DBA~RRR

Renaissance, Reformation and Restoration
1500~1700 Extension Rules v. 1.21

By Tony Aguilar

DESIGNER NOTES

This 1500-1700 period extension is intended to enhance the De Bellis Antiquitatis v. 2.2 rules set (hereafter referred to as DBA) written by Wargames Research Group. It in no way is meant to replace, duplicate or infringe on the copyright of that product.

This is not a complete game. A set of the DBA v. 2.2 rules is required for play.

Thanks to Phil Barker and Richard Bodley Scott for the DBA v. 2.2 and DBR Rules without which none this would have been possible. Thanks also to Tony Barr and the Humberside Wargames Club for their pioneering work on their DBA 1.1 1500-1900 Extension, and to Robert June, Don Jeppson, and Joe Chinnici for their DBA 2.0 Pike & Shot Extension. Special thanks go to out to Rich Gause, members of FADBAG (Florida Association of DBA Gamers) and many others who have helped play test this extension.

It was the complete revision of the DBA Pike and Shot Extension variable army lists done by "twmasmorgan" with the formula presented in the DBA Pike & Shot Extension and posted on the Yahoo DBx Group that was a source of inspiration to expand on this. In an interest to get to know the period more, I went through and re-listed the armies (again with the DBA P&S model conversion) and added the descriptions for what these unit types would represent. I also included the aggression factor from DBR and added the terrain type that most closely matches its DBA 2.2 equivalent.

In the last few months since posting the first of the army lists, I have seen a flood of people who have become very excited at the prospect of having a quick play rules set available for the Pike & Shot period with all of the charm we have enjoyed with DBA. I hope you enjoy playing these rules as much as I have enjoyed working on them.

Tony Aguilar
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This extension uses the same basing guidelines laid down in DBA 2.2. Any new elements introduced here will follow the basing conventions in DBA and DBR.

Most basic DBA troop types are retained while some new element types are added for the period. Psiloi have been replaced by Skirmishers and are abbreviated 'Sk' in the lists. Artillery has been broken down into two units - Cannon 'Can' and Guns 'Gun'. Except where noted in this extension, all DBA 2.2 rules apply.

Pistols (Pi) – These armored European horsemen carried pistols into combat and used massed fire to decimate enemy units. This was done by firing into combat just before charging in with edged weapons. This troop type includes all horsemen classified as Pistols (S) or (O) in DBR. This would include mid-16th century lancers using pistols or calivers up through full Imperialist or Dutch Cuirassiers in plate armor. They are based 4 mounted per element, 40mm wide by 30mm deep.

Note: Any listings in DBR for Pistols (I) are re-classified as Cavalry instead. These troops used the caracole tactic more frequently and were usually less interested in charging into formations like their heavier cousins. They are based 3 mounted per element, 40mm wide by 30mm deep.

Shot (Sh) – Shot represents all close order troops using massed fire with shoulder firearms. This includes calivers, handguns, arquebuses, and muskets of all varieties. They typically fought in conjunction with Pike. They have a distant shooting range of 200 paces. They are based 4 figures to a base 40mm wide by 20mm deep.

Dragoons (Dr) – Dragoons were horsemen trained to dismount and use shoulder firearms. They are considered foot for all purposes. They have a distant shooting range of 200 paces. They are mounted on a 40mm wide by 40mm deep base with 3 shooters and one figure holding horses, or mounted on horseback in the rear. Dragoons are considered FOOT.

Skirmishers (Sk) – These include all small skirmishing foot using shoulder firearms. Skirmishers have replaced Psiloi and perform in a similar manner. They are still allowed to multi-pip move in the first bound and support some heavy foot with rear support, but they now have a distance shooting range of 200 paces and have some different combat resolutions as they are less interested in close combat action. In this period, Skirmishers have a distant shooting range of 200 paces.

Guns (Gun) – Smaller field pieces with a higher rate of fire or multiple missiles, such as organ guns, leather guns or rocket men. These lighter pieces also represent more mobile artillery such as Camel-guns and galloper guns. Due to their mobility, Guns cost only one PIP to move (as most units). Guns have a distant shooting range of 400 paces and fire every turn just as Shot, Bows and Skirmishers.

Cannon (Can) – Representing the larger field pieces of the period such as Culverins, Demi-Cannon and Bombards. Due to their great size, Cannon cost an extra PIP to move. Cannon have a distant shooting range of 800 paces and fire on their own bound if they did not move, just like Artillery do in DBA..

RE-CLASSIFICATIONS

Some troop types or grades in the DBR army lists deserve to be reclassified in DBA 2.2 terms.

Lancers (Ln), Pistols (F) – These are classified as Knights and function in all ways as such.

Sipahis (Si) – These are re-classed as Cavalry and perform in all ways as such.

Warband (I) – These are re-classed as Ax and perform in all ways as such.

INTERPENETRATION

If making a tactical move, or fleeing after completing a recoil, Mounted troops can pass through Skirmishers or Dragoons; Skirmishers or Dragoons can pass through any friends; Shot can pass through and be passed through by Shot, Pikes, Blades, Skirmishers, or Dragoons, which are facing in exactly the same or exactly the opposite direction if there is room beyond and enough move to occupy it.

Recoilers can pass through friends facing in exactly the same direction to a clear space immediately behind the first element met, but only if Mounted troops recoiling into any friends except Pikes or Elephants; Blades recoiling into Blades or Spears; Pikes, Shot, or Bows recoiling into Blades; or Skirmishers recoiling into any friends except Skirmishers.

SEPARATE GENERAL STAND

In order to represent the role taken by Generals and C-in-C of this period, each army of 12 elements will have a separate "General" stand, which can be attached to different units throughout the course of battle, or sit back and lead from the rear as was often the case.

Generals are represented by a single mounted figure on a 25mm Round stand. The general is assumed to be a mounted general. If the army is one that is not capable of having any mounted elements, such as Aztecs, (regardless of whether or not any mounted elements were chosen by the player) then that army would have a foot general. Mounted Generals move 400 paces (as Cv) and Foot Generals move 300 paces. (as Aux)

Generals are either ATTACHED or DETACHED.

Generals start the each game as ATTACHED to their "bodyguard" element, which is the element denoted with a (g) in the core force.

If ATTACHED, Generals are considered to be integrated into the element they are attached to and take up no additional space. They can be placed anywhere touching the unit they are attached to, and can be moved out of the way to make room for an adjacent unit. They provide an additional +1 to the unit they are attached to in close combat or when being shot at and suffer the same fate as the unit they are attached to (as in standard DBA 2.2). Generals can be faced forward to designate that they are attached to the unit they are touching.

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In addition to the normal PIP roll each turn, each player gets a single free PIP (one PIP, not PIP roll) which can only be used to move the General if he is not attached to a unit. The General can choose to either move with the unit he is attached to or to move on his own, **but not both** in the same bound.

It takes 1 PIP to ATTACH **or** DETACH a General from an element. You cannot use the General's free PIP to do this.

When DETACHED, Generals fight any unit contacting or shooting them as a +2 vs. mounted or foot. Face the General either towards the rear or side to designate he is DETACHED.

Detached Generals cannot willingly move into combat with enemy elements.

A detached General does not exert a ZOC, nor is affected by any other unit's ZOC.

If detached, Generals recoil if beaten, and are destroyed if doubled by all elements. They also recoil any unit they beat, and destroy any unit they double. Generals do not shoot or shoot back on their own.

QUESTIONS, COMMENTS AND SUGGESTIONS

Any questions or comments you might have can be directed to me (Tony Aguilar) directly at schutzengruppe@bellsouth.net or posted on the Fanaticus Pike & Shot message board.