
IWF Clarifications for DBR v 2.0

Issue 2

(November 2007)

In order to give a greater degree of consistency and certainty to both players and umpires, the IWF have agreed the following set of interpretations. They are issued in response to the questions that we have been asked most frequently. Our intention is to make the minimum number of changes necessary to achieve this. These modifications are not intended as rules changes or for use in non-competition, campaign or club games. Each rule contains a short explanation (written in italics) and must be read in conjunction with DBR v 2.0. Queries on the rules should continue to be directed to the authors. These clarifications may be updated from time to time and builds on Issue 1 clarifications written by Pete Dalby.

DBR 2.0 COMPETITION TERRAIN RULES

1. Page 12 - Terrain Choosing

1.0 Each player must write down their chosen features before declaring them. After revealing the written selections, the actual area feature pieces are placed on the table or nearby. If there is insufficient room to place an area feature, a differently shaped feature cannot be substituted.

This is to discourage cunning geometries that slip in between other features. This is also in accordance with the rules, which state that features are chosen not that feature types are chosen.

1.1 If both players choose a waterway, the defender places his feature first. The attacker's waterway is discarded. The attacker may not substitute alternative features for the discarded waterway.

Only one waterway is permitted.

1.2 Only roads or open cultivated fields may be placed within 300 paces of the table's midpoint.

This is to prevent players exploiting the terrain placement rules.

2. Page 13

Only one waterway [WW] can be placed and only by an army that is using naval elements or if compulsory. It extends 300p to 600p from one short edge, with no more than half extending more than 400p in. It must be edged within the feature, by any combination of a rocky shore up to 600p long and 50p wide, beaches 50-100p wide, or the quay or defences of a BUA.

Dunes, marsh or BUA can be superimposed on the shore and beach. A player can select and dice for a marsh or dunes, (even if absent from the defenders terrain list) if it is placed in contact the WW.

A hill can be superimposed on a waterway as a peninsula or island if it is no closer than 100p to any battlefield edge. It is edged by beach within the feature, at the foot of bare, brushy or wooded gentle slopes, otherwise by a rocky shore. Water between an island and the mainland is treated as a river if less than 125 paces.

This is to clarify how terrain is placed and work within rules.

3. Page 13 Rivers

Any river any part of which is further than 725 paces from a table short side edge is automatically classed as paltry (without dicing).

This is to stop players using rivers to secure a drawn result in tournament games.

4. Page 15 - Fortified BUA

To be fortified, all of a BUA's on-table perimeter must be enclosed by either fixed obstacles or fortifications.

There is no definition of a fortified BUA in the rules. A fortified BUA confers significant advantages and our view is that it should cost an appropriate number of AP to fortify.

DBR 2.0 RULE CLARIFICATIONS

1. Page 11 – Allied Baggage

Only an Allied Contingent must have its baggage separate from the command with the most elements of foot.

This is contrary to the rules as written, but in line with the descriptions of ally generals, as opposed to Allied Contingents, contained within all 3 of the DBR Army List Books. An ally general (NOT ALLIED CONTINGENT) is so classed to reflect their independent minded or fractious nature as compared to a loyal subordinate general.

2. Page 16.

2 extra PIPs are expended if: (d) Moving a group or single element into or while in difficult going or river. Moving at night unless along a road by moonlight.

3. Page 16 – March Moves

A group cannot make a subsequent march move this bound, if no part of the group has moved its maximum move distance.

Halts

Halted elements do not move again this bound. The rules permit elements to make a tactical move or moves and then be halted later in the same bound.

We have seen Phil Barker's email on March Moves but prefer a more relaxed interpretation to facilitate play.

4. Page 18 – Moving Into Close Combat

Any Skirmishers can contact the flank edge of enemy Skirmishers, train, naval or any troops in difficult going.

As they can contact the front edge of these enemy elements it is bizarre not to allow them to contact the flank edge.

5. Page 18 – Responding to Flank and/or Rear Contact

Artillery, Pontooneers, War Wagons, Baggage, etc do not turn to face a flank or rear attack, but use the first edge contacted as their front edge if the true front edge is not in contact.

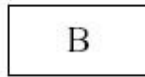
Since this is not the 'true front edge' the flank or rear attacking elements will turn to respond to any new contact. Similarly Artillery contacted in flank or rear, do not receive the +1 for its front edge in close combat in an enemy bound.

How many legs does a dog have if you call the tail a leg? Four. Calling a tail a leg doesn't make it a leg. -- Abraham Lincoln

6. Page 19 - Distant Shooting

"An element is a valid target if it is visible, in range, any part of it is within an element base width of straight ahead...."

Element B is lined up directly opposite enemy element A at position A2. At positions A1 and A3 it is within an element base width of straight ahead. At position A4 it cannot shoot or be shot at by element B. B and A2 are the primary shooters as their shooting edges are nearest.



This is just to clarify shooting arcs.

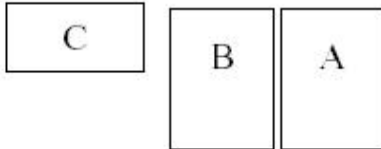
7. Page 19 – Distant Shooting

For Artillery to shoot overhead, both corners of its front edge must be on a hill or manning a fortification.

This is not defined in the rules but is consistent with the shooting rules.

8. Page 22 - Destroyed Elements

‘If a destroyed element’s front edge is in contact with enemy (including those following-up an uncompleted recoil), all friendly elements that have any part directly behind and less than the destroyed element’s base depth from its rear edge, are also destroyed.....’



Friendly cavalry element B has been forced to recoil by Enemy element A. It does not have room to complete its recoil due to Friendly shot element C. Enemy element A is following up the recoil and is in contact with B at the point that its recoil is halted. Both Friendly elements B & C are destroyed. The ZOD is measured from where elements B’s recoil is stopped. (NB – this would not apply if B is LH). If element B were a dragoon element starting with its rear edge in contact with friendly element C (and A is a shot element), both friendly elements B and C are destroyed because B’s front edge is in contact with enemy.

This is to clarify the outcome.

9. Page 22. Pressing Forward or Following-up

When a following-up or pressing forward element or group cannot legally conform to enemy, it moves into edge contact and must conform as best it can. If there is edge but not corner-to-corner contact there is no combat. One or other player must expend PIPS in a subsequent bound for combat to occur.

This can happen occasionally and is consistent with the rules on Page 18 – Moving into Close Combat.

10. Page 23 – Rout Moves

Artillery(S) & (O) without limbers cannot rout so are removed instead unless steadied.

This is not defined within the rules but is consistent with the treatment of troops unable to make a recoil move and the description on page 7 of the rules.

11. Page 23 - Beaten Commands / Victory & Defeat

‘A command is beaten when its cumulative loss of ME at the start of any of its bounds or at the end of the game exceeds a third of its original value.’

At the end of the game if this results in the army’s losses exceeding half the total ME then the army has been totally defeated.

Hey it’s a competition game! We want results!

GUIDELINES FOR FAIR PLAY

The following are GUIDELINES for fair play rather than Rule Clarifications. They are intended to assist organizers and players in ensuring that tournaments are enjoyed by all in a fair and friendly manner.

1. Marking Elements

1.1 Players must not expect Umpires to rule on matters of measurement, or to make rulings if elements have been moved, without marking. It is the responsibility of the moving player to resolve such issues before moving elements. The benefit of any doubt will be given to the static player.

1.2 If you are about to move an element where it is difficult to measure distances or the move may prove to be controversial, it is good practice to mark the position before moving. The benefit of any doubt will be given to the static player.

2. Cocked Dice

2.1 Ensure agreement is reached at the start of the game as to what constitutes a cocked dice. If not stated it will be assumed that any die that lands even partially on terrain, rules, notes etc) counts as cocked. Therefore all dice must land flat on the playing surface with nothing intervening to be valid.

3. Ambushes

3.1 Immediately it is discovered that elements have either been, improperly placed on table at deployment or in ambush (all misplaced ambushing elements are revealed). The opposing player has the choice of leaving them in position or alternatively having them removed and replaced, touching the offender's base edge as close to the centre as possible in the formation shown on the ambush map with the rear edge of the group touching the base edge. They do not count as lost.