Time of Day Display   ....by Super Stevie, Jan 10th 2017

DBA 3.0 doesn't have any kind of time limit, and this can seriously distort the re-creation of many historical battles.

Take Hastings for example. Why should William the Conqueror risk an uphill charge with his knights when he has an infinite amount of time to just sit at the bottom of Senlac Hill and use his bowmen and crossbows to shoot Harold's Saxons to death? Then there is Roman general Crassus at the battle of Carrhae in 53 BC, desperately wishing for night to relieve his beleaguered legionaries from the relentless arrows of the Parthian horse archers. And should Alexander the Great really have all the time in the world to sit on the banks of the river Granicus/Issus/Hydaspes, continually rolling an re-rolling his PIP dice until he throws a '6' in order to maximize the number of troops he can wade across?

Because there is one thing that we wargamers seem to have forgotten, something that *every* general in *every* battle of *every* period knows with absolute certainty....night is approaching.

So I have created this "Time of Day Display" to instil some awareness of the passage of time during a game.
You could just use it for re-creating historical battles, but I prefer to use it in every battle (especially those involving any kind of shooting), because I don't know in advance if the fight will be quick or a long drawn-out engagement that will last till nightfall.

But it also has another unexpected use....it can actually make weak Ax and Ps armies playable.

I'm sure that many players have come across the situation where Ax or Ps armies refuse to leave their bad going while their Sp/Pk/mounted opponents refuse to go in, resulting in a rather unsatisfying stalemate. This because DBA only concentrates on 'set piece' battles, the sort that mounted and heavy foot excel in, and not the 'guerrilla' type tactics that Ax and Ps armies are best at. Yet these lighter troops, even if they can't defeat the invaders, have still done their job by merely surviving till nightfall. After all, the Tribal Leaders/Senate/Emperor/King would not be pleased with an invading general who fails to invade. Enemy moral would be boosted, allies would begin to waver, and he would lose face and may even be replaced.

All that is needed is the "Time of Day Display" along with the following 'gentleman's agreement':-
   --The invader must either defeat the defender, or at least destroy their camp, before nightfall or the defender wins the battle--

This gives the invader an incentive to attack with two possible objectives, and also allows light weak Ax and Ps armies to actually win a battle by using 'guerrilla' type tactics in bad going to ambush, harass, and delay their mounted or heavier opponents from reaching their camp before night time ends the battle.
(Remember that a common tactic throughout history when faced with an entrenched enemy is to go around them and cut their lines of supply, forcing them to either retreat or eventually starve. Destroying the defender's camp simulates this.)

I have added a more detailed version of this gentleman's agreement called **"Map-less Wars"** in the appendix at the end.
Players can either use or discard this as they see fit.

Assembling the Time of Day Display

Just print the landscapes (single sided) on to thick matt A4 printer paper....cut them out....sandwich them between two pieces of thick card....punch some holes at the top....and hold it all together (loosely) with small cable ties so that it stands up, like this:-

1st hour   **DAWN**

Terrain placement: as the daylight grows brighter the battlefield comes into view. Troops eat breakfast and prepare themselves (donning armour, saddling horses, etc).

2nd hour   **SUNRISE**

Army deployment: the troops leave camp and take up their battlefield positions.

3rd hour   **EARLY MORNING**

Armies begin to manoeuvre, but actual combat might not occur for a few more hours. Orders are clear and troops are fresh, so PIP costs are less and Ps can move further.
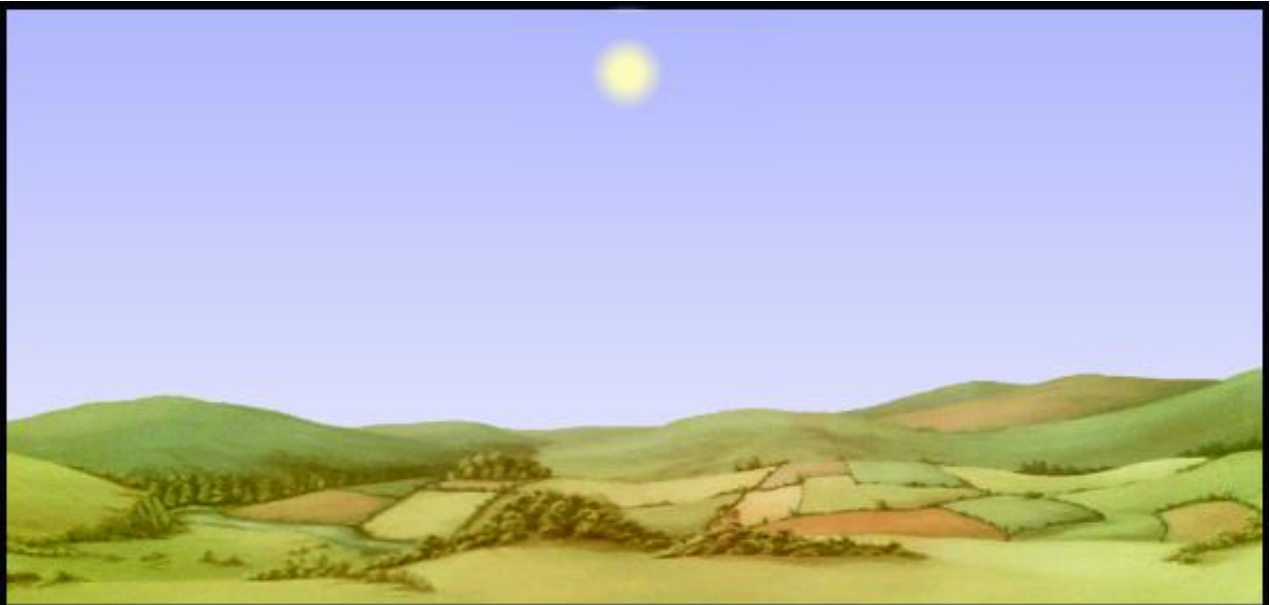

4th hour   **MID MORNING**

Battlefield confusion causes an increase in some PIP costs for the rest of the day.

5th hour   **LATE MORNING**

6th hour   **NOON**

7th hour   EARLY AFTERNOON

8th hour   LATE AFTERNOON

9th hour   EARLY EVENING

10th hour   LATE EVENING

11th hour   **SUNSET**

12th hour   **DUSK**

The troops are becoming tired and will soon be unable to continue fighting.

NIGHT

The by now exhausted troops disengage and leave the battlefield to eat and rest.

A bit of history: How the ancients measured time and using the Display

Many ancient societies measured a day in a similar way, with a civic or religious day beginning at a certain point in time (at sunset for the Athenians and Jews, and at midnight for the Romans), and a natural day that depended on the position of the sun. The natural day was split into two parts, a day-time and a night-time, each of which was made up of 12 equal divisions (called *horae* by the Romans) and began at dawn and ended at dusk.

As the length of daylight depends on the season, this meant that an ancient 'hour' could be as short as 45 of our modern minutes in the depths of winter and as long as 75 minutes at the height of summer. The ancients were aware of this variation, but being mainly rural and agricultural in their outlook they did not consider it to be that important, nor indeed did they have the means to measure time with our modern accuracy.

So the "Time of Day Display" is constructed to show the natural day and passage of time as the ancients would have perceived it. The first 2 hours are used for preparation (terrain placement and army deployment), with a DBA game beginning in the 3rd hour. At the beginning of the defender's bound the Display is flipped to show the new current hour, meaning players will have 10 bounds each before night ends the battle.

Now 10 bounds doesn't sound like much, but it is potentially 20 rounds of combat. And even in the worst case scenario, such as trying to move an army of slow heavy foot on a large 20 BW deep table into contact with an enemy sitting just 1 BW from their own base edge, contact will still occur in the 8th hour with 9 rounds of combat (assuming the heavy foot starts as far forward as possible). And 9 rounds of combat is enough to push an enemy only 1 BW from a table edge right off the battlefield.

Note that although a DBA *game* starts in the 3rd hour, the real start of the battle, actual combat, may take several more hours.

There were some ancient battles that continued through the night (Cremona in 64 AD during a Roman civil war for example), but these were exceedingly rare. If players wish, when night falls the invader could roll a dice and if it is a '6' the battle will continue. (Not only is a bright moon required, but that moon also has to rise at a useful time shortly after sunset, and the night needs to be relatively cloud free as well....so I would say 1 chance in 6 seems about right).

Map-Less Wars

Here is a relatively simple method for linking 3 or more individual battles together to simulate the outcome of a whole war. Each battle represents the major engagement of a single campaigning year, and ignores skirmishes, sieges and sea battles. The objective is for each player to accumulate the most 'Strategic Points' from each battle, thereby winning the war. One army will launch the invasion, but both sides still dice to see who will be the attacker or defender in each individual battle.

Terrain: if recreating an historical war, then the terrain in each individual battle could be based upon that actually fought over. If fighting a hypothetical war, I suggest using some sort of random terrain selection in order to prevent defending players from continually choosing the same terrain pieces over and over again on each battlefield. And to help aggressive or mounted armies, I'd also let the attacker in each battle pick the table size, as they have the initiative and can choose their direction of attack.
 (One method for random terrain is in here: http://fanaticus-dba.wikia.com/wiki/File:DETAILED_CRIB_SHEETS_for_DBA_3.0.pdf *)*

Nightfall: once night has fallen the battle is over and both armies will disengage, their troops retiring from the battlefield.
(Using the 'Time of Day Display' is crucial for the accumulation of Strategic Points, especially if there is no clear battlefield victor)

Strategic Points: each army gains Strategic Points at the end of each battle by achieving the following objectives:-
    +1 Strategic Point for destroying the enemy camp *(the army must retreat in order to find fresh supplies or it will starve)*.
    +1 Strategic Point for routing the enemy *(their camp will also be abandoned and is classed as destroyed for an extra point)*.
    +1 Strategic Point to the **defender** if at nightfall **both** armies are still in the field and the defender still possesses a camp
        (the attacker's campaign for that year has made no headway and its general has lost face, and may even be replaced).

Pyrrhic Victories: armies that lose ¼ of its elements, other than SCh, Hd or civilians, only gains a maximum of 1 Strategic Point.
 (They may have gained some glory, but their actions for the rest of that year have been halted as they await replacements)

Routed Armies: if an army is defeated, its composition (without allies) in the next year's battle is decided by their **opponent**. Once composition is revealed, the owner of the previously routed army may choose to use allies, if allowed by their army list. Armies that avoid being routed choose their own composition in the following year as normal.
(This represents the scraping together of demoralised remnants and the raising low quality troops in order to rebuild the army. For example, after being defeated by Alexander at the River Granicus in 334 BC, the Persians raised a larger but lower quality army in 333 BC at Issus, and did so again in 331 BC at Gaugamela. Likewise the Romans, after their defeat by Hannibal at the River Trebia in 218 BC, raised another full but lower quality army in 217 BC to be ambushed at Lake Trasimene, and then an even larger low quality army in 216 BC at Cannae. In none of these battles was the defeated army smaller or fewer than before.)

Outcome of the War: after the predetermined number of battles has been fought, war weariness sets in and the conflict ends. The lower Strategic Point score is taken from the higher score and the chart below consulted to see the overall outcome:-

Points:		Strategic Outcome:
1	=	**Inconclusive** – each nation is still at full strength and little territory has been gained or lost.
2	=	**Minor Victory** – some border cities or regions have been gained, but the enemy is still strong. *(like the many conflicts between the Greek City States or the Macedonian Successor kingdoms)*
3	=	**Major Victory** – whole provinces captured, the enemy seriously weakened, but not yet destroyed. *(like the Roman capture of Sicily or Spain from Carthage during the First and Second Punic Wars, or the invasion has been so successfully repulsed they will not try again for several generations)*
4 or more	=	**Decisive Victory** – the enemy has been completely destroyed and disappears from history, or the invasion has been repelled so decisively they will never again attempt another invasion. *(like Alexander the Great conquering the Persian Empire or Julius Caesar's conquest of Gaul, or like the Greeks defending their homeland so well they permanently discouraged any future Persian invasion)*

Three consecutive Major or Minor Victories in three separate wars is the equivalent to a Decisive Victory in a single war.
(Rome for example fought 3 Samnite Wars, 3 Punic Wars, 3 Illyrian Wars, 3 Macedonian Wars, 3 Mithridatic Wars, several Iberian-Numantian Wars, and so on, before these peoples were finally crushed).

There may seem to be an over emphasis on the destruction of the enemy's camp. But remember that a common tactic throughout history when faced by an entrenched or powerful enemy is to go around them and cut their lines of supply, forcing them to either retreat or eventually starve. Destroying the enemy camp simulates this.

Example #1 of a Map-less War: Roman Expansion in Iberian Spain

Historical setup: it is 150 BC and Rome, either because of a rebellion or through sheer greed, has decided to expand its dominion in Spain so are the invaders. The players want it to be a 5 battle war, with terrain being randomly selected and placed.

1st Battle (150 BC):-

The Romans choose 1 x Cv (General), 1 x Cv, 6 x 4Bd, 2 x Sp, 2 x Ps. The Iberians choose 1 x Cv (General), 1 x LH, 6 x 4Ax, 4 x Ps.
Aggression roll: Rome has the highest score so is the attacker. They decide to fight on a large table, 20 BW square.
(Their plan is to spread the Iberians out. Having a wide battlefield means the enemy will not be able defend everywhere)
Terrain selection and placement: the Iberians would like lots of bad going, so they choose a BUA and 3 optional pieces.
These are rolled for and the BUA is an edifice and the rest are a wood, a difficult hill, and a road, all of them as large as possible.
(Roads are useful, allowing bad going to be 3 x 6 BW with the longest sides facing the enemy for maximum battlefield coverage)
The Battle: the Romans become completely bogged down by threat zones from the Iberians hiding in the bad going and cannot make a breakthrough. And a sudden dash by the Iberian LH reaches and destroys the Roman camp! Nightfall ends the battle.
The Iberians lose 2 elements, one of them being the LH which is eventually hunted down. The Romans suffer no losses.
Strategic Points: as at nightfall both armies are still in the field, the Iberians gain 2 Strategic Points (1 for being the defender and still possessing their camp at nightfall and 1 for destroying the Roman camp). The Romans score zero.
*(Having lost their camp the Romans face starvation so must fall back to find fresh supplies, abandoning territory as they do so.
If the Romans had tried a bit harder and destroyed just one more element, the Iberians would have only gained a single Point due to a Pyrrhic Victory and not had the manpower to advance into and garrison the empty territory.
So a tribal army of lowly auxiliaries using 'guerrilla' tactics has managed to force Rome's vaunted legionaries into ignominious retreat, boosting Iberian morale, causing other tribal leaders to waver in their allegiances, and forced Rome to abandon territory.
An angry Senate recalls their humiliated general - no triumph for him! – and dispatches a new general to take over command.)*

2nd Battle (149 BC):-

Both generals decide to keep their armies the same as before.
(Note that the Romans were not routed but left the last battle in good order, so they still get to decide their army's composition)
Aggression and Terrain: Rome wins the aggression roll so is the attacker, and decides to fight on a small table, 15 BW square.
(Their plan this time is to stop any sudden LH advances on their camp by having a narrow more cramped battlefield)
The terrain is not as useful to Iberians this time; a hamlet, two difficult hills and some scrub, all as large as possible.
The Battle: the Romans make a flank attack to draw in the Iberian mounted reserves. But this is just a faint and they hit the other flank with a concentrated attack, driving the 4Ax and Ps out into the open and overwhelming them. They also storm the enemy camp before the Iberians rout. The Iberians lose 3 elements and their camp, while Rome loses 2 elements.
Strategic Points: Rome gains 2 Strategic Points (1 for the Iberian rout and 1 for destroying their camp). The Iberians score zero.

3rd Battle (148 BC):-

The Iberians were routed in the last battle, so Rome chooses their composition, and gives them 6 x 3Ax instead of 4Ax.
Aggression and Terrain: Rome wins the aggression roll so is the attacker, and decides to fight on a small table, 15 BW square.
The terrain is better for the Iberians in this battle; a small fort, two large difficult hills, and a large wood.
The Battle: similar to that fought in 150 BC two years earlier, except that no camps are destroyed. Nightfall ends the battle.
The Romans wasted valuable time and PIPs assaulting and capturing the fort; the Iberians lost 3 elements, while Rome lost 1.
Strategic Points: Iberia gains 1 Strategic Point for surviving till nightfall (their Pyrrhic Victory having no effect). Rome scores zero.
(The Iberians have again thwarted the invading Romans, and the Senate demands to know why no progress in being made)

4th Battle (147 BC):-

The Iberians were not routed in the last battle so can choose their army. They decide they quite like the 6 x 3Ax, so keep them.
The Battle: the field of battle and the outcome is similar to that fought in 149 BC, except that a sudden desperate but costly thrust by the Iberians succeeds in again destroying the Roman camp. The Iberians lose 5 elements to the Romans 2.
Strategic Points: Rome scores 2 Strategic Points (1 for the Iberian rout and 1 for the abandoned Iberian camp). But the Iberians also gain 1 Strategic Point for destroying the Roman camp. *(The Iberians have no choice but to relinquish some territory while they rebuild their army. However, the Romans must also retreat and abandon territory to find fresh supplies...but at least they left the last battle in good order and have gained a glorious victory, which should be enough to keep the Senate happy)*

5th Battle (146 BC):-

The routed Iberian army will be chosen by Rome, who decides that as they like 3Ax so much they will go back to being 6 x 4Ax.
Overall Situation: both sides have gained and lost prestige, as shown by both sides having accumulated 4 Strategic Points each.
But war weariness is setting in and both sides want to find a way to end this conflict on favourable terms...the Iberians because their land has been devastated by 5 years of war, and the Romans because service in hostile guerrilla infested Spain in very unpopular, plus the Senate wants the army back because of trouble brewing in Peloponnesian Greece.
The Battle: if Rome can score 2 more points they will at least gain a Minor Victory, which might not seem much after 5 years of fighting, but it will count towards the next war (3 Minor or Major Victories in a row being equivalent to a Decisive War).
The Iberians want to prevent this and are willing to fight for their freedom........

Example #2 of a Map-less War: Alexander's Conquest of Persia

Historical Setup: Alexander is invading the Persian Empire. The players have decided to make this a three battle war.

Special Rules for this War: the players have chosen to use randomly generated terrain, because if Alexander is defeated or has to retreat it is not known exactly where the next battle will take place. But to give this conflict the right flavour, the first two battlefields must include a river crossed by a road, while the last battle cannot include a river or road.
(The road is necessary to ensure that the river lies between the two armies, and not end up parallel to a table side edge).
Also, generals are not killed but leave the field seriously wounded, and will be fully recovered a year later for the next battle.
(Alexander was wounded in almost every battle he fought).

1st Battle (Granicus, 334 BC):-
Alexander chooses his army - 1 x 3Kn (Alexander), 1 x Cv, 1 x LH, 1 x 4Ax, 6 x 4Pk, 1 x Sp, 1 x Ps.
The Persians choose their army - 1 x 3Kn (General), 1 x 3Kn, 2 x Cv, 2 x LH, 4 x Sp (mercenary hoplites), 2 x Ps.
Aggression roll: Alexander has the highest score so is the attacker. He decides to fight on a large table, 20 BW square.
(His plan is to have a wide battlefield so that the Persians cannot defend the entire river bank.)
Terrain selection and placement: having a good going army, the Persians choose 2 small ploughed fields, the river and road, and because Arable must have some rough or bad going, randomly rolls and gets a wood, which he makes as small as possible. Their placement is rolled for and the river is placed north-to-south, the road east-to-west, and the rest scattered around.
Deployment zones: Alexander chooses to enter the battlefield along the western road, as that is closer to the river.
Army Deployment: the Persians place their mounted troops as far forward as possible, with their foot behind them.
(The Persian plan is that as they move first, to quickly get to the river bank before Alexander can cross, with the slower heavy troops following-up behind ready to replace any mounted element that recoils through them.)
Alexander is also as far forward as possible, and deploys slightly overlapping the Persian left with his right flank and best troops.
The Battle: the river is not very deep, and Alexander has a relatively easy crossing, only losing 1 element to the Persian's 5.
Strategic Points: Alexander gains 2 Strategic Points (1 for the rout plus 1 for the abandoned camp). Persia scored zero.

2nd Battle (Issus, 333 BC):-
Alexander chooses his army to be the same as before - 1 x 3Kn (Alexander), 1 x Cv, 1 x LH, 1 x 4Ax, 6 x 4Pk, 1 x Sp, 1 x Ps.
The Persians however, because of their previous rout, is selected by their <u>opponent</u>. Alexander decides it will consist of –
1 x LCh (Darius), 2 x Cv, 2 x LH, 1 x Sp (mercenary hoplites), 1 x 4Ax (Kardakes), 3 x 3Ax (takabara), 1 x 7Hd (conscripts), 1 x Ps.
(He could have given them a SCh instead of the Sp, but didn't like the idea of facing SCh with a +1 for defending a river bank)
Aggression roll: Darius has actually rolled the highest score so this time he is the attacker! He decides to fight on a small table, 15 BW square. His plan is to avoid the river being so long that it gives Alexander lots of uncontested crossing points.
*(Note that although they are attacking, that does not mean that the Persians have suddenly invaded Macedonia.
It just means that Darius has taken the initiative and launched an unexpected counterattack into a previously conquered satrap).*
Terrain selection and placement: as before, but being the defender Alexander rolls and gets a difficult hill, which he makes as large as possible. This time the river is placed east-to-west, the road north-to-south, with the large difficult hill north of river and touching it *(the western side of the battlefield could be considered to be the Mediterranean Sea as an off-table waterway).*
Deployment zones: Darius, as the attacker, decides to take the north as his deployment area *(this was a tricky decision...*
...he wants to be first to the river, but that large difficult hill will cramp his deployment. The small table is working against him).
Army deployment: both sides deploy as far forward as possible, with Darius making sure he is not outflanked this time.
The Battle: the river is far deeper than Alexander would have liked, and he has a harder time trying to cross it.
Nonetheless, he is eventually victorious, with the loss of 2 elements while the Persians lose 4. Neither camp was assaulted.
Strategic Points: Alexander gains 2 Strategic Points (1 for the rout and 1 for the abandoned camp). Persia scored zero.
(Note that had Alexander lost another element he would have had a Pyrrhic Victory, and only gained a single Strategic Point.)

3rd Battle (Gaugamela, 331 BC):-
Alexander makes no changes to his army composition, but once again the Persians were routed in the previous battle.
Alexander therefore decides to give the Persians the same army as before, only this time the Sp will be replaced by SCh.
(There were some mercenary hoplites at the real historical battle of Gaugamela, but far too few to make up an element).
Aggression roll: Alexander has the highest score so is the attacker. He decides to fight on a large table, 20 BW square.
Darius' Battleplan: Persia has lost all her western satrapies, as shown by Alexander having 4 Strategic Points and Persia none. If Darius can just gain a single point by destroying the enemy camp, then Alexander would be reduced to a Major Victory.....still harsh, but the empire would survive to fight again. Or Darius could hope for lots of bad going and simply dig in till nightfall, although Alexander is likely to bypass such terrain and go for the Persian camp. But if Darius can actually rout Alexander and gain 2 Strategic Points, then the war would be just a Minor Victory for Macedonia, and Persian honour and empire will be saved.
Alexander's Battleplan: Alexander is aware that he only needs to deny Darius a Strategic Point for a Decisive Victory. But fate can be fickle. His chief subordinate commander, Parmenion, advises caution and urges him to just protect his own camp and let Darius have a point for nightfall and be satisfied with a Major Victory, rather than risk a defeat and only getting a Minor Victory. "If I were Alexander, I would accept what was offered and make a treaty." Alexander replies, "So would I, if I were Parmenion."
The Battle: the terrain is rolled for and placed, the armies deploy, and the battle begins.......