

# TACTICAL MOVEMENT in DBA 2.0

An interpretation on the rules for moving elements

Version 1.2

January 2002

# TACTICAL MOVEMENT in DBA 2.0

## Foreword

DE BELLIS ANTIQUITATIS (DBA) is a set of Ancient/Medieval wargaming rules written by Phil Barker, Richard Bodley Scott and Sue Laffin-Barker, published by Wargames Research Group.

In this article the movement procedures in DBA are explained with the beginner in mind. The rules interpretations stem mainly from the experience of our own gaming group and known Phil Barker replies to players questions, as divulged over the web. Concepts drawn from inference from other DB related games are used as a last resort only.

By default all references to measurements are in millimetres, with 15mm conventions. Official rule citations are within "quotation" marks. For abbreviations check the Glossary at the end.

Before using this article it is strongly recommended that you purchase the DBA 2.0 rules and read them at least twice. Please read also the disclaimer at the end.

## CONTENTS

<b>1. Introducing the movement rules .....</b>	<b>3</b>
<b>2. The basic principles of tactical movement.....</b>	<b>3</b>
<b>2.1 Point-to-point measurement .....</b>	<b>3</b>
<b>2.2 The DBA ruler .....</b>	<b>4</b>
<b>3. Single element moves.....</b>	<b>4</b>
<b>3.1 Moving over good going only.....</b>	<b>4</b>
<b>3.2 Moving over bad going.....</b>	<b>6</b>
<b>3.3 River crossing.....</b>	<b>6</b>
<b>3.4 Changing direction - moving around obstacles.....</b>	<b>6</b>
<b>3.5 Road movement .....</b>	<b>7</b>
<b>3.6 Moving through gaps.....</b>	<b>7</b>
<b>4 Moving groups .....</b>	<b>7</b>
<b>4.1 Moving a line.....</b>	<b>8</b>
<b>4.2 Column movement.....</b>	<b>9</b>
<b>4.3. Contracting a line into column .....</b>	<b>10</b>
<b>5 Moving under enemy influence.....</b>	<b>10</b>
<b>5.1 The ZOC.....</b>	<b>10</b>
<b>5.2 Moving into contact with the enemy. ....</b>	<b>14</b>
<b>5.3 Breaking-off from contact with the enemy .....</b>	<b>17</b>
<b>6 Crossing over other units.....</b>	<b>18</b>
<b>6.1 Interpenetration.....</b>	<b>18</b>
<b>6.2 Special crossing situations.....</b>	<b>18</b>

## 1. Introducing the movement rules

There are different types of movement in DBA, each involving specific procedures. The main distinction to consider is between single element moves and group moves, which nevertheless share common basic principles. In either case there can be interposition of terrain, friendly or enemy troops.

Tactical movement may involve crossing the area to the front of the enemy and moving into close combat, so the corresponding rules are explained, but only where they concern movement. Please bear in mind that combat and combat outcome rules are not the focus of this article.

Throughout the text the word 'element' is used to designate the figures and their stand, while they represent actual troops that in reality could somewhat vary their relative position, while 'base' refers to a rigid rectangular shape.

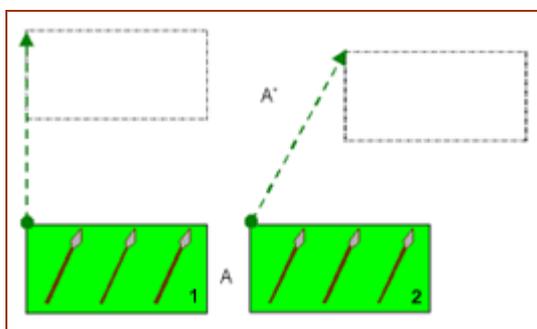
In summary, movement rules cover:

- |                                  |   |
|----------------------------------|---|
| A) Single element moves.         |   |
| B) Group element moves:          | Line<br>Column<br>Line to column contraction    |
| C) Moving under enemy influence: | Crossing the ZOC<br>Moving into contact         |
| D) Crossing over other units     | Interpenetration<br>Special crossing situations |

## 2. The basic principles of tactical movement

### 2.1 Point-to-point measurement

The basic movement procedure is a 'point-to-point' technique, in which one of the element's front corners is used to measure the distance travelled in each bound. In the rules, before the movement distances list in paces, we read that: "the maximum distance between the starting point of any front base corner of a single element... and that corner's final position is".



*Fig. 1 – Point-to-point measurement.  
Element 1 moves straight forward and element 2 moves obliquely from position A to A'. In either case the initial and final position of one of the front corners is used to measure the distance.*

Please note that either front corner can be used for measurement, as long as the element does not change facing and ends parallel to the original position [fig. 1].

Note: In fact if the base does not pivot during movement the distance travelled by all four corners is the same. Sometimes it may be convenient to measure the distance from a rear corner, and that is perfectly acceptable as long as the element does not change facing for the whole path.

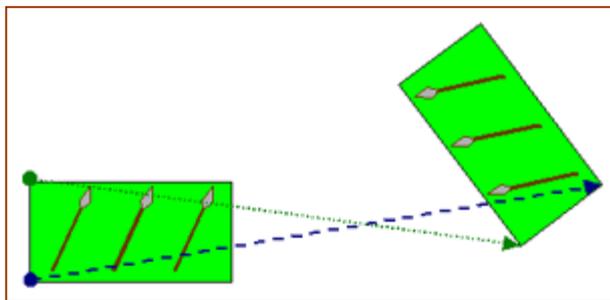
## 2.2 The DBA ruler

A DBA ruler is mentioned in the rules-book: "Measure distances with a strip of card or similar material 600 paces long marked at 100 paces intervals." It might be useful to divide at least one such interval into two 50 paces sub-intervals, or smaller if you feel inclined to be very rigorous about measurements. Alternatively you could use a short common ruler.

## 3. Single element moves

### 3.1 Moving over good going only

Movement by a single element can be in any direction, within the board boundaries. This means that the element base may freely turn and that any rear corner may travel more than the allowed distance, because it does not influence measurement.



*Fig. 2 – Rear corner position.  
When movement is by a single element, a rear corner (dashed line) may travel more than a front corner because that does not influence measurement.*

When the base turns each front corner will move through different distances. In this case you must measure the distance using the corner that travels the most. As a practical rule, it's best to use the corner that is farther from the intended final position.

#### 3.1.1 About facing

The distance spent in an about-face, i.e. turning 180-degrees around the base centre, is also calculated from the starting and ending position of one of the front corners. This means that the distance of a turn on the spot is equal to the diagonal of the base.

The following are the actual distances it takes to about-face, accordingly to the base depth. Distances are indicated in paces, millimetre, inches and rounded to the nearest 50 paces:

For a 15mm deep base: 171 paces; 43mm; 1 11/16"; 150p.

For a 20mm deep base: 180 paces; 45mm; 1 13/16"; 200p.

For a 30mm deep base: 200 paces; 50mm; 2"; 200p.

For a 40mm deep base: 250 paces; 62mm; 2 3/16"; 250p.

The about-face can be combined with the element's displacement. For example, in a forward movement towards the original rear, the diagonal line between the starting and ending position of a front corner is used as before.

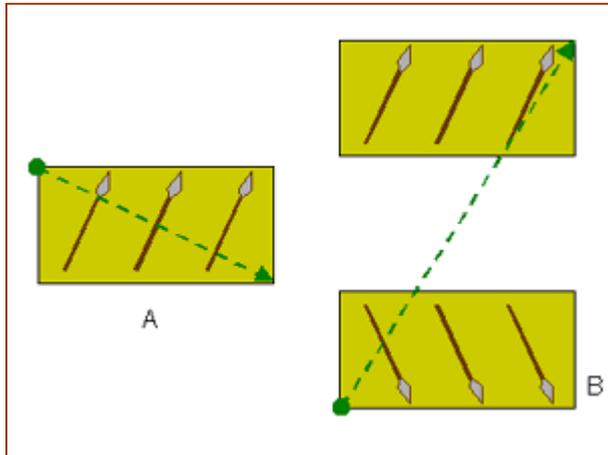


Fig. 3 – About facing.

A) The about-face distance is equal to the diagonal of the base. B) The about face can be combined with forward movement, measured along an extended diagonal.

### 3.1.2 The 90-degree turn

In a base with 40mm frontage pivoting 90-degrees around a fixed front corner always requires 226 paces, corresponding to 56mm or 2 1/4" (250 paces if rounded to the nearest 50 paces) [Fig. 4, example 1].

In a 90-degree turn around the centre of the front edge, the distance involved is only 113 paces, equivalent to 28mm or 1 1/8" (or just round it to 100p) [Fig. 4, example 2].

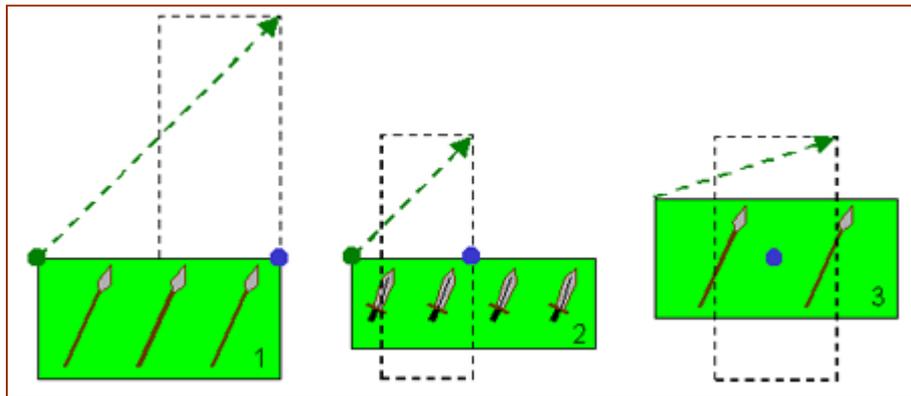


Fig. 4 – Different 90-degree turns:

In all cases turning is around a fixed point, represented by a blue dot.

Element 1 pivots on the right front corner: 250p.

Element 2 rotates on the centre of the front edge: 100p.

Element 3 rotates on the base centre: 100p.

For the most common bases these rotation distances are about the same, regardless of the bases depth.

The distance of a 90-degree turn by pivoting around the centre of the base is equal to half the diagonal of the base [Fig. 4, example 3]. Though it depends on the base depth the differences are very small for standard bases. Therefore for bases 15 to 40mm deep the distance can be rounded to 100p.

### 3.2 Moving over bad going

Moving over bad going will require a rate change for mounted units, all slowing down to 200p.

Single element foot troops move at the same rate in either good or bad going. But please note that Art and WWg can never enter bad going, unless travelling by road.

#### 3.2.1 Moving over both good and bad going

The good going rate is only used if the element's base crosses good going exclusively during the whole path for each tactical move. If any part of the base starts or crosses a bad going feature, even a tiny part, the bad going rate must be used instead.

### 3.3 River crossing

An element crossing any but a paltry river moves at 100p per tactical move, as long as any part of its front edge is in the river. The movement rate over a paltry river is that of the underlying terrain.

River crossing includes two important restrictions:

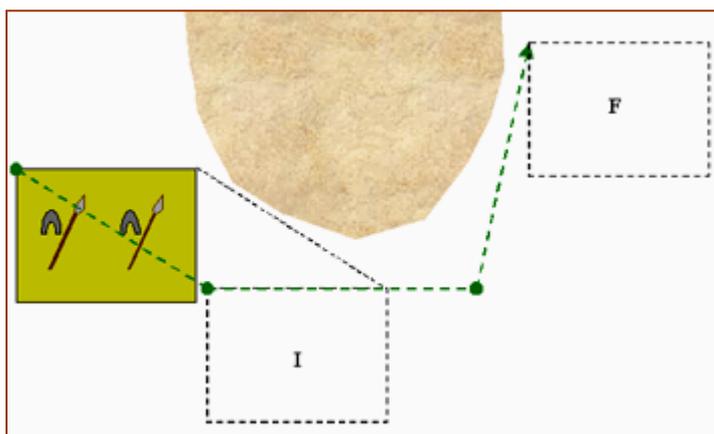
- Any element crossing any type of river may not turn: "Troops that enter a river must continue crossing at the same angle..." unless to align in close combat with the enemy. 'Close combat' here includes frontal close combat, a rear contact, a flank contact or a corner overlap.
- An element crossing any type of river may not reverse movement. This means once the element initiates crossing, as a result of either a tactical or outcome move, it must continue crossing until the entire base exits the river.

### 3.4 Changing direction - moving around obstacles

Obstacles that may be met during movement include bad going, impassable terrain, other troops a camp or BUA.

As single elements can freely change direction, distance is calculated by adding together the straight segments of the movement path.

As a principle, whenever more than one front corner has to deviate from the straight path, movement segments must be considered.



*Fig. 5 – Segmented movement path.  
A single LH element moves around bad going, through an intermediate position (I) until the final position (F). Please note that no part of the base crosses bad going. The total distance travelled is the sum of three segments (dashed line).*

### 3.5 Road movement

Moving by road is faster for most elements, mainly foot. You must ensure that movement starts and proceeds entirely over a road to benefit from the road rate.

Also a single element or a column may move several times during the same bound, by spending multiple PIPs, as long as each extra movement is entirely by road.

### 3.6 Moving through gaps

An element may pass through a gap narrower than a base frontage: "A tactical move by a single element... ..can pass through any gap as wide as its leading edge". For this to be possible the element must move with the side edge leading, if this is shorter than the front edge, and no part of the bases may cross each other. As a single element is quite free to turn, putting this rule into use is fairly simple.

The smallest gap an element can pass through in the game is that of the least deep base, i.e. 15mm.

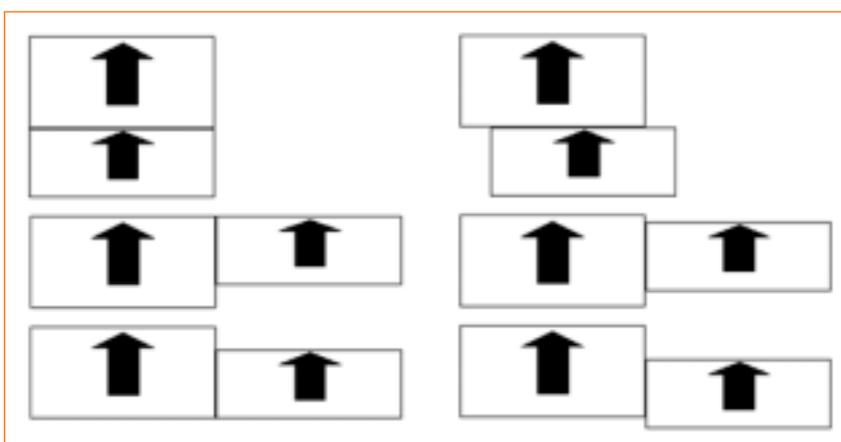
The possibility for a fast element to pass through a gap in your line or flank must be taken into account in each tactical situation, especially when you are facing Light Horse or fast moving infantry.

## 4 Moving groups

There are only two types of groups: lines and columns. But there are three types of group movement to consider: line, column and line into column contraction.

Please note that you can save many PIPs by moving elements together as a group, but you should be aware that this has a price: a lot more restrictions. This is necessary to simulate the difficulty of coordinating a large body of troops in fairly rigid formations.

You can make a group move when two or more elements are in both corner and full side-to-side edge or back-to-front edge contact. It is very important to realise the group is a line if any two elements moving together are in side-to-side edge contact, regardless of the number of rank and file. Column movement requires that all the elements moving be aligned in a single file. Otherwise line rules must be used.



*Fig. 6 - Group formation.*

*Elements on the left are all in group formation; elements on the right must move as single elements.*

In all cases of group movement the maximum rate is that of the slowest moving element in the group.

## 4.1 Moving a line

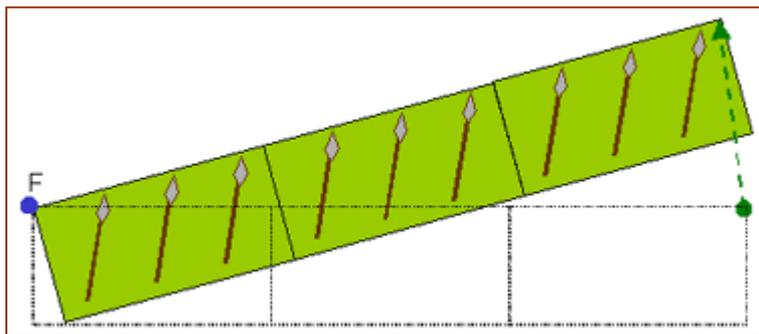
Moving as a line is possible only if all of the elements moving as a group pass through good going only. Other restrictions are explained in the following sections.

### 4.1.1 Moving a line forward

To move forward is easy: simply measure as you would do for a single element, using the rate of the slowest element in the group, then align the rest with it, keeping the original relative positions.

### 4.1.2 Line wheels

Changes of direction are only possible by pivoting around a fixed inner front corner, the distance traveled being measured between the starting and ending position of the outermost front corner in the group (again a front corner is used to measure distances).



*Fig. 7 – Line wheeling: measurement is in a straight line. During wheeling the inner front corner F is fixed.*

Please note that no element in the group can move backwards, because a "group can only move straight ahead". A practical problem is that while measurement must be made from the external corner of the outer element, the fixed inner pivoting corner can be many elements away, making it difficult to control the movement as a whole or simply to predict the final position. As a result a tendency to move back the inner elements may occur. Using a thin stick to simulate group rotation and then aligning the front edges with it can help to predict the final line position.

Elements in the group may have different movement rates, nevertheless wheeling is legal as long as any front corner in the group does not exceed the movement allowance for that particular element. This means for example that it is possible for a cavalry element on the outside of the line to move 400 paces while a spear pivoting on the inner side would move only up to 200p.

### 4.1.3 Restrictions that apply to line movement

The following are not allowed when moving as a line:

- Moving any element backwards.

- Moving by road. Some elements may cross a road but the road bonus does not apply.
- No element in the group may cross bad going.
- No element may move while in contact with an enemy front edge.
- No element in the group may pass over a river other than paltry.

If the group crosses a paltry river then it may not wheel, as long as any part of any base remains over the river.

## 4.2 Column movement

For moving a column the following procedure is recommended:

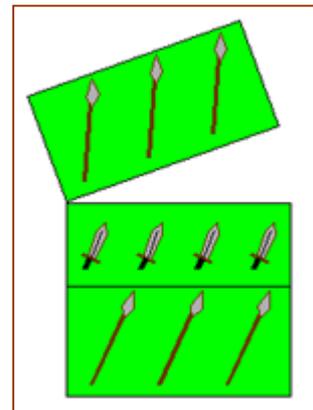
Move the front element as you would move a single element, but at the rate of the slowest element in the group. Then move forward the remaining elements, each along the same path as the leader.

If movement is directly forward then the column will end with all the elements aligned front-to-back in a straight row.

### 4.2.1 Column wheeling

If the front element of a column has to change direction, then the column may have to end the bound in a bent position. Though some elements remain in corner-to-corner contact only, such formation is still a column for movement purposes.

*Fig. 8 – Column wheeling.  
A column may end the movement in a bent position, but it is still a group, regardless of the fact that only one corner of an element is in contact with others.*



### 4.2.2 Moving by road

In column movement by road the front element moves at the road rate of the slowest element. Treat distances between major bends as segments, but ignore small decorative bends. Again the column may end the bound in a bent shape.

Also note that road deployment rules do not encourage an extremely twisted road, which effectively facilitates the distance calculation.

### 4.2.3 Other characteristics of column movement

A column may move over bad going, except if it includes Art or WWg.

River crossing is possible, but no element may wheel while in the river (according to a general rule that applies to all types of rivers and crossing elements). Please note that as soon as the front edge of the leading element entirely exits the river, the whole column may move at the rate of the leading element.

As with any group, no element in a column may ever move backwards.

### 4.3. Contracting a line into column

This move requires that the elements pass through a gap or enter bad going as they contract into column. Move each element as you would move a single element, but the group must end each move in a legal group formation.

The contraction of a wide line will not be completed in a full turn. Mark the eligible elements to continue contraction in the next bound.

Anyway do not bother much about this rule, as it is very seldom seen in tournament games. Forming into column in the front of the enemy is very dangerous, as it will take many PIPs to re-deploy in line. Note that there is no group move for expanding from a column into a line.

This rule might also be used to reduce the frontage of a line, if the gap to be passed through is at least 2 BW wide. For example a 4x1 elements line could contract into a 2x2 line, to pass through a 2 BW gap (in good going only).

## 5 Moving under enemy influence

Movement by or into contact with the enemy has very special rules, described in this section.

### 5.1 The ZOC

The rules state that movement is restricted within 1 BW to the front of an enemy unit: "No element can move across the front of an enemy element... or camp within 1 element base width distance... except to contact or face 1 such element...". This movement-restricted area will be called ZOC (zone of control) in this article, for convenience. This means that each element will exert some control over the area to its front. In 15mm scale the ZOC can be visualized as a 40mm square to the front of an enemy element.

Note: it is very useful to have a 40x40mm card or spare base to check if an element is within a ZOC. Attach a handle in the middle and you'll end with a useful 'Zocometer'.



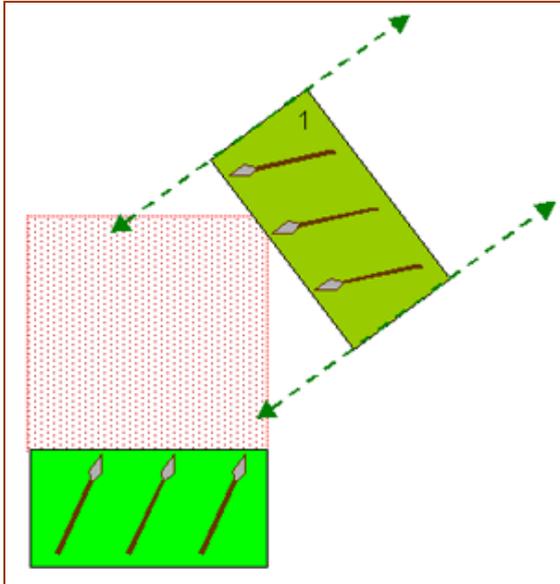
*Fig. 9 – Useful stuff:  
A DBA ruler, the zocometer and  
two bad going markers.*

#### 5.1.1 Crossing the ZOC

Tactical movement across a ZOC may only be straight forward or backward, without any turning, except to face the enemy.

If an element starts its movement with a tiny part of the base within a ZOC, it must still comply with the ZOC restrictions for the duration of that bound. To make it crystal clear: you may not back up from a ZOC and then move to the side during the same bound.

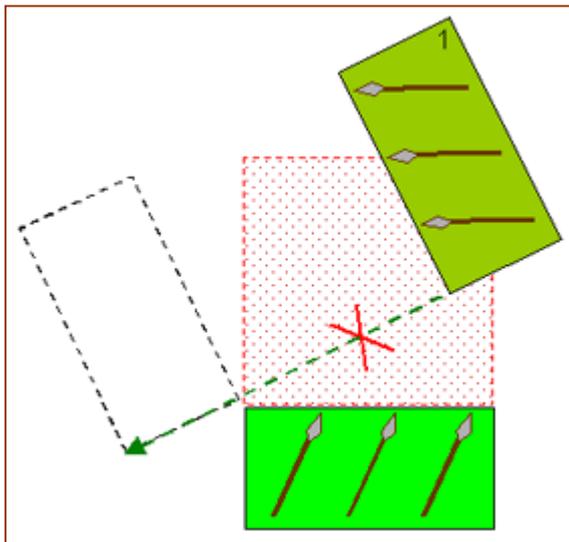
On the other hand, if the element starts the move outside the influence of the enemy, it may move normally, up to the moment it enters a ZOC.



*Fig. 10 – Element 1 can only move straight forward or backward if it starts in a ZOC, or after it enters such area. The only turning allowed is to align with the enemy to its front.*

*The ZOC is represented by the dotted area.*

The forward movement can include rotating to face the enemy, but cannot be used to exit the ZOC, although it does not necessarily have to end in contact [Fig. 11].

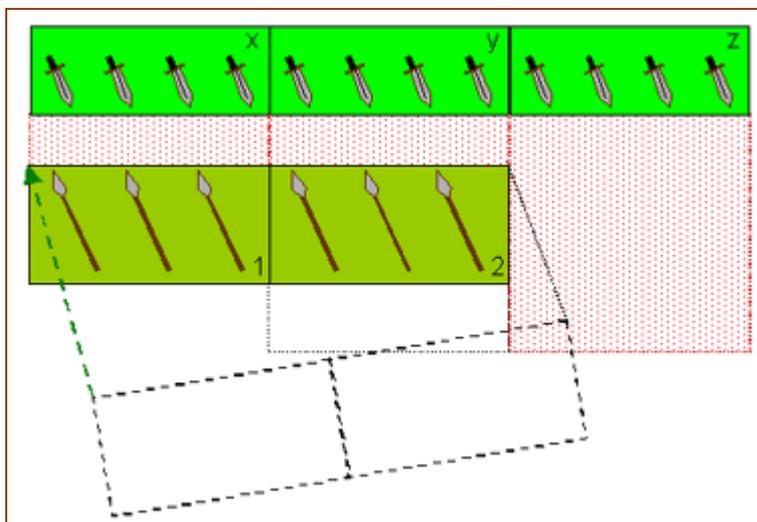


*Fig. 11 – Element 1 may not use its forward movement to exit the ZOC. It must turn instead to align with the enemy.*

### 5.1.2 Line movement in the ZOC

A line moving towards the enemy within one BW has more freedom of movement, as compared to the general wheeling rules. This is because a group may slide sideways up to one half base width to align with the enemy within a BW distance. Therefore, if a line moves towards the enemy in the ZOC, simply measure the largest distance a front corner in the group must travel until the group is aligned with the enemy, disregarding normal wheeling limitations.

When asked to clarify this procedure PB declared: “You measure from initial position of corner to final position after lining up.” Please note that in such move you are not required to end in contact, just that the group moves forward in the direction of the enemy it is aligning with [Fig. 12] (comments on the previous section are still valid here).



*Fig. 12 – Elements 1 and 2 moved as a group within 1BW of the enemy (though only 2 started under X and Y ZOC). The group was moved forward and aligned with the enemy, the distance being measured along the dashed arrow: no wheeling calculations required.*

It should be kept in mind that the sideways shift must not exceed one half BW (20mm). These rules should apply whether all or some of the elements in the group are initially under a ZOC, or if the line is moving towards the enemy’s flank or rear within one BW (see also section 5.2.3).

### 5.1.3 Moving away from a ZOC

When an element is in a ZOC but facing away from the enemy - caught on its rear - it may not move away (except if it is facing directly away). So an element within a ZOC and facing away, at an angle from the enemy, has first to turn to face until both front edges are parallel, the turning distance being deducted from the movement. Then it may move backwards or forward, as per the regular rules explained in section 5.1.1.

The movement towards the enemy may be combined with the turning to face [ Fig. 13].

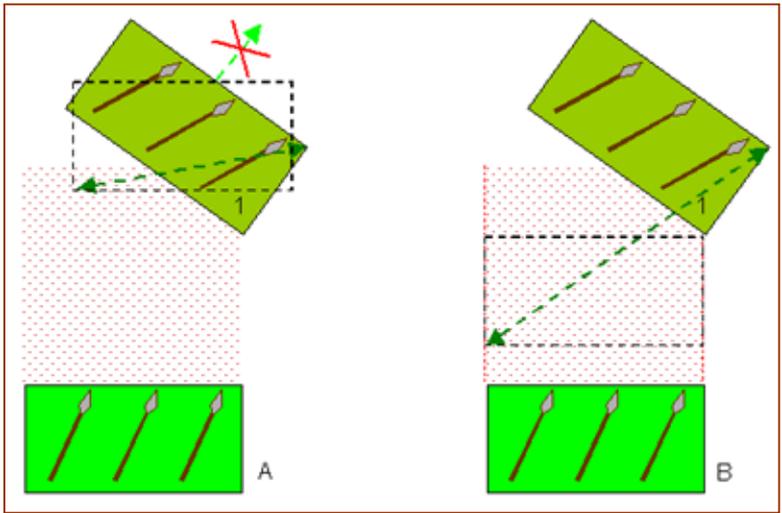


Fig. 13 - Element 1 was caught in the back by a ZOC. A) To make any movement it must first turn to face the enemy (dashed rectangle). B) It may combine movement towards the enemy with the turning to face.

5.1.4 Moving directly away from the enemy

An element is facing directly away from an enemy if both front edges are parallel and facing in the same direction. In this case the element is simply allowed to move away from the enemy (in fact an exception to the previous section).

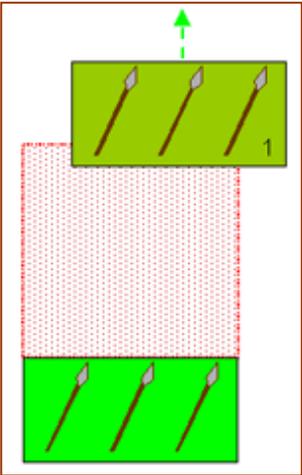


Fig. 14 - Element 1 is facing 'directly away' so it can move towards its own front - but may not change direction for the duration of that move.

5.1.5 ZOC shortening as a result of interposition

It should be noted that the ZOC shortens for all purposes if an element is partially interposed [Fig.15].

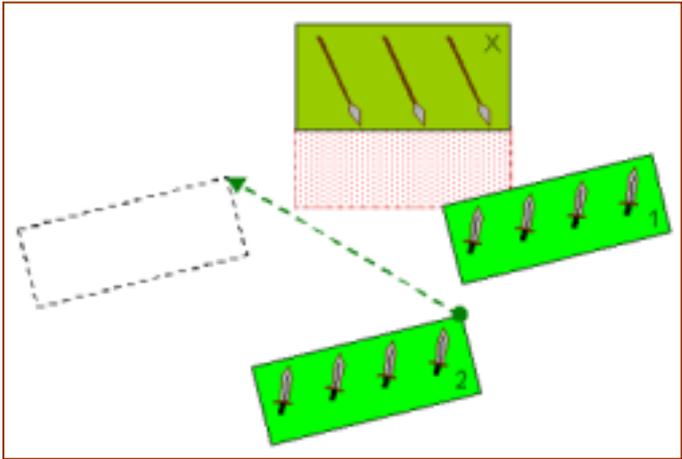
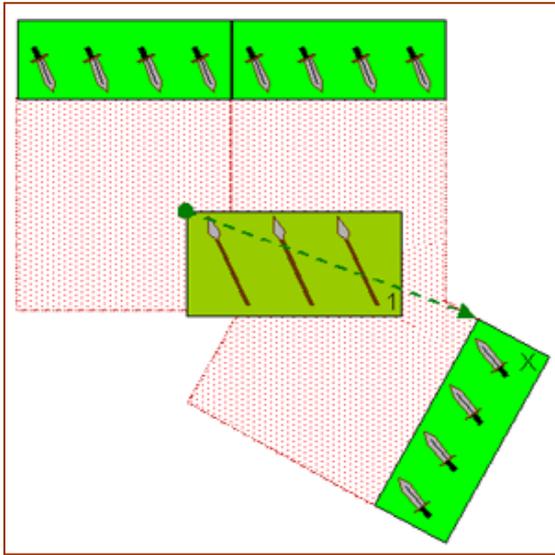


Fig. 15 - ZOC shortening. Element 1 is partially interposed in X's ZOC (dotted area) so 2 may move along the green line.

### 5.1.6 Under the influence of more than one ZOC

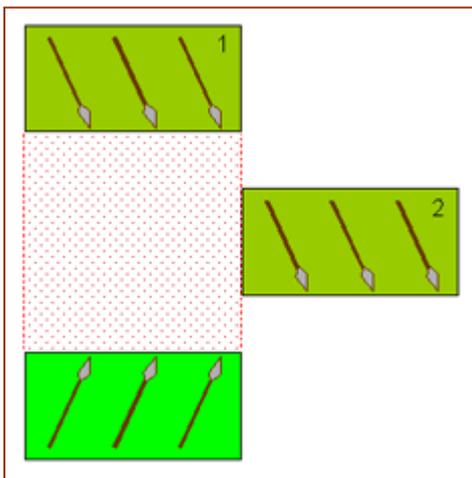
A single element within more than one ZOC may choose any such enemy to face or contact.



*Fig. 16 – Under more than one ZOC  
Element 1 is free to contact any enemy,  
including X located to its rear.*

### 5.1.7 At the ZOC's edge

Movement when starting at the edge of a ZOC is treated differently depending on whether it is its far or lateral edge. An element standing exactly at the far edge is considered as being under the ZOC influence in all respects, but an element at the lateral edge is not under the ZOC influence.



*Fig. 17 – At the ZOC's edge  
Element 1 is at the far edge of the ZOC, so it is  
in the zone, but element 2 is at the side edge,  
so it is not in the zone.*

## 5.2 Moving into contact with the enemy.

### 5.2.1 Moving a single element into contact with the enemy

A single element may only move into contact with the enemy as a result of a tactical move if it ends the movement in very precise positions. These are:

- Close combat: if the movement ends in both front corners and front edges contact.

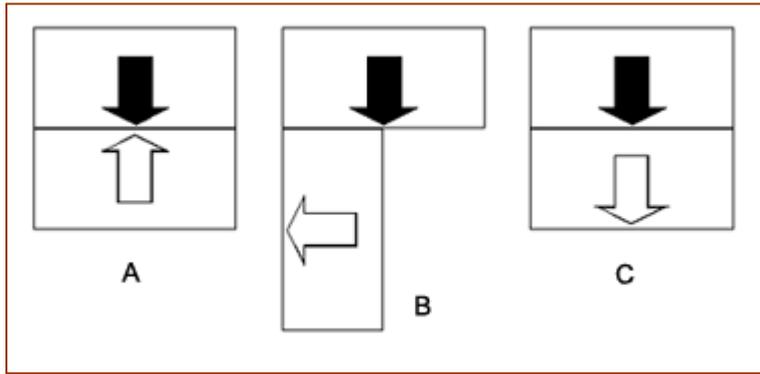


Fig. 18 – Combat contacts.  
A: Close combat; B: Flank contact, note that same side front corners must touch; C: Rear contact.

- Flank contact: if the element ends with both front edge contact with the enemy's flank and with same side front-to-front corner contact.

- Rear contact: when the element ends with front edge contact with the enemy's rear edge and also with both front-to-rear corners contact.

- Corner overlap: if the element ends with a front corner in contact with the same side front corner of an enemy element, but only if the enemy is already in close combat to its front. This type of overlap is legal even if the contact position is oblique [Fig. 19].

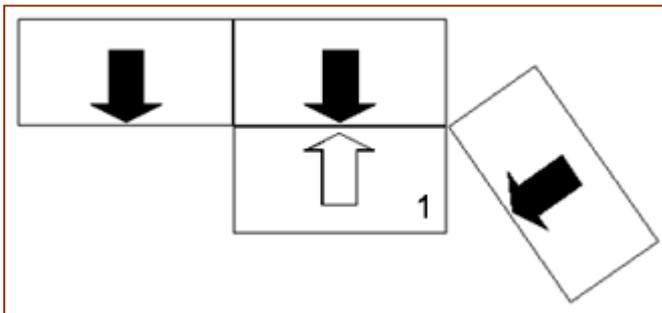


Fig. 19 – Corner overlaps.  
Element 1 is overlapped on both flanks: one aligned overlap on the left and one oblique overlap on the right.

- Edge overlap: this is another type of overlap that occurs whenever there is mutual side edge contact between enemy elements. The requirement for the enemy already being engaged in close combat at the moment of the contact applies to this case also.

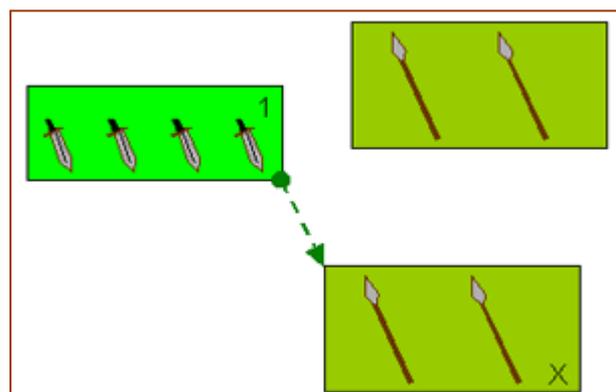
In summary, a single element moving into combat has five options, which must correspond exactly to one of the above positions.

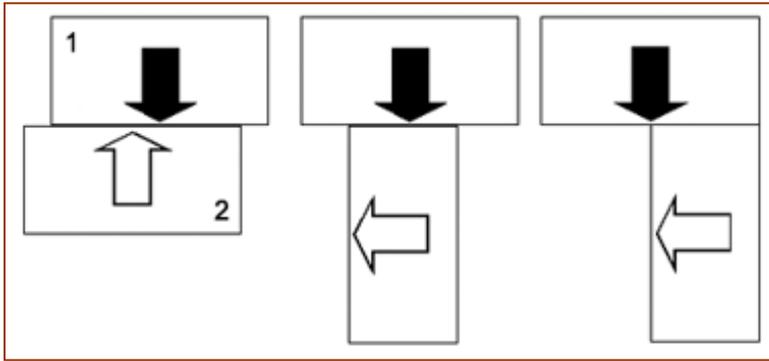
### 5.2.2 Illegal tactical moves into contact

The following tactical moves are not allowed:

- Corner or side contact with an enemy not in close combat to its front.
- Any contact other than those described above.

Fig. 20 – Illegal move to contact.  
Element 1 may not move into corner (or side edge) contact with X, because X is not in close combat to its front.





*Fig. 21 - Illegal contact positions: neither of these can occur as result of a tactical move by a single element. Element 1 must align with 2.*

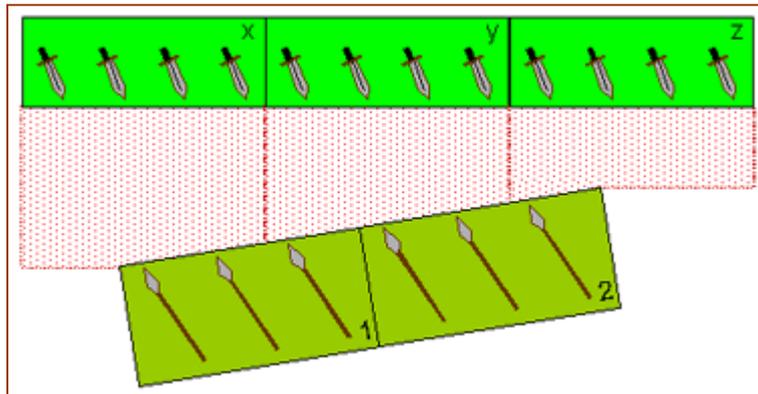
### 5.2.3 Moving a line into contact with the enemy

A line moving into contact with the enemy follows the generic procedures explained in 5.1.2.

The line can move forward and make a sideways shift of one half BW, if within 1BW of the enemy, as long as each front corner in the group does not move more than the allowed distance.

This rule can also be used outside the ZOC, if a flank or rear edge are to be contacted, because in that case proper edge and corner alignment are also required, as described in the following sections.

As there is a limit of one half BW to the sideways shift, in practice this means that in a frontal contact each element in the group must contact the enemy whose ZOC initially covers it the most [Fig. 22].



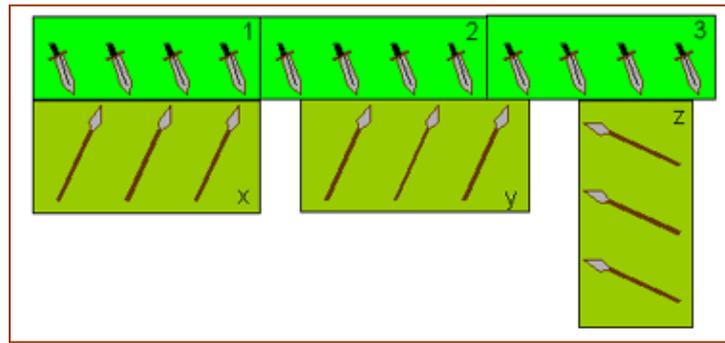
*Fig. 22 - Elements 1 and 2 moved as a group, shaded areas are ZOC. Element 1 must contact X and 2 must contact Y. Element 2 cannot contact Z as then a sideways movement over one half BW would be required.*

Contact is legal as long as one of the elements in the group moves into a legal contact position. When there is no room for a full line to complete the movement into contact such a move must either be cancelled, or only a segment of the original line is moved, so that alignment becomes possible.

### 5.2.4 Legal contacts that do not result in a close combat position

As a result of a tactical move into contact some elements in a line may end in contact but not in a close combat position. These contacts are allowed as long as at least one element in the line ends the movement phase in a legal combat position.

Note: The non-combat contacts are perfectly legal, but the elements do not exchange blows or otherwise intervene in the fight, despite the close proximity.



*Fig. 23 – Legal contacts.  
 Elements 1, 2 and 3 moved as a group. Element 1 is in close combat with X; 2 contacts Y but is not in close combat with it, so 2 overlaps X. Element 3 contacts Y and Z, but none are in close combat.*

### 5.2.5 Illegal group movement into contact

Art or WWg may not voluntarily move into contact, and this means that groups in line cannot move into close combat if they include any of these elements and they would end in either edge or corner contact with the enemy.

A group may not contact enemy unless at least one element in the group ends in a legal close combat position, as described for single elements in 5.2.1, but the special case of conforming elements must also be considered (as in the next section).

### 5.2.6 Contacting a conforming enemy element

Any group may end movement in front edge contact with a single LH, or a single Ps in good going, in any position, because these elements will conform to the group immediately. The conforming element is aligned front-to-front edge with the element of the group that contacts it the most.

## 5.3 Breaking-off from contact with the enemy

### 5.3.1 Breaking-off from close combat

A tactical move for breaking-off from close combat must be straight back, and the element must move for a minimum of 200 paces.

### 5.3.2 Breaking-off from frontal contact in a non close combat position

For breaking-off from contact with the enemy's front edge in a non close combat position, just follow the same rules as moving through a ZOC, because the element does not start the move in close combat. This means that the element will just have to move straight back and that there is no minimum distance requirement.

## 6 Crossing over other units

### 6.1 Interpenetration

Tactical interpenetration occurs when an element or group voluntarily moves through friends. During a tactical move interpenetration is only possible if psiloi are involved, and the moving element must face exactly in the same or opposite direction as the interpenetrated (still) element.

The interpenetrating (moving) element must have room available beyond and other elements cannot be shifted to accommodate it.

It is possible for a psiloi or a mounted element to pass through more than one psiloi, provided there is enough move left to do it.

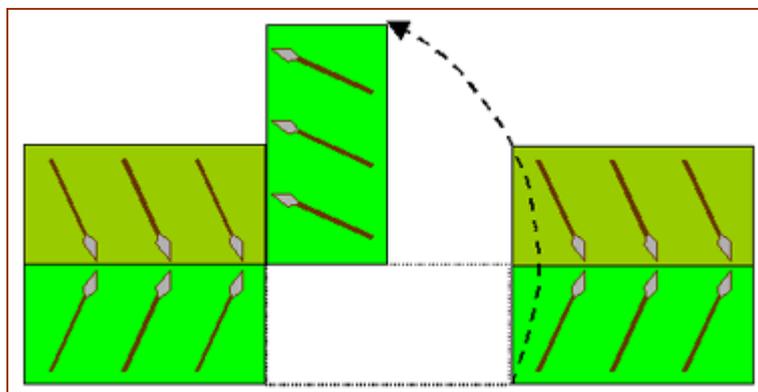
### 6.2 Special crossing situations

There are instances when it is allowed to move obliquely or turn over a part of either friendly or enemy bases. These are very important exceptions to the general rules, and must be carefully considered.

A key sentence seems to justify these exceptions: "Although each element is depicted as a rigid rectangular block, this does not imply that the troops it represents are necessarily in such a block or do not vary their position".

#### 6.2.1 The "shut-the-door" move in a line

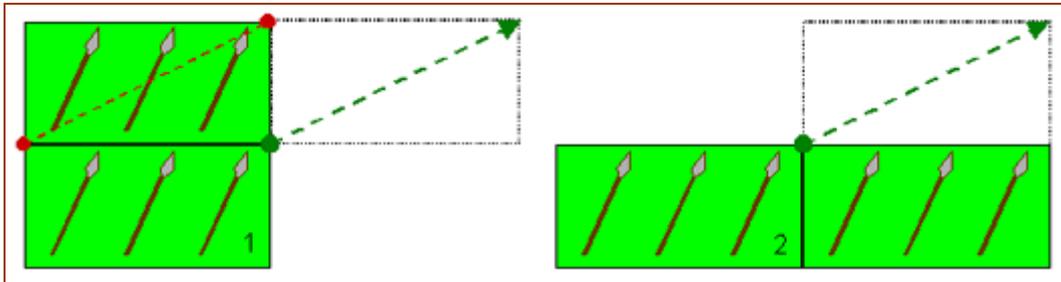
When an element is in an overlap position and facing a gap in an enemy line, it may always pivot 90 degrees around a front corner, even exceeding its movement allowance, as long as it starts in corner or side overlap and ends in a legal flank contact. This type of tactical move is often designated as the "shut-the-door" move, when the element starts in a corner overlap position and ends in flank contact [Fig. 24] (this move takes 226p). Obviously part of the element's base may have to pass through both the neighbouring friend and opposite side enemy, but all this is legal.



*Fig. 24 – Crossing over other elements I.  
On pivoting to contact the enemy flank, element 1 must cross both friend and foe with its rear corner to make the "shut-the-door" move.*

### 6.2.2 Oblique crossing over elements in a formation

These are cases of oblique interpenetration when moving from line to column and *vice-versa*. This is possible through friends only, from standard aligned positions.



*Fig. 25 – Crossing over other elements II.  
Element 1 left front passes over its friend's base (left dashed line) when moving from column into line; element 2 does likewise with the rear corner to pass from line into column.*

An element should be able to include this oblique crossing in its move, as long as it conforms to the standard column or line positions during its path. For example, this might allow an element to pass through a friend it cannot interpenetrate from behind, by forming transitorily in line, and then crossing obliquely to its front.

## Production

Project, original draft, drawings and layout: Jerboa.

Technical counselling: Bob Beattie.

General revision, final proof editing: Dennis Frank.

## Glossary

BW - base width: a standard measurement unit in DBA.

DBA – De Bellis Antiquitatis.

PB – Phil Barker

PIP – player initiative points.

p - distance in paces

WRG – Wargames Research Group.

ZOC – zone of control: the 1BW square space directly to the front of an enemy unit.

## Acknowledgements

Thank you to all my gaming friends that have supported me in the arduous task of deciphering some of the more intricate puzzles.

Obliged to many that have discussed this awesome game with me over the internet, specially on the Fanaticus Yahoo mail list.

The editing work of Dennis Frank was of course invaluable to a Portuguese-speaking writer.

Finally a special reference to Bob Beattie, the culprit of having insidiously enticed me into a deep analysis of the DBA text.

## Feedback:

Please send comments, corrections or contributions to [jerboa@kqnet.pt](mailto:jerboa@kqnet.pt).

## Disclaimer

This article is the exclusive responsibility of its author and none of its contents are DBA rules, except quotations. Different groups have different rules interpretations and it is not claimed that these are the correct ones. Yet this is our best attempt to explain the presumed intention behind the very dense text of these rules.

This work it is not endorsed by DBA authors, directly or indirectly. An early draft was submitted to PB but no direct comments have been received so far. Nevertheless the text here was adapted accordingly to his answers on specific subjects.

Discussion of BUA's and related rules was deliberately omitted for the sake of simplicity.

Jerboa has no affiliation with WRG and has no financial interest whatsoever concerning the game or this article.