



## By Paul Potter

An adaptation of the De Bellis Antiquatatis (DBA) wargaming rules for miniature battles set in the American War for Independence. The basic DBA rules are modified by the following:

### **TROOP DEFINITIONS**

The allowable troop types are Grenadier, Line Infantry, Light Infantry, Militia, Riflemen, Indians, Horse, Gun, Headquarters (HQ) and Baggage. All elements are considered foot, except for Horse, which are classified as mounted.

The rules do not differentiate between light (e.g. grasshopper or tripod guns) and heavy field guns because AWI battle accounts do not focus on these differences.

The HQ element represents the Commanding Officer and any staff or orderlies and is important in terms of command and control. The HQ is fairly vulnerable and should not be left were the enemy can get at it.

Baggage represents the army's supply train or depot.

For purposes of melee and shooting, Horse, Light Infantry, Indians and Riflemen are considered to be skirmishers.

Basing Conventions: The following basing instructions are provided for use with 15mm scale miniatures. Use the same base sizes for 10mm or 6mm figures, increasing the number of figures per base proportionately.

Element Type	Figures	Base Width	Base Depth
Grenadier	5	40mm	20mm
Line Infantry	5	40mm	20mm
Light Infantry	5	40mm	20mm
Militia	4	40mm	20mm
Riflemen	2	40mm	20mm
Indians	2	40mm	20mm
Horse	2	40mm	30mm
Gun	1 gun	40mm	40mm
Headquarters	General & staff	40mm	40mm
Baggage	Wagons, etc.	160mm length plus depth	

## CREATING THE BATTLEFIELD

Battles are fought on a 2' by 2' game board, set with terrain. Players roll 1D6, with high result being the attacker. The defender places a minimum of five terrain pieces and a maximum of seven; with terrain appearing in at least three of the game board's four quarters. No more than two terrain pieces may be road.

Allowable terrain includes roads, built-up areas, steep or gentle hills, woods, marsh, rough, rivers/creeks, fences and waterways. Field fortifications are also allowed in specific historical scenarios (e.g. Bunker Hill).

Once terrain is set, the defender and attacker deploy their baggage in that order. The defender deploys its elements and then the attacker, who moves first. All formed troops must be deployed within 6" of the baseline (and no closer than 3" to a side edge.) All skirmishers may be deployed anywhere within their half of the board.

### Terrain Notes:

Use the DBA terrain rules to determine allowable size and placement restrictions on terrain, with the following exceptions:

BUAs represent villages, farms with walled fields, or other developed areas. They are treated as bad going, blocking shooting and limiting command and control.

Fences are linear obstacles between 120-240mm in length, which slow movement and provide cover to any element positioned parallel to and touching the fence line (i.e. defending it). An element does not earn the benefits of cover during the turn it moves into contact with a fence. Elements moving into contact with a fence with the intention of crossing it

must stop in place and may not resume normal movement until the next bound.

Field fortifications (e.g. redoubts, blockhouses, etc.) are prepared defenses which offer significant cover to occupying elements. The perimeter of a field fortification acts like a fence in terms of limiting movement.

## MOVEMENT

All movement is conducted as in DBA, with the exception that the Baggage element, unlike its DBA-equivalent, is mobile.

## COMMAND AND CONTROL

Unlike DBA, the commanding officer is not associated with a particular fighting element in AWI-DBA, but is represented as a separate HQ element, which can move and fight, but whose primary function is exercising command and control over its force. As in DBA, elements more than 1200p from a HQ, or over 600p from the HQ with a blocked line of sight (caused by an intervening hill, wood, BUA or field fortification) require an extra pip to move. If the HQ is lost, all movement requires an extra pip.

## FIGHTING THE BATTLE

Close combat (aka melee) and distance shooting (aka shooting) are conducted as in DBA. The following chart provides tactical movement distances, shooting ranges and combat modifiers for each troop type:

Troop Type	Combat Modifiers		Shooting Range	Movement		
	Shooting	Melee		Good	Bad	Road
Grenadier	+4	+5	2	2	2	4
Line Inf.	+4	+4	2	2	2	4
Light Inf.	+4	+4	2	3	3	4
Militia	+3	+3	2	2	3	4
Riflemen	+3	+2	3	3	3	4
Indians	+2	+2	2	3	3	3
Horse	+2	+2	2	5	3	5
Gun	+4	+2	8	2	1	3
HQ	0	+1	0	3	1	4
Baggage	0	+1	0	2	1	3

### Combat modifications:

Drop the -2 for foot in bad or mounted in contact with enemy in bad going and replace with:

- +1 Skirmishers shot at in woods or cover by other skirmishers.
- +2 Skirmishers shot at in woods or cover by non-skirmishers.
- +1 Others shot at in woods or cover.

- +1 Defending a wall.
- +2 Defending a field fortification.
- 1 Non-skirmishers in contact in bad going.

Other combat modifications:

- 1 Being shot at or contacted in flank or rear this turn (count only once in addition to other shooting aids or overlaps).
- +1 Being shot at from lower elevation.
- 1 Shooting captured guns.
- 1 Being shot at by guns within 200p.

Shooting:

All elements capable of shooting may shoot 100p through woods.

Captured guns may be used by new owner on the capturing player's following turn.

**COMBAT OUTCOMES**

<b>Troop Type</b>	<b>If total is less than that of its opponent but more than half</b>	<b>If total is half or less that of its opponent (i.e. Doubled)</b>
Grenadier	Recoil	Destroyed
Line Inf.	Recoil	Destroyed
Light Inf.	Recoil	Destroyed
Militia	Flee if in contact with Light Infantry, Grenadiers or Line; recoil from shooting.	Destroyed
Riflemen	Recoil	Destroyed
Indians	Flee if in contact; recoil from shooting	Destroyed
Horse	Recoil	Flee from contact; destroyed by shooting.
Gun	Recoil	Captured if in contact; destroyed by shooting.
HQ	Recoil	Destroyed
Baggage	Recoil	Destroyed
In the event of a tie, units remain locked in combat with no outcome result.		

**WINNING AND LOSING**

The first side to lose 4 elements loses the game. Baggage counts as two elements for purposes of victory determination.



## ARMY LISTS

The following are recommended lists for generic AWI armies:

**Americans:** 1x HQ, 4x Line Infantry, 3x Riflemen, 5x Militia, 1x Horse, 1x Gun, 1x Riflemen or Line Infantry or 2x Militia, 1x Baggage

**British:** 1x HQ, 1x Grenadier, 1x Light Infantry, 6x Line Infantry, 1x Horse, 1x Gun, 1x Indians, 1x Riflemen (Jagers), Horse or Indians, 1x Baggage.

Alternate army lists can be found at the Humberside DBA-HX website:  
<http://www.barr.karoo.net/hws/dbx/dbaext.htm>