

DBA CAMPAIGN RULES.

In addition to playing single DBA games, players may wish to link them into a campaign. The rules devised by Richard Bodley Scott and featured in previous versions of DBA and in the fantasy rules "Hordes of the Things" are excellent for a weekend convention but less suitable for an historical campaign. For the full complexity of a campaign, Tony Bath's "Setting up a Wargames Campaign" is now available in "Tony Bath's Wargames" published by John Curry. This simple set attempts to include some of the results of the full set in a simple form suitable for DBA.

Ancient campaigns were not waged by full-time professional soldiers and this resulted in a very short campaign season. Manpower was available after the crops had been sown and before the harvest was gathered in. Consequently these rules have 6 moves in a campaign season and a much longer "winter" period when politics proceed apace. The six players involved in the campaign are considered to be the generals appointed by the rulers of the countries and their freedom of action is limited by the decisions of their rulers.

Before starting a campaign, some research into the background is necessary resulting in the choice of six nations with their correct DBA armies and a map of the area involved. Each player controls one nation and has a capital city within the area under his control. The map shows the cities in the area connected by routes, some hazardous, and the major waterways or seas. Initially each player has control of a number of cities (or areas in the desert centred on oases in the case of barbarians) and this may be indicated by circles of different colour denoting the different players. Initially each player controls at least four cities and a large enough area that no other player can reach his capital city without first capturing one other city. In each move, armies may move from one city to an adjacent one. If the map is attached to a notice-board, then the position of armies may be indicated by pins stuck into the board at the appropriate place and when a city changes hands, a drawing-pin of the right colour may be stuck into the map, covering the original colour of the city.

Desert Routes: If the route joining these cities is marked as hazardous (dotted lines) then the army may suffer losses moving along it. Dice for each element - score of 1 means that element is lost. Desert routes are hazardous to invading armies who are not familiar with the local routes and watering places. They are not hazardous to those who live there.

Sea Routes: These are also hazardous and require a dice score when attempting to use them. In this case a score of 1 means that the fleet has had to return to port and the army remains at its starting position and may not move anywhere else that move. This is only serious if a player is attempting to return home in move 6 of the season. In this case only, the player may make an additional attempt to capture the city from which he is attempting to leave and if he captures it, he and his army will spend the winter there and will be there at the start of the next season. This will deduct 12 elements from the total for that player. If he fails to capture it, then this is a disaster. The whole army is lost and only half the number of elements can be raised at home next season (the player is 6 elements down for this season only).

Starting the Season.

Each player may raise up to 3 elements from each city currently under his control, but may only supply general's elements from his capital city. These may be used to produce 12-element DBA armies - any surplus being available to make good any losses in battle. If a player is unable to raise 12 elements - either because he has less than 4 cities in total or because of his duties as a vassal - his army may add sufficient elements of hoards to complete the standard 12 elements. A player who has lost his capital city will have one rebel general. Armies will be placed in position in one of the player's own cities immediately before the first move is made.

The campaign does not explicitly include all the political events which affect real campaigns – such as quarrels between the high priests of the various city gods, insults to royal visitors or trade competition. To simulate this, six cards are produced which each have the name of one of the cities/nations. These are shuffled and dealt before the first move is made, but kept concealed until it is the player's turn to move. (They may also be used to assign nations to players before the campaign starts.)

At the start of each move, cards are dealt indicating who moves first and these are placed face-upward in front of the players. At the end of each move, cards are collected, shuffled and re-dealt.

In the first move, each player in turn, reveals his nation card and reacts to it. If it contains the name of a nation with which he has a common border, then, unless he is already under attack, he must invade that nation and attack one of its cities. (One of his armies must have been placed to make this possible - if it has not been so placed, then the player being attacked chooses which of his cities shall be attacked.) If he has been attacked by another player earlier in the move, then he may ignore the nation card and move to repel the attack. If the nation card refers to one with whom he does not have a common border, then it may be ignored. If it is the name of his own nation, then there is a risk of internal revolt - throw one dice - if the score is 1, then he has to deal with an internal revolt. The forces available for external use are reduced by half, hordes being added if this reduces the number of available elements below 12.

Capturing Cities.

To capture an undefended city (not currently with an army there), the attacker moves his army up to the gates and then throws a dice. If the score is a 4, 5 or 6, then he captures the city immediately. Otherwise there is a delay. The second and third attempts need 3, 4, 5 or 6. After this the attacker must move away since food supplies are now exhausted (An army, whether besieging an enemy city or not, may not remain in any city other than the capital for more than 3 successive periods). The attacker loses one element from his army for each unsuccessful attempt to capture the city (one element of the most common type is removed from the army and an additional element (of any type) is added to the surplus of that player). An under-strength army must return to one of its own cities and remain there for one turn to be brought up to full strength from the surplus held by the player.

If the city is captured it changes hands immediately, the previous owner may not use it to raise any future troops and will lose one element from his surplus. The new owner cannot raise troops from it until the next season. No garrison is needed. If the previous owner attempts to re-capture it later in the same season (or in the first move of the next season if the city was captured during the last move of a season), he only needs 3, 4, 5 or 6 at the first attempt.

DBA Battles.

If a player attacks a city and there is a defending army present, then a DBA battle will result. If a relieving army arrives while the city is still being besieged, a DBA battle will result, but now the besieger is the defender (of his camp) and the relieving army is the attacker. Since armies may be of different sizes, an army loses either when it has lost one-third of its elements or when it has lost a general and as many elements as the opponent has lost.

When an army loses a battle, the player must dice for each remaining element to determine whether they are captured or escape from the battle field. Any element with a dice score of 1 is captured and sold into slavery. The survivors of a defeated army, if they include a general, will retire to their nearest home city and await reinforcements. Those whose general is lost will disperse to their homes, and, after one move's delay, an equal number of elements will be added to the player's surplus of reserves.

Wild Barbarians.

Uncivilised raiders do not capture cities - instead they sack them and score one victory point for each time a city is captured and sacked during the game. A sacked city does not count towards its owners total for raising troops until at least one complete season after its rebuilding. To rebuild a city, the owner must occupy it with his army for at least 2 moves during the next season or 3 moves in any season later in the game. Barbarians do not have cities and so they cannot be captured - however their encampments may be sacked, with the same effect as a sacked city.

Ending the Campaign.

At the end of the campaign, each player counts one victory point for each new city captured and loses one victory point for each city lost or sacked and not rebuilt at the end of the game. Barbarians claim victory points for the number of cities sacked during the game and lose one victory point for any of its cities sacked by the other players and not rebuilt.

SUGGESTED SIX-PLAYER HISTORICAL CAMPAIGNS

The armies are listed here in sequence, usually clockwise. Where the last army is followed by a //, this means that there is no single link connecting it directly with the first army.

Campaign:	Participating armies:
Sumer 3000BC:	Martu I/6a, Kish I/1a, Isin I/1a, Larsa I/1a, Lagash I/1a, Elam I/5a//.
Fall of Akkad 2193BC:	Amurru I/6a, Akkad I/11a, Gutu I/4b, Lullubi I/4b, Elam I/5b, Sumer I/11a.
Theban Revolt 2046BC:	Elam I/5c, Ur I/11b, Amurru I/6a, Herakleopolis I/2a, Thebes I/2a, Nubia I/3//.
Hyksos Invasion 1645BC:	Hatti I/16, Syria I/15, Hyksos I/17a, Lower Egypt I/2a, Upper Egypt I/2a, Nubia I/3//.
Ahmose's Rebellion 1543BC:	Nubians I/3, Upper Egypt I/22a, Hyksos I/17b, Syria I/20b, Hatti I/16, Mitanni I/19//.
Hittite Empire 1274BC:	Mycenaeans I/18, Gargans I/4d, Hatti I/24b, Mitanni I/19, Assyria I/25a, Egypt I/22a//.
Sea Peoples 1180BC:	Sea People I/28, Hatti I/24b, Gargans I/4d, Ugarit I/20a, Egypt I/22b, Libyans I/6b.
Neo-Assyrian 745BC:	Egypt I/38, Hebrews I/34c, Phoenicia I/35b, Assyria I/45, Babylonia I/44a, Elam I/42//.
Hoplite Dawn 669BC:	Argos I/52a, Sparta I/30c, Thrace I/48, Lydia I/50, Kimmerians I/43a, Tyre I/35c.
Babylonian Empire 560BC:	Egypt I/53, Ionians I/52g, Lydia I/50, Babylonia I/44b, Medes I/40c, Skythians I/43a//.
Persian Empire 547BC:	Skythians I/43a, Persia I/60a, Babylonia I/44b, Egypt I/53, Ionians I/52g, Lydia I/50.
Greeks in Peril 480BC:	Persia I/60a, Thebes I/52d, Athens I/52f, Sparta I/52b, Sicily I/52i, Carthage I/61a//.
Rise of Rome 358BC:	Etruscans I/57b, Celts II/11, Rome II/10, Hill Tribes I/36, Lucanians II/8a, Italian Greeks II/5g.
Alexander the Great 334BC:	Greeks II/5b, Macedon II/12, Thrace I/48, Persia II/7, Skythians I/43a, Indians II/3//.
Diadochi 320BC:	Antipatros II/18a, Lysimachos II/17, Antigonos II/16a, Eumenes II/16d, Seleukos II/19a, Ptolemaios II/20a.
Chinese Warring States 318BC:	Northern Barbarians I/14b, Ch'in II/4a, Wei II/4e, Chao II/4c, Ch'i II/4e, Ch'u II/4d.
Pyrrhus in Italy 280BC:	Rome II/10, Lucanians II/8a, Epiros II/27b, Apulia II/8c, Syracuse II/9, Carthage I/61b.
Galatian Invasion 279BC:	Athens II/5b, Aitolia II/5e, Thebes II/5c, Galatians II/30a, Macedon II/18d, Seleucids II/19b.
Bactrian Empire 250BC:	Parthians II/37, Seleucids II/19b, Bactria II/36a, Hsiung-nu II/38a, Saka I/43b, India II/3.
1st Punic War 264BC:	Gauls II/11, Rome II/33, Syracuse II/9, Siciliot II/5h, Carthage II/32, Libya I/7c//.
2nd Punic War 218BC:	Carthage II/32, Spain II/39a, Gauls II/11, Rome II/33, Italy II/8, Syracuse II/9.
Rome Expands 190BC:	Rome II/33, Macedonia II/35, Greece II/31j, Pergamum II/34, Seleucids II/19c, Egypt II/20b//.
Parthian Empire 170BC:	Seleucids II/19c, Parthia II/37, Saka I/43b, Bactria II/36a, Graeco-Indian II/36b, India II/3.
Optimates or Populares 87BC:	Spain II/39a, Gaul II/11, Rome (Populares) II/49, Greece (Optimates) II/49, Pontus II/48, Armenia II/28b//.
Caesar or Pompey 49BC:	Spain II/39a, Rome (Caesar) II/49, Greece (Pompey) II/49, Egypt II/20d, Nabataea II/22a, Parthia II/37//.
Year of Four Emperors 69AD:	Batavi II/47c, Gaul (Vitellius) II/56, Rome (Otho) II/56, Illyricum II/56, Syria (Vespasian) II/56, Jewish Revolt II/59//.
Trajan's Wars 101AD:	Caledones II/60, Rome II/56, Germans II/47g, Dacia II/52, Sarmatians II/26, Parthia II/37//.
Three Kingdoms 220AD:	Wei II/63, Shu II/63, Vietnamese I/49c, Kushan II/46b, Wu II/63, Hsiung-nu II/38a.
Aurelian Revival 271AD:	Germans II/72d, Gallic Empire II/64a, Rome (Aurelian) II/64a, Goths II/65b, Palmyra II/74b, Sassanid Persia II/69//.
Carausius' Britain 296AD:	Scots II/54a, Picts II/68a, Britain (Carausius) II/64a, Saxons II/73, Franks II/72d, Roman Gaul (Constantius) II/64a//.
Divided Empire 394AD:	Franks II/72d, Western Roman Empire II/78a, Goths in Illyricum II/65b, Huns II/80d, Eastern Roman Empire II/78b, Sassanid Persia II/69//.
Fall Of Rome 451AD:	Vandals II/84, Rome II/83a, Visigoths II/82a, Franks II/72d, Huns II/80a, Eastern Empire II/83b.
Justinian Revival 533AD:	Vandals II/84, Franks III/5a, Ostrogoths III/3, Byzantine Empire III/4a, Huns II/80d, Sassanid Persia II/69//.
Rise of Islam 633AD:	Lombards III/21a, Byzantine Empire III/17, Slavs III/1c, Khazars III/16, Sassanid Persia II/69, Arabs III/25a//.
Charlemagne 770AD:	Avars III/13a, Saxons II/73, Franks III/28, Lombards III/21a, Andalusia III/34b, Christian Spanish III/35a//.

Campaign:	Participating armies:
Troubled T'ang 800AD:	Khitans II/61d, Uighurs III/11b, Korea II/77b, T'ang China III/39, Vietnam I/49d, Tibet III/15.
Byzantine Resurgence 963AD:	Franks III/52, Bulgars III/14c, Russ III/48, Byzantine Empire III/64, Hamdanids III/53, Iqshidid Egypt III/49//.
Rise of the Seljuks 1037AD:	Serbia III/26a, Byzantine Empire III/64, Buyids III/57c, Seljuks III/73b, Ghaznavids III/63b, Fatimids III/65//.
Norman Conquest 1066AD:	Welsh III/19a, England III/71, Scots III/45b, Vikings III/40b, Normans III/51, French III/51//
First Crusade 1097AD:	Crusaders IV/7, Byzantine Empire IV/1a, Seljuks III/73b, Armenians IV/2, Syria IV/6, Fatimid Egypt III/65.
Saladin 1174AD:	Byzantine Empire IV/1b, Seljuks III/73b, Zangid Syria IV/20, Kingdom of Jerusalem IV/17, Ayyubid Egypt IV/20, Abbasid Caliphate IV/6//.
Northern Crusade 1230AD:	Poland III/62b, Teutonic Order IV/30, Prussians IV/28, Lithuanians IV/18, Estonians IV/27, Denmark III/40d.
Mongol Terror 1236AD:	Hungary III/67b, Poland III/62b, Russia III/78, Mongolia IV/35, China III/61, Khwarizm IV/24//.
Franks in Greece 1223AD:	Empire of Nikaia IV/31, Latin Empire IV/32, Bulgaria IV/25, Despotate of Epiros IV/33, Frankish Greece IV/32, Venetians IV/61//.
Feudal Britain 1275AD:	England IV/23, Welsh III/19c, Irish Pale IV/21a, Wild Irish III/46, Isles III/77, Scotland IV/16.
Kublai Khan 1279AD:	Sung China III/61, Yuan Mongol IV/48, Korea III/56, Japan III/54, Vietnam III/59, Burma III/9b.
Chola Empire 1279AD:	Burma III/9b, Hindu India III/10c, Pandayas II/42b, Chola II/42b, Ceylon II/42d, Sumatra IV/37a. (Can be linked at Burma with that above as 11 nation campaign.)
100 Years War 1369AD:	Scotland IV/16, England IV/62, France IV/64b, Low Countries IV/57b, Burgundy IV/76, Spain IV/68a//.
Catalan Twilight 1388AD:	Morea IV/51b, Latin Empire IV/61, Duchy of Athens IV/60, Serbia IV/22, Bulgaria IV/25, Ottoman Sultanate IV/55b.
India 1398AD:	Timur IV/75, Sultanate of Delhi IV/36b, Malwa III/10c, Burma III/9b, Vijayanagar III/10c, Bahmani Sultanate IV/36b//.
Tamerlane 1400AD:	Hungary IV/43c, Lithuania IV/18, Golden Horde IV/47, Timur IV/75, Ottoman Sultanate IV/55b, Mamluk Egypt IV/45//.
Fall of Khmer 1400AD:	Burma III/9b, Vietnam III/59, Champa III/23, Khmer III/23, Siam IV/40, Java IV/37c//.
Christendom in Peril 1420AD:	Holy Roman Empire IV/13b, Venice IV/61, Hungary IV/43c, Poland IV/66, Golden Horde IV/77, Ottoman Sultanate IV/55b.
Italy 1422AD:	Swiss IV/79, Milan IV/61, Venice IV/61, Naples IV/61, Aragon IV/5c//.
Louis the Spider 1471AD:	Lancaster IV/83a, York IV/83a, France IV/82b, Burgundy IV/84, Swiss IV/79, Holy Roman Empire IV/13d//.
Sengoku-jidai 1477AD:	China IV/73, Korea IV/78, Imagawa IV/59b, Hojo IV/59b, Takeda IV/59b, Uesugi IV/59b//.
Imperial Ottoman 1478AD:	Venice IV/61, Hungary IV/43c, Poland IV/66, Ottoman Sultanate IV/55b, White Sheep Turks IV/77, Mamluk Egypt IV/45.
Aztec Empire 1492AD:	Dog Peoples III/41, Tarascans IV/19, Aztecs IV/63, Tlaxcala IV/19, Mixtecs & Zapotecs IV/53, Maya III/22d//.
Pacific 1500AD:	Sumatra IV/37a, Malacca IV/37a, Moluccas IV/37b, Polynesia IV/12a, Melanesia IV/12b, Hawaii IV/12c//.