

## De Bellis in Terra Sanctis

Type	Move	Range	Vs. Foot	Vs. Mtd	Total less than enemy, but more than half	Total half or less than enemy
Knights	120	-	3	4	Destroyed by Light Cavalry, War Wagons, or Bows moved into contact with this round, or if in bad going, otherwise recoil	Destroyed
Cavalry	140	-	3	3	Destroyed in bad going, otherwise recoil	Flee 150mm from Spears or Hordes, otherwise destroyed
Light Cavalry	160	-	2	2	Destroyed in bad going or by Knights, flee 200mm from Cavalry, otherwise recoil	Destroyed by any mounted in contact, or in bad going, otherwise flee 200mm
Missile Cavalry	160	40	2	2	Destroyed in bad going or by Knights, flee 200mm from Cavalry, otherwise recoil	Destroyed by any mounted in contact, or in bad going, otherwise flee 200mm
War Wagon	80	-	3	4	Destroyed by any in contact, otherwise remain in position	Destroyed
Spears	60	-	3	4	Destroyed by Knights or Warband in contact, or in bad going, otherwise recoil	Destroyed
Blades	80	-	5	3	Destroyed by Knights or in bad going, otherwise recoil	Destroyed
Bows	80	80	3	2	Destroyed by any mounted in contact or in bad going, otherwise recoil	Destroyed
Warband	80	-	3	3	Destroyed by Knights if in good going, otherwise recoil	Destroyed
Light Foot	80	-	3	2	Destroyed by Knights if in good going, otherwise recoil	Destroyed
Skirmishers	100	60	2	2	Destroyed by any mounted, in contact, otherwise recoil	Destroyed by any mounted, Light Foot or Skirmishers in contact, otherwise flee 150mm
Pilgrims	80	60	4	2	Destroyed by any mounted, in contact, otherwise recoil	Destroyed
Hordes	60	-	1	1	Destroyed	Destroyed

### Tactical Factors

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| <ul style="list-style-type: none"> <li>+1 General's element</li> <li>+1 Second rank of Spears (except against ranged attack)</li> <li>+1 Crossbow armed Bows shooting at under 40mm</li> <li>-1 Each enemy to flank or rear</li> <li>-1 Each element supporting enemy shooters</li> <li>-2 Any except Warband, Light Foot or Skirmishes in bad going</li> <li>-2 Retreating and moved</li> </ul> | <ul style="list-style-type: none"> <li>+1 Defending obstacle</li> <li>+1 Uphill in melee</li> <li>+1 Following up in melee</li> <li>-1 Pilgrims shooting</li> <li>-1 Bows in melee</li> <li>-1 Retreating but halted</li> </ul> |
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### Following Up

Any element of Blades, Warband, Pilgrims, Knights or Cavalry which has won a melee **which it instigated** must advance a base depth supported by all elements to its rear.

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## General Notes

These rules are based on both DBA and Maximilian! – you need to have at least DBA to play them! Basic rules are as in DBA, but substitute troop types, movement rates and firing ranges as above. Bases (15mm) are 40mmx30mm for all cavalry, 40mmx20mm for bows, light foot, warband, skirmishers, pilgrims and hordes, 40mmx15mm for blades and spears, and 40mmx40mm for war wagons. Recoil distances are base depth in all cases.

## Special Rules

Impetuous Troops	Crusader Knights, Pilgrims and any other troops defined as “Impetuous” cost 2 PIPs for any movement (including halting) other than moving at full rate towards nearest visible enemy element.
All-Round Fire	Missile Cavalry and Skirmishers may fire at any element in range in a 360 degree arc.
Avoid Combat	Missile Cavalry and Skirmishers may not engage enemy elements in close combat except as a supporting element, to the rear, or against retreating foes.