

De Bellis Antiquitatus 3.0

Combat Factors			Movement (in BW)	
Troops	vs. Foot	vs. Mntd	GG	BG or RG
Artillery (not in City or Fort)	+4	+4	2	1 (RG only)
Artillery (in City or Fort)	+2	+2	2	(see Pg. 7)
Auxilia - Solid	+3	+3	2	2
Auxilia - Fast			3	3
Blades - Solid	+5 (+4 if shot at)	+3	2	1
Blades - Fast			3	3
Bows Solid	+2	+4	2	1
Bows - Fast			3	3
Camelry	+3	+3	3	1
Camp Followers & Denizens	+2	+0	2	1
Cavalry	+3	+3	4	1
Elephants	5	4	3	1
Hordes - Solid	+3	+2	2	1
Hordes - Fast			3	3
Knights	+3	+4	3	1
Light Horse & Light Camelry	+2	+2	4	1
Mounted Infantry	as weapon type		3	3
Pikes - Solid	+3	+4	2	1
Pikes - Fast			3	3
Psiloi (all Fast)	+2	+2	3	3
Scythed Chariots	+3	+4	4	1
Spears (all Solid)	+4	+4	2	1
War Wagons, CP & Lit	+3	+4	2	1
Warbands - Solid	+3	+2	2	2
Warbands - Fast			3	3

Distance Combat
Ranges - Bows & WWg 3BW; Artillery 5BW
Shooting - at 1/2 BW target directly within 1 BW of shooting edge. Not through a hill's crest, city or fort, or a 1/2 BW depth of difficult hills, woods, oasis, dunes, hamlet or edifice or shooting at or from gully.
WWg, Bows, Mtd-Inf can't shoot if they moved more than 1BW. They must target enemy in TZ, then any shooting at them; otherwise may choose.
Artillery can always choose target. May shoot over/through enemy Ps. Can only shoot during own bound, unless shot at by Art in enemy bound.

Terrain Selection & River Crossing
Terrain must include BAD or ROUGH or Rv, WW. Can not include more than 1 WW, Rv, Oasis, Gully or BUA, or 2 Rds or 3 of any other type.
River: 1-2 Paltry; 3-4 slows crossing & aids defence; 5-6 as previous but only in single columns

PIP & Command Range: (Except in 1st Turn)	
0 PIP	Only if full possible move by road, including 1st turn
+1 PIP if	SCh (Except into contact), El, Hd, WWg, Art, Denizens, camp followers, or garrison
+1 PIP if	Other than Gen, or if Gen lost or in BUA, Camp, Wood, Oasis, Marsh, Gully or starts out of command.
Command Range	LH 20 BW. Others 8BW, or 4BW if entirely beyond hill crest, BUA, camp, or on difficult hill, or in or beyond Wood, Oasis or Dunes.
Subsequent Moves	
LH & MntF	2nd or 3rd move - never in 1BW of enemy entirely in GG
Ps	2nd move in 1st bound - never in 1 BW of enemy
Ps	2nd move if start in GG and end in RG or BG but never in 1 BW of enemy
Any	if in column moving along road

Tactical Factors	
+4	Garrisons Defending a City or Fort in CC or Shot at
+2	If Camp Followers or other Foot in own camp in CC or Shot at. Denizens defending their own City.
+1	General's element in CC or shot at. In CC, uphill of or defending non-paltry riverbank off-road.
-1	Each flank or rear edge overlapped or contacted (Ps & SCh can't be corner overlapped p10). Additional enemy elements still assaulting a City, Fort or Camp (2 max) Each supporting enemy shooter (2 maximum)
-2	Any except Ax, Wb, Bw or Ps in CC in BG (not Rough)

Second Rank Rear Support (In CC & both ranks in GG)	
+3	Pike vs. Foot (except Ps)
+1	Pikes vs. Kn, EL or SCh WB vs. Foot (not Ps) Light Horse in Frontal Contact Double Based Elements (not in a City, Fort or Camp) vs. Foot in frontal CC and the double element is entirely in GG

Flank Support (CC vs. Foot)	
+1	Spear in mutual edge contact with Spear or Solid Blades Solid Bow in mutual edge contact with Solid Blades

Terrain	Compulsory	Optional (2-3)
Arable	1 BUA or 2 Plough (PI)	Rv, DH, GH, Wd, extra PI, E, Rd, WW, Scrubby (Sb), Boggy (B)
Forest	1-2 Wood (Wd)	Rv, Marsh (M), GH, Wds, BUA
Hilly	1-2 Difficult Hills (DH)	Rv, Wd, BUA, Rd, extra DH
Steppe	1-2 Gentle Hills (GH)	Rv, Rocky, Scrub, Gully (G), BUA
Dry	1-2 Rocky or Scrub	Dunes (D), DH, Oasis (O), BUA
Tropical	1-2 Woods (Wd)	Rv, Marsh (M), Gully (G), BUA, E, Rd, extra Wds
Littoral	1 Waterway (WW)	Either DH or Marsh, either Wd or Dunes (D), BUA, Rd, Rv
BAD: DH, Wd, M, G or D/O ext. Camels		ROUGH: Rocky, Scrubby or Boggy flat ground, E, P (if 1)

If its total is EQUAL to that of its opponent:		
<i>No Effect if attacking or defending a city, fort or camp. If not:</i>		
	Quick Killed by:	Otherwise
Scythed Chariots	Everthing	
Knights or Camelry	Bd, Lb or Cb in CC	Recoiled in CC by Solid Foot. 4Kn recoiled by 3Kn. Otherwise NE
Other Mounted		Recoiled by Solid Foot in CC, otherwise NE
Fast Foot		Recoiled by Solid foot in CC with it or Shooting at it, otherwise NE
CP, CWg or Lit	Foot if in contact on 2 or more edges by enemy front edges	No Effect
If its total is LESS THAN that of ist opponent but more than half:		
<i>Destroyed if sacking a city or its defenders of a city, fort or camp or denizens or camp followers that have sallied or Mntd Inf. in bad going.</i>		
<i>Recoil if in CC against defenders of a city, fort or camp. No effect if CP, Lit or CWg. Otherwise:</i>		
	Quick Killed by:	Otherwise
Elephants	Ps, Ax, LH, Art Shooting; or if in CC vs City or Fort	Flee from El. Otherwise Recoil
Scythed Chariots	Everything*	*Flee if shot at unless at least partly on their rear edge.
Knights	El, SCh, Cm, LH	Recoil
Camelry	SCh or if in BG themselves	Flee from El. Otherwise Recoil
Cavalry		Flee from Scythed Chariots, or if in BG. If not, recoil
Light Horse		Flee from Scythed Chariots, from Artillery shooting, or if in BG. If not recoil
Spears, Pikes or Blades	Kn or Sch if in GG or by Wb	Recoil
Auxilia	Kn in GG	Recoil
Bows	Any Mounted	Recoil
Psiloi	Kn, Cv, Cm if in going the enemy count as good	Recoil
Warband	Kn or Sch if in GG	Recoil
Hordes	Kn, El if in GG, or by Wb	Recoil if shot at. If neither, No Effect
War Wagons	Art shooting or El	No Effect
Artillery	Everything	
If its total is HALF OR LESS than that of its opponent:		
<i>Destroyed if defenders of a city, fort or camp. If not:</i>		
Cavalry	Flee from Pikes, Spears or Hordes if in GG or Artillery in CC. If not, destroyed.	
Light Horse	Destroyed if in BG, or by any mounted, Artillery shooting, Bows or Psiloi. If not, Flee.	
Psiloi	Destroyed by Kn, Cv, Cm or LH if in going the enemy count as good, or if in CC vs. Ax, Bw or Ps. Recoil from EL or SCh. If not, Flee.	
All Others	Destroyed.	
Outcome Moves		
Recoil:	Foot: Base depth or 1/2 BW if less	Mounted: Choose 1 BW or own depth if less than 1 BW
Pursuit:	1BW: 3Kn, SCh, EL, Hordes	1/2 BW: Pk, Bd, Wb vs. any foot except Ps & any in column behind pursuers.