

DBF Traditional Quick Reference

Sequence of Play

1.	Phase. The Bounding player rolls 1d6. The result is the number of Player Initiative Points (PIPs), the player can spend this Bound.
2.	Movement Phase. The player may spend PIPs to move elements and groups of elements [Any unused PIPs are lost.]
3.	Ranged Combat and Magic Phase. Any elements capable of ranged combat from either side must engage in ranged combat, if able. Magic is cast, The bounding player determines the order in which each ranged combat and magic is resolved.
4.	Close Combat Phase. Any elements in front edge contact with opposing elements must conduct close combat. The bounding player determines the order in which each close combat is resolved.

Command Phase

Rolling for PIPs

Roll 1d6 for each command. The result is the number of Player Initiative Points (PIPs), these are used to move groups, elements, or deploy Dragons. They can also be used in the Magic Phase to cast magic spells or enact rituals.

Expending PIPs to Move

In general, it costs 1 PIP to move a single element or group of elements. There are several exceptions:

- Command Control.** After the player's first bound, it costs one extra PIP to move an element or group if the army's General is:
 - not on the table or
 - beyond command range of the element or group to be moved.
- Unwieldy Troops.** After the player's first bound, it costs one extra PIP to move an unwieldy element or a group which includes an unwieldy element.
- Road Movement.** Its costs 0 PIPs for the first move of a non- Aerial single element or a column of elements using road movement, even if unwieldy or beyond command range.
- Light Mounted.** In the player's first bound, it costs 0 PIPs for the first move of a single element or a group of elements that consist entirely of Light Mounted.
- Deploying (and Redeploying) Dragons.** This requires the expenditure of 4 Pips.
- Casting Magic** This expends between 1 and 5 Pips (see the magic section for exact costs).

Movement

Troop Type	Sub-Type	Movement Distance in Good Going (BW)	Movement Distance in Rough / Bad / Dangerous Going (BW)
AERIALS		10	10
HEROES, PALADINS		4	1
CAVALRY & LIGHT MOUNTED	FAST	5	1
	SOLID	4	1
BEASTS	FAST	4	3
	SOLID	3	3
BEHEMOTHS, GREAT BEASTS		3	2
KNIGHTS	FAST	4	1
	SOLID	3	1
ARTILLERY, INFERNAL MACHINES		2	1 / NA
SKIRMISHERS		3	3
CLERICS, MAGES		2	1
Auxilia Solid		2	2
OTHER FOOT	FAST	3	2
	SOLID	2	1

Additional Moves in the Same Bound

Some types of elements can expend extra PIPs to move again in the same movement phase. Additional Moves may be made by groups or individual elements. These may make up to as many moves as PIPs that they have remaining that bound. An element making an additional move cannot start or go within 1BW of an enemy element. Only the following types of troops can make additional moves:

- Skirmishers in their first bound
- Light Mounted moving entirely in good going
- Any non-Aerial element or group using road movement

Combat:

Element	Vs Foot	Vs Mounted & Aerials
Dragon, Paladin	+6	+6
Hero	+5	+5
Behemoths	+5	+4
Blade in Close Combat, Great Flyers in Close Combat	+5	+3
Blade in Ranged Combat, Artillery, Clerics, Mage, Spear	+4	+4
Auxilia Solid	+4	+3
Crossbow, Infernal Machines, Pike, Warbow	+3	+4
Auxilia Fast, Beasts, Great Beasts, Great Flyers if shot, Warband Solid	+3	+3
Hordes, Warband Fast	+3	+2
Camp Followers, City Denizens, Flyers, Light Mounted, Skirmishers	+2	+2

Combat Tactical Factors

- **+4** If garrisoning a city or castle
- **+2** If occupying a Camp, or Denizens occupying a city
- **+1** If the General's element in close combat or being shot
- **+1** If uphill, unless the combat involves any Aerials
- **+1** If off-road and defending a non-paltry river's bank, unless the combat involves any Aerials
- **-1** if Solid Auxilia and at least partially in bad or dangerous going
- **-1** For each enemy element counted as an overlap, flank or rear or for each 2nd or 3rd element aiding shooting (max of -2)
- **-1** For an enemy element in full front edge contact with the element's rear
- **-1** For each of up to 2 additional enemy elements also still assaulting a city, castle or camp
- **-2** If any troops, except Bows, Beasts, Great Beasts, Warband, any Auxilia, or Skirmishers, and at least partially in bad or dangerous going
- **-2** if a magic spell is cast or passes within 2BW of a Cleric or Paladin

Combat Outcomes:

Ties- No Effect Except

1. **Dragons** destroyed by Heroes and Paladins
2. **Heroes**- destroyed in close combat by Dragons and Heroes
3. **Paladins**- destroyed In close combat by Mages
4. **Mages**- destroyed by Mages
5. **Knights**- destroyed by Solid Blades or in close combat by Crossbow or Warbow
6. **All Elements, except Pike**- recoiled by Solid Pike
7. **Fast Elements**- recoiled by Solid Elements

If Beaten but not Doubled

1. **All Elements** destroyed if in a City, Castle, or Camp, else recoil.
2. **Dragons**- destroyed by Heroes or Paladins. Flee from others.
3. **Paladins**- destroyed if in close combat. No effect If in ranged combat.
4. **Heroes**- destroyed by Mages In close combat, Heroes, or Paladins, else recoil.
5. **Mages**- destroyed by Heroes, Paladins, Clerics, or Dragons, else recoil.
6. **Behemoths**- destroyed by Auxilia, Light Mounted, and Skirmishers. Flee from Behemoths, Mages, and Artillery, else recoil.
7. **Great Beasts**- destroyed by Skirmishers, Auxilia, or Light Mounted. Flee from Artillery, Mages, or Behemoths, else recoil.
8. **Knights**- destroyed by Behemoths, Great Beasts or Light Mounted, else recoil.
9. **Cavalry, Beasts (Solid), Light Mounted**- recoil.
10. **Pikes, Spears, Blades, or Auxilia (Solid)**- in good going, destroyed by Knights or Great Beasts. Destroyed by Warband, else recoil.
11. **Hordes**- in good going, destroyed by Behemoths, Warband, and Great Beasts. Destroyed by Knights. Otherwise recoil.
12. **All Bows and Beasts (Fast)**- destroyed by Mounted, else recoil.
13. **Infernal Machines**- destroyed in ranged combat by Artillery. Destroyed in close combat by Behemoths. Otherwise, no effect.
14. **Artillery**- destroyed in ranged combat by Infernal Machines. Destroyed in close combat.
15. **Skirmishers**- in good going, destroyed by Knights and Cavalry, else recoil.

If Beaten and Doubled

1. **Cavalry**- in good going. flee from Pikes, Artillery, Spears and Hordes, else destroyed.
2. **Light Mounted**- in good or rough going, Flee from all Foot, except Bows or Skirmishers. Otherwise, destroyed.
3. **Skirmishers, Flyers and Light Mounted**- flee from ranged combat. In Close Combat, flee from Behemoths, Pikes, Blades, Hordes, Spears and Warband. In rough, bad, or dangerous going, flee from all Mounted. Otherwise, destroyed.
4. **All Others**- destroyed.

Formation Side Support Factors

These apply If fighting foot and one side edge is in mutual side edge and mutual front corner contact with a friendly Element.

- **Shieldwall: +1** If Spear and supported by Spear, Solid Blade or Cleric
- **Retinue: +1** If Solid Bows and supported by Solid Blades

Formation Rear support factors

These apply when Elements have another friendly Element of the same type lined up directly behind them and facing the same direction.

- **Phalanx: +3** If Pikes in Close Combat against enemy foot, other than Skirmishers
- **Phalanx: +1** If Pikes in Close Combat against Knights, Behemoths, or Skirmishers
- **Warband Mass: +1** If Warband in Close Combat against foot
- **Shooting Circle: +1** if Light Mounted in Close Combat against any troop types

Ranges

Bows & Infernal Machines max range of 3BW

Artillery & Mages max range of 5BW, Dragons max range 1 BW