

DBM V 3.2

Official  
Amendments and Clarifications

Richard Bodley Scott & John Graham Leigh

06/03/11

Reformatting and PDF presentation

Martin Stephenson



## **EXCHANGING MOUNTED AND FOOT ELEMENTS**

**Page 9**

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

## **ELEMENT BASING**

**Page 10**

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

## **ARMY SIZE**

**Page 11**

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

## **ELEMENT COST**

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

Irregular Blades: change cost for I to 3

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

## **TERRAIN CHOOSING**

**Page 12**

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

## **PLAYER INITIATIVE POINT DICING**

**Page 16**

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

## **REAR SUPPORT**

**Page 22**

Add to first paragraph:

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

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

## **COMBAT OUTCOME**

**Page 23**

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

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

## **Explanatory Notes**

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

### **1. Army Points**

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

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

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

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

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

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

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

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

### **2. Rear support factors**

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

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

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

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

### **3. Army Lists**

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

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

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

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

### **4. Terrain**

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

### **5. PIP expenditure**

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

### **6. Elephant-mounted generals**

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