enters a City hex, the city will automatically close its doors to prevent the Army from entering the city. Any Army arriving in a city hex, even a friendly army, is always assumed to camp outside the walls, unless they become a garrison.

If an enemy player chooses to, they can 'invest the city' and put it under siege. They must pay 5SPs to do this successfully. A siege will not start until a city is invested. These SPs do not count towards movement / supply totals.

If a friendly Command is in the city hex then it may either: (1) withdraw, or (2) garrison the city, or (3) fight a battle to defend the city from being invested.

- If no friendly army is in the city hex then the Umpire will roll to determine the duration of the siege and will note its expected conclusion in the campaign diary. A siege will last 1D6+1 turns (If the dice roll is a 6, then roll 1D6 again and add 6 to determine the duration. All subsequent rolls of 6 are rolled again, then added to the running total.

- If a friendly army was in the city hex, but withdraws in front of the enemy, then the city can be invested in the normal way (however the Umpire will add DM -2 to the duration of the siege).

- If a friendly command chooses to 'garrison' the city, then the city can still be invested in the normal way (however the Umpire will add DM +4 to the duration of the siege).

- If a friendly command chooses to fight a battle, and fails to be victorious, then the city can still be invested in the normal way (however the umpire will add DM-4 to the

duration of the siege), assuming that it has not already been captured as part of the battle.

- If the siege duration calculated is 0 or below the city has surrendered without a siege.

A siege will automatically end when the umpire has determined it will end. It matters not how the end is brought about (assault, starvation, conspiracy, etc.) Any garrison is automatically destroyed and returned to its parent city's Command Reserve. The besieging Army suffers from attrition (at the conclusion of the siege, not before), but still takes the city (even if they are effectively wiped out – a really Pyrrhic victory!).

A siege can be broken before its calculated conclusion by a friendly army arriving to do battle with the investors, or otherwise forcing them to withdraw. The friendly army must however win any battle before the siege is raised. Any Garrison can 'sally' forth during the battle and join the friendly army.

Only cities can be besieged. All towns automatically fall to the enemy if not defended by a friendly Army command.

18 CAPTURING TOWNS AND CITIES

If a city or town hex is captured by an opponent, through siege or other means, the owning player immediately loses SPs as a result of looting from their treasury (6SPs for a city hex, 2SPs for a town hex), assuming of course that the player has sufficient funds in their treasury to be looted. Note that if an enemy army enters a city hex, but does not 'invest' the city then it will still gain 3SPs from looting. These are handed over to the CinC of the capturing force. Looting a city hex cannot occur repeatedly (within a single three month period).

If the captured town or city is the last settlement owned by the losing player, then all that players remaining treasury funds (if any) are captured by the CinC of the capturing force.

19 MESSENGERS

A messenger can be sent from one player to another at any time (via the umpire). It is assumed that all messages are sent via multiple couriers in times of war. If both players CinCs are within 2 hexes of each other then the message is transferred between the players by the umpire automatically in the same campaign turn and need not be diced for. In all other situations roll 1D6. On a score of :

- 1 - The messengers all get killed or otherwise lost and the message falls into the hands of the nearest enemy. Umpire decides which enemy player captures the message. The message is delivered on time, but to the selected enemy.

- 2, 3 - The message is delayed by two campaign turns, for some reason.

- 4,5 - The message is not delayed, but arrives on time.

- 6 - The messenger has been stunningly successful and arrives 1 campaign turn early.

All messages travel from location to location at a speed of 5 hexes per campaign turn. All messages travel by road, only moving off road by the minimum needed to reach the destination recipient

without passing through any enemy force. Messengers cannot cross mountain hexes other than by road.

The umpire calculates the time taken at the time that the message is sent and assumes that both parties do not move. The message arrival time is noted in the campaign diary and is adjusted as noted by the dice roll. All messages should be dated (with a campaign turn).

20 PRE BATTLE PREPARATION

When the action transfers to the table top from the map the following scales will be used:

   a.   1 Roman Mile = 2000 paces.

   b.   1mm = 2 paces.

   c.   1BW = 40 mm = 80 paces.

Standard Playing Area. These rules assume that a "standard sized" playing area for battles using 15mm figures. The Defender lays out the battlefield. The Defender deploys first. The Invader moves first. See Annex E for details for determining the table size and the terrain to be used.

   a.   **Where there is only one command on each side**, the table area is 3ft (0.9m) by x 2ft 6ins (0.75m) deep. 1-2 Compulsory features and 2-3 Optional features.

   b.   **Where there are no more than two Commands on each side**, then double the table width to 6ft (1.8m) but keep the table depth at 2ft 6in (0.75m). 1-3 Compulsory features and 2-3 Optional features.

   c.   **If there are 3 - 5 Commands**, then use a standard 6ft (1.8m) by 4ft (1.2m) table. 1-4 Compulsory features and 3-6 Optional features, with no more than 4 features of the same type.

   d.   **If there are more than 5 Commands**, on each side, then increase the table size again as appropriate, and add to the compulsory and optional features.

Invader & Defender. Within the context of the campaign the player whose forces are entering the battlefield hex is the invader, whilst the player whose forces are already in the hex is the defender.

Late Arrivals. When a battle commences any force that is within 1hex of the battlefield hex may arrive on the battlefield to support one side or the other, it being assumed that a messenger calls them forward. Only one command (or flanking force) may arrive in any turn and only if the CinC has rolled a 6 on their late arrivals / flanking force dice. There are only limited road routes / tracks to a battlefield. Some commands may well not arrive at all before the battle concludes, but when they do an additional PiP Dice is added to the mix.

Time of Day or Night. Prior to deployment both sides roll a deployment dice. The total of the two sides raw deployment dice scores is the number of hours after midnight that deployment is completed. Sunrise and Sunset times are presented in Annex C. Dawn is the period before sunrise, and Dusk is the period after sunset.   Night is between Dusk and Dawn. Maximum visibility (other than of camp fires) during Dusk and Dawn is 5BW (400p). Visibility at night is 160 paces. The duration of Dawn and Dusk is always 3 bounds and occurs at the times shown within Annex C. Where weather restricts visibility (e.g. Fog / Snow) use the distances indicated in the weather rules.

Flank Marches. If a player wishes, then they may allocate **up to 1/3 of all the elements in a single command at the start of the battle (but a minimum of four elements) to a flank march or to a delayed arrival**. They nominate the size and side in their deployment plan. If a force consists of 3 or more commands then a flank march can only be carried out by a full command, and only one can be allocated to a flank march / delayed arrival.

Both players roll 1D6 each bound (after the first), prior to rolling PiP dice, to see if any flank marches or Late arrivals reach the battlefield. On a 6, a flank march force or late arrival will arrive **on that bound** and the owning player will then roll the PiP dice for that Command in the normal way.

Flank marching forces come on table on the side of the table that the player nominated in their deployment plan. Late arrivals come onto the table from the relative direction noted by the campaign map. Their own baggage elements arrive last (and set up camp at their arrival location).

Any enemy forces within 4 BW of the arriving forces point of arrival table edge will immediately flee directly away from the arrival point in spontaneous retreat.

Battlefield Weather & Visibility Table.

On each battlefield turn, the umpire will roll 1D6 to see if the weather improves or gets worse, depending upon the Campaign turn weather. On 1, 2 the weather gets one level worse (i.e. Visibility gets worse), on 3,4 there is no change, on 5, 6 the weather gets one level better.

Weather	Starting Visibility	Remarks
Normal (Fine)	Whole table is visible (less impact of terrain features)	Command distances as per normal (i.e. 1600p (20 BW) for LH, 640p (8 BW) for all other troops). **Fine starts here**
Slightly Limited Visibility. (Intense Heat & Rain)	No visibility beyond 1200p (15BW). Command distance reduced.	Command distances reduced to 1200p (15 BW) for LH and 480p (6BW) for all other troops. **Intense heat and Rain start at this level.**
Poor Visibility (Snow / Dusk / Dawn).	No visibility beyond 800p (10BW). Command distance further reduced.	Command distances reduced to 10BW for LH and 5BW for all other troops. **Snow starts at this level.**
Very Poor Visibility (Dusk or Dawn / Normal Mist or Fog / Dust Storm)	No visibility beyond 400p (5BW). Command distance reduced further.	Command distances reduced to 8BW for LH and 4BW for all troops. **Fog & Dust Storms start at this level**
Extremely Poor Visibilty (Night / Extreme Fog)	No visibility beyond 160 paces (1BW)	Command distances reduced to 4BW for LH and 2BW for all other troops. **Night starts and stays at this level.**

Shooting cannot occur at ranges greater than the current visibility.

If at the commencement of the battle (or any other friendly bound) no elements on either side can see any elements on the opposing side then all tactical moves in that bound for the current player costs +1 PiP to execute.   This extra cost no longer needs to be paid if the enemy is in sight at the

start of the next friendly bound. If contact between both sides is not maintained, then the additional +1 PiP movement cost must be re-implemented before movement can occur.

If Dusk / Night falls and both sides lose contact then the battle ends and Victory and Defeat are determined.

21 BATTLES

All Battles are fought using the DBA 3.0 rules (use Giant DBA variant other than as noted below).

In all battles in the Campaign each separate command on the table at the start of the battle rolls its own PiP dice.

An additional PiP dice is also rolled by each sides CinC to see if any off table forces or flank marches arrive that turn.

The extra dice is rolled by both sides in front of the umpire, on all turns other than the first bound, even if no flank march force or off table force is available. On a score of 6 any available late arriving Force or available Flank March arrives on the table edge immediately. The dice is then rerolled to see how may PiPs are available for that Command.

Only one Command or Flank March can arrive each turn (owning players choice). Any others available may or may not arrive in subsequent turns (depending on the vagaries of the late arrivals dice roll).

In battles where a side has more than one command on a side, on every bound the CinC may swap their own PiP dice with one of their subordinates, if they wish to. An Unreliable Ally cannot be asked to swap PiP dice.

Unreliable Commands. On the first bound of any battle, if an Allied Command (other than a CinC) rolls a PiP dice roll score of 1, then that command becomes unreliable. They will make no moves at all until either:

> a.   They are attacked by the enemy; or

> b.   They roll 6 on the PiP dice (if not managed by a player), becoming an active friendly Ally again; or

> c.   The owning player is able to role 3, 4, 5, 6, and thus disseminates the necessary orders to his command (using PiP dice in the normal way), getting them to respond in any way he wishes. There will thus be at least 1 bound of uncertainly where a player owned 'Allied' command appears to take no action (even if the player wants to), and potentially a much longer period of delay.

> d.   A player may of course declare himself as unreliable (via the Umpire) if he wishes, or change sides, providing the intent to do so has been notified to the umpire before the battle. However, the transition to unreliable status can only happen on the first turn of a battle.

Troops in an unreliable command cannot shoot, spontaneously advance or make tactical moves closer to known enemy. An unreliable command will automatically join the enemy if any of the other commands in their Army become demoralised or before this if the owning player wishes this to occur.

Moving Camps / Baggage Trains

If a player wishes to withdraw a baggage train element from the battlefield then they must first allocate a single PiP to move each Baggage Train element. They then must roll 5 or 6 on 1D6 before that element can be moved and can be considered to have 'broken camp'. All failed attempts still consume 1PiP. If success occurs then the baggage train is removed from the table. In effect the player concedes defeat once both (or all) its baggage elements are off the table. At which point the normal post-battle resolution procedure takes place.

A player may choose at any time to remove its commands elements from the battlefield. If this is done unilaterally by the owning player then any remaining Commands in that Army will react towards the withdrawal as if the withdrawn command had become Demoralised.

Demoralised Commands.   If at the end of any bound more than a 1/3 of a Command's element equivalents (excluding Scythed Chariots, Hordes, camp followers or Denizens) have been lost (including scouting loses), or its General is lost and its next PiP dice is not greater than the cumulative total of element equivalents lost by the command (excluding scouting) then that command becomes permanently demoralised.

The elements of a demoralised command, who are not in a City, Fort or Camp fight all close combats at -2DM. They may use their PiP dice each bound to make **1 single element tactical move** and any remainder to halt groups or single elements for the current bound. All other mobile elements must flee in spontaneous retreat, unless within the circuit of a fortification not entered by enemy, or in a tower, or their front edge is in contact with enemy. This is repeated in all subsequent friendly bounds.

A demoralised command may use available PiPs to break camp. If the player rolls 5 or 6 the attempt is successful. Even if unsuccessful, all PiPs used are consumed. Only one attempt to move an individual baggage train element may be attempted each bound.

Broken Commands

If over ½ the original elements in a command are lost then the command is Broken and all remaining elements flee. Any baggage train elements that remain on table are abandoned to the enemy. PiP dice for a broken command can no longer be thrown.

Captured Baggage. If a baggage train element is captured the capturing player can immediately transfer any SPs still in the baggage train into their own baggage. They may also sell the captured baggage train for an additional 3SPs, but only in the Pre-Movement phase of their next campaign turn.

22 VICTORY & DEFEAT

If a player wishes to withdraw their forces from the battlefield and concede defeat then they must move their elements in the normal way off the battlefield to achieve this. All elements that are voluntarily withdrawn from the field do not count as 'lost' (and thus do not contribute to a demoralised command), but they cannot subsequently re-enter the battlefield. Once both (or all) baggage elements of a force are withdrawn from the battlefield successfully the battle is concluded. The withdrawing player has conceded defeat to the victor.

If a battle reaches its time-limit (one hour), then play ends and the post battle resolution process starts, it being deemed that both forces break-off the fighting at the end of the day and mutually choose to withdraw.

In all other cases, when at the end of any bound by either side, an army's cumulative losses, including all troops of commands that are demoralised, or which have changed sides, and any fled or destroyed baggage, scouting losses, or lost flank marches (flank marches are not deemed to be 'lost' by the rest of the Army until after the conclusion of the sixth bound, but their arrival is still diced for), **at least half or more of its original element equivalents have been 'lost'** then its remaining commands become demoralised, and the game is over.

23 POST BATTLE ADMINISTRATION

Final Battlefield Losses.

When the battle ends assess the final losses on both sides as follows:

- All elements lost during the battle are lost permanently and must be placed in the Command Reserve.

- All elements of the **Losing side** that are in contact at the end of the battle, are lost permanently and must be placed in the Command Reserve.

- In a draw both sides dice for each element that is in contact as if it was a standard combat. All push backs result in a lost element (including any supporting elements) with any losses being put into the command reserve. If both elements stand, then both elements survive and break contact.

- In all other situations move the elements of the loser one flee move towards **the closest table edge**. Then move all the winners mounted elements one spontaneous move towards the closest remaining enemy elements. If a Losers element gets off table it survives. If a Winners element contacts any Losers elements the Losers element is lost and put into the Command Reserve.

- All other elements of the losing side that are not contacted in this way after one move are considered to get away to fight another day.

Post Battle Locations on the Campaign Map.

If the Battle is a draw: The Defender will stay in possession of the battlefield. The Invader must withdraw at least 2 hexes (no SPs are paid) along any available road route without contacting any enemy Commands. [The purpose of this rule is to separate both parties on the campaign map by at least 1 empty hex].

In all other situations the Victor will stay in possession of the battlefield and the Loser must withdraw at least 2 hexes (no SPs are paid), along any road route available without contacting any enemy Commands.

If no road route is available then they may withdraw across country, but automatically become 'Shaken'. They cannot pass through hexes with mountains, or **forested** hills, or marshes, unless travelling by road. If the losing forces cannot withdraw via a permitted route without contacting the enemy or terrain they cannot pass through, **then they are destroyed**. If they have to cross a river

marked on the map at a location other than in a hex with a marked bridge or ford, or have to pass through a close-country hex for movement (remember mountains or forested hills or marshes, are considered impassable other than via a road route) then they also become 'Shaken'. If a 'Shaken' command receives a second level of shaken they immediately suffer attrition instead.

After all battles have concluded, the umpire will conduct post-battle actions with each player in turn (in the order initiative cards were drawn). Once this is concluded play move on to the next campaign turn.

24 OPTIONAL RULES

Option 1 - Additional Factions: A further two – four additional players may be added as 'nomadic raiders' or 'maritime raiders' (as the umpire sees fit). These additional optional factions, do not have a city or any towns **but get an additional two baggage train elements**, and unlike any other faction get an additional (free) Sub-General element. They may also conduct raiding attacks on City settlement hexes and take away loot (in the form of even more additional baggage elements).

a.   **Unlike any other faction** a raiding faction can split the elements of the original 100AP command into two (if they wish to) and send some each with one of the two Generals that they own. They can of course stay as one command if they choose to do so, but both the CinC and Sub-Generals element need to be killed before the command suffers the loss of the general.

b.   Both General and Sub-General elements can add +1 for a Generals element. If the Sub-General is killed in battle, it can be replaced post-battle in the normal way.

c.   If the additional faction is a maritime invader, then any additional baggage elements must always be ships and thus are constrained to move only via the major navigable rivers or through coastal hexes.

d.   **Unlike any other faction** a raiding faction can also conduct 'looting' actions whilst in a City hex, providing that they are not conducting a siege. They must remain static inside the city hex, without being disturbed by any enemy, for a whole campaign turn. At the end of that turn they will have created a free pair of baggage elements. They can only loot a hex once. If raiders capture a city (not a town) then the raiding faction immediately 'begins to settle' and can no longer replace its Sub-General (if and when this is killed) or conduct further raids. Once it no longer has a sub-General it can no longer split its Command.

e.   Maritime raiders can land initially at any hex with a marked beach or coastal settlement (other than a city) which does not have an opposing force in it. Once they arrive on the peninsula they can map move by ship along the coast at the same speed as if travelling by a minor road (i.e. 2SP per hex), but can only land and formally disembark their forces, including baggage and mounted elements, at an unoccupied beach or settlement hex.

f.   If the campaign weather is 'Rain' sea movement costs +1. If the campaign turn weather is 'Snow' sea movement costs +2. No sea movement is possible in Fog.

g.   A maritime raider command do not need to 'disembark' at the end of a campaign turn (in which case all baggage is still embarked and all mounted elements are considered dismounted), but must be in a coastal hex, or suffer from immediate attrition. It is considered to be 'overnighting' in that coastal hex. If that coastal hex is entered by an

enemy and the Command have not formally 'disembarked' then the maritime command's elements must all fight dismounted.

h.   Raiders can sell baggage train elements acquired by looting for 6SP (loot is special - it cannot feed a force, but it can be sold) in the Pre-Movement phase of a campaign turn, but must order the sale. All their other baggage train elements are standard baggage and cannot be sold. Baggage train elements of loot can of course be captured and sold.

i.   Raiders can capture towns in the normal way without 'starting to settle'. These pay tribute in the normal way on a campaign turn by campaign turn basis.

Option 2 - Other Sea Transport on Certain Routes: Certain factions have locations that allow them to move a command by sea **between two specific locations**. Such a move always takes a minimum of 10 SPs and must start with the moving Command in the departure hex. Only one Command (not one force!) can move via such routes in each campaign turn. They cannot use the route if to do so would mean making an opposed landing (i.e. An enemy is already in the landing hex), but they will not necessarily know if the enemy is present in the landing hex until they have arrived (and spent the necessary SPs). They can however "scout" the landing hex in the previous move at a cost of 3SPs to determine if the landing hex is occupied by the enemy.

Annex A - Points Values for DBA elements

Each Command should conform to a recognised Army List (e.g. DBMM / DBM), but with all element minima reduced to ¼ (rounded down) and all element maxima to ½ (rounded up).

Up to six elements specified by army lists as controlled by an allied or subordinate general (or as a foreign ally contingent referenced in their own list), can be used, but must include at least one element of all compulsory element types before any optional element types from the Ally Army List are selected.

As DBA 3.0 does not classify troops as Regular or Irregular, and does not recognise any of the other differences such as (F), (I), (O), (S), (X), etc., but does recognise the fact that some infantry elements can be 'Fast' or 'Solid', the points values to be used are as follows:
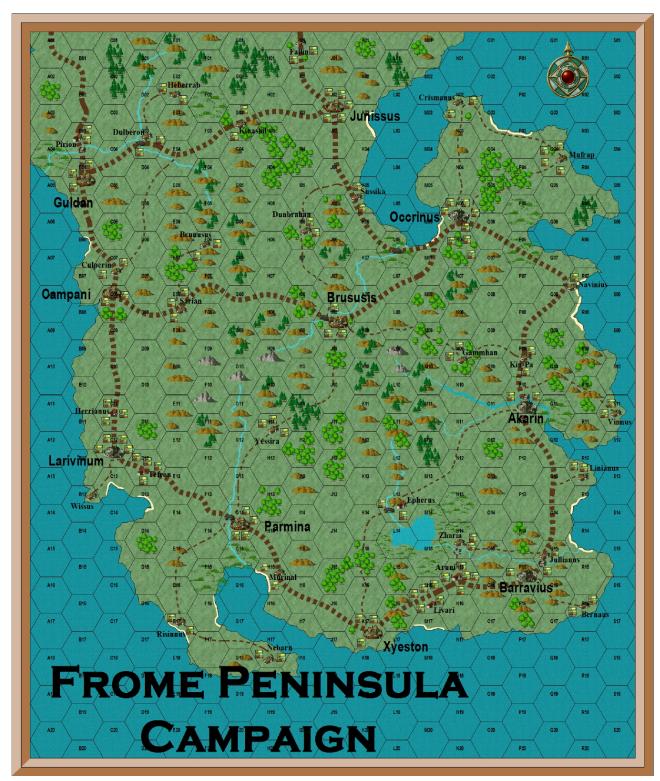
Element Type	AP Value	Element Type	AP Value
ELEPHANTS: El (S,O, I, X)	16	SPEARS: Sp - Solid	5
KNIGHTS; Kn (S,O, F, I, X), HCh	12	PIKES: Pk (S,O,I,X) - Solid	4
CAVALRY: Cv (S, O, I), LCh	8	PIKES: Pk (F) - Fast	3.5
LIGHT HORSE: LH (S,O,F, I), LCm	5	BLADES: Bd (S,O,I) - Solid	6
SCYTHED CHARIOTS: SCh, Exp	7	BLADES: Bd(F, X) - Fast	5
CAMELRY: Cm (S, O)	6	AUXILIA: Ax(S) - Solid	4.5
ARTILLERY: Art (S,O,F,I)	8	AUXILIA: Ax (O, I) - Fast	3.5
WAR WAGONS: WWg	10	BOWS: 4Bw, 4Cb, 4Lb - Solid	5
PSILOI: Ps (S,O,I, X)	2	BOWS: 3Bw, 3Cb, 3 Lb - Fast	4
WARBAND: 4Wb (S,O) - Solid	3	HORDES: 7Hd - Solid	1
WARBAND: 3Wb (F) - Fast	3	HORDES: 5Hd - Fast	1
BAGGAGE (Replacements only)	3		

If an element is not covered in this list then ask the Umpire for a ruling, however assume that the element costs the same as its DBM v3.3 Reg (O) equivalent (or Irr (O) if there is no equivalent Regular troop type (e.g. Warband, Expendables, Hordes, etc.)).

The Umpire will have a number of pre-planned armies for players who do not own their own to use.

Annex B

Map of the Frome Peninsula

Terrain Types

The terrain types are marked as follows:

- Mountains (Mountains only).

- Rolling Hills (Hills only).

- Forested Hills (Pine trees & Hills).

- Woodland (Deciduous trees).

- Wooded Hills (Deciduous trees & Hills)

- Forests (Pine trees).

- Open Grassland (Blank green hexes).

- Farmland (Field symbols).

- Marshland (Marsh symbols).

- Beaches (yellow coastal strip in hex).

- Mixed terrain (Other mixes of terrain not specifically noted above)

In addition to these specific terrain types, the map also shows:

- Major roads (Thick brown dotted lines).

- Minor Roads (Thin brown dotted lines).

- Major rivers (Blue solid lines).

- Bridges (Bridge shown in hex) .

- Known fords (where a road crosses a river but no bridge is shown).

- Cities (settlements with walls or fenced fortifications).

- Towns (settlements with no walls or fence).

The features of each terrain type and their impact on movement are as follows:

a.   **Mountains** – Assumed to be comprised of rugged, craggy and steep sided mountains, very steep hills, occasional dense woodland / forest, cut by minor passes, deep gullies, and dead-end valleys. Indicated on the map by a mountain symbol. NOT NORMALLY ACCESSIBLE BY AN ARMY UNLESS FOLLOWING A ROAD.   SCOUTING IS CONSTRAINED TO LIGHT TROOPS ONLY. CAMPAIGN MOVEMENT IS CONSTRAINED.

b.   **Forests** – Dominated by generally flat ground heavily covered by dense forest or jungle. Occasional open ground, much of which may be too water logged or rocky to support trees. Gentle hills are likely to be forested. May include some un-forested steep hills and gullies. Settlement possible, but very rare (only if shown on map). Indicated on the map by a collection

of pine tree symbols. SCOUTING IS CONSTRAINED TO LIGHT TROOPS ONLY. CAMPAIGN MOVEMENT IS CONSTRAINED.

c.   **Forested Hills** – Dominated by hills most of which are covered in dense woodland or jungle. Occasional un-forested craggy or steep sloped hills, steep sided gullies, and marshy valleys. Occasional open hills and flat woodland. Little un-forested flat open space. Some limited small settlements possible, but rare (only if shown on map). Indicated on the map by one or more hill symbols associated with collections of pine trees. SCOUTING IS CONSTRAINED TO LIGHT TROOPS ONLY. CAMPAIGN MOVEMENT IS CONSTRAINED.

 d.   **Open Hills** – Dominated by open rolling gentle hills, with occasional open woodland, and boggy ground in low areas. Occasional gullies, steep sided, craggy, scrub covered or rock strewn hills can also be included. Small settlements possible, but large settlements rare. Settlements likely to be associated with open fields or enclosures / vineyards. Hills may be occasionally scrub covered, wooded or rocky. Indicated on the map by one or more hill symbols and no trees. SCOUTING IS CONSTRAINED TO MOUNTED TROOPS ONLY (Excluding Baggage, War Waggons, Knights, Elephants, Chariots, Expendables). .

e.   **Woods** – Dominated by flat / gently undulating ground covered for the most part by open woodland. Some significant open spaces probable together with occasional wooded hills, bogs, and other difficult or rough ground terrain types. Small settlements possible possibly with associated open fields or closed enclosures.   Indicated on the map by a collection of deciduous tree symbols. SCOUTING IS CONSTRAINED TO LIGHT TROOPS ONLY. CAMPAIGN MOVEMENT IS CONSTRAINED.

f.   **Wooded Hills** – Dominated by hills covered by open woodland. Some significant open spaces probable either as un-wooded hills or scrub covered hills, some low open ground and low lying marsh / boggy ground. Rare small settlements possible, potentially with associated open fields or closed enclosures. Indicated on the map by a collection of one or more hill symbols in association with deciduous tree symbols. SCOUTING IS CONSTRAINED TO LIGHT TROOPS ONLY. CAMPAIGN MOVEMENT IS CONSTRAINED.

g.   **Open Grassland** – Dominated by generally flat / undulating ground. Occasional hills, some scrub possible. Minor incidence of woodland, bogs and other rough ground. Settlements as shown, but villages possible together with open fields or other farmland types.   Plain green hex with no major symbols. SCOUTING IS CONSTRAINED TO MOUNTED TROOPS ONLY (Excluding Baggage, War Waggons, Knights, Elephants, Chariots, Expendables).

h.   **Farmland** – As per Open grassland, but with high likelihood of closed enclosures, fields, orchards and vineyards. Built up Areas (BUA) / settlements almost certain. Indicated on the map by a hex with at least 2 field symbols. CAMPAIGN MOVEMENT IS CONSTRAINED. SCOUTING IS CONSTRAINED TO MOUNTED TROOPS ONLY (Excluding Baggage, War Waggons, Knights, Elephants, Chariots, Expendables). .

i.   **Marshland** – As per Open grassland, but with high likelihood of boggy ground, small ponds, and marshland. Hills, woods and settlements very rare (only if shown on map).

Indicated on the map by a marsh symbol. SCOUTING AVAILABLE TO LIGHT TROOPS ONLY. CAMPAIGN MOVEMENT IS CONSTRAINED.

Close Country – Map Hexes with terrain composed of Mountains, Forests, Forested Hills, or Wooded Hills are counted as being Close-Country for both movement and scouting purposes. Marshland and Farmland terrain hexes are Close-Country for the purposes of movement only.

Settlements - These rules assume two different sizes of settlement marked on the map as follows:

a.	**Cities**. Large scale urban settlements, surrounded by fortifications. Can only be captured by siege (in 1D6 weeks from investment) or by defeating the cities field army in its home hex. Each City generates 6 SP each campaign turn.

b.	**Towns**. Significant urban settlements with no protective fortifications. Automatically captured by an army entering a hex containing such a settlement and defeating any defending force in the hex.

Roads – These come in two types:

a.	**Major** - Assumed to be paved or well graded and maintained, usually wide enough to allow two-way traffic of wagons and generally associated with facilities such as well-maintained bridges, inns and the like. Major roads are marked on the map with a thick dotted brown line.

b.	**Minor** - Assumed to be generally narrow cart tracks or wide rutted caravan routes which have been created as a result of 'custom and practice' rather than any formal road-building program. They are not formally maintained and have few if any facilities. Where minor roads cross rivers there are usually only fords or poor quality wooden bridges. Minor roads are marked on the map with a thin dotted brown line.

Rivers – All rivers shown on the map represent a significant obstacle and are always fordable given time and an opportunity to find such locations.   They are however always to be treated as rivers 80 to 200 paces wide and within the context of this campaign will never be Low. Other rivers or streams may appear on a battlefield however even if not marked on the map, but cannot be over 80 paces wide.

Farmland – Any hex marked with one or two field symbols marked within a hex that otherwise includes woods and/or hills. Such hexes are NOT classified as Farmland, but do indicate that such terrain types are likely, and where the map shows at least one set of fields within a hex then farmland features such as Cultivated open fields (F), small fields enclosed by walls, hedges, irrigation ditches or paddy bunds (E), vineyards (V), and Orchards /Olive groves (O) as well as a parish boundary hedge or wall (B) all become optional terrain types. Where at least 3 sets of fields are represented in a hex then the terrain type is classified as Farmland and farmland features become a compulsory terrain type.

Annex C - Campaign Turn Orders Format

Player Name: ……………………………………   **Faction Name / ID**: …………………………………

Command Name / ID: ……………………………..   **Campaign Turn**: ……………………………………..

Command Starting Hex: ………………………………

Pre Movement Phase Orders: (These can be: Send a Message, Join a Force, Procure Elements from the reserve, Transfer SPs to an Ally, Transfer SPs back to the Treasury, or Restore a 'Shaken' Command).

Movement Phase Orders: (These can be: Move a Command - present intended route in hex IDs), Supply a Command (note if part of larger force or isolated command), Allocate Emergency Movement SPs to Command Baggage Train).

Post Movement & Battle Phase Orders: (These can be: Send contact report / Battle Report (1SP), Replace General).

Annex D - Frome Peninsula Cities & Towns List

Map ID	Name	Starting Faction	Comments (Colours show original Faction ownership)
B04	**Guldan**	One	
E02	Heberrab	One	
B03	Pirion	One	
D03	Dulberon	One	
	TOTAL	One	
J02	**Junissus**	Two	
G03	Kinashil	Two	
I03	Fallin	Two	
N02	Crismanus	Two	
	TOTAL	Two	
C08	**Campani**	Three	
F06	Brunusus	Three	
E08	Sarian	Three	
C07	Culperin	Three	
	TOTAL	Three	
J08	**Brususis**	Four	
I06	Dunbrahan	Four	
N09	Grammhan	Four	
H11	Yessira	Four	
	TOTAL	Four	
N05	**Occrinus**	Five	
K05	Sussika	Five	
Q04	Mufrap	Five	
R07	Navinius	Five	
	TOTAL	Five	
C12	**Larivinum**	Six	
C11	Herrianus	Six	
D12	Tefron	Six	
B13	Wissus	Six	
	TOTAL	Six	

Map ID	Name	Starting Faction	Comments (Colours show original Faction ownership)
G12	Parmina	Seven	
E17	Risinnus	Seven	
H17	Nebarn	Seven	
H15	Murinal	Seven	
	TOTAL	Seven	
K17	Xyeston	Eight	
L13	Epherus	Eight	
M16	Livari	Eight	
N15	Arunj	Eight	
	TOTAL	Eight	
P15	Barravius	Nine	
N14	Zheria	Nine	
Q15	Jullianus	Nine	
R16	Bernaus	Nine	
	TOTAL	Nine	
P10	Akarin	Ten	
P09	Kin-Pa	Ten	
S11	Vinnus	Ten	
R12	Linianuus	Ten	
	TOTAL	Ten	

Annex E – Generating Battlefield Terrain

Terrain Set Up. The rules laid down assume use of a standard 'table size' based upon the number of commands on each side participating in the battle. If more commands are present then increase the number of terrain pieces in line with the increased table size. Full details of the procedure to be used are below:

1. Identify the number of Commands on each side of the battle. This will dictate the table size to be used.

    a.   **Where there is only one command on each side**, the table area is 3ft (0.9m) by x 2ft 6ins (0.75m) deep. 1-2 Compulsory features and 2-3 Optional features.

    b.   **Where there are no more than two Commands on each side**, then double the table width to 6ft (1.8m) but keep the table depth at 2ft 6in (0.75m). 1-3 Compulsory features and 2-3 Optional features.

    c.   **If there are 3 - 5 Commands**, then use a standard 6ft (1.8m) by 4ft (1.2m) table. 1-4 Compulsory features and 3-6 Optional features, with no more than 4 features of the same type.

    d.   **If there are more than 5 Commands**, on each side, then increase the table size again as appropriate, and add to the compulsory and optional features.

2. Identify the map terrain type of the hex in which the battle will take place. This will determine the basic collection of compulsory and optional terrain types that players can select terrain pieces from (see table below).

3. The Umpire will look at the hex and lay down any roads and major river features on the table. Minor

4. The Defender selects compulsory features, and optional terrain pieces (none greater than 480 paces (240mm) across), from those allowed for that particular terrain type. Terrain pieces over 480 paces can be used on tables larger than the 'standard size', but count as two terrain pieces.

5. Following feature selection, for a" standard table" size the Defender bisects the battlefield twice at right angles to its edge to produce four equal quarters, numbering these 1 -4 from the left. They then rolls a single D6 to identify where to deploy each selected terrain features. If a 5 is rolled then the Defender selects the location and if a 6 is rolled the Invader places the nominated terrain piece on the table.

    a. If the table used is double the 'standard size' then roll 2D6 of different colours: one identifies which table 'half' the terrain piece is allocated to and the other identifies the quarter within that half (as for a 'standard sized' table.

    b. If the tabled size used is a 6ft by 4ft table then divide the table into six segments, and for each terrain piece roll 2 dice of different colours. The first will identify the sector the terrain lands in, the second the location within that sector. If the second dice is 1,2 then the terrain piece must touch a table edge. If 3, 4, it must be between 2inches and six

inches from a table edge. If 5, 6 the terrain piece must be over 6 inches from any table edge.

c. If any terrain piece cannot be placed, it is discarded. Area features, unless Plough or Gentle Hills must be placed completely within a sector. Plough or Gentle hills, and all other linear features, may be placed so that they extend into another sector, but the majority must be within the original quarter diced for. Double sized features may also be placed so that they extend into another sector.

d. Once the terrain has been deployed then forces are laid onto the table. The Defender always deploys first, followed by the Invader. The Defender **always** moves first.

Compulsory terrain types are always available as optional terrain types. The table below highlights the compulsory and optional terrain types available in any particular type of hex.

Terrain Type	Description	Compulsory	Optional
Mountains	Mountain symbol.	DH, CH, WH, G.	RH or SH, GH, M, BF, Wd, Rv (small). BUA not allowed unless shown on map.
Forests	Pine Trees	2 x Wd, SF.	WH, DH, M, BF, SH, Rv (small). BUA not allowed unless shown on map.
Forested Hills	Both Hill symbols and Pine Tree symbols.	DH, WH x 2,	SH, G, RH, CH, Wd, M, BF, Rv (small). BUA not allowed unless shown on map.
Woods	Deciduous Tree symbols.	Wd x 2, SF	WH, RH or SH, BF or M, Rv (small). BUA (If chosen, only if 5, 6 thrown on 1D6). If BUA selected then O, E, V are optional
Wooded Hills	Both Hill symbols and Deciduous Tree symbols	WH x 2, SH	G, Rv, Wd, GH, Rv (small). 1 of (DH or RH or CH), 1 of (M or BF), 1 of (SF or RF). BUA (on hill) (If chosen, only if 5, 6 thrown on 1D6). If BUA selected then O, E, V are optional.
Hills	Hill symbols and no groups of trees. (i.e. 3 or less)	GH x 2, RH or SH.	DH, CH, Wd, WH, M, BF, G, Rv (small). BUA (on hill) (If chosen, only if 5, 6 thrown on 1D6). If BUA selected then O, E, V are optional
Open Grassland	Blank hex with no trees, hills, marsh or mtns.	None	GH, F, Wd, BF, M, or G, Rv (small). Only 1 of RH or WH or DH or CH. BUA (not on hill) (If chosen, only if 4, 5, 6 thrown on 1D6). If BUA selected then O, E, V are optional.
Farmland	3+ Farm symbols	3 x (O, E, or V)	F, B, Wd, BF, M, Rv (small), Rd (small), GH, or 1 of (RH or WH or DH or CH). BUA (not on hill)(If chosen, only if 3, 4, 5 or 6 thrown on 1D6).
Marshland	Marsh symbol	M x 2, BF, Rv (small)	Small lake or pond up to 1 FE in size, SF, One of GH or Wd.
Partial Farmland	2 or less Farm symbols plus some other terrain symbols	As per the other terrain symbols shown	Farmland (O, E, V, F & B) become optional
Roads (Rd)	Road shown in hex.	If in hex Rd becomes compulsory (laid	Rds becomes optional, but must join main road.

Terrain Type	Description	Compulsory	Optional
		by umpire)	
Rivers (Rv)	River shown in hex.	If in hex Rv (Large) becomes compulsory (laid by Umpire)	Rv (small) becomes optional, but must join major river.
Sea (S)	Coastal hex.	Only if over ½ hex is sea WW becomes compulsory	Otherwise add as an optional.
Lake (L)	Lake shown in hex.	Only if over ½ hex is lake WW becomes compulsory	Otherwise add as an optional
Waterway (WW)	River shown in hex, **and defined in scenario as Waterway.**	Only if River shown in hex is defined as WW and stated in scenario	Not available as optional
Settlements (BUA)	If settlement symbol in hex, then as per symbol	Special see below	If settlement shown in hex BUA no longer available as optional.

Key:

Difficult Going: BUA = Built Up Area; O = Orchards or Olive grove; V=Vineyard; DH=Difficult Steep Hills; CH=Rocky, craggy Hills; WH=Wooded Hils; Wd=Wood; Oa=Oasis; E=Enclosures of small fields, enclosed by walls, paddy bunds, hedges, etc; M=Marsh; D=Low sand Dunes; B=Major boundary hedge and or ditch; G=Gully.

Rough Going: RH = Rocky Hills; SH = Scrub covered hills; BF = Boggy Flat ground; SF= Scrub covered flat ground; RF=Rocky Flat ground;.

Good Going: GH=Gentle hills; F=Fields; Water features, marsh, boggy ground frozen becomes good going.

Identify from the hex whether or not any additional terrain features *might* appear on the battlefield. If such items are indicated then this will change the availability of both compulsory and optional terrain types. Such features include:

Built-Up-Areas (BUA). As per the DBA 3.0 rules a BUA can be an area-feature such as a city / fort / hamlet / edifice. These are represented as follows:

> **City** – Indicated on the map by the City symbol. When shown on the map a City means that the hex contains a single named and fortified City, as well as a number of smaller Villages or unfortified Hamlets. In addition to the predominant terrain type of the hex, much land has been cleared and adapted to enable farming. A BUA on the battlefield might be the City itself or a smaller settlement that is assumed to exist within the hex at some distance from the City. BUA becomes a compulsory terrain type. Farming terrain also becomes compulsory. A City has DENIZENS and can be garrisoned by the Defender. Throw 1D6:

On 4, 5, 6 – BUA must represent a DBA City.

On 1,2, 3 – BUA may represents a DBA Hamlet.

Town – Indicated on the map by one of the Town symbols. When shown on the map a Town means that the hex contains a single named town, as well as a number of smaller unfortified Hamlets. In addition the predominant terrain type of the hex has been significantly cleared and adapted to enable farming. The BUA might be a Fort near the Town itself or various smaller unfortified Hamlets that are assumed to exist within the hex at some distance from the Town. Throw 1D6:

On 4, 5, 6 – BUA must represent a DBA Fort. A Fort has no DENIZENS, but must be garrisoned by the Defender.

On 1,2, 3 – BUA may represents a DBA Hamlet.

When selecting terrain BUA becomes a compulsory terrain type. Farming terrain (O, E, V or B) also becomes compulsory.

Roads (Rd) – These are marked on the map by brown dotted lines. Major roads are delineated by thick dotted lines. Minor roads are shown by thin dotted lines. In all other respects the normal rules concerning road placement within DBA apply. Additional minor roads may appear on the battlefield in certain types of terrain (e.g. Farmland).

If shown traversing a hex (whether major or minor road) then Rd becomes a compulsory terrain type. If a road junction is shown in that hex then the road junction *must* be shown on the tabletop.

Rivers (Rv) – These are marked on the map by solid blue lines, and represent major rivers. If shown on a hex then Rv (Large) become a compulsory terrain type for the battlefield. None are Waterways (WW) as defined by DBA, unless specifically noted in the scenario, in which case WW is a compulsory terrain type and Rv (Large) is not.

In all respects the normal DBA rules concerning Rv placement (or WW) apply.

All compulsory Rv are potentially fordable along their length, unless specifically noted in the scenario as being impassable within that hex, and are represented on the table as being between 80 paces and 200 paces wide.

Additional rivers may appear on the battlefield in most types of terrain (e.g. Marshland). All such rivers are minor rivers / streams which represent an obstacle to movement. They are no more than 80 paces wide and are always fordable unless this is specifically prohibited by the scenario. Minor rivers must meet any compulsory Rv (or WW) if this is shown in the hex.

Bridges & Fords – Bridges crossing major rivers are indicated on the map by bridge symbols. Fords crossing major rivers are indicated on the map where a road crosses a river and no bridge is shown. Bridges and Fords represent good going on the table top, but are never more than a one element wide. If featured on the hex then the bridge / ford *must* appear somewhere on the table top.

Coast Lines – If the hex includes an element of coastline then Sea (S) becomes an optional terrain type, unless more than half the hex is covered by Sea in which case S is compulsory. Normal DBA rules for placement of S as a WW apply.

Lakes – If the hex includes a Lake (L) the L becomes an optional terrain type, unless more than half the hex is covered by Lake in which case L is compulsory. Normal DBA rules for placement of L as a WW apply.

Note that in DBA WW, L and S are equivalent terrain features.

Annex F – Weather

Warm Climate. Applies to Southern Europe, Africa north of the Atlas, Asia Minor, except the central Anatolian plateau, most of Southern China, America less than 40 degrees North and northern New Zealand.

	SPRING	SUMMER	AUTUMN	WINTER
	TABLE 1: WARM			
1	Rain	Rain	Rain	Snow
2	Fog	Fine	Rain	Rain
3	Fine	Fine	Fog	Rain
4	Fine	Fine	Fine	Fine
5	Fine	Intense Heat	Fine	Fine
6	Fine	Intense Heat	Fine	Fine

For interest the other climate regions are presented below.

Cold Climate. Applies to America from the Great Lakes north, Scandinavia, Europe from the Elbe eastward and north of the Black Sea, Russia, Mongolia, Siberia, Tibet, Korea, and large mountain regions retaining summer snow peaks.

	SPRING	SUMMER	AUTUMN	WINTER
	TABLE 1: COLD			
1	Rain	Rain	Rain	Snow
2	Fog	Fine	Rain	Snow
3	Fine	Fine	Fog	Rain
4	Fine	Fine	Fine	Fog
5	Fine	Fine	Fine	Fine
6	Fine	Fine	Fine	Fine

Cool Climate. Applies to the remainder of Europe north of the Pyrenees and Alps, the Danube basin, the central Anatolian plateau, China north of the Huai-Yangzi watershed, Japan, America from 40 degrees North to the Great Lakes and highland Peru.

	SPRING	SUMMER	AUTUMN	WINTER
	TABLE 1: COOL			
1	Rain	Rain	Rain	Snow
2	Fog	Fine	Rain	Rain
3	Fine	Fine	Fog	Rain
4	Fine	Fine	Fine	Fog
5	Fine	Fine	Fine	Fine
6	Fine	Intense Heat	Fine	Fine

Dry Climate. Applies to the Sahara, Libya, Egypt, West and East Sudans, Syria/Palestine, Arabia, Persia, Mesopotamia, the Indo-Persian border, the Great Indian Desert, the American deserts and the Central Asian Desert.

	SPRING	SUMMER	AUTUMN	WINTER
TABLE 1: DRY				
1	Fine	Fine	Fine	Rain
2	Fine	Fine	Fine	Fog
3	Fine	Fine	Fine	Fine
4	Fine	Dust Storm	Fine	Fine
5	Fine	Intense Heat	Dust Storm	Fine
6	Dust Storm	Intense Heat	Intense Heat	Fine

Tropical Climate. Applies to Africa south of the Sudans, India, South East Asia, Guangzhou, Guangxi and southern Yunnan in the far south of China, most Pacific Islands, and Central and South America.

	SPRING	SUMMER	AUTUMN	WINTER
TABLE 1: TROPICAL				
1	Rain	Rain	Rain	Rain
2	Rain	Rain	Rain	Rain
3	Rain	Fine	Fine	Fine
4	Fine	Fine	Fine	Fine
5	Fine	Fine	Fine	Rain
6	Fine	Intense Heat	Fine	Fine

Sunrise & Sunset Times.

	Cold	Cool	Warm	Dry	Tropical
Summer	0300-2100	0330-2030	0500-1900	0530-1830	0600-1800
Spring or Autumn	0600-1800	0600-1800	0600-1800	0600-1800	0600-1800
Winter	0800-1600	0730-1630	0700-1700	0630-1730	0600-1800

Dawn and Dusk Duration Times.

Dawn is the period before sunrise. Dusk is the period after sunset. Night is between Dusk and Dawn. Maximum visibility (other than of camp fires) during Dusk and Dawn is 400p. The duration of Dawn or Dusk is always 1 pair of bounds.