

DBMM v3.0 Ideas

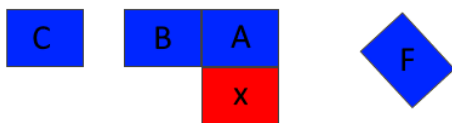
29 Dec 2023

Amendments to Flanking and Overlaps

A lot of gametime is spent considering whether a moving element can be hard flanked in its new position, which often involves detaching single elements to act as flank guards in an unrealistic and unintuitive manner. If pips cannot be found to provide such a flank guard, often a move or charge into combat will not be made, leading to slow gameplay. Similarly, much time is spent examining ways to threaten enemy flanks. The amendments below make it harder to move into flank contact and encourage direct aggressive play by making it easier to approach and attack.

Moving into Flank Contact

To move into flank contact, an element must be both completely beyond the line extending the enemy element's flank edge and have one of its front corners beyond the line extending the enemy's front edge.



Under the current rules, B, C and F could all contact X on the flank. Under the new rule, only F can contact X in the flank, as it is the only one with a corner behind X's front edge.

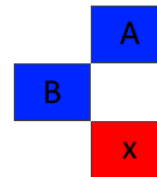
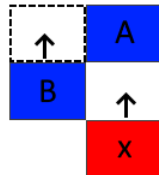
Discussion

This rule makes it more difficult to move into flank contact, reducing the need for thrown out flank guards, or careful positioning when approaching fast moving enemy.

Overlapping Elements Recoil

If an element is forced to recoil or flee, or is destroyed, a foot or mounted element that was in position to provide an overlap (even if the overlap didn't count) and was only in corner-to-corner contact with the victorious enemy element, must fall back unless it is providing an overlap on its other flank. If the element it was providing overlap for recoiled, it falls back the same distance as the recoiled element so that their front edges are level after the recoil. If the element in combat fled, it must fall back the base depth of the victorious enemy. If the element in combat was destroyed, it falls back to make its front level with that of the first surviving element that was behind, lined up with, and in contact with the destroyed element or an element behind it that was also destroyed. If there is no such element it falls back the base depth of the victorious enemy element.

A has fought X and been forced to recoil. B assisted A as a corner-to-corner overlap, so must also fall back. This means that X can follow up A without B being able to attack it's flank next turn.



It pushes back any friendly elements facing the same direction just as it would if recoiling, however if it meets friends facing in a different direction, these are moved or pivoted by the minimum distance to allow the fallback to be completed. Elements in front edge combat, or enemy elements cannot be moved, in which case the element falls back as far as it can.

Discussion

Together with the rule above, this rule means that when a shorter line charges a line that is one element longer, or one element longer on each flank, its elements cannot immediately be hard flanked, even if they win and follow up in combat. Of course, if the line is two or more elements longer they can still be in trouble. The provisions for moving blocking troops, prevent players from deliberately blocking there fall backs to generate flanking opportunities.

Overlapping by Psiloi

Elements do not count as overlapped by psiloi unless

- They are light troops or elephants.
- They are fighting skirmishers to their front.
- They are in difficult going.

Skirmishers still cause a minus 1 combat penalty if in front edge contact with a flank.

Discussion

This rule reduces the impact of skirmishers on combats between heavier troops, while leaving the combats between skirmishers, or between skirmishers and heavier troops as is.

Flank Contact By Psiloi

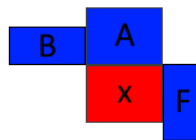
Elements that are forced to recoil repulse or flee as a combat result are not destroyed by an element in front edge contact with their flank if that element is of psiloi, unless

- They are light troops or elephants.
- They are in difficult going.
- They are fighting skirmishers to their front.
- They have elements in front edge contact with both flanks, even if both are psiloi.

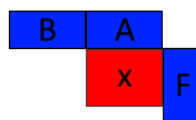
Instead, the element recoils as normal, and the psiloi element is moved to maintain flank contact if there is space to do so and the victorious element follows up.

Elements contacted in the rear by psiloi are destroyed as normal if losing in combat.

In the first diagram A and X are two knight elements in combat. B and F are two psiloi elements. Here B does not affect the combat at all. F counts as a flank contact on X and gives X a minus 1 tactical factor. However, if X loses the combat and is forced to recoil, it will not be destroyed due to the presence of F.



In the second diagram, A is itself a psiloi. This turns the combat into a swirling mass of hurled projectiles allowing B and F to contribute fully. X receives a minus 1 combat factor for each of B and F, and if forced to recoil will be destroyed due to presence of F.



Discussion

Psiloi are cheap and easy to move, and frequently used to hard flank and destroy much more powerful elements. This can give them disproportionate effect on heavy troops and require unrealistic and time-consuming actions to protect flanks.

This rule allows heavy troops to treat flanking skirmishers as a minor annoyance, rather than a major threat, while at the same time leaving isolated elements still vulnerable to being surrounded and destroyed and leaving psiloi still dangerous in difficult terrain.

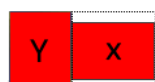
Further thoughts

I originally wrote the rule such that the exception for fighting skirmishers to the front only applied to foot. However, then you'd need another exception for elephants, so simplified it to apply to everything.

Should elements be destroyed when contacted in the rear by psiloi.

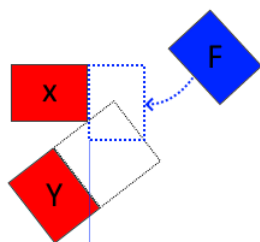
Conforming to a flank in a TZ

An element making flank edge contact may slide using EMTLU to make legal contact even if in an enemy TZ, unless it will end in a position such that part of the element exerting the TZ is behind its flank (i.e. behind the line extending its front edge).



F would like to move into contact with the flank of X. Under the current rule it must align with the TZ of Y which means it cannot make a legal contact with X's flank. Under the new rule the contact would be allowed as Y will not be behind F's flank when it aligns.

If Y is positioned as below, then it would have one corner behind F's flank when it moves into position, so F is not allowed to align with X. Its flank is protected.



Discussion

This rule removes odd situations where a flank is protected by an element on the far side of element being flanked. These both seem silly and often make it difficult to get into contact.

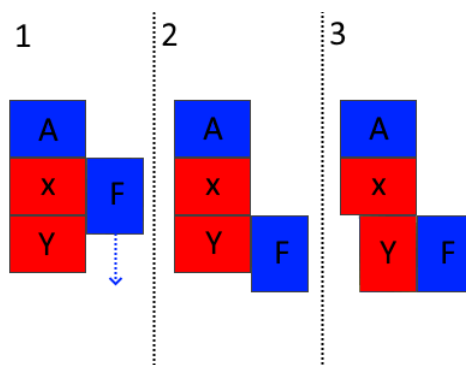
Contacting the Flank of Two Enemy Elements (Experimental)

When an element moves into flank contact with two or more enemy facing the same direction, and the front element is in front edge combat, and the element or elements behind would not provide support in either this bound or the next, then the contacting element immediately slides down to contact the flank of the first element behind that does not provide support (even if it has insufficient move distance to do so). That element will turn to face in the normal way after shooting.

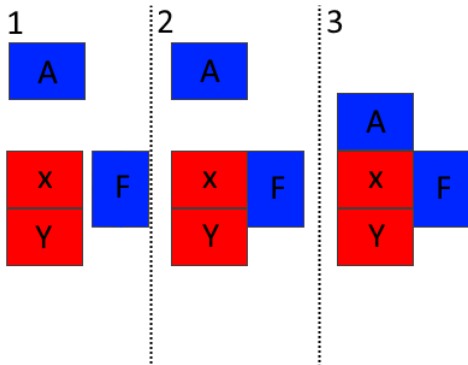
1: A and X are fighting, when F moves into flank contact with X, and incidentally with Y.

2: Since Y doesn't support X, F must slide down and contact Y's flank.

3: Later in the bound after shooting, Y will turn to face F.



1: X and Y are a wandering column about to be attacked in front and flank. 2: F moves into contact with X's flank. Since X isn't in combat, it doesn't need to slide down to contact Y. 3: A now contacts X in the front. X is hard flanked and will be destroyed if defeated.



Discussion

This rule gives deep formations some intrinsic ability to defend their flanks without needed to throw out a flank guard unit, albeit at the price of blocking the front

element's recoil. Since the rule only applies if the front unit is in combat at the time of contact, it is still possible to attack a column in front and flank by moving the flanking unit in first.

This rule doesn't help if the front element can receive rear support.

Other Amendments

Light Horse

All elements that are currently classed as LH(F) are reclassified as LH(O). All elements currently classed as LH(O) are reclassified as LH(X). LH(X) count as LH(O) except that they cannot provide rear support.

LH(O) can provide rear support to LH(O) in the same way as LH(F) currently can.

All combat outcomes referring to LHO are replaced by references to LHX. All combat outcomes referring to LHF are replaced by references to LHO.

Discussion

Horse archers were the most common type of light horse, but the current classification makes LH(F) very vulnerable in combat, particularly against shooting, and creates too big a gulf between LH(F) and LH(S) which were often indistinguishable. This change also allows the game to be played with one less measuring stick.

Command Focus

If one or more irregular sub generals or ally generals rolls a one for pips (and the result is not rerolled), the C in C receives a “command focus” token.

At the beginning of a bound, before rolling for pips, a C in C may expend one of his command focus tokens on one irregular or allied command, and announce that he is using command focus on that command. He then has the option to reroll that command’s pip dice if he wishes to do so. If the C in C uses command focus, whether or not, he opts to reroll, he may not use his normal free pip this turn.

- An inert C in C may not use command focus.
- A C in C may use command focus on his own command.
- It takes two tokens to use command focus on an allied command.
- The C in C never receives more than one focus token per turn.
- If an ally command rolls a one for it’s first pip dice (meaning it’s unreliable), no command focus token is received. A command focus token may not be used on an unreliable command.

Discussion

It can be frustrating for a player’s plans to be completely stymied by a run of poor pip dice for an irregular command. This rule represents a commander dissatisfied with his subordinate’s lack of action, spending time to give him a special hurry up by reiterating orders, bribes, threats or whatever. It still allows command snafus in irregular command structures, while giving players a way to ensure that earlier bad luck does not continue.