

# BHGS Clarifications for DBM v3.2

In order to give a greater degree of consistency and certainty to both players and umpires, the BHGS have agreed the following set of interpretations. They are issued in response to the questions that we have been asked most frequently, and we have liaised with the authors in their preparation [up to v3.1\*]. We emphasise that they are interpretations/clarifications and are not “new rules” and must be read in conjunction with DBM v3.2. Queries on the rules should not be directed to the authors as they are now considered as officially unsupported. If there are any queries we recommend that you ask directly on the DBM Yahoo Group first. These clarifications may be updated from time to time and are an amalgamation of the old BHGS and IWF clarifications for v3.1 and recent changes to v3.2. [15<sup>th</sup> February 2012]

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### **Guidelines For Fair Play**

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## **1. DEFINITIONS OF CONTACT**

1.1 The circumstances when elements are allowed to contact enemy elements are described on p18 of the rules. These circumstances are described as “legal contact” in these clarifications.

## **2. FORTIFICATIONS (p. 9 and p.21)**

2.1 Continuous fortifications must have no breaks along their inside (defended) edge. At a corner, this means that the defended edges of the two neighbouring fortification lines meet.

2.2 Elements assaulting fortifications do so upon contact with the outside edge of the fortification model. Elements defending fortifications do so from the inside edge. Elements are only ever placed upon the fortification model where specific space has been provided on the model, e.g. a walkway inside a palisade, and in this case the area occupied by the fortification model is regarded solely as the area between the outside and inside edges.

2.3 The inside (defended) edge of fortification models around a BUA must enclose the BUA's perimeter, except optionally where it abuts the table edge or a waterway.

## **3. EXCHANGING MOUNTED AND FOOT ELEMENTS (p. 9)**

3.1 Dismounting troops. The following procedure is used to dismount / mount troops permitted to do so. Each rank dismounts / mounts on the line of the front edge of the element concerned. This differs for troop types that are capable of providing rear or shooting support, where the front rank dismounts / mounts as described, and subsequent ranks close up, so that they are immediately behind in edge to edge and corner to corner contact. This also applies if the ranks dismount / mount in a different bound and also to front rank elements and their supports when they remove their horse holders in a tactical move. Friendly elements are displaced, where necessary. However if there is insufficient room, or friendly elements cannot be displaced, dismounting / mounting cannot occur. The maximum number of ranks between horse holder bases is the same as the number of ranks and their supports for that troop type in good going. Further ranks are placed behind the horse holders and the procedure is repeated.

3.2 Troops may choose not to deploy horse holders when they dismount. In this case, the foot elements close up to the front rank to maintain their relative positions in the group.

3.3 Horse holder bases count in maintaining the continuity of a group; they do not make a single element into a group. They may also prevent recoils by friendly troops. They are destroyed by opposing elements that make any contact and such elements may carry on, to complete their full move. In the case of Irregular troops who are required to pay an extra PIP for moving short, they must continue moving or pay the extra. When horse holders are shot at they are immediately removed, and if this reveals an eligible target it may also be shot at that bound. Horse holders can therefore never act as a protective shield.

3.4 If duplicate mounted figures are used instead of horse holder bases, these are exchanged for foot elements in the same circumstances that horse holder bases would be removed from play. However, if the contacting element is in contact with the foot element after exchange the contact must be legal contact.

3.5 Generals. A general's command counts as entirely on foot if other than the general (plus any troops double-based with him) it currently contains no elements of:-

- Mounted troops (unless they are currently dismounted),
- Mounted infantry (unless their mounts have been removed from the table), or
- Naval (unless unladen).

3.6 Where permitted to dismount to attack a specific enemy type or to attack or enter a terrain type, an element is permitted to do so if it is at or closer than 300p.

3.7 Mounted Infantry. A tactical move need not start and/or finish within 200p of known enemy. Therefore dismounted troops can make a tactical move at any time in order to dismount or to deliberately leave their mounts. Mounted infantry cannot voluntarily leave their mounts as part of a march move.

3.8 There is no move distance specified for horse holders **and if used** they simply follow behind the appropriate element's **base**.

3.9 Double-based elements. Double-based mounted elements may dismount as single-based elements. They may also dismount as double based elements where, when dismounted, the rear element could provide rear close combat support to that in front or could shoot over it at a target on the same level. The PIP cost will be for dismounting the number of resulting single or double based foot elements. It is not permitted to dismount or re-mount just one element of a mounted double-based element.

#### **4. DOUBLE BASED ELEMENTS (p. 10)**

4.1 In order to count as in rough or difficult going for combat purposes, at least part of the front element must be in the terrain feature. **Where they are in more than one type of going**, both elements are considered separately **for combat purposes**. In such circumstances, rear ranks that are in difficult going do not provide support, and front ranks that are in good going do not count as being in rough or difficult going.

4.2 DBEs are required to expend PIPs as single elements when moving backwards (except if both are cavalry or both are skirmishers) if any part of the DBE crosses an extended line projected out from the initial rear of the element in question. **Turning 180 degrees does not count as moving backwards**.

4.3 **Double-based mounted elements may dismount as single-based elements. They may also dismount as double based elements if, when dismounted, they can provide rear support. The PIP cost for dismounting is that required by the resulting single or double based elements. It is not permitted to dismount or re-mount only one half of a double-based element.**

4.4 **A double-based element counts as a group when determining whether or not enemy can march closer than 200p.**

4.5 **All compulsory double-based cavalry elements in the army list books are treated as optionally double-based. If they are double-based they are paid for as if Cv [O], regardless of the grading specified by the army list, and the Army Point reductions for double-based rear rank elements apply.**

## **5. TERRAIN CHOOSING (p. 12)**

5.1 An Invader placed road cannot leave the centre sectors **and if chosen counts as 0 feature equivalent.**

5.2 **Compulsory terrain** is allowed where it is noted in the Army List Books, even if this contradicts the stated requirements for terrain combinations in the rules (e.g. Sea Peoples List 1/28, compulsory Waterway with no BUA).

5.3 Hills: Only hills with all bare gentle slopes are classed as H(G). All other hills are classed as H(S), i.e. hills with all or partially steep, brushy/rocky/boggy, wooded, orchard covered, vine covered, or terraced slopes

Gentle brushy/rocky/boggy slopes count as RGo.

Wooded, orchard covered, vine covered, terraced, or steep slopes of any type count as DGo.

The following hill types can only be used if the defender's list includes all of the required terrain types;

Hills with any brushy/rocky/boggy slopes require H(S) + RGo

Hills with any wooded slopes require H(S) + Wd

Hills with any vine covered slopes require H(S) + V

Hills with any orchard covered slopes require H(S) + O

Hills with any terraced slopes require H(S) only

**Invaders choosing the Rd and 2-3 feature equivalents of entirely steep hills option can place hills with coverings as per the above, but all slopes of the hills must be steep and are therefore DGo.**

5.4 Gullies: These should be treated as inverted hills. Elements in a gully are lower than elements outside the gully.

5.5 Upslope: Terrain pieces may be clearly modelled with crests or have "ridge" lines to show slopes. Opposing elements are level with each other if both straddle the same horizontal crest or ridgeline but are upslope if they are nearer the highest crest, ridge or central point if on a hill, the converse if in a gully. Otherwise the central point is the highest point if a hill and the lowest if a gully.

5.6 **BUA incorporating a hill:** a BUA incorporating a hill can be made up of a hill and BUA each of any permitted size. It counts as the sum of the sizes of each but is placed by the Defender using the normal rules for BUA. The combination can therefore be placed as a compulsory BUA (although the hill must still be counted against the defender's maximum terrain choices) but cannot be placed as a compulsory hill. If the BUA part is more than 750p across, there must be PF around the BUA part of the combined feature. The combined feature must be entirely within one sector of the table and the hill and BUA must be placed to physically overlap one another to the maximum extent possible. If placed in contact with a WW the BUA part of the combined feature must be in contact with the WW.

5.7 When the defender has to place a compulsory WW the mandatory BUA is **NOT** counted as compulsory for terrain FE.

5.8 Unless a promontory, a hill cannot be placed so as to replace the beach along the edge of a WW, i.e. there will be a gap of GGo between the hill and the water.

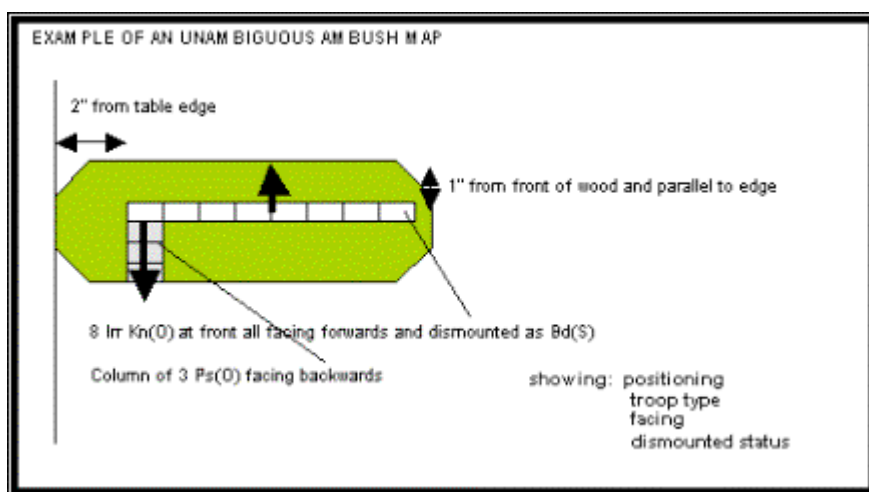
5.9 There is no rounding when halving the FE (feature equivalent) cost of compulsory features for defenders.

## 6. WEATHER (p.14)

6.1 Within 45° of directly downwind **does** include exactly at 45°. For disadvantage by dust storms, dazzle, snow or strong wind, the relevant angle is that between the direction faced by the element and the wind direction/relevant compass point.

## 7. DEPLOYMENT (p. 15)

7.1 **Ambush maps** must unambiguously show the position facing, command and mounted/dismounted state (if applicable) of ambushing elements relative to the table edge and/or terrain features and (if appropriate) other ambushing elements.



7.2 Troops must not be visible from the enemy deployment zone in order to ambush. Thus, all ambushing troops must be entirely within or behind appropriate terrain.

7.3 Baggage does not affect deployment as it is not yet allocated to a command and is ignored for intermingling purposes.

7.4 Commands may be specified as deployed in front of or behind each other but note the restrictions in section 6.1 in the "Guidelines for Fair Play" later in this document.

7.5 Naval landing elements must start the game onboard a naval element if the naval element could be deployed. However, the naval element can be beached when deployed.

## 8. OFF TABLE FLANK MARCHES (p. 15)

8.1 When stragglers or elements that have been left off table arrive they will cause enemy elements to flee in the same circumstances that a flank march would.

8.2 When flank marchers arrive or driven back troops move onto the table it is important to remember that PIPs must be expended per march move. Therefore an arriving group may only consist of those elements that have managed to get fully onto the table in their first march move. This process may be repeated to bring further groups onto the table. This means that elements whose move is less than their base depth (e.g. WWg) cannot enter forwards, either as a part of a

group or singly, and can only enter the table sideways by a single element move. If advancing spontaneously onto the table, such elements will enter sideways if necessary. If a spontaneously moving element is entitled to a double move, it will move forward if this enables it to move entirely onto the table. If further PIPs are available and they have not gone within 200 paces of enemy they may march again. **A flank marching command cannot choose not to arrive** at the first opportunity (i.e. at least one element must be brought onto the table).

The BHGS interpretation is different from the SWDL and players should be aware that they play using the following interpretation "March moves are taken to be continuous so it's permissible for deeper blocks to arrive provided that all bases are fully on-table when all marches have been completed."

**8.3 Flank marchers cause enemy elements to flee** (even those concealed in ambush) in the circumstances defined in the rules. Any flee moves occur immediately that the arriving element or group of elements is placed to enter the table, prior to the arriving group/element being moved. The arriving player need not define all groups arriving and their place of arrival before the flee moves are made. He must however fully define the group causing the flee prior to the flee move(s) being made. Elements forced to flee in this way do so, in an order chosen by their general, and only once in any bound. Elements capable of movement who are in contact with a table edge cannot physically prevent successful flank marchers from entering via that table edge – they simply flee away from the edge.

## **9. AMBUSHES (p. 15)**

9.1 Ambushing elements are placed on table when their owner expends PIPs to move them (even if the move is minimal) by moving spontaneously or as an outcome move, by shooting, or by enemy moving to within sight. Until then, they do not exert a ZOC, prevent enemy march moves or block shooting by enemy (but do block friends' shooting).

9.2 When a marching group or single element discovers ambushers they immediately stop if this occurs during the second or later march move and none of the group can move again this bound. However, if they are a group that can march up to 50p from enemy the provisions for such a move as detailed on p18 of the rules apply. If they are revealed during the first march / tactical move, the moving player may elect to stop at the point where the ambushers become visible, or adjust any remaining part of his move to react to the ambushers. Any troops making a second or subsequent march move who discover enemy in a gully stop at the gully edge so can see in, but are considered not to be in contact with the ambushers **even though they may be touching**.

9.3 In the case of mounted infantry who have already exceeded their normal (i.e. 'foot') tactical move distance when an ambush is discovered, they may move no further and are not considered to have discarded their mounts, so may not shoot. This applies equally to mounted infantry who discover ambushers lining the inside of a gully edge. In this case the mounted infantry are considered not to be in contact with the ambushers **even though they may be touching**.

## **10. PLAYER INITIATIVE POINT DICING (p. 16)**

10.1 PIP expenditure is determined at the time the PIPs are to be spent, not at the beginning of the bound.

10.2 Single PIP move to contact: To qualify for the reduction in PIP expenditure when moving to contact, an element must make legal contact. It can always move from an existing contact to frontal or flank legal contact to enter combat or act as an overlap for 1 PIP.

10.3 An element or group which moves other than straight ahead and contacts enemy as above qualifies for the reduction in PIP expenditure if either:

1. All irregular elements other than light troops or a general and any troops double-based with him move/s it/their full move, or
2. The element or group stops immediately upon contact.

10.4 An element or group that stops a march move short due to the 200p zone pays +1 PIP if it is of a type that would normally do so to stop short. However this does not apply if caused by any previously unknown enemy being discovered.

10.5 A single element does not pay extra PIPs for 3<sup>rd</sup> or subsequent march moves.

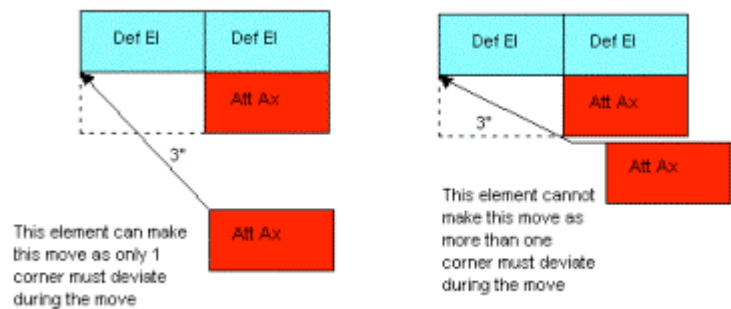
## 11. UNRELIABLE ALLIES (p.16)

11.1 If both sides are using an army drawn from the same list and which overlap in time, and are also from the same nation but with separate leadership, it is considered to be a civil war. **Players should be aware that some other organisers may adopt different civil war conventions.**

## 12. TACTICAL MOVES (p. 17)

12.1 **When moving around other elements, terrain or ZOCs** it is only necessary to measure the extra move distance required to trace a path around the obstacles, if more than one corner deviates from a straight path. Conversely if only one corner deviates the move is measured as if the obstructions were not present. The path is determined at the start of the move.

N.B. This applies when measuring expansions from columns as expansion moves are measured as if single element moves.



12.2 **A single element of skirmishers does not get a free turn**, unless in a demoralised command when halted and turned towards enemy.

12.3 Groups: **Elements from different commands can be in the same group** while stationary. They cannot be halted or moved as a group, however, they may Press Forward as a group following combat.

12.4 Column: **A single element wide column** that is wheeling is still a group even if it is "kinked" i.e. the entire group is not in edge and corner contact. A single element wide column is the only group that may be "kinked". A group cannot be deployed as a "kinked" column, as a "kinked" column may only be created by movement of the original column

12.5 **When forming a single element wide column from a wider group** the front element moves forward by up to the full extent of its move and elements that are joining the column must

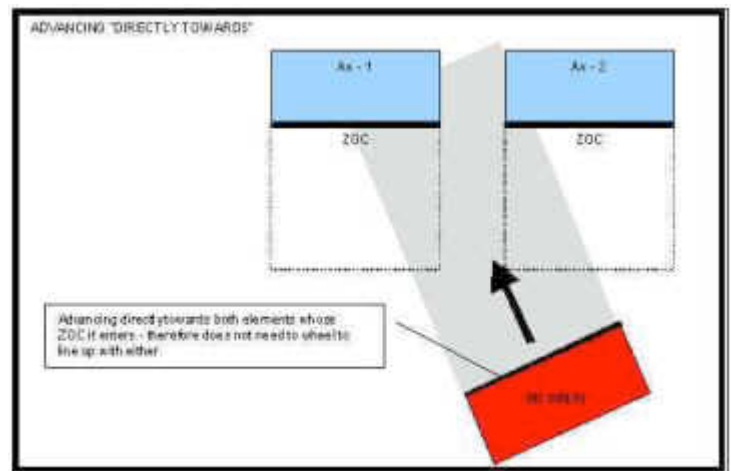
follow directly behind where they have sufficient move to do so. Elements that cannot get into the column this move close up the resulting gap by sliding sideways up to the full extent of their move. This sliding may also include the minimum necessary forward movement in order that elements of the group remain in corner to corner and edge to edge contact. In addition, if this manoeuvre is also to include wheeling, the elements will shift / slide diagonally in order that they remain aligned to the front of the column, and in corner to corner and edge to edge contact with other members of the group. No element may exceed its normal move or end even partially behind the line of its original rear edge. This "T" or "L" shaped group (or possibly other shape) cannot be "kinked", nor may it end in difficult going unless all elements are Ps.

12.6 **It is permitted for skirmishers to turn 180° as a group**, and then contract on a "new" front element to form column. No element may end further to their "new" rear than their position immediately after the initial 180° turn. It is not permitted for a column of skirmishers to turn 180° as a group and then expand **nor expand then turn 180° as a group**. [See page 17– Unless expanding from a column, a group move can include: second bullet point].

12.7 **Wheeling:** When wheeling a group of elements they must wheel through the same angles. Elements on the outside of the wheel move further, up to the maximum permitted distance of each individual element. No element may exceed its own maximum move distance. If the group wheels in opposite directions in the same move, the proportion of the outside element's move so used counts toward the proportionate move of all the elements in the group.

### 13. MOVEMENT RESTRICTIONS (p. 18)

13.1 **To advance directly forward towards** an enemy element it is necessary to move such that the forward projection of the elements front edge intersects some part of the target element. It is not necessary to wheel in an attempt to line up directly opposite.

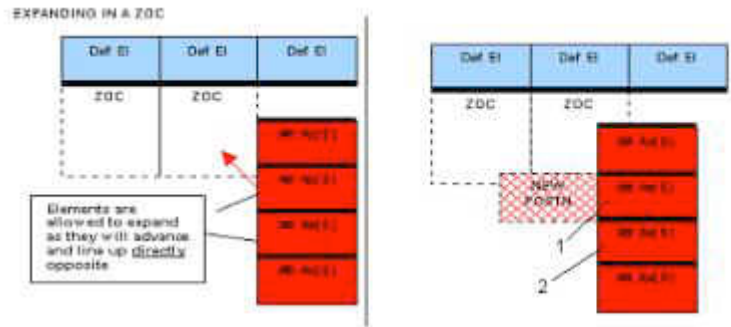


*"To advance directly forward towards such an element at least part of which is directly in front"* (Bullet Point 1) does not permit an element to move into contact with the flank of an enemy element that is in the protective ZOC of a friend (see Diagram 13a DBM v3.2), by including a move which is also partially towards the protecting element.

13.2 To Advance and line up, an element moves with its front edge facing directly towards the enemy element(s) that is pinning and must line up directly opposite. It can initially include a single 180° turn if necessary and must include movement towards the pinning element(s). It cannot wheel whilst in the ZOC except to move into legal contact or to advance closer and line up directly opposite. This may also be achieved by shifts or inclines.

13.3 A retirement move from an enemy ZOC is a move straight back from the element's current position, it may include a 180° turn and end facing either to its front or rear. This move is not permitted to an element within the ZOC that starts with its rear facing the enemy.

13.4 Troops are permitted to dismount in a ZOC, and are also allowed to **expand on a pinned element**. Elements making a column expansion from behind a pinned element can only move into a ZOC if they satisfy the same “movement restrictions” that apply to all elements entering a ZOC.

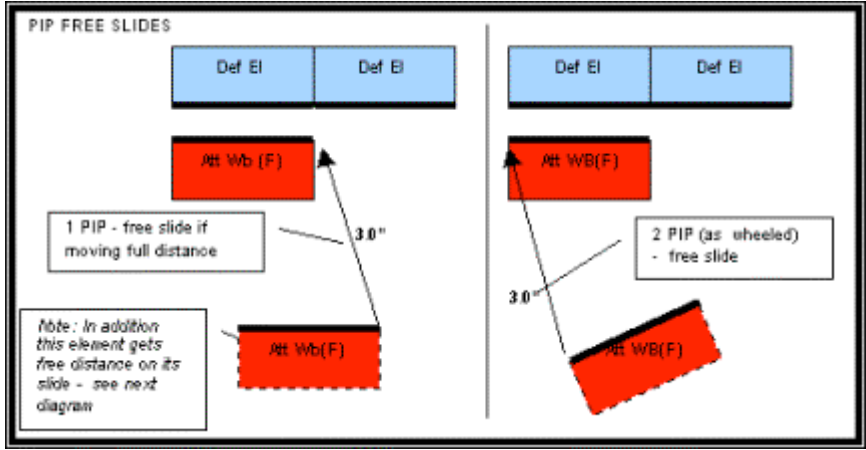


1. The second element in the column can expand, as the head of the column intervenes throughout the sideways movement (see notes to figure 13 in the rules). However, it can only expand one element-width as once it has cleared the column it is within the ZOC and can only now move directly toward the ZOCing element. It must end the move level with the head of the column.
2. The third and fourth elements can expand as they will be moving "directly towards" when they enter the ZOC. However, to expand level with the second element, the second element must be the head of the expanding group.

13.5 Lining up: A group or single element moving within one base width of enemy may slide by up to a 1/2 element's width, in order to line up directly opposite opposing elements, i.e. such that the moving group or individual element either ends the move in legal contact or in a position such that a member of the group or the individual element would be in legal contact were they to move straight forward. When lining up with the front edge of enemy, it is permitted for the slide to go through the ZOC of other enemy elements to achieve this.

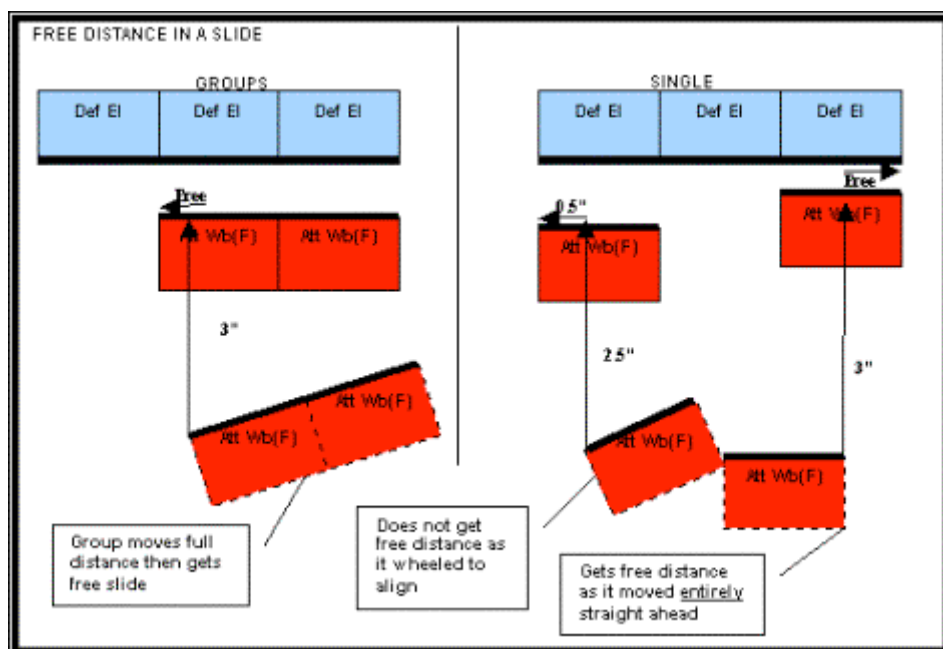
13.6 When moving within a base width certain PIP and movement benefits are allowed in order to line-up with enemy elements, whether to front, flank or rear. These are as follows:

1. **Any troops already parallel to the nearest edge of opponents** when they come within a base width may slide up to 1/2 an element to be aligned front-corner to front-corner without paying extra PIPs. Unless ending in contact they must pay for any wheel required to make them parallel (before they enter the ZOC unless ending lined up with the ZOCing element or in contact), or if they voluntarily make a short move.



2. If the move is by a group they may also ignore the extra distance to slide sideways (e.g. They can make a full move forward then slide up to an additional ½ base width for free).

3. A single element that is parallel to opposing elements and has moved directly forward for its entire move may also ignore the extra distance to slide sideways by up to an additional ½ base width.



A group move including lining up with enemy but which does not include turns or wheels (unless ending in contact) does not count as moving straight ahead (except for PIP expenditure) and is therefore not allowed to enter a gap less than 1 element wide if the lining up includes movement which is not straight ahead whilst in the gap. It is only permitted for the slide move to go through the ZOC of other enemy elements to line up where the forward move of the elements going through the ZOC would normally be allowed.

13.7 A bow element cannot contact the front of a mounted element if at the point that the bow wishes to move it may shoot at the mounted element, or if during its move it would become eligible to shoot at the mounted element.

13.8 Where a number of elements can make simultaneous moves to allow contact with the enemy (page 18) the normal restrictions for crossing the front of an enemy element still apply.

13.9 Expendables can only contract into a column if the move of each of the individual elements making the move can be performed by wheeling; if they cannot, the move is not possible. Similarly spontaneous advance moves by expendables can only be made by wheeling. It is not possible for expendables to expand from a column.

**14. MARCH MOVES (p. 18)**

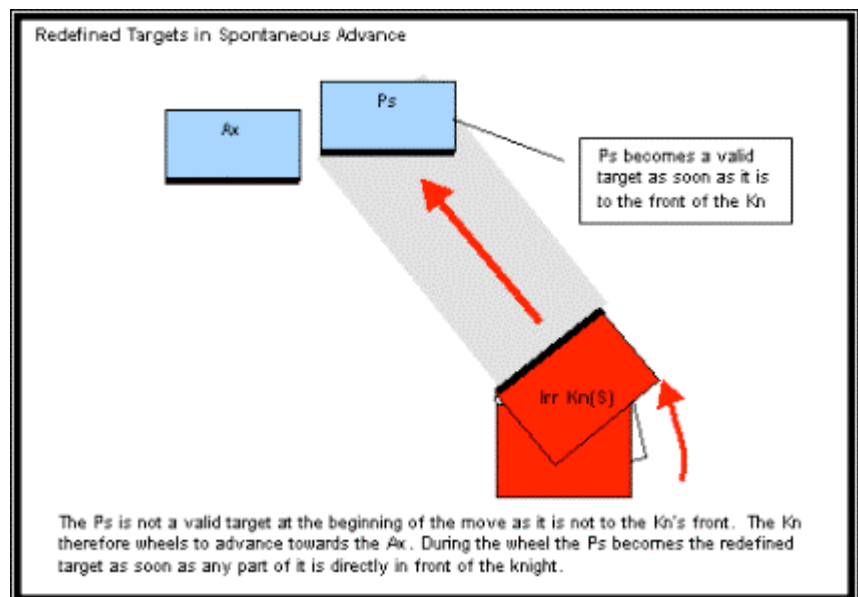
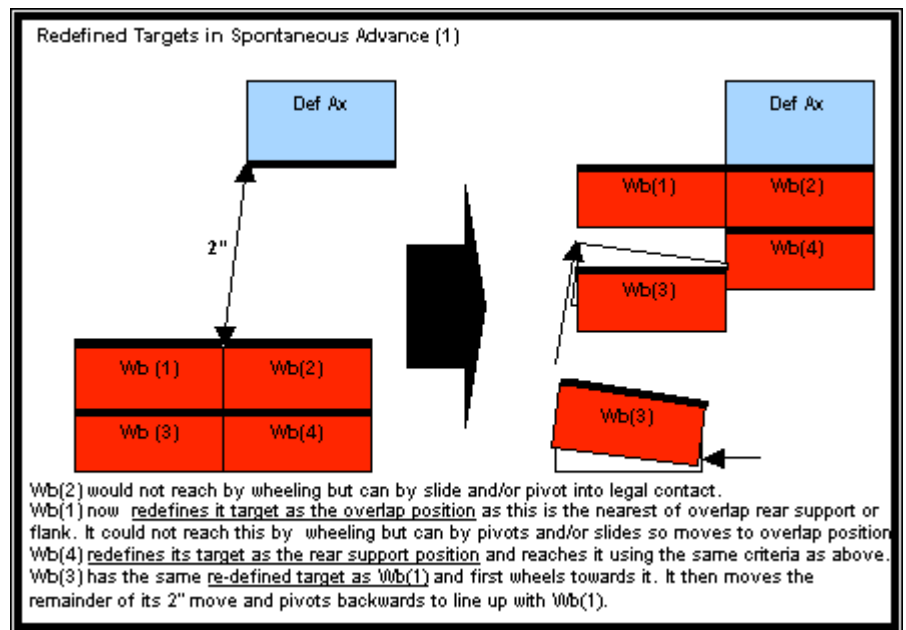
14.1 A march move cannot start or go closer to known enemy than 200 paces or, in some circumstances 50 paces. Therefore troops exactly at 200 paces (or 50 paces if applicable) or further apart do not prevent the enemy from marching in their next bound.

14.2 The requirements that allow some troops to march to 50 paces from the enemy refer to those enemy within 200 paces of the movers.

**15. SPONTANEOUS ADVANCE (p. 19)**

15.1 The note to Diagram 9c-d states;

“If another friendly element is already in contact with the front edge of the nearest enemy element, a spontaneously advancing element will attempt to move into whichever is nearest of a rear support, overlap or flank contact position if any of these is possible” This **initially** refers to the element that is the original target of the spontaneously advancing element. Where the target element is already in “legal contact” the spontaneously advancing element **redefines its target** as the nearest rear support position (if it is capable of giving support), overlap or flank contact, which will assist this combat and requires the shortest move (by straight-ahead movement, wheels and/or 180° turns unless a target position can only be reached by shifts, inclines and/or pivots). If to a front corner to front corner contact position it may also overlap another enemy element. It can move to any of these positions or to “legal contact” by shifts inclines or pivots if this is required in order to make contact. Otherwise it must move by wheels and/or 180° turns. However during this wheel or after making a turn of 180° it is possible that a **new target may become the closest enemy element** after re-measuring between furthest apart front corners. In this case the selection criterion is repeated and the move continues until "legal contact" is made with this new target element or maximum move distance is reached.



15.2 Where different elements equally qualify as a target for spontaneous movement, the moving player chooses the target. However, the target chosen cannot be such that the spontaneous move would be cancelled.

15.3 A spontaneous element can shift and/or pivot by the minimum necessary in order to avoid difficult going, impassable terrain, fortifications it cannot cross or friends it cannot pass through. Such shifts and/or pivots only take place upon contacting the terrain or element(s) to be avoided. When forward or sideways movement is no longer the shortest route to the target a spontaneous move will include backward movement sufficient to clear the obstruction.

15.4 An impetuous element's move ends if it is prevented from moving further by obstacles or troops that it cannot interpenetrate or burst through. This may include **pivoting backwards** as stated in the rules to align with other troops. An element which starts its move completely surrounded by obstacles or troops it cannot pass through does not move but is regarded as having made a spontaneous move this bound, save that it turns 180° if this results in its front edge being closer to its target element.

15.5 An element cannot pivot backward to align itself with friends once it is in legal contact, as its move ends upon reaching front edge and corner contact with enemy.

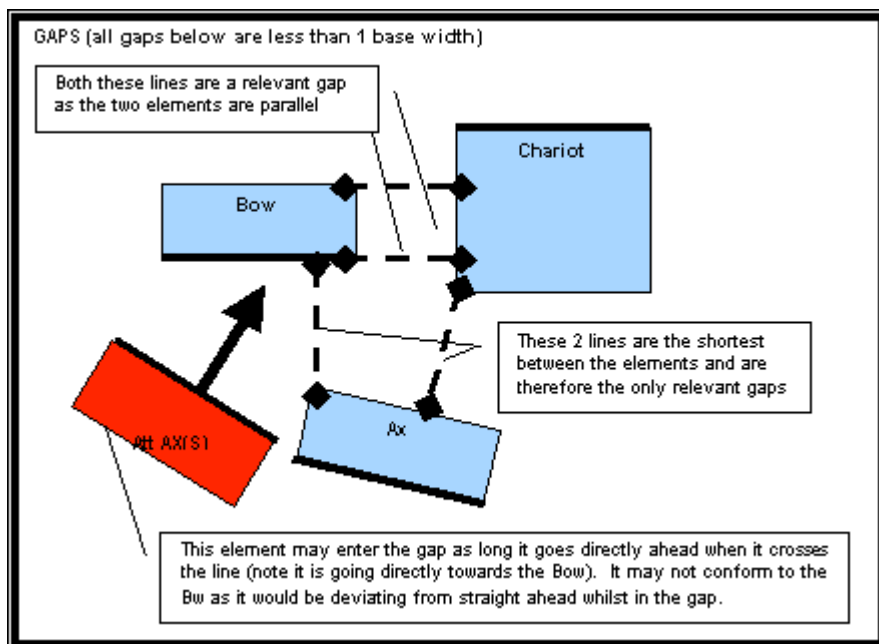
## 16. MOVING THROUGH FRIENDLY TROOPS OR GAPS (p. 20)

16.1 DEFINITION OF GAPS: There is only one relevant "Gap" between any two elements. This is the shortest imaginary line between them measured by the following methods:

1. **Corner to Corner:** The shortest distance between the corners of two elements, or the corner of an element and an impassable obstruction. Where touching corners meet the imaginary line shrinks to a point and there is therefore no gap.

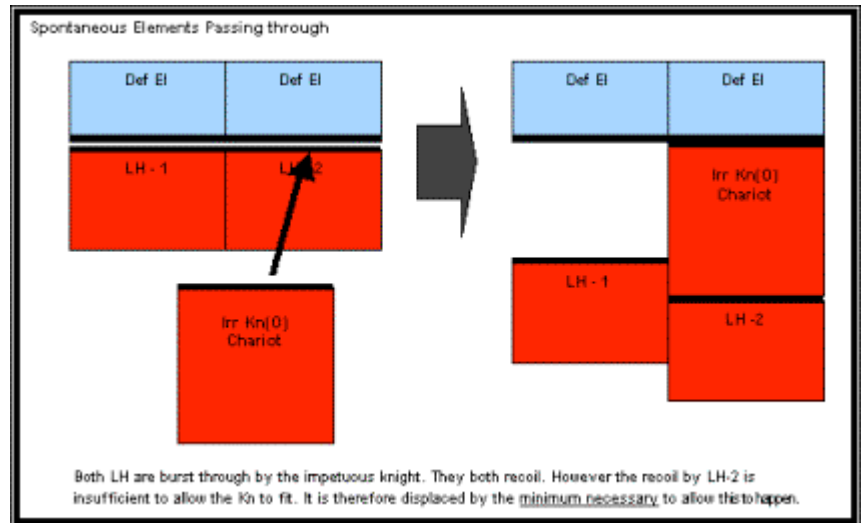
2. **Edge to Edge:** The shortest distance between the edges of two elements, or the edge of an element and an impassable obstruction.

3. **Edge to Corner:** The shortest distance between the edge of one element or impassable obstruction and the corner of another element, impassable obstruction or vice versa.



16.2 **Spontaneously advancing troops cannot exceed their maximum move distance** when interpenetrating other troops. Instead, place the impetuous troops in position up to the full extent of their move distance. Any troops that have been even partially passed through simultaneously respond according to their troop type.

16.3 **Where a spontaneously moving element is interpenetrating friends and the move of an interpenetrated element leaves insufficient room for it to fit**, the interpenetrated element's move is increased by the minimum needed (displacing friends where necessary) to allow the full spontaneous move to take place. If it is not possible for the interpenetrated elements to respond, the interpenetration cannot take place but the spontaneous element is still required to complete a full move, **possibly by deviating around rather than interpenetrating the friend.**



16.4 When a group (or single element) is interpenetrating from the front or rear of a column or other deeper formation, measure each interpenetrating element separately. These pass through any elements that they even partially interpenetrate. Any element that does not make it all the way through the group is placed in the middle of the formation separating and /or displacing elements as necessary to allow this to happen. The group(s) will now be in several parts. If there is no room to allow displacement the interpenetration cannot occur. **Double-based troops are treated as if a single element for interpenetration purposes and an element that does not make it all the way through the double base is placed behind it displacing other elements as necessary. Immobile baggage cannot be displaced to make room for interpenetrating elements or elements displaced by interpenetrations. This may result in the interpenetration move not being possible.**

16.5 When an interpenetration is permissible because the troops are in the same or opposite direction, the interpenetrators must move to their own element's front or rear.

16.6 When in or entering a one element wide gap an element can turn 90° to contact an enemy flank. It need not contact the nearest element but can move to contact any element that it can reach within the gap (e.g. 2<sup>nd</sup> or 3<sup>rd</sup> ranks). If it starts in front corner to front corner or side edge to side edge contact with an enemy element it can exceed its maximum move distance by up to 50p to contact **that** enemy element's flank. In either case it must end its move in legal contact with an enemy element's flank.

## 17. **DISTANT SHOOTING (p. 21)**

17.1 **Shooting Arc:** When tracing a line connecting one front corner of a shooting element to any corner of a target element, and another connecting the other front corner to a different corner of the target element they must not cross. It is possible to trace either of these lines through the target element (e.g. to a rear corner).

17.2 Disadvantage by Weather: Within 45° of directly downwind **does** include exactly at 45°. When assessing the direction of shooting the relevant angle is that between the direction faced by the shooting element and the wind direction.

17.3 A player **shooting with an element that may consider any edge as its front** can choose which edge he wishes to shoot from regardless of whose bound it is but must choose an edge that can shoot at an eligible target. The target is the element most directly to the front of this edge.

17.4 Players have the option to shoot or not, at any element that could recoil into and thereby destroy friends.

17.5 **An element can only shoot at elements that are visible to it.** Therefore it may shoot over intervening enemy troops who cannot be seen due to terrain or are in ambush or over enemy troops in a gully who they cannot see. Psiloi in vineyards, marsh, rocky areas or brush cannot be seen unless in close combat or if they moved in their last movement phase. An element may also shoot from a steep hill over enemy troops who are beyond 100p on the same hill, at a target not on that hill.

17.6 A shooting element does not count itself, the target or the part of any other element which is in contact with itself or the target as one side of a gap when determining if it can shoot or not.

17.7 **Closest Enemy in Arc – the target element when shooting is the element whose centre is closest to a perpendicular line drawn from the centre of the front edge of the shooting element (or the edge counting as the front edge for shooting).**

## **18. CLOSE COMBAT (p. 21)**

18.1 When a group more than 1 element wide contacts an enemy column (or other deep formation) on a flank, elements that have been contacted turn to face, the second and subsequent elements moving behind the first. Other elements in the column remain in place and although their side edges may be touching the front edge of a contacting element, no combat occurs. However if the flank attack is on an element(s) that is/are eligible to provide rear support to an element that is in legal contact on its front edge it does not turn.

## **19. TACTICAL FACTORS (p.22)**

19.1 Enemy in frontal contact with flank or rear: The -1 tactical factor for having an enemy element in frontal contact with the flank applies whether or not that contact is legal contact.

19.2 Mounted in close combat contacted by foot in terrain: The -2 tactical factor for mounted in close combat while in contact with the front edge of enemy foot who are in rough or difficult going applies even if the foot are in contact with the flank or rear of the mounted and the mounted's frontal opponents are mounted or naval.

## **20. MITIGATING REAR SUPPORT FACTORS (p23)**

20.1 These are only available in circumstances where the element giving the mitigating factor would be able to give rear support – e.g. if the mitigating element is in DGo it cannot give mitigating support.

## **21. COMBAT OUTCOME (p. 23)**

21.1 The side with the worse negative score is always considered as the losing side and the results should be always be read as if it was a reversed positive combat outcome. i.e. +4 v +2 is doubled so -2 v -4 is also doubled.

## **22. RECOILING ELEMENTS (p. 24)**

22.1 Elements of a column that has wheeled, and which are subsequently forced to recoil as an outcome move are not prevented from doing so by following elements if the column has turned at least 90°.

22.2 The recoiling element, not the pushed back element, is destroyed if, before the recoiling element has completed its recoil move, the rear edge or rear corner of the pushed back element meets any of the following:-

- any enemy element. Since this enemy is not contacted by the recoiling element, it is not itself destroyed even if contacted on a side or rear edge or rear corner,
- friends it cannot pass through or push back sufficiently for the recoiling element to complete its recoil move,
- terrain or fortifications that it cannot cross.

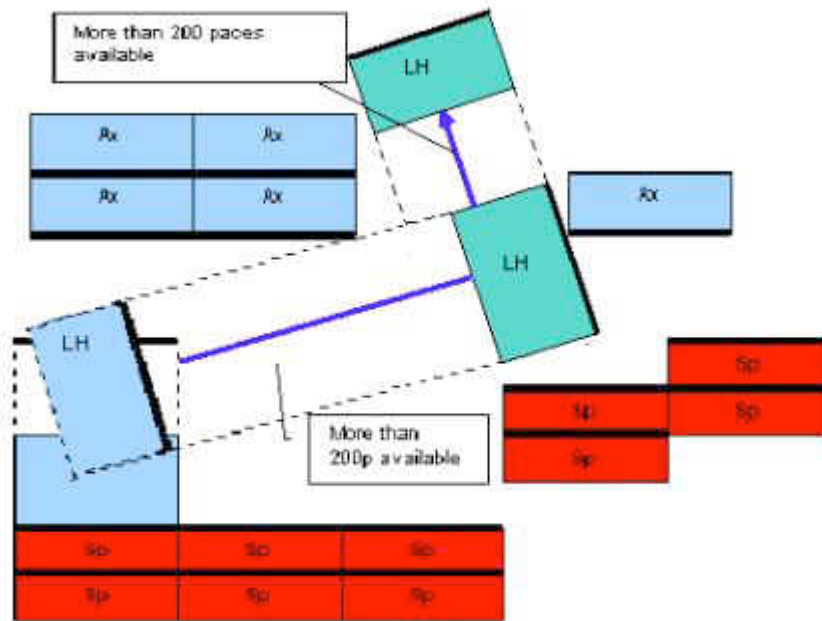
In each such case the pushed back element is moved back as far as the obstruction. The pushed back element may be destroyed if it is within the ZOD of the recoiling element.

## **23. FLEEING ELEMENTS (p. 24)**

23.1 When fleeing the following must be adhered to:

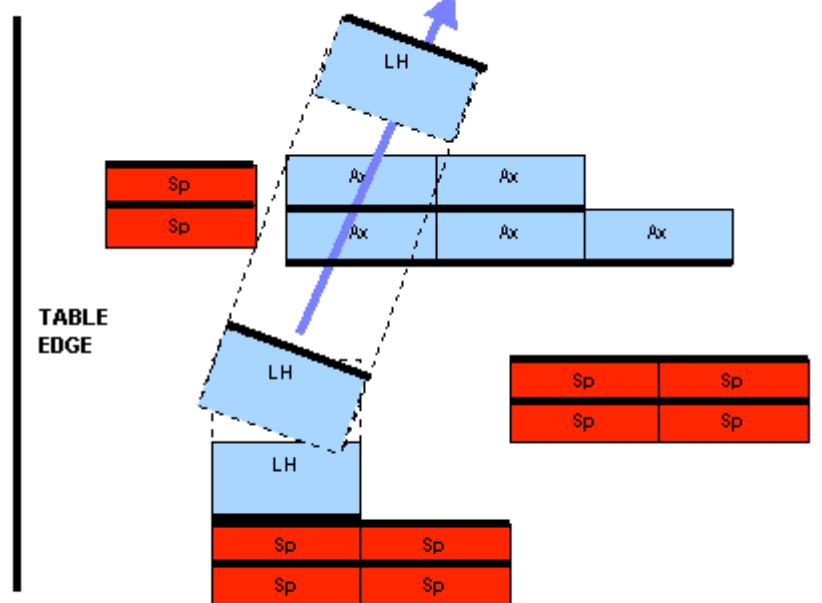
1. All changes of direction must be made by the **minimum necessary** wheels, pivots, or turns that allows the element to complete a 200p move.
2. A fleeing element will change direction immediately if, after its initial recoil and turn (if any), it does not have a clear path of at least 200p straight ahead but only if there is no obstruction visible within 200p in the new direction.
3. Fleeing elements can wheel, pivot, or turn again by up to 90° upon contacting a new obstruction and if another 200p clear path is available.
4. The 200p distance is measured along the path of the furthest-moving corner of the fleeing element.
5. After the other options have been eliminated the fleeing element will burst through friends making the **minimum necessary** wheels, pivots, or turns to allow this to happen.
6. If it is not possible to complete a full flee move the element is destroyed.
7. Fleeing elements cannot turn about at the end of their move, so end facing the direction just moved and cannot deviate to avoid leaving their base or arrival table edge. They become a group if they finish in corner to corner and edge to edge contact.
8. Fleeing elements that have deviated to avoid an obstruction **do not** turn again (except as above) during that bound in an attempt to resume their original direction of fleeing.

Flee example 1

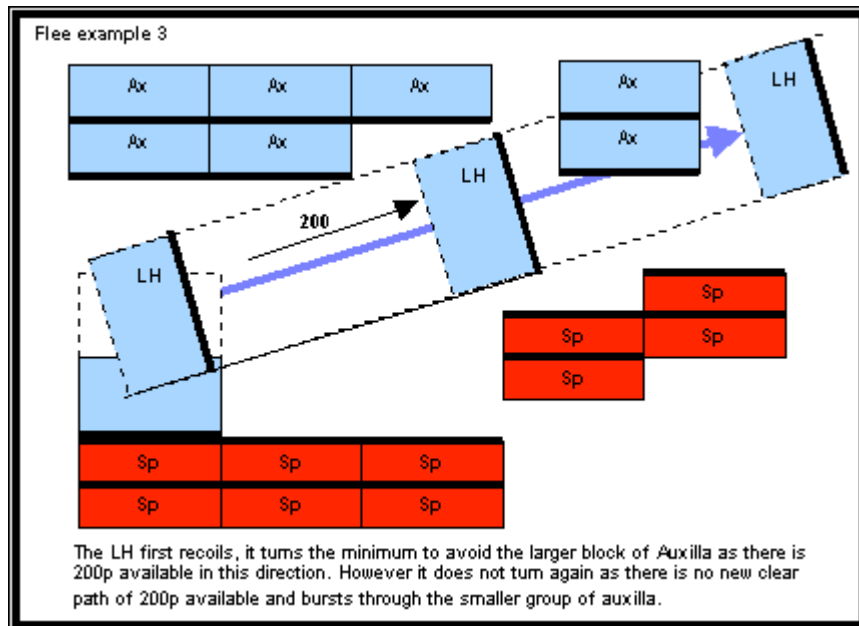


The LH first recoils, then pivots the minimum to allow it to flee 200p past the corner of the group of Ax. It cannot complete its flee move in this direction and so must change direction again as there is 200p available in a new direction. Again it pivots the minimum needed to pass the single Ax element.

Flee example 2

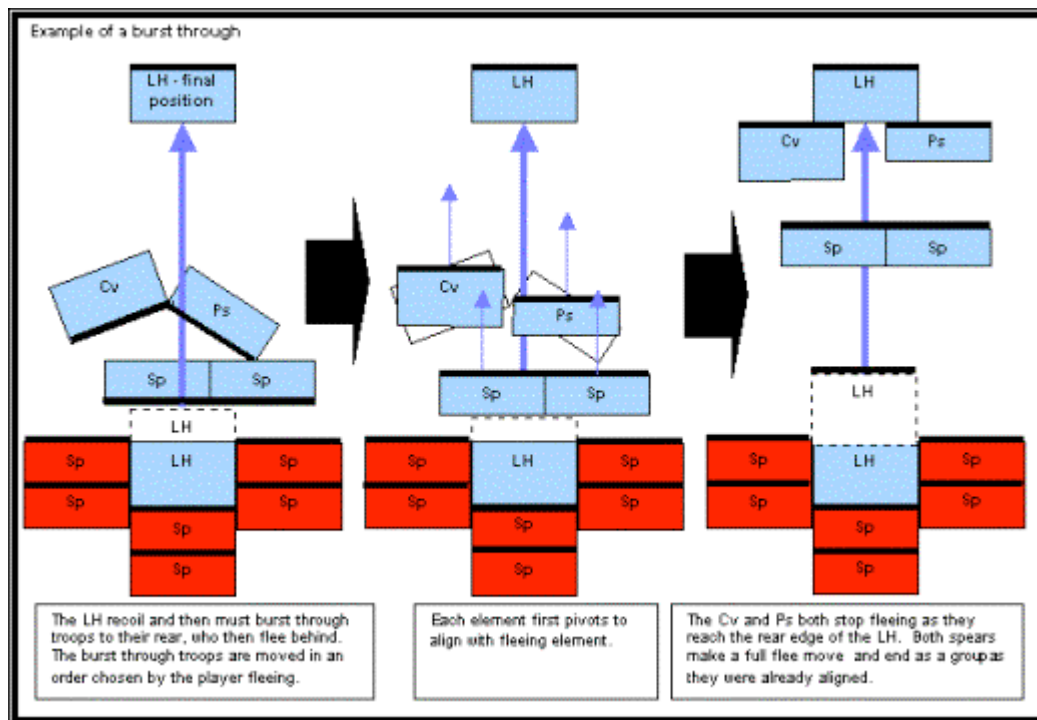


The LH first recoils, it has no clear path and turns the minimum to allow it to burst through friends (all three Ax) who will flee behind it (see later diagram).



23.2 When Elements are burst through or forced to flee by fleeing elements the following must be adhered to:

1. Skirmishers who flee due to being within a base depth of any element forced to flee from close combat, move first. If they are caught by the initial fleeing element they are either interpenetrated or burst through, this does not cause them to flee again.
2. Other elements move after the fleeing element has burst through and then move in any order determined by the player. They turn about parallel to the fleeing element, but not necessarily in corner-to-corner contact and follow behind them, stopping when their move is completed or when they touch the rear edge of the originally fleeing element.
3. In both cases they only end as a group if they were perfectly aligned at the start of their move and finish in corner to corner and edge to edge contact.



## 24. PURSUING ELEMENTS (p.25)

24.1 Where normally permitted to do so, elements in a demoralised command can pursue if they win in close combat.

24.2 If the front rank element pursues, a 3<sup>rd</sup> rank of psiloi armed with bows capable of supporting the front rank in circumstances in which the 2<sup>nd</sup> rank did not support and is of a different type from the front rank element, pursues through the 2<sup>nd</sup> rank to make contact with the rear of the front rank element, displacing the 2<sup>nd</sup> rank to the rear to make room if need be.

24.3 Expendables who commence a pursuit move whilst already in difficult terrain are destroyed.

## 25. ARMY LISTS (p. 1 Army List Books)

25.1 When non-compulsory troops are allowed as part of an allied contingent they are limited to a ¼ of minimums and 1/3 of maximums unless the list explicitly says otherwise. Upgrades of troops in allied contingents are dealt with as follows:

1. Those listed as "0-X" are limited to 1/3 of the maximum.
2. Those listed as "All" is applied to all relevant troops in the contingent.
3. Those listed as "All/0" is applied to all or none of the relevant troops in the contingent
4. Those listed as "Any" can be applied to any of the relevant troops with no restrictions
5. Those listed as "X-All" must be applied to at least the relevant fraction, or up to all of the troop type that is chosen (rounded up where relevant fraction is not a whole number).

25.2 Where a list states that allies **“need not include compulsory foot”** the options are to take no foot, or if selected the relevant minima and maxima must be adhered to.

25.3 An allied commander of the same nationality must command a minimum of  $\frac{1}{4}$  of the compulsory troop types, but may additionally command other troops from that list (unless specifically prevented from doing so by the notes to the list).

25.4 Undersized Allied contingents: If the maximum size of an allied contingent specified by a list is less than the minimum compulsory number of elements required by the allied list, then no more than the minimum of any troop type may be taken, and a general must also be taken.

25.5 An Egyptian player whose army has the option to defend in the Delta or not must declare which of the compulsory options he has chosen prior to any dicing.

25.6 A Trojan player must pay for the compulsory PF.

## **GUIDELINES FOR FAIR PLAY**

The Following are GUIDELINES for fair play rather than Rule Clarifications. They are intended to assist organisers and players in ensuring that tournaments are enjoyed by all in a fair and friendly manner.

### **1. GROUND SCALE (p. 3)**

1.1 It is important that players measure distances using the same convention, either imperial or metric. This must be agreed at the start of the game or competition.

### **2. MARKING ELEMENTS**

2.1 Players must not expect Umpires to rule on matters of measurement, or to make rulings if elements have been moved, without marking. It is the responsibility of the moving player to resolve such issues before moving elements. The benefit of any doubt will be given to the static player.

2.2 If you are about to move an element where it is difficult to measure distances or the move may prove to be controversial, it is good practise to mark the position before moving. The benefit of any doubt will be given to the static player.

### **3. FORTIFICATIONS (p.9)**

3.1 Fortification models occupy “dead space” on the table. In order to minimise this and to avoid potential for abuse, the physical depth of a fortification between outside edge and defended edge should be as small as possible consistent with the requirements of modelling. Ideally, this should be no more than one base width although some commercially available fortification models may exceed this. Fortification models other than corners must be one base width wide or whole multiples thereof. The outside edge and defended edge of the model must be parallel. Corner pieces should not extend further forward than the outside edge of the neighbouring fortifications. Corners of continuous fortifications cannot be less than 90°

### **4. TERRAIN (p. 12)**

4.1 Each Player must supply his / her own terrain. Note that any terrain deemed to be unsuitable or unsportsmanlike will be removed from play at the discretion of the umpire. When such pieces are removed by the umpire they may not be replaced.

4.2 Height of Hills: For the purposes of visibility and PIP expenditure for halts, unless otherwise indicated (by contour lines or other height marking systems), all hills are to be regarded as of equal height.

### **5. DEPLOYMENT (p. 15)**

5.1 The rules on deployment require reasonable interpretation by all players. Therefore the positions of commands at deployment must be described unambiguously showing their relative positions, one to another, from left to right **and** from front to rear. It is unacceptable to define commands as front, middle and/or rear but not their relative left to right positions. It is acceptable to use a sketch map. The practise of leaving deployment orders deliberately vague or of extending a command's deployment across the battlefield (The Floating Command) in order to gain advantageous match ups is not allowed, and the benefit of any doubt will be given to the opposing player. The penalty in such cases will always be in the absolute discretion of the umpire but may, for example, include redeployment by the umpire in such a way as to put parts of the command

throughout the extended deployment area and/or that the opposing player be allowed to redeploy some or all of his elements within the constraints of his own deployment orders.

5.2 Players must exchange deployment maps/wording at the end of the deployment phase. Maps showing the deployment of ambushers need not be exchanged at this point as ambushes are still unknown.

5.3 A deployment map showing ambushes and flank marches, with exact positions and facing clearly marked must be made. It must be shown to the opponent at the end of the game. It need not be provided if no flank march or ambushes have been made.

5.4 Players must fully define their troops as they are placed on table. Unless otherwise decided by tournament organisers, players must declare troops, including troops referred to in their army lists as disguised as something else, by their actual troop-type.

## **6. AMBUSHES (p. 15)**

6.1 When an ambush is revealed it should be the norm to display details of it to your opponent and is required on request.

6.2 Immediately it is discovered that elements have either been, improperly placed on table at deployment or in ambush (all misplaced ambushing elements are revealed), the opposing player has the choice of leaving them in position or alternatively having them removed and replaced, touching the offender's base edge as close to the centre as possible. They do not count as lost.

## **7. BOW DISCOVERING MOUNTED**

7.1 An element or group that stops a tactical move short due to Bw otherwise contacting the front of mounted of which the moving elements were aware and at which the Bw could shoot pays +1 PIP if the element or group would normally do so to stop short. If the moving elements were unaware of the mounted, the move may stop at the point at which they become aware of the enemy and does not trigger any additional PIP cost for stopping short. See p14 of the rules for more information on awareness and visibility.

## **8. END OF GAME**

8.1 Unless otherwise decided by tournament organisers, if a game remains undecided when time is called the game will finish at the end of the defender's bound.

## **9. COCKED DICE**

9.1 Ensure agreement is reached at the start of the game as to what constitutes a cocked dice. If not stated it will be assumed that any die that lands even partially on terrain, rules, notes etc) counts as cocked. Therefore all dice must land flat on the playing surface with nothing intervening to be valid. The use of dice cups or dice towers is also permitted.