

DBF Quick Reference

Sequence of Play

1. Command 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. Players spend PIPs to move elements and groups of elements.
3. Ranged Combat and Magic Phase. 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. 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.

4. 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.
5. Deploying (and Redeploying) Dragons. It costs 4 PIPs to deploy or redeploy Dragons.
6. Casting Magic This expends between 1 and 6 PIPs (see the magic section for exact costs).

Ranged Combat & Standard Spells

Ranged Combat & Magic Factors:	
Shooting Elements:	
Dragons:	+6
Bows:	+2 v. Foot; +4 v. Others
Inf.Machine, Warbow, XBow:	+3 v. Foot; +4 v. Others
Artillery not in Castle/City:	+4
Artillery in Castle/City:	+2
Magic	x2 Pips Expended
Non-Shooting Elements:	
Paladins	+6 Heroes +5
Behemoths	+5 Blades, Spears +4
Mages, Clerics	+4 All Others +3
Lt Mnt, Flyers, Camp Followers, Denizens, Skirm.	+2
Ranges:	
All Bows - 3BW	Artillery & Magic - 5BW
Dragon Fire - 1BW	
BUA Effects:	
+4 if occupying a castle.	Command Element:
+2 if occupying a camp.	+1 if a General's Element not shooting or casting.
Magic:	
-2 If a Spell is cast or passes within 2 BW of a Cleric or Paladin.	
Supporting Shooters & Casters:	
-1 For 2 nd or 3 rd element supporting shooting or casting.	

Movement

Movement Allowance:
Foot - 2BW
Mounted - 4BW
Aerial - 10BW
Movement Modifiers:
+1 BW if Fast
-1 BW if Knight, Behemoth or any Beast
Terrain Movement Effects:
Rough/Bad/Dangerous & Non-Paltry River - Reduce MA to 1BW except: Aerials, Auxilia, Fast Foot, Beasts, Great Beasts, Warband 2BW. Skirmishers 3 BW.
Infernal Machines & Artillery - May not enter bad or dangerous going unless on a road.
Aerials - May move over, but not land in bad or dangerous going, except to contact enemy.

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.
Expending PIPs to Move
In general, it costs 1 PIP to move a single element or group of elements. There are several exceptions:
1. 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: <ul style="list-style-type: none"> not on the table or beyond command range of the element or group to be moved.
2. Unwieldy Troops. After a player's first bound, it costs one extra PIP to move an unwieldy element or a group including an unwieldy element. Artillery, Behemoths, Dragons, Flyers, Great Beasts, Great Flyers, Hordes & Infernal Machines are unwieldy.
3. Road Movement. 0 PIPs for the first move of non-Aerial single elements or column along a road, even if unwieldy or beyond command range

Ranged Combat & Magic Outcomes
Compare the final scores of opponents. Usually:
If the scores are Equal - there is no effect.
If the winner scores More than loser, but does not double the loser - the losing element must recoil.
If the winner Doubles the score of the loser - the losing element is destroyed.
Ranged & Magic Combat Results Exceptions
Equal Scores:
<ul style="list-style-type: none"> Behemoths flee from Artillery, recoiled by all Bow Fast Troops - recoiled by Solid elements
More but not Double Scores:
<ul style="list-style-type: none"> All Elements destroyed if in city, castle or camp Behemoths destroyed by Artillery Infernal Machines destroyed by Artillery, otherwise No Effect Artillery destroyed by Infernal Machines Paladins no effect
Doubled Scores:
<ul style="list-style-type: none"> Sk, Fl and Lt Mnt flee except if in a city, castle or camp

Close Combat

Close Combat Factors		
Element Type	v. Foot	v. Other (Aerials & Mounted)
Dragons, Paladins	+6	+6
Heroes	+5	+5
Behemoth	+5	+4
Blades, Great Flyers	+5	+3
Artillery (not in Castle or City), Clerics, Mages, Spears	+4	+4
Auxilia (Solid)	+4	+3
Knights, Pikes, Infernal Machines, Warbow, XBow	+3	+4
Cavalry, Great Beasts, Beasts, Auxilia (Fast), Warband (Solid)	+3	+3
Warband (Fast), Hordes	+3	+2
Bows	+2	+4
Light Mounted, Skirmishers, Flyers, Artillery in Castle or City	+2	+2
Combat Modifiers:		
+4 If occupying a castle or city +2 If occupying a camp or Denizens occupying their city +1 If uphill vs non Aerial +1 off road & defending non-paltry riverbank vs non-Aerials -1 If in bad/dangerous going and Solid Auxilia -1 For each of up to 2 additional enemy elements also still assaulting a city, castle or camp -2 If in bad/dangerous going except Bw, Ax, Beasts, Warband or Skirmishers.		
Formations:		
+1 If Pike Phalanx v. Mounted or Skirmishers +3 If Pike Phalanx v. all other Foot +1 If Light Mounted Circle Shooting v. all +1 Warband Mass v. Foot +1 Shieldwall v. Foot +1 Retinue v. Foot		
Flank & Rear:		
-1 For each enemy element overlapping (2 Maximum) -1 For enemy element in full front edge contact with rear -1 For each enemy element in legal flank contact (does not stack with overlap)		
Morale Status:		
+1 If the General's element -1 If broken.		

Close Combat Outcomes
Compare the final scores of opponents. Usually: If the scores are Equal - there is no effect. If the winner scores More than loser, but does not double the loser - the losing element must Recoil. If the winner Doubles the score of the loser - the losing element is destroyed.
Close Combat Results Exceptions
Equal Scores: <ul style="list-style-type: none"> • Dragons v Heroes or Paladins both destroyed • Heroes v Heroes both destroyed • Paladins v Mages both destroyed • Behemoths flee from Bows • Knights destroyed by Solid Blades, Xbows or Warbows • Fast Elements, if not destroyed from the above outcomes, recoiled by Solid elements • All Elements, except Pikes, recoiled by Pikes
More but not Double Scores: <ul style="list-style-type: none"> • All Elements destroyed if in city, castle or camp • All Foot (except Infernal Machines), in good going, destroyed by Knights • Dragons destroyed by Heroes or Paladins. Flee from all others • Paladins destroyed • Mages destroyed by Heroes, Paladins, Clerics or Dragons • Behemoths destroyed by Skirmishers, Auxilia, or Light Mounted. Flee from Artillery, Mages or Behemoths • Great Beasts destroyed by Skirmishers or Light Mounted. Flee from Artillery, Mages or Behemoths • Knights destroyed by Behemoths, Great Beasts or Light Mounted • Pikes, Spears, Blades destroyed by Great Beasts. and Warband • Solid Auxilia in good going destroyed by Great Beasts and Warband • Hordes, in good going, destroyed by Behemoths, Great Beasts, and Warband • All Bows and Fast Beasts destroyed by Mounted • Skirmishers, in good going, destroyed by Cavalry and Knights • Infernal Machines destroyed by Behemoths, otherwise No Effect • Artillery destroyed
Doubled Scores: <ul style="list-style-type: none"> • Cavalry in good going, flee from Pikes, Artillery, Spears and Hordes • Light Mounted in good going, flee from all Foot, except Bows or Skirmishers • Skirmishers in rough or bad going, flee from all Mounted, except Beasts • Skirmishers flee from Behemoths & all Foot, except any Bows, Fast Auxilia and Skirmishers