

SOCIETY OF ANCIENTS

DBF (BoB) REF SHEET



If its total is EQUAL to that of its opponent:

	Destroyed by:	Otherwise:
Knights	Any Warbow in CC	Recoiled in CC by Solid Foot. Otherwise No effect
Other Mounted		Recoiled by Solid Foot in CC, otherwise No effect
Fast Elements		Recoiled by Solid Elements in CC with it or shooting at it, otherwise No effect
All Foot		Recoiled by Solid Bow shooting

If its total is LESS THAN that of its opponent but MORE THAN HALF:

	Destroyed by:	Otherwise:
Cavalry		Recoil
Knights	Great Beasts	Recoil
Bows	Any Mounted	Recoil
Warband	Kn in GG	Recoil
Spears	Kn in GG, or by Great Beasts or WB	Recoil
Hordes	Great Beasts or Wb in GG, or by Kn	Recoil

If its total is HALF OR LESS than that of its opponent:

The losing element is destroyed, with the following exception:

Cavalry	Flee from Spears & Hordes in CC in GG. If not, destroyed
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Outcome Moves

Recoil:	Foot: 1/2 BW or Base Depth (if less than 1/2 BW)	Mounted: Choose 1BW or Base Depth
Pursue:	1BW: 3Kn, Great Beasts & Hd against All. 1/2BW: Wb against Foot.	

Combat Factors

Movement (in BW)

Troops	vs. Foot	vs. Mtd	GG	BG/RG
(War)Bows - Solid	+2	+4	2	1
Bows - Fast			3	2
Cavalry - Solid	+3	+3	4	1
Great Beasts (<i>Unwieldy</i>)	+3	+3	3	1
Heroes	+5	+5	4	1
Hordes - Fast (<i>Unwieldy</i>)	+3	+2	3	2
Knights - Solid	+3	+4	3	1
Knights - Fast			4	1
Spears (all Solid)	+4	+4	2	1
Warbands - Solid	+3	+3	2	2
Warbands - Fast	+3	+2	3	2

Tactical Factors

+1	General's element in CC or Shot at.
+1	If Warbow shooting at Foot
-1	Each flank or rear edge over-lapped or contacted
	Each supporting enemy shooter (2 max)

Ranged Combat

Ranges - Bows 3BW

Shooting - at 1/2 BW target directly within 1 BW of shooting edge.

Bows can't shoot if they moved more than 1 BW. They must shoot at an enemy in their TZ, then at the closest enemy that could shoot at them, then free to choose

Flank Support (CC vs. Foot)

+1	Spear in mutual edge contact with Spear and both in GG
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Second Rank Rear Support (in CC & both ranks in GG)

+1	Wb vs. Foot
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