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DBA Extension 1500-1900AD

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De Bellis Antiquitatis

Extension for 1500 AD - 1900 AD

By Tony Barr

INTRODUCTION

These rules are intended to be an addition to WRG's DBA v1.1 ancients rule set. They do not alter those rules in any way but attempt to allow ancient players to dabble in later periods without the need to learn new rules and produce large new armies. The simplicity of the DBA approach is retained throughout. Base sizes are intended to maximise compatibility with other rule sets. As ever, battles between non-contemporary armies are not recommended. See the playsheet for details not given below.

The basic premise behind this extension is that, until the late 19th century, armies in formal battles usually formed up in lines, columns and mobs and that missile ranges were relatively short, whether due to the nature of the weapons or the limiting effect on visibility of huge quantities of black powder smoke. The effects of morale and motivation remain similar throughout the period. The change occurs with the introduction of smokeless powder and quick change rifle ammunition clips in the 1880's and the subsequent inevitable adaptations of tactics towards skirmishing and long range suppressive shooting, in which most soldiers were expected to show a degree of individual initiative never before known. This suggests a viable cut-off point for this rule set to be between 1885 and 1915 AD.

Download: The extension and playsheet as MS Word 97 documents, set up for printing out on standard A4 paper. 📄 dbaext.zip

Thanks are due to Phil Barker and Richard Bodley Scott for DBA rules and the inspiration to extend their usefulness.

TROOP TYPES

All DBA troop classes are retained, though some now include later troops which fought in a similar fashion to their predecessors. Some new classes depict later troop types with firearms.

PISTOLS (Pi) are those horsemen who relied on massed pistol fire from deep circulating formations (caracole tactics) or those firing before charging home. They are based four per element, 30mm deep.

DRAGOONS (Dr) represents all men mounted on horses but primarily trained to shoot dismounted with firearms (or sometimes bows), and so are classed as foot troops. Dragoons shoot at a distance. Base 40mm deep with 3 dragoon figures and a horse, with either a rider or a horse holder. Alternatively, mount a single horse on a 40mm x 20mm base and temporarily position it behind a suitably equipped element.

SHOT (Sh) represents all those foot who shoot in an ordered fashion with firearms lacking bayonets, in large formations, either alone, bordering, or integrated with, pikes. They can move and shoot in every bound. Base 3 or 4 to an element, 20mm deep.

MUSKETS (Ms) covers all regular, close order, volley-firing, European type foot troops, between the late 17th and late 19th centuries fighting in lines and columns with smoothbore or sometimes rifled muskets, all having bayonets for defence against mounted troops. The presence of skirmishers or battalion guns is factored in. In close combat Muskets benefit from a rear supporting rank of Muskets, thus depicting column attack or square formations. Some early Muskets could include some pike armed figures. Column attacks should only be used if historically appropriate. Base 4 to an element 20mm deep.

JÄGER (Jg) are foot troops, often rifle-armed, who, like Psiloi and Auxilia, fought in a dispersed or loose formation, but unlike Psiloi, did their skirmishing at a distance and with some accuracy. Some troops could be deployed as either Jäger or Muskets and are listed as Ms/Jg. Base two to an element 20mm deep.

RIFLES (Rf) are the successors to Muskets and Jäger from the mid 19th century onwards, who were capable of volley firing, showing individual initiative, and operating in difficult as well as open terrain. They are usually rifle armed. Skirmishers are factored in. They benefit from a rear supporting rank of Rifles in close combat. Base 3 or 4 to an element, 20mm deep.

CANNONS (Cn) are those crew-served gunpowder artillery weapons of the 17th century and later,

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which had lightened carriages, standardised ammunition and effective limbers. Cannons are based and fight as Artillery. They benefit from an improved maximum range and greater effectiveness at short range. Rifled artillery of the mid 19th century was used tactically in the same way as smoothbore artillery, and is not differentiated. Limbers may be depicted but play no part in the rules.

OTHER ARTILLERY Treat Indian rocketeers as Bows, Congreve Rockets as Artillery but with factors as for Bows and early machine guns as Cannons but with combat factors as for Rifles. All other artillery types use normal Artillery factors and restrictions.

ARMY LISTS

The army lists are designed to produce armies consisting of 12xelements plus a camp or baggage element. It is important to view these lists as only very basic guidelines; original orders of battle, converted into DBA terms, should always be preferred as source of information on army compositions. Players should, however, expect to have to justify their choice of troop types; some classifications are more contentious than others! The decision must rest with the player, providing his opponents are persuaded by his reasoning. Armies also found in the DBA rules have the DBA number in brackets; some have been altered. The ID numbers of potential enemies are given after "E=". Later armies are listed in terms of minimum and maximum numbers of each type of element.

1 Hussite 1419-1434. E=1,2,50. 1x3Kn + 2x3Cv or 1x2LH + 2x4Bd, 4xWWg, 3x4Bd, 2xArt. (176)
2 Later Imperialist. 1450-1519. E=1,3a,b,6,7,8,10,11a,b,30a,50,53,66. 3x3Kn, 1x2LH, 4x4Pk, 2x4Cb, 2x2Ps. (167)
3 French Ordnance, 1445-1494. E=2,4,5,6,7,8,9,10. 5x3Kn/4Bd + 2x4Lb or 3x3Kn + 2x3Cv + 2x4Pk, 2x3Lb or 3/4Cb, 1x3/4Bd, 1xArt, 1x2Ps. (178)
4 English, 1322-1455. E=3a,b,7,9. 3x3Kn/4Bd, 6x4Lb, 1x3Cv or 4Bd, 1x3Aux, 1xArt or 4Lb. (168)
5 English, Wars of the Roses, 1455-1487. E=3b,5. 2x3Kn/4Bd (men-at-arms), 4x4Bd (billmen), 3x4Lb, 2x4Bd or 4Lb or 3Aux or 1x4Pk + 1x2Ps, 1xArt or 2Ps. (179)
6 Low Countries, 1297-1478. E=2,3a,b,7,8. 2x3Kn, 6x4Pk, 2x4Bd, 1x4Cb, 1x2Ps or Art. (163)
7 Early Burgundian, 1363-1471. E=2,3a,b,4,6. 6x3Kn/4Bd, 2x4Pk, 2x4Cb, 2x4Lb. (173)
8 Burgundian Ordnance, 1471-1477. E=2,3b,6,11b. 3x3Kn/4Bd, 1x3Kn, 1x2LH, 4x4Lb, 2x4Pk, 1xArt. (180)
9 Spanish, 1350-1485. E=3a,b,4,64,71. 3x3Kn, 4x2LH, 1x4Cb, 1x3Aux, 1x2Ps, 2x4Sp or 3Kn/4Bd (French) or 1x4Bd + 1x4Lb (English). (171)
10 Italian States, 1320-1494. E=2,3a,b,10,11a,b,14,50,66. 6x3Kn, 1x2LH or 4Lb or 3Aux, 2x4Cb, 2x4Sp or 4Pk or 1x4Cb + 1x2LH, 1x2Ps. (169)
11 Swiss, 1400-1522. E=2,8,10,13,14,18,22. 1x3Kn or Art or 2LH, 4x4Pk, 2x4Pk or 4Bd, 3x4Bd, 2x2Ps. (161b)
12 Florentine Republic, 1494-1530. E=11c,13,14,18,19,22,23. 1x3Kn, 1x2LH or Art, 2x4Pk, 2x4Pk or 4Bd or 4Sh/2Ps, 2x4Pk or 4Sh, 2x4Pk or 4Cb/2Ps, 2x2Ps.
13 Milanese, 1495-1530. E=11b,c,12,14,18,19,22,23. 2x3Kn, 1x3Kn or Art, 2x2LH, 1x4Bd or 2Ps, 2x4Pk or 1x3Kn + 2LH, 2x4Sh/2Ps, 2x4Cb/2Ps.
14 Venetian, 1440-1530. E=10,11b,c,12,13,18,19,22,23,50,51,66,67. 1x3Kn, 3x2LH, 3x4Sh/2Ps or 4Cb/2Ps, 1x4Bd + 1x4Sp or 2x4Pk, 2x3Cb or 3Sh, 1x4Sh/2Ps or Art.
15 Venetian, 1530-1617. E=51,67,68. 1x4Pi, 1x2LH, 1x4Pi or 2LH, 1x2LH or Art, 2x4Pk, 3x4Sh, 2x3Sh/2Ps, 1x2Ps.
16 Knights of St. John on Rhodes, 1310-1570. E=67,71. 2x3Kn, 2x4Sp or 4Pk, 3x4Cb or 4Sh, 1xArt, 4x2Ps. (162b)
17 Teutonic Knights, 1201-1562. E=30a,b,53,55,56,65,69. 4x3Kn, 1x3Cv (Knechte), 2x2LH (Turkopolen), 2x4Cb or 4Sh, 1x4Sp or 4Pk, 2x3Aux (subject foot) or 1x4Pk + 1xArt. (151)
18 Spanish, 1485-1512. E=11b,c,12,13,14,22,74. 1x3Kn, 1x3Kn or 2LH, 2x2LH, 2x4Cb/Ps, 2x3Wb/3Bd (Sword), 2x4Cb or 4Pk or 3Wb/3Bd (Sword), 1x4Sh, 1x4Sh/2Ps or Art.
19 Spanish/Imperialist 1519-1559. E=11c,12,13,14,22,23,50,67,71,74. 1x3Kn, 1x2LH or 4Pi, 1x2LH or 4Pk, 1x4Pi or 4Pk, 2x4Pk, 1x3Wb/3Bd (Sword) or 4Sh, 4x4Sh/2Ps, 1xArt.
20 Spanish, 1560-1609. E=24,25,27,31a,b,32a,67,68,71. 1x3Kn, 1x4Pi or 2LH (Stradiots), 1x2LH or 1x4Pi or 3Dr or 2Ps, 4x4Pk, 4x4Sh, 1xArt.
21 Austrian Habsburg, 1560-1606. E=52a,b,54a,b,67,68,69. 1x3Kn or 4Pi, 1x4Pi, 2x2LH or 4Pk or WWg, 2x2LH or 4Pk, 3x4Sh, 1x4Sh/2Ps, 1x4Bd or 3Aux, 1xArt.
22 French, 1494-1525. E=11b,c,12,13,14,18,19,26. 1x3Kn, 2x3Kn or 4Pk or 4Cb or 1xArt + 1x2Ps, 2x2LH or 4Cb/4Sh/2Ps, 2x4Pk, 2x4Cb, 2x4Cb or 1x2Ps + 4Bd, 1xArt.
23 French, 1525-1559. E=12,13,14,19,26. 1x3Kn, 1x2LH, 4x4Pk, 2x4Sh or 2Ps, 2x4Sh + 1x2LH or 2x4Pk + 1x4Pi, 1xArt.
24 French Huguenot, 1562-1640. E=20,25,32a. 1x3Kn, 1x4Pi, 2x4Pi or 3Kn, 1x2LH, 2x4Sh, 2x4Sh/2Ps, 2x4Sh or 4Pk, 1Art.
25 French Catholic, 1562-1598. E=20,24,27. 1x3Kn, 1x4Pi, 1x4Pi or 2LH, 1x2LH or 3Dr or 4Pk, 2x4Pk, 1x4Pk or 4Sh, 2x4Sh, 2x4Sh/2Ps, 1xArt.
26 Tudor English, 1489-1560. E=22,23,26,28,29. 2x2LH, 3x4Bd (bills), 3x4Lb, 1x4Sh or 2Ps, 2x4Pk (Landsknechts) or 1x4Bd + 1x4Lb or 1x3Kn/4Bd + 3xCv (pensioners and demi-lances), 1xArt.
27 Elizabethan English, 1560-1620. E=20,25a,28,29. 1x2LH, 1x2LH or 3Cv (demi-lances), 2x4Pk, 2x4Sh, 1x4Pk or 4Bd, 1x4Sh or 4Lb, 1x3Kn + 1x4Pk + 1x4Sh + Art or 1x3Bd + 2x3Aux + 1x2Ps (Irish) or 2x4Pk + 1x4Bd + 1x4Pi(Landsknecht).

28 Scots, 1513-1620. E=26,27,28. 1x3Kn or 2LH, 8x4Pk, 2x3Wb or 2Ps or 4Sh, 1x3Sh or 2Ps or Art.

29 Irish, 1487-1620. E=26,27,29. 2x2LH, 2x4Bd + 2x3Aux or 2x4Pk + 2x3Sh, 3x3Aux, 3x2Ps.

30a Sweden 1350-1523. E=2,17,53,55. 2x3Kn, 1x3Cv, 4x4Bd or 1x3Bd + 2x4Sp + 1x2Ps or 4x4Pk, 4x3Cb, 1x2Ps or Art. (131b)

30b Sweden 1522-1610. E=17,54a,b,56. 2x3Kn or 4Pi, 4x4Pk, 2x4Pk or 4Cb, 3x4Cb or 4Sh, 1xArt or 2Ps.

31a Dutch, 1568-1590. E=20. 2x4Pi, 1x2LH or 2Ps, 4x4Pk, 4x4Sh, 1xArt.

31b Dutch, 1590-1660. E=20,32a,b,33,36,42a,b. 2x4Pi, 1x2LH or 2Ps or 4Sh or 3Dr, 2x4Pk, 5x4Sh, 1x4Pk or 4Sh, 1xArt.

32a French 1600-1640. E=20,24,33,34,42a,b. 2x4Pi, 1x3Cv or 3Kn, 1x4Pi or 3Dr, 3x4Sh, 4x4Pk, 1xArt.

32b French, 1640-1660. E=33,36,42a,b. 2x4Pi, 1x3Cv, 1x4Kn or 4Pi or 2LH or 3Dr or 4Sh or 2Ps, 3x4Pk, 4x4Sh, 1xArt.

33 Spanish 1609-1660. E=31b,32a,b,36,41,42b,68,71. 1x4Pi, 1x4Pi or 3Cv, 1x4Pi or 2LH or 3Dr, 4x4Pk, 4x4Sh, 1xArt.

34 English Royalist, 1620-1660. E=32a,35,36,38,39. 1x3Kn or 4Sh, 3x3Kn or 3Cv, 1x3Kn or 3xCv or 4Pk, 1x3Cv or 3Dr or 4Sh, 3x4Pk, 2x4Sh or 2Ps, 1xArt.

35 English Parliamentarian, 1641-1645. E=34,39. 3x4Pi or 3Cv, 1x4Pi or 3Cv or 4Kn or 4Sh, 1x3Cv or 3Dr or 4Pk, 2x4Pk, 3x4Sh, 1x4Sh or 2Ps, 1xArt.

36 New Model Army, 1644-1660. E=31b,32b,33,34,37,38,39. 3x4Kn, 2x4Kn or 4Pi or 3Cv or 3Dr or 2Sh, 3x4Pk, 2x4Sh, 1x4Sh or 2Ps, 1xArt.

37 Scots Royalist, 1642-1651. E=36,38. 1x3Kn, 1x2LH or 3Dr, 4x4Sh, 2x3Sh or 3Bd/3Wb, 3x3Bd/3Wb, 1x2Ps or Art.

38 Scots Covenanter, 1638-1651. E=34,36,37,39. 1x3Kn, 1x3Cv, 1x3Cv or 3Dr or 2Ps, 2x4Sh or 4Pk, 4x4Sh, 2x3Bd or 1x4Sh + 1x4Pk, 1xArt.

39 Irish Confederate, 1639-1660. E=34,35,36,38. 1x3Kn (lance), 1x4Pi or 2LH, 2x4Pk, 4x4Sh, 1x3Bd (Scots), 2x2Ps (kern), 1xArt.

40 Bohemian, 1618-1623. E=42a,b,52c. 1x4Pi, 2x2LH, 1x3Cv or 2LH, 2x4Pk, 4x4Sh, 1x2LH + 1x4Sh or 1x4Pk + 1xArt.

41 Swedish, 1610-1670. E=33,42a,b,54b,56,57. 3x3Kn, 1x3Kn or 3Dr or 4Sh or 2Ps, 1x3Kn or 4Sh, 3x4Sh, 2x4Pk, 1x4Pk or Cn, 1xArt.

42a Imperial 1606-1648. E=31b,32a,b,40,41,42b,52a,b,c,54b,68. 1x4Pi, 1x4Pi or 3xCv or 3Kn, 1x4Pi or 3Cv or 2LH, 1x2LH or 3Dr or 4Sh or 2Ps, 4x4Pk, 3x4Sh, 1xArt.

42b German/Danish, 1618-1648. E=31b,2a,b,33,40,41,42a,b,52a,b,c,54b,68. 1x4Pi, 1x4Pi or 3Dr or 4Sh, 1x4Pi or 3Cv or 2LH, 4x4Pk, 4x4Sh, 1xArt.

43 Monmouth's Rebels, 1685. E=48. 1x3Kn, 2x4Pk 4x3Sh, 2x3Bd, 3x3Aux.

44 Irish Jacobite, 1689-1691. E=48. 1x3Cv, 2x3Dr, 2x4Pk, 3x4Sh, 1x4Ms, 2x3Aux or 4Ms (French), 1x3Bd or 4Ms (French).

45 Scots Jacobite, 1689-1746. E=48,93. 1x2LH, 1x3Dr, 2x4Pk/4Sh, 2x3Sh or 2Ps, 6x3Bd/Wb.

46 Swedish, 1670-1690. E=48,54c,57. 2x4Kn, 2x3Dr/4Kn, 2x4Pk, 3x4Sh, 2x4Ms, 1xCn.

47 Venetian, 1617-1716. E=68,71. 2x4Pi, 1x2LH, 1x2LH or 3Dr or 4Sh, 2x4Sh or 4Ms, 2x4Sh (Oltremarine), 2x4Pk/4Sh, 1x3Sh (Morlacchi).

48 West and Central European Armies, 1650-1700. E=43,44,45,46,48,54b,c,68, 71. 2x3/4Kn or 4Pi or 3Cv, 2x3Dr or 3Dr/3Cv or 4Kn or 4Pi, 2x4Pk or 4Sh or 4Ms, 3x4Sh or 4Ms, 2x4Sh or 4Ms or 1x2LH + 1x2Ps, 1xArt. (Covers: Austrian, British, Danish, Dutch, French, German States, Spanish).

49 Late Byzantine, 1204-1460. E=66. 2x3Cv (Stratiotai), 2x3Kn (Latinikon), 4x2LH (Skythikon), 1x2Sp, 3x2Ps. (153)

50 Later Hungarian, 1245-1526. E=2,10,14,19,51,53,65,66,67. 3x3Kn, 3x2LH, 2x4Sp, 3x2Ps, 1xWWg or 4Cb. (166)

51 Moldavian/Wallachian, 1450-1550. E=2,15,19,50,51,66,67. 1x3Cv or Art, 2x2LH, 1x3Sh + 1x3Cb or 2x2Ps, 2x3Dr or WWg, 1x3Aux, 2x3Bw/2Ps, 1x4Sp, 1x4Bd.

52a Moldavian, 1550-1648. E=21,42a,b,52a,b,c,67,68. 1x3Cv, 2x2LH, 1x2LH or Art, 2xWWg or 1x4Pi+1x3Kn, 1x4Pk, 1x4Sh, 1x3Bw/2Ps, 1x3Sh/2Ps, 2x3Aux.

52b Wallachian, 1550-1648. E=21,42a,b,52a,b,c,67,68. 1x3Cv, 2x2LH, 1x2LH or Art, 1x3Kn or WWg or 2LH, 1x4Pi or WWg, 1x4Pk or 3Bd, 1x4Sh, 1x3Bw/2Ps, 1x3Sh/2Ps, 2x3Aux or 3Dr.

52c Transylvanian, 1550-1648. E=21,40,42a,b,52a,b,c,67,68. 1x3Cv or Art, 2x2LH, 1x3Kn or WWg, 1x4Pi or WWg, 1x4Pk or 4Sp, 1x4Sh, 1x3Bw/2Ps, 2x3Sh/2Ps, 2x3Aux.

53 Later Polish, 1335-1510. E=2,17,30a,b,50,53,55,65,66,67,69. 4x3Kn, 4x3Cv, 2x2LH, 2x3/4Bw. (149)

54a Polish, 1510-1576. E=21,30b,54a,55,56,58,67,68,69. 2x3Kn, 2x3Cv, 1x2LH, 2x2LH or WWg, 1x4Sh + 1x4Bd or 1x3Kn + 1x3Cv, 2x4Sh, 1x2Ps or Art.

54b Polish, 1576-1670. E=21,30b,41,42a,b,48,56,57,58,68,69. 1x3Kn, 2x3Cv, 1x2LH or 3Dr, 2x2LH or WWg, 1x2LH or Art, 2x4Sh or 1x3Kn + 1x3Cv, 1x4Sh or 4Pk, 1x4Pk/4Sh or 2Ps, 1x4Bd or 4Pk.

54c Polish, 1670-1700. E=46,48,57,58,68,69. 1x3Kn, 2x3Cv, 1x2LH or 3Dr, 2x2LH or WWg, 1x3Cv or Art, 2x4Sh, 2x4Pk or 4Ms, 1x4Pi or 4Ms.

55 Post-Mongol Russian, 1246-1533. E=17,30a,b,53,54a,55,58,65,66,67,69. 4x3Cv, 1x3Cv or 2LH, 2x2LH, 2x4Sp, 2x3Bw, 1x2Ps. (157)

56 Muscovite, 1533-1629. E=17,30b,41,54a,b,56,58,67,68,69. 4x3Cv, 1x3Cv or 2LH or 3Dr, 2x2LH or 1x3Bd + 1x3Bw (militia), 2x4Bd or 4Sh (Streltsi), 2x2LH or WWG, 1xArt or 2Ps.

57 Muscovite, 1630-1699. E=41,46,54b,c,57,58,59,68,69. 3x3Cv, 1x4Pi, 1x3Cv or 2LH, 2x2LH, 1x4Pk, 1x4Sh, 1x4Bd or 4Sh (Streltsi), 1xArt or 2LH, 1xArt.

58 Cossack, 1550-1700. E=54a,b,c,55,56,57,58,59,69. 4x2LH, 2x3Cv or 2LH, 2x2LH or WWg, 2x2LH or 3Sh or 4Sh/4Pk, 1x2LH or 4Bd or 3Dr, 1x2LH or 4Pk.

59 Ukrainian, 1648-1654. E=57,58. 5x2LH, 1x3Cv or 2LH, 2x3Sh or 3Aux (mujiks), 4x3Aux.

60 Spanish in Mexico, 1530-1550. E=60,61. Spanish: 1x3Kn, 1x4Sh/2Ps(Sh/Cb), 1x4Bd, 1xArt. Indian Allies: 2x4Bd, 2x3Aux, 2x3Bw (Sling), 2x3Bw.

61 Mexican Armies, 1485-1530. E=60. 3x4Bd or 3Aux, 3x3Aux, 3x3Aux or 4Bw, 3x2Ps. (105)

62 Spanish Conquistador, Peru, 1532-1550. E=63. Spanish: 1x3Kn, 1x4Sh, 1x2Ps(Cb), 1xArt. Indian Allies: 4x4Bd, 4x3Aux.

63 Inca, 1438-1534. E=62,63. 9x4Aux, 3x2Ps. (150)

64 Granadine, 1232-1492. E=9,71. 2x3Kn or 3Cv, 4x2LH, 2x4Sp, 2x4Cb, 2x2Ps. (155)

65 Mongol, 1206-1495. E=17,50,53,55,65,66,69,70. 4x3Cv, 3x2LH, 4x2LH or 4Bw or 4Sp, 1x2Ps or Art. (154)

66 Ottoman Turk, 1362-1512. E=2,10,14,16,49,50,51,53,55,65,70,71,72,73,75. 4x3Cv, 2x2LH, 2x4Bw (Janissary), 1x3Kn (Serb) or 2LH, 2xArt, 1x2Ps. (160b)

67 Ottoman Turk 1512-1570. E=14,15,16,19,20,21,50,51,52a,b,c,53,54a,55,56,69,70,71,72, 73,74,75. 4x3Cv, 2x2LH, 2x4Bw or 4Sh or 2LH, 1x2LH or 3Bw or 3Sh, 1x2LH or 3Bd, 2x2LH/3Dr/2Ps or Art.

68 Ottoman Turk, 1570-1718. E=15,20,21,33,42a,b,47,48,52a,b,c, 54a,b,c,56,57,70, 71,73,75. 4x3Cv, 2x2LH, 2x4Sh or 2LH, 1x2LH or 3Bw or 3Sh, 1x2LH or 3Bd, 2x2LH or 3Dr or 2Ps or Art.

69 Tartar, 1405-1700. E=17,21,53,54a,b,c,55,56,57,58,65,67,69, 70,77. 1x3Cv , 2x3Cv or 2LH, 5x2LH or 2Ps, 2x2LH or 3Sh or 3Dr (Segbans), 2x2LH or WWg.

70a Islamic Persian, 1245-1504. E=65,66,70a. 6x3Cv, 3x2LH, 2x3Bw or 2LH, 1x2Ps or LH or 3Aux. (175)

70b Persian, 1504-1700. E=66,67,68,70b,72,77. 1x3Kn or 3Cv, 6x3Cv, 2x3Cv or 2LH, 2x3Cv or 3Sh/2Ps or 3Bw, 1x3Cv or 2Ps.

71 Berber or Moorish, 1039-1700. E=16,19,20,33,47,48,66,67,72, 75,76. 4x2LH, 3x4Sp, 2x2Ps, 1x2Ps + 2x3Cm or 1x3Kn + 2x4Cb or 3x3Cv. (125)

72 Mameluke, 1250-1517. E=66,67,70,71,73. 6x3Cv, 2x2LH, 4x3Cv or 2x3Aux + 2x2Ps. (158)

73 Ethiopian, 1420-1700. E=66,67,68,72,74,75,76. 1x3Cv, 3x2LH, 1x3Bd, 3x3Wb, 1x3Wb or 4Sh (Portuguese), 1x3Wb or 3Sh/2Ps, 2x2Ps.

74 Sultanate of Adal, 1450-1550. E=18,19x(Portuguese),67,73,74. 2x3Cv or 2LH, 4x3Bw, 4x3Wb, 2x3Bw or 3Wb or 4Sh (Turks) or 2Ps.

75 Sinnar Empire, 1510-1700. E=66,67,68,71,73,76. 4x3Cv, 2x2LH, 2x4Sp, 2x3Aux or 3Wb, 2x2Ps.

76 West Sudanese, 1000-1591. E=71,74,75,76. 1x3Kn, 2x3Cv, 3x2LH, 1x4Sp, 4x3Bw, 1x3Cm or 3Bw or SC. (120).

77 Moghul, Conquest Period 1502-1550. E=69,70,78. 5x3Cv, 2x2LH, 1x3Sh, 1xArt or 3Bw (rockets), 1x3Cv + 2LH or 2x3Bw + 1x2Ps.

78 North Indian, 1520-1707. E=77,78,79,80,81. 2x3Cv, 2x2LH, 1x3Bw or 3Sh, 2x3Bw or 3Aux, 1xEl or 3Wb (Rajputs), 1xEl or 3Cv or Art, 1xEl or 2LH, 2x2Ps.

7921ijayanagar, 1450-1630. E=78,80,81. 1x3Kn or 3Cv, 2x3Cv, 2x2LH, 2x3Wb, 2x3Bw or 3Sh, 2xEl, 1xArt.

80 Bahami Sultanate, 1420-1620. E=78,79,80,81. 2x3Cv, 2x2LH, 2x3Wb (swords), 2x3Lb, 1x3xLb or 3Sh, 2xEl, 1xArt or 2Ps.

81 Calcutta or Orissa, 1420-1620. E=78,79,80,81. 3xEl, 2x3Bw, 3x3Wb (swords), 3x4Sp, 1x2Ps.

82 Later Samurai, 1300-1542. E=65,82,84,85. 2x3Cv, 4x4Bd, 4x3/4Aux, 2x3Bw. (127b)

83 Japanese, 1543-1615. E=83,84,85,87. 2x3Cv/4Bd, 2x3Cv/4Bd/4Lb, 4x4Sh or 4Aux, 2x4Sh or 2x3Bd (Ronin), 2x4Aux or 4Lb.

84 Japanese Ikko'ikki Monks, 1420-1615. E=82,83,84. 1x3Kn/3Bd, 3x3Bd, 4x3Sh or 3Lb, 4x3Wb.

85 Ming Chinese, 1356-1644. E=82,83,86,87,88. 3x3Cv, 2x2LH, 2x4Bd, 2x4Cb, 2x4Bw, 1xArt or SC or 2Ps. (174)

86 Manchu Chinese, 1600-1700. E=85,87. 1x3Cv, 1x3Cv or 2LH, 3x2LH, 2x4Bw or 2LH, 2x4Sh or 2LH, 2x4Cb or 2LH, 1x2Ps or Art or 2LH.

87 Korean, 1570-1615. E=83,85,86. 1x3Cv, 1x3Cv/2LH, 1x2LH, 3x4Bw, 2x2Ps, 2x4Sp, 1x4Bd, 1x2Ps or Art.

88 Siamese or Burmese, 1420-1700. E=85,88,89,90. 2xEl, 1xEl or 2LH, 2x3Bw, 2x3Aux, 1x3Bw or 3Sh, 1x3Bd or 3Sh (Japanese) or 2Ps, 1x4Sh/2Ps + Art (Portuguese) or 1x3Bw + 1x3Aux (Siamese), 1x2Ps.

89 Khmer, 1420-1594. E=88,90. 3x3Aux, 3x3Bw, 1x3Cb, 1x3Bd,2xEl, 1x2Ps, 1x2Ps or 2LH.

90 Java or Malacca, 1495-1600. E=88,89,90. 4x4Sp or 3Aux, 2x2Ps or 3Aux, 2x3Wb (swordsmen), 1x3Sh, 2xEl (Malacca) or 1x3Sh + 1x3Bd (kris).

91 Austrian/Imperialist, 1701-1735. 4-8x4Ms, 1-2x4Ms (grenadiers), 0-2Jg (Grenzer), 0-4x4Pi, 0-2x3Cv/3Dr, 0-2x2LH (Austrian), 1-2xArt.

92 Austrian, 1736-1808. 6-12x4Ms, 0-2x4Ms (grenadiers), 0-1x4Ms/2Jg, 0-2x2Jg, 0-2x3Kn, 0-1x3Cv, 0-2x2LH, 0-1xCn, 0-2xArt (massed battalion guns).

93 Austrian, 1808-1815. 4-8x4Ms, 2-4x4Ms (Landwehr), 0-2x4Ms (grenadiers), 0-2x4Ms/2Jg, 0-2x2Jg, 0-2x3Kn, 0-1x3Cv, 0-2x2LH, 0-2xCn.

94 Bavarian, 1700-1763. 6-8x4Ms, 0-2x4Ms (grenadiers), 0-3x4Pi, 0-1x3Cv/3Dr, 0-1xArt. 95 Bavarian, 1778-1812. 6-8x4Ms, 1-2x2Jg, 0-2x3Cv, 1xCn, 0-1xCn.

96 Bavarian, 1813-1815. 6-8x4Ms, 2x4Ms (Landwehr), 1-2x2Jg, 0-2x3Cv, 1xCn.

97 British, 1701-1763. 0-1x4Ms (guards), 5-11x4Ms, 0-2x4Kn, 0-2x3Cv/3Dr, 1-2xCn.

98 British, 1763-1803. 0-1x4Ms (guards), 6-10x4Ms, 0-2x4Ms/2Jg, 0-1x3Kn, 0-2x3Cv, 1xCn.

99 British in America, 1745-1783. 6-8x4Ms, 0-4x4Ms/2Jg, 0-4x3Aux/2Jg (Indians), 0-1x3Cv, 0-1xCn.

100 British Peninsular 1808-1813. 0-1x4Ms (guards), 7-12x4Ms, 0-2x4Ms/2Jg, 0-1x2Jg, 0-2x3Cv, 1xCn.

101 British, 1814-1815. 6-12x4Ms, 0-2x4Ms/2Jg, 0-1x2Jg, 0-1x3Kn, 0-2x3Cv, 1-2xCn.

102 Brunswick, 1808-1815. 5x4Ms, 2x4Ms/2Jg, 1x2Jg, 1x3Kn/Cv (lance), 1x3Cv, 1-2xCn.

103 Chinese,1700-1815. 2x3Cv, 5x2LH, 4x4Sh or 2LH, 1x2Ps or Art or 2LH.

104 Danish, 1700-1721. 7-10x4Ms, 0-1x4Ms (guard), 0-2x4Kn, 0-1x3Cv/3Dr, 0-1xCn.

105 Dutch, 1700-1748. 6-10x4Ms, 0-1x4Ms (guard), 0-2x4Kn, 0-2x3Cv/3Dr, 0-2xCn.

106 Dutch-Belgian, 1815. 5-9x4Ms, 1-2x4Ms/2Jg, 0-1x3Kn, 0-1x3Cv, 0-2xCn.

107 French, 1701-1750. 6-8x4Ms, 0-2x4Ms (guard), 0-3x4Pi or 3Cv, 0-1x3Cv/3Dr, 0-1x2LH, 1-2xCn.

108 French, 1750-1789. 6-8x4Ms, 0-2x4Ms (guard), 0-1x4Ms/2Jg, 0-2x3Cv, 0-2x3Kn, 0-1x2LH, 1-2xCn.

109 French in North America. 1745-1763, 1778-1783. 5-9x4Ms, 0-3x4Ms/2Jg, 0-4x3Aux/2Jg (Indians/coureurs de bois), 0-1xCn.

110 French Revolutionary, 1789-1803. 6-8x4Ms, 0-1x4Ms (guard), 0-2x4Ms/2Jg, 0-2x3Cv, 0-1x3Kn, 0-1x2LH, 1-2xCn.

111 French 1803-1815. 0-2x4Ms (grenadiers/guard), 4-10x4Ms, 1-2x4Ms/2Jg, 0-1x3Kn or 3Cv (guard), 0-2x3Kn, 0-2x3Cv, 1-2xCn.

112 French in the Peninsular, 1808-1814. 6-12x4Ms, 0-1x4Ms (grenadiers), 0-2x4Ms/2Jg, 0-2x3Cv, 0-2xCn.

113 German States, 1700-1760. 0-2x4Ms (gren), 4-8x4Ms, 0-2x4Pi or 3Kn or 3Cv, 0-2x3Cv, 0-2xArt.

114 German States, 1760-1806. 0-2x4Ms (gren), 4-8x4Ms, 0-1x4Ms/2Jg, 0-2x3Kn or 3Cv, 0-2x3Cv, 0-1x2LH, 0-1xCn.

115 Hannover, 1714-1763. 0-1x4Ms (guards), 5-11x4Ms, 0-2x4Kn, 0-2x3Cv/3Dr, 1-2xArt.

116 Hannover, 1763-1803, 1815. 7-12x4Ms, 0-1x4Ms/2Jg, 0-2x3Cv, 0-1xCn.

117 Indian Armies, 1707-1815. (Afghans, Bengalese, Gurkhas, Marathas, Moghuls, Mysoreans and Sikhs, and also colonial British, French, Portuguese and Dutch armies). Troop types as earlier armies (77-81 and 88), with the addition of Ms (Europeans and sepoys).

118 Mameluke, 1516-1798. 6x3Cv, 2x2LH, 4x3Cv or 2x3Sh + 2x2Ps.

119 Neapolitan/Italian, 1805-1815. 0-1x4Ms (guard), 4-10x4Ms, 0-1x4Ms/2Jg, 0-1x3Kn or 3Cv(guard), 0-2x3Cv, 1-2xCn.

120 Ottoman Turk, 1718-1815. 4x3Cv, 2x2LH or 4Ms, 2x3Sh or 3Aux, 2x2LH or 3Dr, 1xArt, 1x2LH or Art.

121 Persian, 1700-1815. 1x3Kn or 3Cv, 4x3Cv, 2x3Cv or 2LH, 4x3Cv or 3Sh/2Ps, 1x3Cv or 2Jg.

122 Prussian, 1701-1750. 0-2x4Ms (grenadiers), 4-8x4Ms, 0-2x3Kn, 0-2x3Cv, 0-2xArt.

123 Prussian, 1750-1805. 0-2x4Ms (grenadiers/guard), 4-8x4Ms, 0-1x4Ms/2Jg, 0-2x3Kn, 0-2x3Cv, 0-2x2LH, 0-1xCn.

124 Prussian, 1806-1812. 0-1x4Ms (grenadiers), 4-8x4Ms, 0-2x4Ms/2Jg, 0-2x3Kn, 0-2x3Cv, 0-2xCn, 0-2xArt (massed battalion guns).

125 Prussian, 1813-1814. 0-1x4Ms (grenadiers), 2-4x4Ms, 2-6x4Ms (Landwehr), 1-3x4Ms/2Jg, 0-3x3Cv, 0-1xCn.

126 Prussian, 1815. 2-4x4Ms, 1-3x4Ms/2Jg, 3-6x4Ms (Landwehr), 0-1x3Kn/2LH (lancers), 0-2x3Cv, 0-2xCn.

127 Polish, 1700-1793. 1x3Kn, 2x3Cv, 1x2LH or 3Dr, 2x2LH, 1x3Cv or Art, 4x4Ms, 1x4Ms/2Jg.

128 Polish, 1795-1814. 8-12x4Ms, 0-1x3Kn/Cv (Uhlan), 0-1x3Cv, 0- 2xCn.

129 Portuguese, 1807-1814. 8-12x4Ms, 0-2x4Ms/2Jg, 0-1x3Cv, 0-1xCn.

130 Russian, 1699-1721. E=48,54c,58,68,69,92. 2-4x3Cv/3Dr, 0-4x2LH, 0-2x4Sh/4Pk, 3-8x4Ms, 1-2xArt.

131 Russian, 1721-1756. 0-1x4Ms (grenadiers), 6-10x4Ms, 1x4Ms/2Jg, 0-2x4Pi, 0-2x3Cv/3Dr, 0-2x2LH, 0-2xArt.

132 Russian, 1756-1806. 0-2x4Ms (guard/grenadiers), 6-12x4Ms, 1x4Ms/2Jg, 0-2x3Kn, 0-2x3Cv, 0-2x2LH, 0-2xCn, 0-2xArt (massed battalion guns).

133 Russian, 1807-1812. 4-12x4Ms, 2-4x4Ms/2Jg, 0-2x4Sh or 4Sp, 0-1x3Kn, 0-2x3Cv, 0-2x2LH, 0-2xCn.

134 Russian, 1813-1815. 5-11x4Ms, 2-4x4Ms/2Jg, 0-1x3Kn, 0-1x3Cv, 0-2x2LH, 0-2xCn.

135 Saxon, 1807-1813. 0-2x4Ms (grenadiers), 2-8x4Ms, 1-2x4Ms/2Jg, 0-2x3Kn, 0-1x3Cv, 0-2xCn.

136 Spanish, 1701-1806. 2x4Pi or 3Cv, 2x3Cv/3Dr, 4x4Ms, 3x4Pk/4Sh or 4Ms, 1xArt.

137 Spanish, 1807-1814. 0-4x4Ms (French), 6-12x4Ms, 0-2x4Ms/2Jg, 0-4x3Aux/3Wb/3Sh/2Jg (partisans), 0-3x3Cv, 0-1xCn.

138 Swedish, 1690-1721. E=48,54c,91. 4-6x4Kn, 0-2x4Pk, 4-8x4Ms, 1-3x4Ms, 1x4Ms or Cn.

139 Swedish, 1808-1815. 0-2x4Ms (guard/grenadiers), 6-12x4Ms, 0-1x4Ms/2Jg, 0-1x2Jg, 0-1x3Kn or 3Cv, 0-1x3Cv, 0-2xCn.

140 Westphalian, 1806-1812. 4-6x4Ms, 1-2x4Ms/2Jg, 0-1x4Ms (guard), 0-1x4Ms/2Jg (guard), 0-1x2Jg, 0-2x3Cv, 0-2xCn.

141 Württemberg, 1802-1812. 4-8x4Ms, 1-2x4Ms/2Jg, 0-2x2Jg, 0-3x3Cv, 0-2xCn.

142 Württemberg, 1813-1814. 2-5x4Ms, 0-1x4Ms/2Jg, 0-1x2Jg, 0-6x4Ms (Landwehr), 0-2x3Cv, 0-2xCn.

143 USA, War of Independence, 1776-1783. 6-8x4Ms, 2-4x4Ms/2Jg, 0-2x2Jg, 0-1x3Cv, 0-1xCn.

144 USA, War of 1812-1815. 7-10x4Ms, 0-2x4Ms/2Jg, 0-2x3Cv, 0-1xCn.

145 Confederate, 1861-63. E=147,148. 0-1x3Cv/3Dr, 0-2x3Cv/3Dr, 4x4Ms, 2-6x3Rf, 0-2x4Ms/2Jg, 0-2xCn.

146 Confederate, 1863-65. E=148. 0-2x3Cv/3Dr, 6-12x3Rf, 0-2x2Jg. 0-2xCn.

147 Union, 1861-62. E=145. 0-1x3Cv/3Dr, 3x4Ms, 3-9x3Rf, 0-2x4Ms/2Jg, 0- 2xCn.

148 Union, 1863-65. E=146. 0-2x3Cv/3Dr, 6-12x3Rf, 0-2x2Jg. 0-2xCn.

The following 19th century colonial army lists were compiled by Bruce McFarlane of the Canadian Wargamers Group. For horse and musket games they added a morale system which limits the number of recoils a element can sustain, depending on its quality (2 to 5). This ensures that even through Musket to Musket or Rifle to Rifle get nothing but recoils, the firefight will move to a conclusion. The

numbers in brackets are the number of recoils allowed to that element. For more on this see
http://fanaticus.org/DBA/variants/varmorale.html

FANATICS have all the characteristics of Warbands, except they move 300p/300p/400p. Also they get a +1 combat bonus the first time they roll a combat roll in hand-to-hand combat.

British. 4xRifle (3-4); 2x Muskets (2-3) [natives]; 1x Cannon (3); 2x Knights (3-4); 1x LtHorse(2); 1x Rifle(3) or Jager(3); 1x Cannon(3) or Jager(3); 1x Leader.
American. 4x Rifle(3-4); 2x Cannon(3); 4x Cavalry(3-4) or 4x Dragoons(3-4); 2x LtHorse(2); 1x Leader.
Zulu. 4x Blades(5) [loins]; 4x Blades(4) [head]; 8 x Fanatics(2) [horns]; 4x psiloi (4); 4x Jagers (2); 2 x Leaders.
Sudanese. 3x Jagers(2); 6x Fanatics(2); 6x Blades(4); 7x Cavalry(3); 4x Camalry(3); 2x Leaders.
American Plains Indians. 12x LtHorse (2-4); 6x Fanatics(2); 6x Jagers(2-4); 2x Leaders.
NorthWest Frontier Tribesmen (India not Canada). 12x Jagers (3-4); 4x Psiloi (5); 8x Fanatics (2-3).
The following 19th century European lists were prepared by Patrick Belleville, of the French wargames club "La Horde" in Argenton/Creuse, France, and kindly sent to me by Guy Wessels.
AUSTRIAN 1859 : 2 x 4 Rf (Gruz, Jager), 8 x 4 Ms (Grenadier / Fusilier), 1 x Cn, 1 x 2 Lh (Hussar) or 1 x 3 Dr (Dragoons).
AUSTRIAN 1866 : 1 x 4 Rf (Jager), 8 x 4 Ms (fusilier), 1 x Cn, 1 x 2 Lh (Hussard) or 1 x 3 Cv (Ulhan), 1 x Cn or 1 x 3 Dr (Dragoon) or 1 x 3 Kn (Cuirassier).
FRENCH 1859 : 1 x 4 Rf (Chasseur), 8 x 4 Ms (Guard / Line), 1 x Cn, 1 x 2 Lh (Hussard / Chasseur), 1 x 3 Dr (Dragoon) or 1 x 3 Kn (Cuirassier).
SARDINIAN 1859 : 1 x 3 Rf (Bersaglieri), 9 x 4 Ms (Line...), 1 x 2 Lh (Hussard), 1 x Cn.
PRUSSIAN 1866 : 0/1 x 3 Rf (Jagers), 7/8 x 4 Ms (line, guard), 2 Cn, 1 x 2 Lh (Hussard), 1 x 3 Cv (Uhlan) or 1 x 3 Kn (cuirassier).
FRENCH 1870 (Imperial) : 2 x 3 Rf (chasseurs), 7 x 4 Rf (5 lignes / guards, 1 Turco, 1 Zouave), 1 x Cn, 1 x 2 Lh (chasseurs à cheval), 1 x 3 Dr (Dragoon) or 1 x 3 Kn (cuirassier).
FRENCH 1870/71 (Republican) : 2 x 2 Jg (Francs tireurs), 4 x 3 Ms Guard Mobiles, 3 x 3 Rf Line, 1 x Cn, 1 x 2 Lh (chasseurs), 1 x 3 Dr (Dragoon).
PRUSSIAN 1870/71 : 1 x 3 Rf (Jagers), 7 x 4 Ms (All Prussian or 3 Prussian / 2 Bavarian / 1 Wurtemberg / 1 baden), 2 xCn, 1 x 2 Lh (hussard), 1 x 3 Dr (Dragoon) or 1 Cv (Uhlan) or 1 Kn (Cuirassier).

DE BELLIS ANTIQUITATIS Playsheet 3000 BC - 1900 AD

Movement (Paces) and Combat Factors (Ranges in brackets)

Troop Type	In Good Going	In Bad Going	On Roads	Vs Foot	Vs Mounted
Artillery (500p)	200	n/a	300	+4	+4
Auxilia	300	300	400	+3	+2
Blades	200	200	400	+5	+3
Bows (200p)	300	300	400	+2	+4
Camelry	300	200	400	+3	+4
Cavalry	400	200	400	+3	+3
Cannon (1000p)	200	n/a	300	+4	+4
Dragoons (200p)	400	300	400	+2	+2
Elephants	300	200	400	+4	+5
Jäger (300p)	300	300	400	+2	+2
Knights	300	200	400	+3	+4
Light Horse	500	200	500	+2	+2
Muskets (200p)	200	200	400	+4	+4
Pikes	200	200	400	+3	+4
Pistols	300	200	400	+3	+3
Psiloi	300	300	400	+2	+2
Rifles (400p)	300	300	400	+4	+5
Scythed Chariots	400	200	400	+4	+4
Shot (100p)	200	200	400	+4	+4
Spears	200	200	400	+4	+4
War Wagons	200	n/a	300	+4	+5
Warband	200	200	400	+3	+2
Camp Followers				+1	+1

If a single element or leading a Column; and Crossing a river: 100 paces

REAR SUPPORT

In close combat Pikes add +3, Muskets add +2, and Spears, Shot, Rifles, Warband or Pistols +1 if supported by another such element which is contiguous behind and facing in the same direction, and neither is in bad going or attacking a Camp, nor is being shot at by or has just moved into contact with Bows, Artillery or Cannons. Shot, Muskets or Rifles cannot claim support if they have just moved into contact with mounted troops. Spears or Blades fighting mounted troops or attacking a camp add +1 if supported by an element of Psiloi.

TACTICAL FACTORS

+2	if Camp Followers or other foot and occupying a camp.
+1	if Shot just contacted by mounted but flanked or supported by Pikes.
+1	if the general's element and in close combat or shot at.
+1	if in close combat and either uphill or defending a river bank, except at a ford or bridge.
-1	if in open ground and shot at by Cannons within 300 paces, Rifles or Jäger
-1	for each flank overlapped, and/or each enemy element in contact with flank or rear, or each 2nd 3rd element aiding a shooting enemy. A camp has no flanks and can overlapped only by Bows.
-2	if any but Auxilia, Dragoons, Jäger, Rifles or Psiloi and in, or mounted in contact with enemy in, b going on or off road.

COMBAT OUTCOME :

If Its Total Is The Same As The Enemy's:

Scythed Chariots	Destroyed

If Total Is Less Than That Of The Enemy But More Than Half:

Elephants	Destroyed by Psiloi, Auxilia, Light Horse, Artillery, Jäger, Rifles, Cannons, or if in b going. If not, recoil.
Scythed Chariots	Destroyed. Knights Destroyed by Elephants, Scythed Chariots or Light Horse, or Bows, Rifles or Cannons they have moved into contact with this bound, or if in ba going. If not, recoil.
Other mounted	Destroyed by Cannons or Rifles they have contacted this bound or if in bad goin not, recoil.
Dragoons	Destroyed by Knights, Scythed Chariots or Rifles if in good going, or by Warban not, flee 600 paces.
Shot	Destroyed by any mounted in contact or by Rifles if in good going, or by Warba not, recoil.
Blades	Destroyed by Scythed Chariots or Rifles if in good going or by Warband. If not,
Pikes, Spears	Destroyed by Knights, Pistols, Rifles or Scythed Chariots if in good going or by Warband. If not, recoil.
Auxilia	Destroyed by Knights if in good going. If not, recoil.
Bows	Destroyed by any mounted in contact. If not, recoil.
Warband	Destroyed by Elephants, Knights, Rifles or Scythed Chariots if in good going. If n recoil.
Psiloi, Jäger	Destroyed by Knights if in good going. If not, recoil.
Muskets, Rifles	Destroyed by Knights or Scythed Chariots if in good going, or by Warband. If nc recoil.
Artillery, Cannons	Destroyed by any in contact. If not, recoil.
War Wagons	Destroyed by Artillery, Cannons or Elephants.
Camp Followers	Abandon camp defences and flee.

If Total Is Half Or Less:

Light Horse	Destroyed by mounted, War Wagons, Muskets, Rifles, Cannons or Bows, or if in going. If not, flee 600 paces.
Dragoons	Destroyed by mounted, War Wagons, Muskets, Rifles, Cannons or Bows, or if in going. If not, flee 600 paces.
Psiloi, Jäger	Destroyed by Knights, Cavalry or Light Horse if in good going or by Auxilia, Dragoons, Jäger or Psiloi. If not, flee 600 paces.
Others	Destroyed.

INTERPENETRATION.

Mounted can pass through Psiloi, Dragoons or Jäger, or Psiloi, Dragoons or Jäger can pass through any friends, or Shot can pass through and be passed through by Shot, Pikes, Blades, Psiloi or Dragoons, which are facing in the same or opposite direction if there is room beyond the first element met. Mounted can recoil through any friends except Pikes, Muskets or Elephants, Blades or Rifles recoil through Blades, Rifles or Spears, or Pikes, Muskets or Bows recoil through Blades or Rifles, but only if facing in the same direction.

Dirty Bee Gamers. Version 1.1/a

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