

## New World DBA - Quick Reference Sheet



		Movement			Combat Factors			Combat Notes	
		GG	BG	Road	Foot	Mtd.	Comments	Not Doubled	Doubled or Greater
		(in paces)						On equal results, no effect on either side.	
Elephants	<i>El</i>	300	200	400	+4	+5	PT Sk w/ same or opposite facing; RT any w/ same facing except El or Pk.	D by Sk, LH; otherwise recoil	Recoil from Art in CC; otherwise D
<u>Lancers</u>	<u><i>Ln</i></u>	<u>400</u>	200	400	<u>+3</u>	+4	PT Sk w/ same or opposite facing; RT any w/ same facing except El or Pk. <b>Impetuous</b>	D by El, LH; or Sh contacted this turn; or if in BG; otherwise recoil	Recoil from Art in CC; otherwise D
Cavalry	<i>Cv</i>	400	200	400	+3	+3	PT Sk w/ same or opposite facing; RT any w/ same facing except El or Pk.	Flee if in BG; otherwise recoil	Flee from Pk or Sp in GG; flee from Art in CC; otherwise D
Light Horse	<i>LH</i>	500	200	500	+2	+2	PT Sk w/ same or opposite facing; RT any w/ same facing except El or Pk.	Flee from Art shooting; or if in BG; otherwise recoil	D by any mounted, Art shooting, Sh or Sk; or in BG; otherwise flee
<b>FOOT</b>									
Blades	<i>BdE</i> <i>BdS</i> <i>BdO</i>	200	200	400	+5 <u>+4</u> <u>+3</u>	+3 <u>+2</u> <u>+2</u>	+1 vs Mounted <i>or Dog</i> or attacking a BUA or camp when supported by Sk. RT Bd or Sp w/ same facing. <u>BdE and some others are Impetuous</u>	D by Ln if in GG; or by Dog not in BUA or camp; <u>BdO and BdS flee from Art shooting;</u> otherwise recoil	Recoil from Art in CC; otherwise D
<u>Shooters</u>	<u><i>ShE</i></u> <u><i>ShS</i></u> <u><i>ShO</i></u>	200	200	400	<u>+4</u> <u>+3</u> <u>+2</u>	+4 <u>+3</u> <u>+3</u>	Shoots 200 paces RT Bd w/ same facing. <u>Sh of some nations are Impetuous.</u>	D by any mounted; <u>ShO and ShS flee from Art shooting;</u> otherwise recoil	Recoil from Art in CC; otherwise D
<u>Skirmishers</u>	<u><i>Sk</i></u>	300	300	400	+2	+2	PT any friends w/ same or opposite facing; RT any w/ same facing except Sk.	D by Ln, or Cv in GG; <u>Flee from Art shooting;</u> otherwise recoil	D by Ln, Cv or LH in GG; or by Sh or Sk; otherwise flee
Artillery	<i>Art</i>	200	-	400	<u>+5</u> <u>(+2)</u>	<u>+5</u> <u>(+2)</u>	Move or Shoot; Shoots 500 paces <u>in own bound</u> ; cannot contact enemy elements or enemy-controlled BUA or camp; CF +2 in CC	D by any in CC; otherwise recoil	Recoil from Art in CC; otherwise D
<u>War Dog</u>	<u><i>Dog</i></u>	200	200	400	+3	+2	<b>Impetuous</b>	D by El, or Ln if in GG; otherwise recoil	Recoil from Art in CC; otherwise D
<u>Litter</u>	<u><i>Lit</i></u>	200	-	400	+3	+4	Cannot contact enemy elements or enemy-controlled BUA or camp	D by Art shooting or El or if in BUA or camp; otherwise no effect	Recoil from Art in CC; otherwise D
Spears	<i>Sp</i>	200	200	400	+4	+4	+1 vs Mounted <i>or Dog</i> or attacking a BUA or camp when supported by Sk. +1 vs Ln or Sp when supported by Sp and not in BG.	D by El, Ln or LH if in GG; or by Dog not in BUA or camp; otherwise recoil	Recoil from Art in CC; otherwise D
Pikes	<i>Pk</i>	200	200	400	+3	+4	+3 vs all except Cv, LH, Sh or Sk when supported by Pk and not in BG. RT Bd w/ same facing.	D by El, Ln or LH if in GG; or by Dog not in BUA or camp; otherwise recoil	Recoil from Art in CC; otherwise D
Camp Followers or BUA Denizens	<i>CpF /</i> <i>Den</i>	200	200	400	+1	+1	-	Surrender if Art shooting; D if in CC; otherwise no effect	Recoil from Art in CC; otherwise D
<b>Movement:</b> Each tactical (not outcome) move by an element or group uses one PIP.					<b>Combat Modifiers:</b>				
Except in the side's first bound, a move uses an extra PIP for each of the 3 cases following that apply.					+3	If foot garrisoning a BUA or its denizens; and either in close combat or being shot at.			
(a) If it includes elephants, Lit or Artillery, or dismounting.					+2	If foot or CpF occupying their own camp and either in close combat or being shot at.			
(b) If all the element or group to be moved starts more than 1 200 paces away from the general's element, or both start 600 paces away, and are also either beyond the crest of a Hill, beyond a BUA or camp, or in or beyond a Wood, Oasis or Dunes, or if the general has been lost.					+1	If general's element and either in close combat or being shot at or Any If in close combat; and either uphill or defending any but a paltry river's bank off-road.			
(c) If the general's element is in a BUA, Camp, Wood, Oasis or Marsh.					-1	Each overlap, flank or rear contact, or 2nd or 3rd element aiding shooting.			
<b>Pivot:</b> Distance is not measured when an element makes a tactical move only to pivot from overlapping an enemy element in close combat against friends to line up in close combat with that enemy element's flank.					-2	Any but Sh, Dog or Sk in close combat in BG; or mounted in close combat with an enemy in BG; or any mounted, except El attacking a BUA.			
<b>Impetuous:</b> Under the same conditions as can Warbands they can move a second or subsequent tactical move during the same bound (p. 9), and must pursue their own base depth when a close combat opponent does a recoil, break-off, flee or is destroyed (p. 11).					<b>Deployment:</b> Ag+1d6; lower is defender. Defender places terrain. Invader rolls for table edge. Defender places camp, then invader. Defender deploys within 600 p of base edge and beyond 300 p of side edge, then invader. Defender exchanges 0-2 pairs of elements. Littoral can reserve 0-4 elements for waterway.				