

DBA-HX Combat Results Updated to DBA 2.2

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Combat Factors

<u>Troop Type</u>	<u>Vs. Foot</u>	<u>Vs. Mounted</u>
Artillery (Ranged Fire)	+4	+4
Artillery (Close Combat)	+2	+2
Auxilia	+3	+2
Blades	+5	+3
Bows	+2	+4
Camelry	+2	+4
Cavalry	+3	+3
Cannon (Ranged Fire)	+4	+4
Cannon (Close Combat)	+2	+2
Dragoons	+2	+2
Elephants	+4	+5
Jager	+2	+2
Knights	+3	+4
Light Horse	+2	+2
Muskets	+4	+4
Pikes	+3	+4
Pistols	+3	+3
Psiloi	+2	+2
Rifles	+4	+5
Scythed Chariots	+4	+4
Shot	+4	+4
Spears	+4	+4
War Wagons	+3	+4
Warband	+3	+2
Camp Followers	+1	+1

Tactical Factors

- +3 If foot garrisoning a BUA or it's denizens in either close combat or being shot at.
- +2 If camp followers or other foot occupying their own camp in either close combat or being shot at.
- +1 If the general's element, and is in either close combat or being shot at. Or to any friendly unit it is attached to.
- +1 If in close combat; and either uphill or defending any but a paltry river's bank off road.
- 1 If in open ground and shot at by Cannons within 300 paces, Rifles or Jäger
- 1 For each enemy element either overlapping or in front edge and front corner-to-front corner contact with flank or in full front edge contact with rear, or for each 2nd or 3rd enemy element aiding opposing element's shooting.
- 2 If any but Auxilia, Bows, Warband, Psiloi, Dragoons, jager and in close combat in, or mounted in close combat with enemy in , bad going, on or off road, or if mounted attacking a BUA unless Elephants.

Combat Outcome

If its total is the same as the enemy's:

Scythed Chariots Destroyed.

If its total is less than that of its opponent, but more than half:

Elephants	Destroyed by Psiloi, Auxilia, Light Horse or Artillery shooting. If not recoil.
Scythed Chariots	Destroyed.
Knight	Destroyed by Elephants , Scythed Chariots, Cannons or Light Horse, or Bows, Shot, Muskets or Rifles they have moved into contact with this bound, or if in bad going. If not recoil.
Pistols, Cavalry or Camelry	Flee from Scythed Chariots or if in bad going. If not recoil.
Light Horse	Flee from Scythed Chariots, from Artillery shooting or if in bad going. If not recoil.
Pikes or Spears	Destroyed by Elephants, Knights, Light Horse, Pistols, Rifles or Scythed Chariots if in bad going or by Warband not in a BUA or camp. If not recoil.
Blades	Destroyed by Knights, Scythed Chariots or Rifles if in good going or by Warband not in a BUA or camp. If not recoil.
Auxilia	Destroyed by Knights if in good going. If not recoil.
Bows	Destroyed by any mounted . If not recoil.
Shot	Destroyed by any mounted in contact or by Rifles if in good going, or by Warband. If not recoil.
Psiloi or Jager	Destroyed by Knights, Cavalry or Camelry in going these count as good. If not recoil
Dragoons	Destroyed by Knights, Scythed Chariots or Rifles if in good going, or by Warband. If not flee.
Muskets or Rifles	Destroyed by Knights or Scythed Chariots if in good going, or by Warband. If not recoil.
Artillery or Cannons	Destroyed by any in contact. If not recoil.
Hordes	Destroyed if in a BUA or camp, or by Elephants, Knights or Scythed Chariots if in good going, or by Warband not in a BUA or camp or if shot at. If not, no effect.
War Wagons	Destroyed by Artillery or Cannon shooting, by Elephants, or if in a BUA or camp. If not, no effect.
Camp Followers or Denizens	If shot at by Artillery or Cannon, surrender. If in close combat, destroyed. If not, no effect.

If its total is half or less than half of its opponent.

Cavalry or Pistols	Flee from Pikes, Spears or Hordes if in good going, or Artillery Cannon in close combat. If not destroyed.
Light Horse	Destroyed by any mounted Artillery or Cannon shooting, Bows, Muskets, Rifles or if in bad going. If not flee.
Dragoons	Destroyed by any mounted, War Wagons, Muskets, Rifles, Canons or bows if in going. If not flee.
Psiloi or Jager	Destroyed by Knights, Cavalry, Camelry or Light Horse if in going these count as good or by Bows, Auxilia, Dragoons, Jager, or Psiloi. If not flee.