FLAMES OVER ASIA

DBM CAMPAIGN 2005

DURHAM WARGAMES GROUP

Campaign rules written by Stephen Hardy 2005

Revision 4

Rules based on and derived from DBM Wargames Rules Version 3.0 (2000) by Phil Barker and Richard Bodley Scott

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Introduction

The following are a set of simple rules to administer a campaign for the DBM Wargames Rules (Version 3.0 by Phil Barker & Richard Bodley Scott). These campaign rules have been written without permission from the above authors and are unofficial. No infringement is intended.

The intent of these rules is to provide a structured framework of context for a series of linked battles using the DBM rule system. In addition, the campaign rules have been written to introduce elements of the historical problems faced by the actual protagonists. This is likely to produce difficult or disjointed battles not normally seen in the 'equal points' arena of DBM competition play. The various protagonists also have different campaign goals that may well affect the way in which they approach and play each battle. Again this will hopefully contribute to the enjoyment of the campaign.

The campaign takes place in a fictional historical Asia and begins in 1200AD.

Unless otherwise specified in these rules variants, all DBM rules apply as normal.

Campaign Objective

The objective of the campaign is total military domination of Asia.
The campaign proceeds in 5-year cycles, with each battle representing the major engagements and decisive battles during that period. It is assumed that many small clashes, border skirmishes and so on occur but are not worthy of recording through play. The campaign ends at the end of any 5-year cycle where a protagonist equals or exceeds 500 Campaign Victory Points (CVP). CVP's are gained through success in battle, controlling provinces and meeting specific campaign objectives.

Campaign Turn

Each campaign turn (a 5-year cycle) proceeds as follows:
- All protagonists declare attacks to be made. The protagonist must declare the province from which the attack will be launched an an adjacent province that is to be attacked. The attacker decides whether to launch a coastal attack (in which case the coastal special rule applies). If not, the defender decides if any available defensive special rules are to be applied (certain special rules, e.g. 'Jungle', are always in effect and cannot be chosen or avoided).
- All battles are fought in sequence. Where battles can be fought in isolation, they may be fought out of sequence. AP losses are recorded, CVP gains are recorded, battle results, province ownership changes, battle reports etc., are passed to the campaign umpire for administration.
- All protagonists gain AP reinforcements, objective CVPs, etc.; this is administered by the campaign umpire. The cycle's special event is generated and applied.

Starting Forces

Each protagonist begins with 1500AP with which to build armies. This 'total force' is reduced by battle losses and replenished by plunder and reinforcements raised from controlled provinces. The total force represents the protagonist's capacity to raise military forces and conduct warfare, rather than a set store of predefined military groups. A protagonist may field armies that are 300-500AP only. These AP are drawn from the protagonist's total force and each protagonist may field any number of armies each campaign cycle (as long as they have the AP capacity to do so). Armies constructed from this AP force are not tied to locales or provinces; they do not need to be 'garrisoned', or set to defend specific locations. The size of the forces raised are limited however.
Each 5-year cycle, each protagonist may field:
- 1 Army of 451-500AP
- 1 Army of 381-450AP
- Any number of armies of 300-380AP

A protagonist unable to field at least 300AP for a battle automatically loses (forfeits the battle) and is considered to have lost 10-0. Neither protagonist involved loses any AP, but all other effects of a lost battle are applied as normal.

Each protagonist must select armies from the appropriate list below:
- Burmese   Burmese (Book 3 / 9 500-1526AD)   [Controlled by Gary]
- Indians   Later Muslim Indian (Book 4 / 36 900-1300AD)   [Controlled by Graeme]
- Mamluks   Mamluk Egyptians (Book 4 / 45 1250-1517AD)   [Controlled by Dave]
- Mongols   Mongol Conquest (Book 4 / 35 1206-1266AD)   [Controlled by Steve]
- Ottomans   Ottoman Turks (Book 4 / 55 1281-1512AD)   [Controlled by Graham]
- Chinese   Sung Chinese (Book 3 / 61 960-1279AD)   [Controlled by Malcolm]

Some of these lists are slightly outside the timeframe of the campaign and therefore some modifications are required.
- Later Muslim India   This army list begins at 1200AD but is otherwise unaffected.
- Mamluk Egyptian   This army list begins at 1200AD but is otherwise unaffected.
- Mnogol Conquest   This army list begins at 1200AD but is otherwise unaffected.
- Ottoman Turkish   This army list begins at 1200AD. In the army list, replace 'Only before 1362AD' with 'Only before 1220AD' and replace 'Only after 1326AD' with 'Only from 1220AD'.

Only troops available for the year of the current campaign 5-year cycle can be used from the lists above.

Foreign allies (those listed in the format, 'Chinese allies – List: Sung Chinese (Bk 3)' for example) are not used. Instead allies are drawn from the provinces controlled by the protagonists. All other rules for allies remain unchanged. Allies may be used in any protagonist force and are not tied to their allied province.

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Campaign Victory Points (CVP) (Winning the campaign)

Each protagonist gains Campaign Victory Points (CVPs) at the end of each 5-year cycle. Protagonists gain CVPs for slightly different things, reflecting their different campaign objectives.

All protagonists	Gain CVPs equal to the VP score at the end of any battle
All protagonists	Gain CVPs equal to the value of provinces controlled at the end of each 5-year cycle
Burmese	The Burmese gain 10 CVPs at the end of any 5-year cycle they retain control of all their starting provinces.
Indians	The Indians gain 5 CVPs at the end of any 5-year cycle they retain control of all their starting provinces and a further 5 CVPs if they capture any other province in battle
Mamluks	The Mamluks gain 5 CVPs at the end of any 5-year cycle they retain control of all their starting provinces and a further 5 CVPs if they capture any other province in battle
Mongols	The Mongols gain 10 CVPs at the end of any 5-year cycle they capture any other province in battle and subsequently raze it.
Ottomans	The Ottomans gain 10 CVPs at the end of any 5-year cycle they capture any other province in battle and subsequently don't raze it.
Chinese	The Chinese gain 10 CVPs at the end of any 5-year cycle they retain control of all their starting provinces.

The campaign ends at the end of any 5-year cycle that any protagonist equals or exceeds **500CVP**. At this time, the protagonist with the most CVP wins the campaign.

If any protagonist loses his last province, his nation is destroyed and he is forced to take to the wilds as a bandit king.

Bandit King

A bandit king is created when a protagonist's last province is captured. The bandit king flees with half his remaining AP to form a bandit force with. A bandit king with less that 300AP cannot form armies and is therefore destroyed.
Bandit kings gain no AP reinforcements (as they control no provinces). They gain no CVPs (although do not lose any CVPs accrued. The bandit king may continue to construct forces in following cycles, but may not use allies. They may only declare attacks against the last province that was lost and count as making a land attack from within the province. The defender may choose any special rules available. If the bandit king wins, he regains control of his last province and his nation is 'reactivated' returning to the campaign as a normal protagonist.

Determining Battles

Each 5-year cycle, each protagonist gets to make a single attack (the Ottomans and Mongols may make two attacks each, reflecting their unusually high aggression). All protagonists determine what attacks they will make in secret, simultaneously. Protagonists may only attack adjacent land provinces (or provinces adjoined by sea zones) and must specify:

- The province that attack originates from (and whether the attack is by sea using the sea invasion special rule)
- The province to be attacked (if not a sea invasion, the defender must specify any special rules to be used)

Note:
Protagonists do not need to specify the AP size or composition of the armies they will use until the beginning of the battle
Protagonists may declare an attack into a currently controlled province, effectively attacking from one protagonist controlled province to another.

Any declared attack can be withdrawn before it begins.

If a protagonist loses control of a province from which an attack has been declared, *before the attack takes place*, the declared attack does not proceed and is lost this cycle.

If a protagonist attacks a province that is successfully attacked earlier in the cycle, the attack proceeds, but the new controller becomes the defender.

Each battle is fought in the following order (unless the resolution of a battle is isolated and will not affect any other battles):

1. The Burmese attack
2. The Chinese attack
3. The Indian attack
4. The Mamluk attack
5. The Ottoman attack (first)
6. The Mongol attack (first)
7. The Ottoman attack (second)
8. The Mongol attack (second)

The attacker and defender construct their forces to be involved in the battle, within the limits detailed in 'Starting Forces' and with any allies available. At the start of the battle, aggression rolls are made as normal (to determine time of day, weather, etc.) but the attacking protagonist is automatically the attacker irrespective of the result.

At the end of any battle, the side with the higher VP total is the winner.
A 5-5 result is a draw and the defender is by default the winner.
A 6-4 result is a minor victory. The loser will be able to withdraw in fairly good order.
A 7-3 (or greater) result is a decisive victory. The loser is likely to suffer grievous losses in the rout.

If the defender wins, the province remains under his control.

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If the attacker wins, the province passes to the invader's control. The new province controller gains the AP reinforcements and CVPs for the new province this year. In addition, the successful invader may simply gain control or may plunder or raze the new province.

The successful invader does not have to take control of a province, and may withdraw leaving it to the original controller. This withdrawal may occur before or after the province is plundered or razed. If not, the province counts as captured for this turn (the protagonist gains all AP reinforcements, CVPs, etc.) but reverts to the original protagonist's control at the beginning of the following 5-year cycle.

Losses

Element losses are assessed according to the basic campaign loss rules (see p27 of the rulebook, 'Campaign and Scenario Games'). These basic rules are modified below and should be used as detailed in these campaign rules where they vary from the basic rulebook.

5-5 Battle result	Both sides only lose the elements killed during the battle.
6-4 Battle result	Both sides lose the elements killed during the battle. In addition, the loser suffers 'withdrawal in good order' element losses.
7-3 Battle result	Both sides lose the elements killed during the battle. In addition, the loser suffers 'complete rout' element losses.

Determining element losses
Both sides add up the total number of mounted elements not in contact with an enemy element at the end of the battle. These totals are compared and applied to one of the following tables.

Withdrawal in good order (6-4 battle result)

Ratio of victor's mounted to loser's:	Element lost on 6 scores of:		
	If Hordes, Artillery or Baggage	If Elephants or other foot	If other mounted or naval
Half or less	1,2,3	1	-
More than half but less than double	1,2,3,4	1,2	-
Double or more	1,2,3,4,5	1,2,3	1

Complete rout (7-3 or greater battle result)

Ratio of victor's mounted to loser's:	Element lost on 6 scores of:		
	If Hordes, Artillery or Baggage	If Elephants or other foot	If other mounted or naval
Half or less	1,2,3,4	1,2	-
More than half but less than double	1,2,3,4,5	1,2,3	1
Double or more	1,2,3,4,5,6	1,2,3,4	1,2

Note that elephants, artillery and naval are not captured by the victor (this is covered in 'protagonist allies' below).

Determine AP loss
Once all element losses have been determined, the AP loss must be accounted. Each protagonist totals the AP value of all:

- Elements killed (or who leave the battlefield involuntarily, e.g. from a demoralised command) during the battle
- Elements killed during a withdrawal in good order or complete rout

The total AP of all these elements is immediately lost from the protagonist's total force AP.

Note:
Elements that survive a battle and demoralised elements that remain on the battlefield at the end of a battle automatically survive.

Plundering and Razing Captured Provinces

An attacker that captures a province may simply take control. Alternatively, the successful attacker may plunder or raze the captured province once.

Plundering a province
A plundered province generates half its AP, which is immediately added to the protagonist's total force. A province that is plundered for second time in the same 5-year cycle (by a new invading protagonist) gives the bonus for plundering but is treated as if it has been razed (the province's AP is permanently reduced by 50% and all 'O, V, E and BUA terrain is permanently destroyed. If the Fukien province is razed, the Willow Palisade may also be permanently destroyed).

Razing a province
A razed province generates its full AP, which is immediately added to the protagonist's total force. The province's AP is permanently reduced by 50% and all 'O, V, E and BUA terrain is permanently destroyed. If the Fukien province is razed, the Willow Palisade may also be permanently destroyed.

Year End

At the end of each 5-year cycle, each protagonist:
- Totals his AP battle losses and reinforcements, adding the total to his total force. If the protagonist chose to make no attacks this cycle, he may double the reinforcement AP of a single province he controls.
- Totals his CVPs and adds them to his running total.

The 5-year cycle special event is generated and implemented by the umpire and the cycle ends.

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Appendices

Appendix 1 – Legendary Leaders

Each protagonist begins the campaign with a legendary leader. If this leader dies, he is not replaced.

Burmese

King Narapatithisu	CinC – IrrEl(S)	60AP

Special rules:
1. Narapatithisu's command must contain any Guard Cavalry (RegCv(O)) included in the army or his command must include at least 3 Elephant (El(S)) elements
2. In an army commanded by Narapatithisu, all infantry and elephant elements may pass through each other in any direction
3. Narapatithisu gains a +2 Tactical Factor for being a general (instead of +1)
4. Any elephant element within 300p of an undemoralised Narapatithisu (but not including Narapatithisu) gains +1 Tactical Factor
5. If Narapatithisu is killed (or dies), the Burmese do not gain their AP reinforcements for this cycle

Indians

Ghias-ud Din Balban	CinC – RegCv(S)	60AP

Special rules:
1. Ghias-ud Din Balban's command must contain any Guard Cavalry (RegCv(O)) included in the army
2. Any sub-general in an army commanded by Ghias-ud Din Balban may be upgraded to 'RegCv(S) @ 30AP'
3. Ghias-ud Din Balban gains a +2 Tactical Factor for being a general (instead of +1)
4. In an army commanded by Ghias-ud Din Balban, all infantry and elephant elements may pass through each other in any direction
5. If Ghias-ud Din Balban is killed (or dies), the Indians do not gain their AP reinforcements for this cycle

Mamluks

Ibn Khaldun	CinC – RegCv(S)	60AP

Special rules:
1. Ibn Khaldun's command must contain any Royal Mamluks (RegCv(S)) included in the army
2. Ibn Khaldun gains a +2 Tactical Factor for being a general (instead of +1)
3. Any non-allied element within 300p of an undemoralised Ibn Khaldun may count as 'Superior' grade at any time if desired
4. An army commanded by Ibn Khaldun is unaffected by Thirst
5. If Ibn Khaldun is killed (or dies), the Mamluks do not gain their AP reinforcements for this cycle

Mongols

Genghis Khan (Temuchin)	CinC – RegCv(S)	60AP

Special rules:
1. Genghis Khan is classified in all respects as RegCv(S), but moves, flees and manoeuvres as an element of RegLH(F)
2. Genghis Khan's command must contain any Guard Cavalry (RegCv(S)) included in the army
3. Genghis Khan himself and any Mongol sub-generals (as long Genghis is not demoralised) add +1 (up to a maximum of 6) to all PiP die rolls
4. Genghis Khan gains a +2 Tactical Factor for being a general (instead of +1)
5. If Genghis Khan is killed (or dies), the Mongols may not attack at all next cycle (they retreat to elect a new Khan)

Ottomans

Othman	CinC – RegCv(S)	60AP

Special rules:
1. Othman's command must contain any Royal Mamluks (RegCv(S)) included in the army
2. Othman gains a +2 Tactical Factor for being a general (instead of +1)
3. Any Feudal Sipahi element within 300p of an undemoralised Othman (but not including Othman) gains +1 Tactical Factor
4. Any Ottoman flank march by a command from an army commanded by Othman and containing only Light Horse elements (except the sub-general Cv commander) arrives on a 5+ PiP die roll rather than 6
5. If Othman is killed (or dies), the Ottomans do not gain their AP reinforcements for this cycle

Sung Chinese

Zhou Ziyang	CinC – RegCv(S)	60AP

Special rules:
1. Zhou Ziyang's command must contain any Guard Cavalry (RegCv(S)) included in the army
2. Any Chinese ally-general in an army commanded by Zhou Ziyang may be upgraded to 'sub-general - RegCv(S) @ 30AP'
3. Zhou Ziyang gains a +2 Tactical Factor for being a general (instead of +1)
4. 'Ditch & Bank' fortifications (TF) in an army commanded by Zhou Ziyang cost 1AP per element rather than 2AP
5. Any 5-year cycle that Zhou Ziyang does not take part in a battle, each Chinese province gains +10 AP Reinforcements
6. If Zhou Ziyang is killed (or dies), the Chinese do not gain their AP reinforcements for this cycle

Appendix 2 – Special Events

At the end of each 5-year cycle a single Special Event is generated and applied by the campaign umpire.

3d6	Result	Effect
3	**Leader Dies**	A random Legendary Leader dies from accident, illness or age
4	**Period of Strife**	All protagonists must attack (and cannot withdraw an attack). They must commit the maximum AP available
5	**Storms at Sea**	No protagonists may make sea borne attacks this cycle. All rivers count as in flood
6-7	**Disease/desertion**	Random protagonist immediately loses 1d6x50AP
8-12	**No special events**	-
13	**Subject uprisings**	A random protagonist may not use allies this cycle

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14	**Peace breaks out**	No protagonists may attack this cycle (all count as not attacking)
15	**Endless summer**	All weather results in this cycle are at –2
16	**Levied troops**	Random protagonist immediately gains 1d6x50AP
17	**Deep winter**	All weather results in this cycle are at +2
18	**Historic battle**	Any battle that results in 10-0 this cycle is recorded as a historic battle. The winner gains +10CVP immediately and may make a second attack after all other battles have been resolved (no protagonist may make more than 2 attacks per cycle)

Random protagonist generator

1	Burmese	5	No protagonist is affected
2	Ottomans	6	Indians
3	Mamluks	7	Mongols
4	No protagonist is affected	8	Chinese

Appendix 3 – Artillery

Artillery was historically used to batter down fortified structures, it's battlefield use being of secondary importance. This primary role is not reflected in the basic rules however.

Aside from operating normally as defined in the rules, artillery (or elements that attack with artillery combat factors) may attack fortifications directly.

All grades of artillery may attack temporary fortifications (TF). Only superior graded artillery may attack permanent fortifications (PF). The artillery attacks with CF +0. The TF or PF defends with CF+0. If the attack by the artillery is successful (i.e. if the artillery CF total exceeds the fortification CF total), the fortification element is removed and replaced by a 40x30mm area of RGo (representing the destroyed wall and rubble). This is placed with its front edge in line with the front edge of the destroyed fortification. Any troop element in contact with the destroyed section of fortification immediately recoils a base depth (as if from a shooting attack).

Superior graded artillery may also directly attack BUA. The artillery must be able to hit the exact centre point of the BUA area. The artillery attacks with CF +2. The BUA defends with CF+2. If the attack by the artillery is successful (i.e. if the artillery CF total exceeds the BUA CF total), the artillery scores a single hit. If artillery scores 2 hits total on the BUA, the BUA counts as having been passed directly through its centre by an invading element (4 elements are added to the total army losses for the BUA defender's force (see Losses p25).

Appendix 4 – Provinces

Province	The name of the province
Control	The protagonist that currently controls the province
Reinforcement AP	The amount of AP added to the controller's total force at the end of each 5-year cycle
CVP	The amount of Campaign Victory Points added to the controller's total force at the end of each 5-year cycle
Special Terrain	The special terrain that <u>must</u> be applied to all battles within that province
Special Features	The special features that <u>may</u> be applied to battles within that province by the defender (coastal by the attacker, all others by the defender)
Terrain	The terrain available to the defender (this replaces the terrain in the defender's army list)
Allies	The allies available to the protagonist that controls the province (see allies)

Province	Control	Reinforcement (AP)	CVP	Special Terrain	Special Features	Terrain	Allies
Anatolia	Ottomans	100	10	-	Coastal (M)	WW, Rv, **H(S),** H(G), O, RGo, M, Rd, BUA	a
Annam	Burmese	50	5	Jungle	Great River / Coastal (I)	WW, Rv, H(S), H(G), **Wd**, RGo, M, Rd, BUA	q
Arabia	Mamluks	50	5	Desert	Coastal (I)	WW, E, RGo, M, D, Rd, BUA	-
Bengal	Indians	50	5	Jungle	Great River / Coastal (I) / Himalayas	WW, Rv, H(G), E, **Wd**, RGo, M, Rd, BUA	t
Burma	Burmese	100	10	Jungle	Great River / Coastal (I)	WW, Rv, H(S), H(G), **Wd**, RGo, M, Rd, BUA	m
Delhi	Indians	100	10	-	Great River / Coastal (I) / Himalayas	WW, Rv, H(G), E, Wd, RGo, M, Rd, BUA	c, t
Egypt	Mamluks	100	10	Desert	Great River / Coastal (M&I)	WW, E, RGo, M, D, Rd, BUA	f
Fukien	Chinese	100	10	-	Great River / Coastal (I) / Willow Palisade	WW, Rv, H(G), H(S), O, RGo, M, **Rd**, **BUA**	d
Khwarismia	Ottomans	50	5	-	-	WW, Rv, H(G), O, RGo, M, Rd, BUA	g, i, s
Manchuria	Mongols	50	5	Steppe	Coastal (I)	Rv, H(S), H(G), RGo	d, n
Mongolia	Mongols	100	10	Steppe/Desert	-	Rv, H(S), H(G), RGo (also D if in desert)	d, e, i, s
Orissa	Indians	50	5	-	Great River / Coastal (I)	WW, Rv, H(G), E, Wd, RGo, M, Rd, BUA	t
Persia	Mamluks	50	5	Desert	Great River / Coastal (I)	WW, E, RGo, M, D, Rd, BUA	b, j
Siam	Burmese	50	5	Jungle	Great River / Coastal (I)	WW, Rv, H(S), H(G), **Wd**, RGo, M, Rd, BUA	h
Szechwan	Chinese	50	5	-	The Great Wall	WW, Rv, **H(G),** H(S), O, RGo, M, Rd, BUA	L
Tibet	Mongols	50	5	Steppe	Himalayas	Rv, H(S), H(G), RGo	r
Transoxiana	Ottomans	50	5	-	Great River	WW, Rv, H(G), O, RGo, M, Rd, BUA	k, i
Yunnan	Chinese	50	5	Jungle	Great River / Coastal (I)	WW, Rv, H(G), H(S), O, RGo, M, Rd, BUA	p

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Special Terrain Types

One type of special terrain is always in effect when the province is attacked. The defender chooses which terrain will be used if there is a choice.

Desert

Any army over 350AP fighting in a desert suffers Thirst immediately – even if fresh water is available. Armies at 350AP or less suffer Thirst as normal.

Jungle

The defender may place and additional 1½ feature equivalents of woods (if chosen, treat as compulsory), in addition to any other terrain.

The defender may place ambushes consisting entirely of infantry anywhere in his deployment zone. A defender's flank march, if it consists entirely of infantry (except the sub-general's element) arrives on a PiP die roll of 5+ rather than 6.

Steppe

On the steppe, an army consisting entirely of mounted elements (no infantry or train except mobile baggage) is subject to the following rules:

- The opponent must deploy all his commands first and may not flank march. The opponent's baggage may be placed as normal or up to 300p from the base table edge. The baggage must be deployed in a single group.
- Flank marches by the mounted force arrive on a PiP die roll of 5+, rather than 6.
- Any command consisting entirely of light horse on a flank march may arrive on the opponent's base table edge rather than a flank (but not within 300p of the opponent's baggage). The base table edge counts as a flank in this case.
- No elements in the mounted force can deploy dismounted or dismount during the battle.

These special rules are ignored if both forces are entirely mounted.

Special Features

Only a single special feature may be used during each battle. The attacker may choose the Coastal attack special rule but if not, the defender may choose to use any or none of the special rules available from the province.

Himalayas

Himalayan provinces are protected from attack by the vast mountain range. Any protagonist defending a province Himalayas may let an attacker through for a standard battle (or to employ another special rule) or meet in the invader in the passes.

Battle in the passes:

- No force may exceed 350AP
- No attacks are possible during winter and during other seasons the weather score is increased by +2.
- The battle is set up as normal except that terrain generation proceeds as follows:
    - The attacker places a compulsory single Rd in a central sector and nothing else
    - The defender places two compulsory (1 feature equivalent) H(S) or H(G). In addition the defender may place 0-4 H(S), H(G), RGo or Dgo and nothing else. H(S) may not be placed in a central sector (reroll for placement).
- Neither force may flank march
- Baggage must be placed in a central sector

Coastal

All coastal provinces are divided into two sea zones; Indian Ocean (I) and the Mediterranean (M). Coastal provinces that share that sea zone are considered to be adjacent to each other and may attack each other.

In order to launch a coastal or sea attack, an attacker must expend a quantity of AP in addition to that for the army. This represents the transport/invasion fleet. The amount of AP expended for the transport fleet (which is lost immediately) is 15% of the AP committed to the army. E.g. a 500AP army attacking by sea expends (and immediately loses) 75AP immediately for the transport fleet.

The battle is set up as normal, except the attacker must place a compulsory **WW** and may not place any other terrain. This WW may be placed as normal or placed on the attackers base table edge (as if it were a flank edge). If this is the case, the attacker still measures his deployment from the table edge and not the edge of the WW.

Any attacker element in contact with the WW may leave the battle (by returning to the boats). Such an element does not return and does not count as a lost element. Fleeing elements also leave the battle when in contact with the WW but counts as a fleeing element. Otherwise the battle continues as normal.

If the attacker loses the sea attack battle, all his elements are lost on a '1, 2, 3, 4, 5' (see Losses), irrespective of relative mounted elements.

Great River

There are many great rivers that cross Asia (notably the Euphrates, Tigris, Oxus, Indus, Ganges and Yangtze). The defender of a province with a great river may choose to meet the attacker at the river. If so the following rules apply.

Battle at the river:

- The battle is set up as normal except the defender must place a compulsory **WW** or **Rv**.
- If a Rv is chosen, its is placed as normal but must be 200p wide along at least half its length and may not be narrower than 100p at any point. The River is always 'Dangerous' to land elements attempting to cross (Crossing Water Obstacles p20). It's going for Naval is dependent on the weather conditions as normal.
- Any road that crosses the Rv, counts as a bridge or ford as chosen by the attacker.
- No flank march may consist of more than 10% of an army's total AP

Great Wall

Szechwan province is protected from northern attack by the Great Wall of China. The defender of Szechwan may choose to meet the attacker at the Great Wall. If so the following rules apply.

Battle at the Wall:

FLAMES OVER ASIA - DBM CAMPAIGN 2005

Campaign rules written by Stephen Hardy 2005 (Revision 4)

Rules based on and derived from DBM Wargames Rules Version 3.0 (2000) by Phil Barker and Richard Bodley Scott. These campaign rules are unofficial and are written without the knowledge or consent of the DBM authors. No infringement is intended

- The battle is set up as normal except that the defender must place a compulsory permanent fortification (PF) that extends from one short table edge to another. This is the Great Wall
- Neither protagonist may place no Rv or other fortifications. No BUA may be placed north of the Wall (on the attackers side of the Wall)
- The Wall is placed as if it were a defender's Rv except that it must be placed in the defender's half of the table (read 'attacker's' as 'defender's' in the placement rules)
- If the attacker places a Rd, it will cross the Wall. At the point that it crosses, a gatehouse, flanked by two towers must be placed. If there is no gatehouse, the defender may place two towers at any point along the wall
- The attacker deploys as normal. The defender must deploy on or south of the Wall but may deploy ambushes anywhere north of the Wall within the usual deployment zone. Both sides may flank march as normal

Willow Palisade

The Willow Palisade protects Fukien province from northern attack. The defender of Fukien may choose to meet the attacker at the Willow Palisade. If so the following rules apply.

Battle at the Palisade:
- The battle is set up as normal except that the defender must place a compulsory temporary fortification (TF) that extends from one short table edge to another. This is the Willow Palisade
- Neither protagonist may place no Rv or other fortifications. No BUA may be placed north of the Palisade (on the attackers side of the Palisade)
- The Palisade is placed as if it were a defender's Rv except that it must be placed in the defender's half of the table (read 'attacker's' as 'defender's' in the placement rules)
- If the attacker places a Rd, it will cross the Palisade. At the point that it crosses, a gatehouse must be placed.
- The attacker deploys as normal. The defender must deploy on or south of the Palisade but may deploy ambushes anywhere north of the Palisade within the usual deployment zone. Both sides may flank march as normal

Appendix 5 – Allies

Protagonists do not draw their allies from the basic lists, but instead from the provinces controlled. Allies are subject to all the standard rules for allied contingents. Allied contingents may be used in any battle by the protagonist.

Ally Code	Ally		Province
a	Cilician Armenians	Bk 4 / 2 (p6)	Anatolia
b	Syrian	Bk 4 / 6 (p10)	Persia
c	Ghurid	Bk 4 / 8 (p12)	Delhi
d	Jurchen-Chin	Bk 4 / 14 (p16)	Mongolia, Manchuria & Fukien
e	Qara-Khitan	Bk 4 / 15 (p17)	Mongolia
f	Ayyubid Egyptian	Bk 4 / 20 (p22)	Egypt
g	khwarismian	Bk 4 / 24 (p26)	khwarismia
h	Siamese	Bk 4 / 40 (p40)	Siam
i	Cumans	Bk 3 / 79 (p73)	Mongolia, khwarismia, Transoxiana
j	Seljuk Turks	Bk 3 / 73 (p68)	Persia
k	Georgians	Bk 3 / 70 (p66)	Transoxiana
L	Hsi-Hsia	Bk 3 / 66 (p63)	Szechwan
m	Medieval Vietnam	Bk 3 / 59 (p56)	Burma
n	Kyoro Korean	Bk 3 / 56 (p54)	Manchuria
p	Nan-Chao	Bk 3 / 36 (p36)	Yunnan
q	Khmer	Bk 3 / 23 (p23)	Annam
r	Tibetan	Bk 3 / 15 (p15)	Tibet
s	Central Asian Turkish	Bk 3 / 11 (p12)	Mongolia, khwarismia
t	Hindu Indian	Bk 3 / 10 (p11)	Delhi, Bengal, Orrissa

Protagonist allies

Any protagonist that controls a province originally controlled by another protagonist (in 1200AD) may take an allied contingent from the protagonist's basic list. If an allied contingent is used against its parent list and becomes unreliable it immediately changes sides.

Ally		Province
Burmese	Bk 3 / 9 (p10)	Burma, Annam, Siam
Later Muslim Indian	Bk 4 / 36 (p36)	Delhi, Bengal , Orrissa
Mamluk Egyptians	Bk 4 / 45 (p44)	Egypt, Arabia, Persia
Mongol Conquest	Bk 4 / 35 (p35)	Mongolia, Manchuria, Tibet
Ottomans	Bk 4 / 55 (p53)	Anatolia, Khwarismia, Transoxiana
Sung Chinese	Bk 3 / 61 (p58)	Fukien, Yunnan, Szechwan