



DBA-HX 3.0
1700 – 1850

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Using the latest version DBA 3.0 players can fight battles from the Spanish Succession to the overseas conflicts prior to the Indian Mutiny. This includes a core set of rules with amendments for the Seven Years War, the Napoleonic Era and Early Colonial battles and Army Lists. You do need DBA 3.0 to use.

The DBA Humberside extension used DBA 1.1 allowing players to re-fight battles from the Pike and Shot era to the late 19th century (1500 - 1900). As DBA-RRR handles the Shot and Pike era, this variant starts from the 18th century and ends before the general use of rifled muskets (1700 - 1850). You will need DBA 3.0 to make use of this variant.

Ground scale, distance measurement, time scale (page 2) and **Historical refights** (page 14)

Scale and measurements remain consistent with the basic rule set (DBA 3.0) as do army representation where each element represents 1/12 of an army led by a general. Re-fighting historical battles, we recommend the guidelines as specified on page 14. An element of foot or horse as 500 - 600 troops, 1,000 + horde, 250 - 300 horse or camel riders and an artillery model represents 6-8 pieces. 1BW equals 80 paces.

Troop Descriptions

Cuirassier

The term describes those heavy cavalry that made use of breastplate and helm and includes elite formations as the *Maison du Roi*, *Horse Grenadier*, and *Guard* units.

Cavalry

The majority of battlefield cavalry to include *Dragoon* and *Prussian Hussar* of the *Seven Years War*. The term also describes irregular formations armed with a variety of *melee weapons* and *firearms*.

Lancer

Battlefield cavalry primarily armed with the lance. These appear mainly on the army lists of the *Napoleonic era* and later.

Light Horse

Describes irregular formations that skirmished using bow, firearms or spear in combat. Hussars of the *Spanish Succession Wars* and up to the *Seven Years War* are *Light Horse*. These are not to be confused with regular formations titled *Light Horse* or *Chevauleger*.

Early Dragoon

The term describes mounted infantry (solid or fast) who dismounted to use *firelock* or *musket*. Term also applies to irregular formations using horse or camel.

Grenadier

Elite bodies of troops and those titled *Guard* or combined *grenadier companies* temporarily formed in battalions. Their presence could steady troops and spearhead attacks.

Line Infantry

Describes the majority of trained troops armed with *musket* and *bayonet*. Sweden and Russia retained the pike longer and are listed here as *Line Infantry w/pike*. You will note the general use of square formations appear at the *Napoleonic section*. Prior to this, the fire discipline *Line Infantry* was an effective deterrent for *Cavalry*.

Conscript

Regular formations lacking the drill and discipline of *Line Infantry*. These are the *Militia* that appear throughout the period covered by the rules. *Landwehr* and *Opolochenie* of the *Napoleonic Wars* are *Militia*.

Warrior

Irregular troops that fought with *melee weapons*. The *Army Lists* note which types retain *Warband* characteristics, such as the *Highlanders*, *Ghazis* and *Akalis* of the *Indian armies*. *Musket armed warrior* appear in the lists as options and among the regular armies as *Grenzers*, *Pandours* or *Croats*.

Horde

The bulk of irregular troops raised to bring greater numbers to native armies. There are two options listed in the rules, *solid (7Hd)* and *fast (5Hd)* which are options for different army lists. Hordes lost do not count toward determining win/loss scores.

Skirmisher

Light troops of regular and native armies whose primary role was to skirmish with enemy units. The grand scale of the game makes no attempt to simulate the skirmish-lines that operated in advance of line infantry. That is represented abstractly. Skirmish elements here represent those formations which operated independently on the flanks or to hold terrain features, etc.

Jaeger

Similar role as Skirmisher, but primarily armed with longer range weapons, such as rifles or jezzeil.

Light Artillery

Light pieces such as regimental 3 and 4 pounders or larger 6 pounders used in battery formations. The mobile equivalent of these are termed **Horse Artillery**.

Heavy Artillery

Heavier pieces such as 8 and 12 pounders that formed larger groups or grand batteries.

Note

For game purposes, all artillery are no longer classed as foot, but form a separate classification - Artillery.

Deployment

The placement of terrain features and camps is done in the same manner as described in the rule book. No change to deployment of elements, but we now include an area for reserve formations. This is defined as 4BW from the battlefield side edges and 6BW from the center where 3 elements must start from.

Tactical Move Distance (page 9)

4BW Light Horse and Cavalry in good going.

3BW Cuirassier and mounted infantry in good going or fast troops in any going.

2BW Other infantry and Artillery (at a cost of 1 pip) in good going.

1BW Any other troops in bad or rough going (except guns cannot deploy in bad going).

Second of Subsequent Tactical moves during same bound (page 9)

Light Horse or mounted infantry can make a 2nd or 3rd move (entirely) in good going

Skirmisher or Jaeger making a 2nd move, beginning in good going but ends partially in bad going.

Troops moving along a road if making a 2nd or subsequent move.

Shooting & Close Combat (page 10)

	Foot	Mtd	Shooting range	per base
Cuirassier, Lancer	+ 3	+ 4		3/base
Cavalry, Dragoon, Hussar	+ 3	+ 3		3/base
Light Horse	+ 2	+ 2		2/base
Grenadier (solid)	+ 5	+ 4	2BW	4/base
Line infantry (solid)	+ 4	+ 4	2BW	4/base
Line infantry w/pike (solid)	+ 3	+ 4	2BW	4/base (1-2 pikemen)
Conscript infantry (solid)	+ 3	+ 3	2BW	4/base
Warrior (fast)	+ 3	+ 2	2BW	3/base
Skirmisher (fast)	+ 2	+ 2	2BW	2/base
Jaeger (fast)	+ 2	+ 2	3BW	2/base
Horde (solid)	+ 3	+ 2	2BW	7/base
Horde (fast)	+ 3	+ 2	2BW	5/base
Mounted infantry/early Dragoon *			2BW	3/4 inf.+ 1 mtd/base
Light and Horse Artillery	+ 4	+ 4	5BW	1 model
Heavy Artillery	+ 4	+ 4	10BW	1 model

Note; Artillery shooting factors and close combat remain (+4), but are reduced (+2) if located in a city or fort.

*Mounted infantry/early Dragoons fight as per foot type (solid) infantry or (fast) warrior.

Note; early period Dragoon are appropriate for the start of this period (+/- 1700).

Flank Support factors (page 11)

Line Infantry or Grenadier add +1 when in frontal close combat in good going against enemy foot if at least 1 flank edge is in mutual side edge (corner contact) with friendly element of grenadier. Conscript or Skirmisher neither give nor receive flank support.

Tactical Factors: (page 11)

Add to or subtract from scores for each of the following tactical factors that applies:

+4 If defending a city or fort; and either in close combat or being shot at.

+2 If camp followers or other foot occupying their own camp; and either in close combat or being shot at.

+1 If the General is attached and either in close combat or being shot at.

+1 If in close combat; and either uphill or defending any but a paltry river's bank off-road.

-1 For each enemy element either overlapping or in front edge and front corner-to-front corner contact with flank or

in full front edge contact with rear, or for each 2nd or 3rd enemy element aiding opposing element's shooting, or

for each of up to 2 additional enemy elements also still assaulting a city, fort or camp.

-2 If any troops but Warrior, fast Horde, Skirmisher or Jaeger and in close combat in bad (not rough) going.

Combat Outcome: (page 11)

If total is equal to opponent's

Cuirassier Destroyed in close combat by grenadier.

Other mounted Recoiled by grenadier or line infantry in close combat, or shooting.

Conscript and "fast" Recoiled by grenadier or line infantry in close combat, or shooting.

Other No effect.

Total less than its opponent but more than half:

Cuirassier Flee if in close combat with artillery. If not, recoil.

Cavalry Flee if in close combat with artillery. If not, recoil.

Early Dragoon* Flee if in bad going. If not, recoil.

Light Horse Flee from artillery shooting or in bad going. If not, recoil.

Grenadier Destroyed by Cuirassier in good going. If not, recoil. If in square, no effect.

Line Infantry/Conscript Destroyed by Cuirassier in good going. If not, recoil. If in square, no effect.

Skirmisher/Jaeger Destroyed by any mounted in good going. If not, recoil.

Warrior Destroyed by Cuirassier in good going. If not, recoil.

Horde Destroyed by Cuirassier if in good going. Recoil if shot at. If neither, no effect.

All Artillery Destroyed.

Total is half or less than its opponent:

Other mounted Flee from infantry in good going or artillery in close combat. If not, destroyed.

Light Horse Destroyed by any mounted, any shooting or if in bad going. If not, flee.

Skirmisher/Jaeger Destroyed by mounted if in good going or if in close combat against foot. If not, flee.

All others Destroyed.

Note, Early Dragoon also applies for mounted infantry.

Winning a battle (page 12)

Victory conditions follow the same process as in the rule book with the following exceptions; the loss of a general now counts as one element lost, all Hordes and first Conscript lost as zero.

Generals

Single based Generals are now becoming standard practice. No longer considered elements, they pose no obstacle for friendly troops passing through them. Unattached, Generals may move 4BW at no pip cost and to join an element costs +1 allowing further movement with that element. Attached, Generals use their host's factors to resolve shooting or combat adding his +1 to the total. Receiving a recoil outcome from either shooting or combat will result in the General breaking contact. He may re-join on the following turn. A destroyed result will mean his loss. Generals may not be selected as a target but may become victim to overshoots. A General within the arc of fire (behind, front or side) of the intended target may himself become a victim if the enemy fails to score a result on the primary target. Casting his own die, the General adds his score to the primary target's factor and his opponent using the same shooting score (third party shooting) a new combat outcome is resolved.

A General's characteristic is used in determining who defends or attacks. A die roll of 1, 2 or 3 he is Cautious, 4, 5 Bold and 6 is Rash. The character is given an aggression rating; Cautious is +0, for Bold, +2 and Rash, +4. To determine who defends, both sides cast their die adding the aggression rating. The player with the lower score is the defender.

Era specific amendments

The Seven Years War

The Seven Years War introduced innovative changes from the linear style of the early 18th century; the increased numbers of light infantry, light cavalry development, massed batteries, preference for maneuver over fixed battle lines and the presence of large formations of elite troops.

Shooting & Close Combat (page 10)	Foot	Mtd	Shooting range	per base
Horse Grenadier	+ 3	+ 4		3/base
Prussian Hussar	+ 3	+ 3		3/base
Grenzer, Pandour (fast)	+ 3	+ 2	2BW	3/base
Warrior (fast)	+ 3	+ 3		3 or 5/base
Bow armed Warrior (fast)	+ 3	+ 2	2BW	3/base
Bow armed Skirmisher (fast)	+ 2	+ 2	2BW	2/base

Note, columns were used to maneuver formations therefore are not "assault columns". Irregular armies may substitute firearms for bow, but these use the same factors. Warriors specified to fight like warband (Wb) benefit from rear support fighting enemy foot and these are noted for certain army lists. This differs from fast Horde (5Hd) which do not give rear support and require extra movement cost.

The above options are useful for re-fighting the French and Indian War, British wars in India, and other Asian conflicts. To compensate for the massive fire power of European forces meeting native armies we recommend giving Native armies a 5:3 or 3:2 advantage in number of elements. We find this works well as does three native commands against two European if using the big battle option.

Having extra elements may seem an advantage, but having one General for 14 or 18 elements would demonstrate quickly a breakdown of command and control.

The Napoleonic War

We read now of greater number of troops on the battlefield, assault columns screened by clouds of skirmishers and light cavalry are now performing battlefield tasks. The increased size of armies were organized in larger groups or Corps with the French model being a self-sufficient fighting unit.

Shooting & Close Combat (page 10)	Foot	Mtd	Shooting range	per base
Lancer	+ 3	+ 4		3/base
Irregular Cossack	+ 2	+ 2		2/base
Landwehr, Opolochenie (solid)	+ 3	+ 3		4/base
Horse Artillery	+ 4	+ 4	5BW	1 model/ horse team

Irregular Cossack

Fought and moved as open order cavalry, but do not make frontal charges of heavier horse or formed infantry.

Light Infantry

Light infantry, Prussian Fusilier, Russian Jaeger battalions (4/base) may substitute 2 elements of skirmishers (fast) at the beginning of a game. Which can are specified in the army lists.

Landwehr, Opolochenie

Landwehr, Opolochenie are Conscript troops. These differ in that they may form assault columns and solid square with Line Infantry.

Assault Column

Two or more Grenadier, Line Infantry or Conscript may form an assault column. Supporting rear element adds +1 for combat. Columns pursue $\frac{1}{2}$ BW if enemy recoil, flee or is destroyed.

Square Formation

Hollow or Solid square are made by solid troops in good going and stationary during their movement phase. It costs +1 for each element to form a **hollow square**. In square, moves are 1BW, shooting is reduced by - 2 but may be from any side and in combat troops add +2 to their basic factor against mounted and 0 against foot. Solid troops in column, stationary and in good going may form **solid square** at no cost. Shooting and combat are the same as for hollow, but no movement is permitted. Leaving a solid square to make a tactical move costs an additional +1. Use a marker to signify elements in square. Both types ignore recoil results.

Horse Artillery

To depict horse artillery we suggest horse teams be separately based to be placed at its front (limbered) or behind the model as unlimbered. Movement is increased (4BW) but like artillery may only shoot or move.

The Early Victorian Era

After 1815, Europe experienced relative peace until the unrest of the 1840s. Conflicts now became overseas adventures between European trained troops fighting irregular armies as in India or Africa. Some native armies raised a core of trained regulars backed by a host of irregulars; the 1st Afghan War, the Sikh Wars, 1st Opium War are examples and these are covered by the army lists.

The amendments in the previous sections will work for these conflicts. The disparity in numbers between Native armies and European, it is recommend the native player field more elements than his European opponent, perhaps by 1 $\frac{1}{2}$. This does work well and provides an even chance for both sides.

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The original army lists made by the *HumberSide Group* serve as a foundation from which we expanded these into four separate sections matching the variant amendments. New players will find the descriptions useful and hopefully will encourage further reading. These lists are not meant to be comprehensive as knowledgeable players may find it useful to design their own list for particular scenarios. For this reason, there are no aggression factors, home topography or enemies and allies listed.

This first section covers the Wars of the Spanish Succession up to the War of the Austrian Succession. The single based *General* is becoming popular and in that case 12 elements are selected from these lists with the *General* separate. Alternatively, a command element depicting a *General* and his bodyguard can be used in the same manner as a single based *General*.

WAR OF THE SPANISH SUCCESSION

1. Imperial, 1700-1745.

1-4 Cuirassier	Cuirassier, Horse regiments.
0-2 Cavalry	Dragoon, replace with early Dragoon for Ottoman Wars.
0-2 Hussar	Border troops.
4-8 Line Infantry	German regiments.
0-2 Skirmisher	May replace with Warrior for Ottoman Wars.
1-2 Light Artillery	

2. Bavaria, 1700-1745

0-3 Cuirassier	Cuirassier, Guard Horse Grenadier, Carabineer.
0-1 Cavalry	Dragoon.
0-1 Grenadier	Leib Guard regiments.
3-6 Line Infantry	Musketeer regiments.
3-6 Conscript	newly raised 2nd battalion.
0-1 Light Artillery	

3. Britain, 1700-1745

0-2 Cuirassier	Guards, Horse regiments, but not used for Highland Rising.
0-2 Cavalry	Cavalry and Dragoon regiments.
0-1 Grenadier	Foot Guards not used for Highland Rising.
5-10 Line Infantry	Note; against Highland Rising, half must be Conscript.
1-2 Heavy Artillery	Note; against Highland Rising, replace heavy with light artillery.

4. Denmark, 1700-1721

0-2 Cuirassier	Livgardet regiment
0-1 Cavalry	Dragoon
0-1 Grenadier	Grenadjärkåren
7-10 Line Infantry	up to 2 may be lantmilisen (conscript)
0-1 Heavy Artillery	

5. United Provinces, 1700-1745

0-2 Cuirassier	In addition to national troops, subsidiary troops came from Denmark.
0-2 Cavalry	Prussia, Pfalz, Hannover, Mecklenburg, Hesse, Brandenburg, Anglo-Dutch.
0-1 Grenadier	Dutch, Swiss Guards.
6-10 Line Infantry	Include Swedish, Prussian, Huguenot, Swiss and Scots.
0-2 Heavy Artillery	

7. France, 1700-1745.

0-2 Cuirassier	Maison du Roi, Gendarmes, Royal Carabinier.
0-2 Cavalry	Other cavalry, Dragoon, may replace one Dragoon with LH Hussar.
0-2 Grenadier	Garde Francaise.
3-4 Line Infantry	Old regiments.
3-4 Conscript	New regiments.
0-1 Heavy Artillery	

8. German States, 1700-1745

0-2 Cuirassier or Cavalry	The list can be used for Hannover, Brandenburg, Hesse.
0-2 Cavalry	Horse, Dragoon.
0-2 Grenadier	Leib regiment if Hannover.
4-8 Line Infantry	Musketeer regiments.
0-2 Light Artillery	

9. Prussia, 1700-1745

0-2 Cuirassier	Leib regiment.
0-2 Cavalry	Horse, Dragoon.
0-2 Grenadier	Leib regiment.
4-8 Line Infantry	Musketeer regiments.
0-2 Light Artillery	

10. Spain, 1700-1714

0-2 Cavalry	Dragoon regiments.
0-1 Grenadier	Guards regiment.
2-4 Line Infantry	Spanish, Italian.
4-8 Conscript	Provincial.
0-1 Light or Heavy Artillery	

11. Portugal, 1700-1714.

0-1 Cavalry	Horse, Dragoon.
3-6 Line Infantry	National troops.
3-6 Conscript	Provincial.
0-2 Skirmisher	
0-1 Heavy Artillery	

GREAT NORTHERN WAR

12. Poland, 1700-1733

1-2 Cuirassier	Polish Winged Hussar.
1-2 Cavalry	Pancierni cavalry.
1-2 Light Horse or Early Dragoon	Hussar refers to Cossacks in Polish service.
1-2 Light Horse	Cossack irregulars.
3-4 Line Infantry	German units.
0-1 Skirmisher	
0-1 Light Artillery	

13. Russia, 1700-1745

2-4 Cavalry or early Dragoon	Dragoons replaced early types during Peter's reign.
0-4 Light Horse	Cossack allies.
0-2 Grenadier	Life guard regiments.
3-6 Line Infantry	Peter's First Division.
3-6 Conscript	Newly raised.
1-2 Light Artillery	

14. Sweden, 1700-1721

2-4 Cuirassier	Swedish Heavy cavalry.
1-2 Cavalry	Dragoon.
0-2 Grenadier	Life guard regiments.
3-8 Line Infantry w/pike	
1-3 Line Infantry	
0-1 Heavy Artillery	

15. Cossack, 1700-1850

0-2 Cavalry or Light Horse	Armoured Cossacks.
4-6 Light Horse	Tribal cavalry.
0-2 Light Horse or Warrior	Tribal cavalry/infantry.
1-2 Light Horse or early Dragoon	Tribal cavalry/mounted infantry.
1-2 Warrior	Tribal infantry.
0-1 Light Artillery or Light Horse	

16. Ottoman Turk, 1700-1806

3-4 Cavalry	Sipahi and Timariot cavalry.
1-2 Light Horse	Moldavian, Wallachian.
1-2 Line Infantry or Light Horse	Janissaries.
0-1 Warrior or Light Horse	Balkan, Segbans foot.
1-2 Skirmisher or Light Horse	Arnaut foot.
1-2 Light Artillery	

17. Moldavian, 1700-1711, Wallachian, 1700-1716

0-1 Cavalry	Gospodar's Guard, Boyar cavalry.
2-3 Light Horse	Ukranian Cossacks.
0-1 Warrior or Light Horse	Feudal levy/Tartars.
1-2 Warrior	Feudal levy.
1-2 Warrior or early Dragoon	Feudal levy/Kolorachy.
2-3 Warrior or Skirmisher	Feudal levy.
0-1 Light Artillery	

18. Scots Jacobite, 1700-1745.

0-1 Light Horse	Prince Charles' Bodyguard, Hussars.
0-1 Early Dragoon	Mounted Jacobites.
1-2 Warrior	Musket armed.
1-2 Skirmisher	Musket armed.
4-6 Warrior	Lochaber Axe, claymore and targes (fast blade).

This section covers the more popular armies from the Seven Years' War up to the French Revolutionary Wars. Prussia initiated reforms such that light horse transitioned to battlefield cavalry; grenadier units became permanent; and heavier guns formed mass batteries and demonstrated a willingness to manoeuvre on the battlefield.

This is also a period of overseas conflicts bringing European armies in conflict with Native armies. Those armies lacking firearms and artillery may increase the number of elements to the ratios suggested in the Early Victorian era section. These armies show higher maximum quantity to allow for this option.

THE SEVEN YEARS WAR

19. Austria, 1746-1793.

0-2 Cuirassier	Cuirassiers, Combined elite coys.
0-1 Cavalry	Dragoon.
0-2 Light Horse	Hussar, Grenzer.
0-2 Grenadier	Combined grenadier coys.
6-12 Line Infantry	German, Hungarian.
0-2 Skirmisher	Grenzer.
0-1 Heavy Artillery	
0-2 Light Artillery	Massed battalion guns.

20. Bavaria, 1746-1792.

0-2 Cuirassier	Törring and Taxis Cuirassiers.
0-2 Cavalry	Hohenzollern and Preysing Dragoons.
0-2 Grenadier	Leibgarde.
6-8 Line Infantry	Most were two battalion regiments.
0-1 Light Artillery	

21. Great Britain, 1746-1763.

0-2 Cuirassier	Horse, Guard regiments.
0-2 Cavalry	Dragoon.
0-1 Light Horse	Light Dragoon regiments.
0-1 Grenadier	Guards, combined grenadier coys.
5-11 Line Infantry	Single battalion regiments.
0-1 Warrior	Highland units.
1-2 Heavy Artillery	

22. France, 1746-1789.

0-2 Cuirassier	Maison du Roi, Royal regiments.
0-2 Cavalry	Cavalry, Dragoon regiments.
0-1 Light Horse	Hussars.
0-2 Grenadier	Grenadiers de France.
4-6 Line Infantry	Old regiments had 3-4 battalions in the field, New regiments two.
2-3 Conscript	Milices bourgeoises, provincials, garde-côtes.
0-1 Skirmisher	Légion batelions.
1-2 Heavy Artillery	

23. Hannover, 1746-1763.

0-2 Cuirassier	Guard, Horse Grenadiers.
0-2 Cavalry	Cavalry, Dragoon.
0-1 Grenadier	Leibgarde.
5-11 Line Infantry	Musketeer regiment of single battalions.
1-2 Light Artillery	

24. Prussia, 1746-1793.

0-2 Cuirassier	Guard du Corps, Cuirassier regiments.
0-2 Cavalry	Dragoon, Hussar regiments (after 1757).
0-2 Light Horse	Frei Korps Hussars, Bosniak.
0-2 Grenadier	Permanent grenadier battalions.
4-8 Line Infantry	Musketeer.
0-2 Conscript	Fusilier, Militia, Garrison troops.
0-1 Skirmisher	Frei Korps infantry.
0-1 Heavy Artillery	

25. Reichsarmee, 1757-1763

0-2 Cuirassier	Pfalz, Franconia, Swabia.
1-2 Dragoon	Franconia, Swabia, Saxon.
0-1 Light Horse	Austrian regiments Splényi and Szechényi assigned to Reichsarmee.
1-2 Line Infantry	Saxon.
4-10 Conscript	Pfalz, Franconia, Wurzburg, Bavaria, Swabia.
0-1 Light Artillery	

26. Russia, 1746-1793.

0-2 Cuirassier	Cuirassier, Horse Grenadier.
0-2 Cavalry	Dragoon.
0-2 Light Horse	Cossacks.
0-2 Grenadier	Permanent grenadier regiments.
6-12 Line Infantry	Two battalion regiments.
1-2 Warrior or Skirmisher	Pandour troops.
0-2 Heavy Artillery	
0-2 Light Artillery	Massed battalion guns.

27. Saxony, (1745-1756) Fall of Pirna (1757-1763)

0-1 Cuirassier	Leib Guard regiment.
0-2 Cavalry	Chevauleger, after 1757 serve with Reichsarmee as allied contingent.
0-1 Light Horse	Uhlan (Tartar) after 1757.
0-2 Grenadier	Liebgrenadiergarde, Garde zu Fuss.
4-8 Line Infantry	After 1757 serve with Reichsarmee as allied contingent.
0-1 Heavy Artillery	

28. Sweden, 1757-1763

0-1 Cuirassier	Livgardet.
1-2 Cavalry	Cavalry, Livdragoner.
0-1 Light Horse	Hussar.
1-2 Grenadier	Leib Garde.
4-8 Line Infantry	Swedish or Finnish "Indelta" regiments.
0-1 Heavy Artillery	

THE AMERICAS

29. British in America, 1746-1763.

6-8 Line Infantry	Single battalion regiments.
2-4 Conscript	Provincial militia.
0-4 Skirmisher	Light companies, Rangers.
0-4 Warrior or skirmisher	Indians.
0-1 Heavy Artillery	

30. French in North America. 1746-1763

5-9 Line Infantry	Line regiments and Compagnies Franches de la Marine.
0-3 Skirmisher	Canadian militia.
0-4 Warrior or Skirmisher	Indian, Coureur de bois.
0-1 Heavy Artillery	

INDIAN CONTINENT

31. British in India, 1746-1763.

6-8 Line Infantry	Single battalion regiments.
2-4 Conscript	Sepoy infantry.
0-4 Skirmisher	Light companies.
0-4 Light Horse	Irregular cavalry.
0-1 Heavy Artillery	

32. French in India, 1746-1763

2-4 Line Infantry	French line and Compagnie de Indes.
3-6 Conscript	(Cipayes) Native Sepoys.
0-4 Warrior or Skirmisher	Maratha Native troops.
0-4 Light Horse	Maratha Native troops.
0-1 Heavy Artillery	

33. Austria in India, 1719-1744

Compagnie de Ostende, 1719-1730.

2-4 Line Infantry	Regiment de Ostende.
1-2 Conscript	European deserters (militia class).
3-8 Horde	Indian "freebooters".
0-1 Light or Heavy Artillery	

Colonial Austrian, 1731-1744.

4-6 Line Infantry	Trieste Company troops.
2-6 Warrior	Rajput (aka "Boxeris").
0-1 Light or Heavy Artillery	

Indian Armies, 1700-1850.

At the start of the century, the Moghul Empire faced constant rebellion among its rulers. By mid-century, the Marathas had taken the Deccan and Bengal regions. The lists work well for the rivalry among the Nawabs and adding an "allied contingent" of European trained troops (Allied Contingents, page 31). Some lists can be used for later periods.

34. Moghul, 1700-1815.

2-4 Cavalry	Partially armoured.
1-3 Light Horse	Pindari (free companions).
1-2 Warrior w/firearms	Tribal infantry with various firearms.
0-2 Warrior	Tribal bow armed foot fighting in loose order.
0-4 Horde	Spear and sword armed.
1-2 Skirmisher	Archers or firearms.
1-2 Light Artillery	

35. North Indian, 1700-1843.

2-3 Cavalry	Partially armoured.
2-3 Light Horse	Pindari.
1-2 Warrior	Bow or Musket armed.
2-3 Warrior	Melee weapons.
0-1 Warrior	Rajput, compulsory pursuit.
1-2 Light Artillery or Cavalry	
1-2 Skirmisher or Light Horse	Bow or musket armed.

36. Maratha Confederacy, 1700-1819.

1-2 Cavalry	Partially armoured.
2-4 Light Horse	Irregular tribal, Pindari (free companions).
1-2 Line Infantry	European trained.
2-4 Warrior	Bow or musket armed.
2-4 Skirmisher	Bow armed.
0-1 Light Artillery	

AMERICAN WAR OF INDEPENDENCE

37. British in North America, 1776-1783.

0-2 Cavalry	Light Dragoons, Legion Cavalry.
0-1 Grenadier	Combined grenadier coys.
4-6 Line Infantry	Single battalion regiments, Hessian mercenaries.
2-4 Conscript	Loyalist Militia and deserters from the Continental Army.
0-2 Skirmisher	Deployed light coys, Rangers, Indian Allies.
0-1 Jaeger	Hessian mercenaries.
0-1 Heavy Artillery	

38. French in North America, 1779-1783.

0-1 Cavalry	Lauzun's Legion.
6-10 Line Infantry	French, Irish.
0-2 Skirmisher	Chasseurs-Volontaires de Saint-Domingue.
1-2 Heavy Artillery	

39. USA, 1776-1783.

0-1 Cavalry	Legion Cavalry.
3-6 Line Infantry	Continental regiments.
2-4 Conscript	Militia.
1-2 Skirmisher	Provincial Rangers.
0-1 Jaeger	Backwoodsmen
0-1 Heavy Artillery	

40. British in the West Indies 1795-1796.

2-4 Line Infantry	
4-8 Conscript	Militia.
0-1 Light or Heavy Artillery	
0-1 Warrior	Cuban bloodhounds & handlers, treat as Warband.

41. Jamaican Maroon 1795-1796.

6-10 Warrior	Warband.
1-8 Skirmisher.	

Section three lists the more popular armies of the Napoleonic Wars to end with the Early Victorian experience. Of all the German States that formed the Rhine Confederation only the major participants are listed. In the column to the right, additional information is provided as a reference.

THE NAPOLEONIC WARS

42. Austria, 1793-1808.

0-2 Cuirassier	May replace one as Uhlan (Lancer).
0-2 Cavalry	Dragoon, Hussar, Chasseur.
0-2 Grenadier	Combined grenadier coys.
6-12 Line Infantry	German/Hungarian fusiliers.
0-1 Jaeger	
0-2 Skirmisher	Grenzer.
0-1 Heavy Artillery	
0-2 Light Artillery	Massed battalion guns.

43. Austria, 1809-1815.

0-2 Cuirassier	May replace one as Uhlan (Lancer).
0-2 Cavalry	Dragoon, Hussar, Chasseur.
0-1 Light Horse	Frei Korps.
0-2 Grenadier	Combined grenadier coys.
4-8 Line Infantry	German/Hungarian fusiliers.
2-4 Conscript	Landwehr.
0-2 Jaeger	
0-2 Skirmisher	Grenzer.
0-2 Heavy Artillery	

44. Bavaria, 1813-1815.

0-2 Cavalry	Dragoon, Hussar.
6-8 Line Infantry	Musketeer regiments.
2-4 Conscript	Landwehr.
1-2 Jaeger	Schutzen troops.
0-1 Heavy Artillery	

45. Great Britain, 1793-1803.

0-1 Cuirassier	Horse Guards.
0-2 Cavalry	Dragoon, Hussar. Note; compulsory pursuit move for all British mounted.
0-1 Grenadier	Foot Guards.
6-10 Line Infantry	
0-2 Skirmisher	Light regiment, deployed light coys.
0-1 Heavy Artillery	

46. British Peninsular 1808-1813.

0-2 Cavalry	Dragoon, Hussar, may replace with KGL who do not pursue.
0-1 Grenadier	Foot Guard, Combined grenadier coys.
7-12 Line Infantry	Includes KGL, foreign regiments.
0-2 Skirmisher	Combined light coys.
0-1 Jaeger	60th /95th foot.
0-1 Heavy Artillery	
0-1 Light Artillery	May be Horse Artillery.

47. Great Britain, 1814-1815.

0-1 Cuirassier	Horse Guard.
0-2 Cavalry	Dragoon, Hussar. Note; compulsory pursuit move for all British mounted.
6-12 Line Infantry	Includes KGL.
0-2 Jaeger	60th /95th foot.
1-2 Heavy Artillery	

48. Denmark 1807.

0-1 Cavalry or Light Horse	
0-4 Line Infantry	
6-12 Conscript	
0-1 Heavy Artillery	

49. Dutch-Belgian, 1815.

0-2 Cavalry	Carabineers, Light Dragoon, Hussar.
4-6 Line Infantry	National troops.
2-4 Conscript	Militia units.
1-2 Skirmisher	Jaeger battalion.
0-2 Heavy Artillery	

50. French Royalist (Vendéan & Chouan) 1793-1795.

0-1 Cuirassiers	Royalist regiments.
0-1 Cavalry or Light Horse	Local gentry.
0-1 Grenadier	
0-1 Line Infantry	Royalist army regiments.
4-8 Horde	Peasants (7Hd).
2-4 Skirmisher	More peasants.

51. French Revolutionary, 1793-1803.

0-2 Cuirassier	Heavy Cavalry including Cuirassier.
0-2 Cavalry	Dragoon, Hussar, Chasseur.
0-1 Light Horse	"Volunteer".
1-2 Line Infantry	"Old soldiers".
2-4 Conscript	"Volunteers".
2-4 Skirmisher	Chasseur regiments.
1-2 Heavy Artillery	

52. French 1804-1815.

0-2 Cuirassier	Guard, Carabineer, Cuirassier.
0-2 Cavalry	Dragoon, Hussar.
0-1 Cavalry	Lancer.
0-2 Grenadier	Guard, Combined grenadier coys.
3-8 Line Infantry	Including foreign units, Illyrian, Croatian, Irish.
2-4 Skirmisher	Leger regiments.
1-2 Heavy Artillery	

53. French in the Peninsular, 1808-1814.

0-3 Cavalry	Dragoon, Hussar, Chasseur.
0-1 Grenadier	Combined grenadier coys.
4-8 Line Infantry	Includes foreign regiments in French service.
2-4 Skirmisher	Leger regiments.
0-2 Heavy Artillery	

54. German States, 1793-1806, 1813-1815.

0-1 Cuirassier or Cavalry	Guard.
0-3 Cavalry	Horse, Dragoon, Hussar, one may be Lancer.
0-2 Grenadier	Leib Grenadier, Combined grenadier coys.
4-8 Line Infantry	Only after 1813
4-8 Conscript	Musketeer regiments.
0-1 Skirmisher or Jaeger	Schutzen.
0-1 Heavy Artillery	

55. Hannover, 1793-1803, 1815.

0-2 Cavalry	Dragoon, Hussar.
7-12 Line Infantry	
0-1 Skirmisher	Light coys.
0-1 Heavy Artillery	

56. Irish Rebel 1798.

6-12 Warrior	Irish "pikemen".
0-1 Jaeger	Irish marksmen.
0-4 Conscript	French allies.
0-1 Heavy Artillery	French allies.

57. Neapolitan/Italian, 1805-1815.

0-1 Cuirassier	Guard.
0-2 Cavalry	Dragoon, Chasseur.
0-1 Grenadier	Guard.
2-4 Line Infantry	
2-4 Conscript	
0-1 Skirmisher	Leger units.
1-2 Heavy Artillery	

58. Prussia, 1732-1806.

0-2 Cuirassier	Guard, Cuirassier.
0-3 Cavalry	Dragoon, Hussar.
0-2 Grenadier	Combined grenadier coys.
4-8 Line Infantry	Musketeer.
1-2 Conscript	Fusilier battalions.
0-1 Skirmisher	Schutzen troops.
0-1 Heavy Artillery	

59. Prussia, 1812.

0-2 Cavalry	Dragoon, Hussar.
0-1 Grenadier	Leib Grenadier.
4-8 Line Infantry	Musketeer, Fusilier.
0-2 Skirmisher	Schutzen.
0-2 Heavy Artillery	
0-2 Light Artillery	

60. Prussia, 1813-1814.

0-3 Cavalry	Dragoon, Hussar.
0-1 Grenadier	Leib Grenadier.
2-6 Line Infantry	Musketeer.
2-4 Conscript	Landwehr.
1-2 Skirmisher	Deployed Fusiliers coys.
0-1 Jaeger	Include volunteer Jaeger coys.
0-1 Heavy Artillery	

61. Prussia, 1815.

0-1 Cuirassier	Cuirassier or Lancer.
0-2 Cavalry	Dragoon, Hussar.
2-4 Line Infantry	Musketeer, Fusilier.
3-6 Conscript	Landwehr.
1-3 Skirmisher	Deployed Fusiliers coys.
0-2 Heavy Artillery	

62. Poland, 1795-1814.

0-1 Lancer	Uhlan regiment, can be replaced with 14th Cuirassier (1809).
0-1 Cavalry	Hussar, Chasseur.
6-10 Line Infantry	
1-2 Skirmisher	Voltigeur coys.
0-2 Heavy Artillery	

63. Portugal, 1807-1814.

0-1 Cavalry	Dragoon.
8-12 Line Infantry	National troops.
0-2 Skirmisher	Deployed light coys.
0-1 Jaeger	Cazadores.
0-1 Heavy Artillery	

64. Russia, 1793-1806.

0-2 Cuirassier	Guard, Cuirassier.
0-2 Cavalry	Dragoon, Hussar.
0-2 Light Horse	Irregular Cossacks.
0-2 Grenadier	Guard, grenadiers.
6-12 Line Infantry	Musketeer.
1-2 Skirmisher	Titled Jaegers but musket armed.
0-2 Heavy Artillery	

65. Russia, 1807-1812.

0-1 Cuirassier	Guard, Cuirassier, may replace with Uhlan (Lancer).
0-2 Cavalry	Dragoon, Hussar.
0-2 Light Horse	Irregular Cossacks.
0-2 Grenadier	Guard, grenadiers.
4-8 Line Infantry	Musketeer.
2-4 Skirmisher	Jaeger battalions.
0-2 Conscript or Horde	Opolochenie and Horde option are the pike armed Militia.
0-2 Heavy Artillery	

66. Russia, 1813-1815.

0-1 Cuirassier	Guard, Cuirassier, may replace with Uhlan (Lancer).
0-2 Cavalry	Dragoon, Hussar.
0-1 Light Horse	Irregular Cossacks.
0-2 Grenadier	Guard, grenadiers.
4-8 Line Infantry	Musketeer.
2-4 Skirmisher	Jaeger battalions.
0-2 Heavy Artillery	

67. Saxony, 1807-1813. (Confederation of the Rhine)

0-2 Cuirassier	Guard, Cuirassier, may replace one with Hussar.
0-2 Grenadier	Leib Grenadier.
2-8 Line Infantry	Musketeer.
1-2 Skirmisher	Deployed Voltigeur coys.
0-2 Heavy Artillery	

68. Spain, 1807-1814.

0-3 Cavalry	Horse, Dragoon, Hussar.
4-6 Line Infantry	National regiments.
2-6 Conscript	2nd battalion, volunteer units
0-2 Skirmisher	Deployed light coys.
0-3 Warrior or Skirmisher	Partisans should form an allied contingent.
0-1 Heavy Artillery	

69. Sweden, 1808-1815.

0-1 Cuirassier	Cuirassier or Cavalry.
0-1 Cavalry	Dragoon, Hussar.
0-2 Grenadier	Liv Guard, Grenadier.
6-12 Line Infantry	National troops.
0-1 Skirmisher or Jaeger	
0-2 Heavy Artillery	

70. Westphalia, 1806-1812. (Confederation of the Rhine)

0-2 Cavalry	Hussar, Chevauleger.
0-1 Grenadier	Guard Grenadier.
4-6 Line Infantry	Line and Light.
1-2 Skirmisher	Deployed light coys.
0-2 Heavy Artillery	

71. Württemberg, 1802-1812. (Confederation of the Rhine)

0-3 Cavalry	Chevauleger.
4-8 Line Infantry	Line and Light.
1-2 Skirmisher	Deployed light coys.
0-2 Jaeger	Deployed Jaeger coys.
0-2 Heavy Artillery	

72. Württemberg, 1813-1814.

0-2 Cavalry	Chevauleger.
2-5 Line Infantry	Line and Light.
0-6 Conscript	Landwehr.
0-1 Skirmisher or Jaeger	Deployed Light or Jaeger coys.
0-2 Heavy Artillery	

EGYPTIAN AND SYRIAN CAMPAIGNS

73. French, 1798-1801.

0-2 Cavalry	Dragoon, Hussar, Chasseur.
0-1 Light Horse	Dromedary Corps.
1-3 Line Infantry	Demi-Brigades.
2-6 Conscript	Demi-Brigades.
2-4 Skirmisher	Light infantry regiments.
1-2 Heavy Artillery	May substitute one as Horse Artillery.

74. British, 1801

0-1 Cavalry	Light Dragoon.
0-1 Grenadier	Coldstream.
6-12 Line Infantry	Single battalion regiments.
0-2 Skirmisher	Combined light coys.
0-1 Heavy Artillery	

75. Mameluke, 1798-1801

3-8 Cavalry	Mameluke.
1-2 Light Horse	Bedouin.
1-2 Warrior	Arab foot.
0-3 Skirmisher or Light Horse	Bedouin foot.
1-4 Horde	Fellahin (7Hd).
0-1 Light Artillery	

76. Ottoman Turk, 1798-1801

2-4 Cavalry	Feudal cavalry.
1-2 Light Horse	Bedouin.
0-3 Line Infantry or Light Horse	Janissaries.
0-3 Warrior or Light Horse	Balkan, Segbans foot.
1-3 Skirmisher or Light Horse	Arnaut foot.
1-2 Horde	City levies (7Hd).
1-2 Light Artillery	

WAR OF 1812-1815

77. British, 1812-1815.

0-1 Cavalry	Light Dragoon, Provincial Dragoon.
4-8 Line Infantry	British Line, Fencibles.
2-4 Conscript	Canadian Volunteers.
0-2 Skirmisher	Caldwell's Rangers, Canadian flank coys.
0-1 Light or Heavy Artillery	

78. USA, 1812-1815.

0-1 Cavalry	U.S. Dragoons, NY Volunteer Dragoons.
2-4 Line Infantry	U.S. infantry.
4-8 Conscript	State Militia.
0-2 Skirmisher	Rifle regiment used muskets at Tippecanoe.
0-1 Light or Heavy Artillery	

These army lists for the most part cover the wars outside the European continent. Further reading will no doubt stimulate players to make their own lists. We encourage this, but do strive for a balance of game.

WARS OF LIBERATION - SOUTH AMERICA

79. Liberation Army (Simon Bolivar),

(Venezuela, 1811-1823, Gran Columbia, 1819-1831, Ecuador, 1820-1822, Peru, 1811-1824. Bolivia, 1809-1825)

0-1 Cavalry	Grenadiers, Hussar.
0-2 Light Horse	Indigenous cavalry.
1-2 Line Infantry	British Legion, European mercenaries.
4-8 Conscript	Volunteers.
0-2 Skirmisher	Indigenous troops.
0-1 Heavy Artillery	

80. Independentist Army (San Martin, Belgrano),

(Argentina, 1810-1818, Uruguay, 1811-1828, Paraguay, 1811, Chile, 1810-1826, Brazil, 1822-1824)

0-1 Cavalry	Horse Grenadiers.
0-2 Light Horse	Montoneras, Volunteer cavalry.
1-2 Line Infantry	Infantry battalions.
4-8 Conscript	Militia Brigades.
0-2 Skirmisher	Rangers and Sharpshooters.
0-1 Heavy Artillery	

81. Royalist Army of Spain, 1809-1844

0-1 Cavalry	Royalist Horse, Hussar.
0-2 Light Horse	Llaneros (Venezuela), Indigenous cavalry.
1-2 Line Infantry	Expedicionarios.
4-8 Conscript	Militia.
0-2 Skirmisher	Indigenous troops.
0-1 Heavy Artillery	

82. Royalist Army of Portugal, 1808-1824

0-1 Cavalry	Royalist Dragoon.
0-2 Light Horse	Indigenous troops.
1-2 Line Infantry	Royalist Infantry.
4-8 Conscript	Militia.
0-2 Skirmisher	Indigenous troops.
0-1 Heavy Artillery	

WARS OF LIBERATION - NORTH AMERICA

83. Mexico, 1810-1821

0-1 Cavalry	Horse Grenadiers.
0-2 Light Horse	Montoneras, Volunteer cavalry.
1-2 Line Infantry	Infantry battalions.
4-8 Conscript	Militia Brigades.
0-2 Skirmisher	Rangers and Sharpshooters.
0-1 Heavy Artillery	

THE CARLIST WAR (1833-1840),(1846-1849)

84. Carlist Army, supported by Russia, Austria, and Prussia (Miguel I)

0-2 Cavalry	Royalist Horse, Hussar.
0-2 Light Horse	Indigenous cavalry.
3-6 Line Infantry	Royalist Infantry.
3-6 Conscript	Militia.
0-2 Skirmisher	Light Infantry coys.
0-1 Heavy Artillery	

85. Liberal Army, supported by France, England and Portugal (Maria II)

0-2 Cavalry	Guides, Princess Hussar.
0-2 Light Horse	Indigenous troops.
3-4 Line Infantry	French Foreign Legion, British Infantry.
3-6 Conscript	Militia.
0-2 Skirmisher	Chapelgorris, Light Infantry coys.
0-1 Heavy Artillery	

THE MEXICAN-AMERICAN WAR, 1846-1848

86. USA

0-1 Cavalry	U.S. Dragoons.
0-1 Light Horse	Texas Rangers, Arkansas Volunteers.
4-6 Line Infantry	U.S. Regular.
1-2 Conscript	Illinois, Indiana, Kentucky Volunteers.
1-2 Skirmisher	Deployed light coys.
0-1 Jaeger	Tennessee, Mississippi Rifles.
0-1 Light Artillery	May be Horse Artillery.
0-1 Heavy Artillery	

87. Mexico

0-2 Cavalry	Line cavalry, one may be Lancer (Jalisco).
2-4 Light Horse	Indigenous cavalry.
0-1 Grenadier	Grenadier Guards of the Supreme Power.
2-4 Line Infantry	Including Zapadores, San Patricio battalion.
2-4 Conscript	Activos battalions.
0-2 Skirmisher	Light Infantry coys.
0-1 Light Artillery	
0-1 Heavy Artillery	

EARLY COLONIAL LISTS 1815-1853

INDIAN CONTINENT, 1700-1843

88. Mysore & Coorg, 1700-1834:

1-3 Cavalry	European trained cavalry.
2-6 Light Horse	Tribal horsemen.
1-4 Conscript	European trained infantry.
1-4 Horde	Poorly-armed tribesmen may be either 7Hd or 5Hd.
0-2 Skirmisher	May have firearms.
1-2 Light Artillery	The quality and size of guns varied immensely.

89. Kandyan, 1803-1817

0-4 Conscript	Musketeers or mercenaries.
4-8 Warrior	Bow armed.
2-4 Horde	Poorly-armed tribesmen may be either 7Hd or 5Hd.
0-2 Skirmisher	Archers.

90. Nepalese, 1814-1816

3-8 Warrior	Ghurkha warriors, up to half may be fast blade as in DBA 3.0.
3-8 Horde	Militia as fast horde.
0-2 Jaeger	Sharpshooters.
0-1 Light Artillery	Obsolete cannon.

91. Arabian Pirate, 1817 & 1821

3-8 Warrior	Pirates armed with melee weapons.
3-8 Skirmisher	Pirates with assorted firearms.
0-1 Light Artillery	

92. Burmese, 1824-1826

0-2 Cavalry or Light Horse	
0-3 Conscript	Musket armed.
4-8 Horde	Fast types armed with melee weapons.
2-4 Skirmisher	Musket armed.
0-2 Light Artillery or Elephant	Elephant as per rule book.

93. Baluchi, 1843

1-6 Cavalry	Tribal cavalry.
2-4 Warrior	Guard swordsmen, treat as fast blade as in DBA 3.0..
3-8 Warrior	Up to half may have firearms, others melee weapons.
0-1 Light Artillery	

94. British in India, 1830-1850

0-1 Cavalry	Company Dragoon, Hussar.
0-2 Cavalry	Native cavalry.
0-1 Light Horse	Irregular cavalry.
2-3 Line Infantry	Company Infantry.
4-6 Conscript	Sepoy infantry.
0-2 Skirmisher	Ghurkhas.
0-1 Heavy Artillery	

FIRST AFGHAN WAR, 1839-1842

95. Afghans

1-3 Cavalry	Note; subject to compulsory pursuit.
1-3 Light Horse	Mercenary (Pindari).
1-2 Warrior	Bow or Musket armed.
2-6 Warrior	Melee weapons.
0-2 Warrior	Rajput (compulsory pursuit).
1-2 Light Artillery or Cavalry	
0-2 Skirmisher or Light Horse	

FIRST OPIUM WAR, 1830-1842

96. Chinese

1-2 Cavalry	Imperial cavalry.
1-2 Light Horse	Tribal cavalry.
1-3 Line Infantry	Imperial.
2-6 Conscript	Provincial militia.
1-2 Skirmisher	Matchlock or melee weapons.
0-1 Light Artillery	
0-1 Heavy Artillery	

FIRST AND SECOND SIKH WAR, 1845-1846, 1848-1849

97. Sikhs

0-1 Cuirassier	Cuirassier or Elite Grenadier.
1-3 Cavalry	Dragoons, one may be lancer.
1-3 Light Horse	Jagirdari Fauj.
3-8 Line Infantry	Fauj-i-ain, European trained.
1-4 Warrior or Skirmisher	Jagirdari Fauj, matchlock or melee weapons, one Akalis (Wb as in 3.0).
1-2 Heavy Artillery	

OTHER COLONIAL WARS, 1823-1853

98. British in West Africa, 1823-1826

2-4 Line Infantry	Penal/Royal African/West Indies regt.
1-2 Conscript	Cape Coast Militia.
1-2 Skirmisher	Naval Landing party.
2-6 Skirmisher	Fanti tribesmen.
0-1 Light Artillery	

99. Ashanti, 1823-1826

4-8 Warrior or Skirmisher
2-8 Skirmisher

100. British in South Africa, 1811-1853

Cape Frontier War 1811-1812; 1818-1819; 1834-1835; 1846-1848; 1850-1853; the **Natal Expedition** 1842; the **Orange River Expedition** 1845 & 1848; and the **Basuto War** 1851-1852:

0-2 Cavalry (after 1840)	Dragoon, one may be Lancer.
0-2 Light Horse	Cape Mounted Rifles.
2-4 Line Infantry	British foot.
2-3 Conscript	Volunteer Colonist.
2-3 Skirmisher	African.
0-2 Light Artillery	

101. Boer, 1715-1850

6-10 Early Dragoon	Mounted Boers.
0-3 Conscript	Burgher Militia.
0-3 Skirmisher	
0-1 Light Artillery	

102. Xhosa, 1819-1853

3-10 Warrior	Javelin, spear and shield.
3-8 Skirmisher	Up to half may have bow, the remainder muskets.
0-1 Early Dragoon	Renegade unit Cape Mounted Rifles.

103. Zulu, 1816-1850

0-2 Warrior	Best-drilled treat as fast blade as in DBA 3.0.
4-8 Warrior	
2-6 Horde	Treat as fast horde, older warriors, subject peoples.
1-2 Skirmisher	Younger warrior scouts.
0-1 Early Dragoon	Boer mercenaries.

104. Mthethwa & Ndwandwe, 1816-1819 & Matabele, 1821-1850

0-2 Warrior	Matabele may have fast blade.
2-8 Warrior	
3-6 Horde	Subject peoples (treat as Fast Horde).
1-2 Skirmisher	Young warrior scouts.

105. Phuthi, Hlubi, & Basuto, 1816-1850

0-4 Light Horse	Basuto horsemen.
0-6 Warrior	
6-12 Skirmisher	Javelin/bow armed.
0-3 Skirmisher	Musket armed Pedi.

106. Bushmen, 1816-1850

0-3 Light Horse	
6-12 Skirmisher	
0-2 Skirmisher	Musket armed.

107. French Army of North Africa

0-1 Cavalry	Chasseurs d'Afrique.
1-2 Light Horse	Spahis, Arab, Berber.
4-8 Line Infantry	French Line, Foreign Legion.
1-3 Warrior	Zouaves (French), Turcos (Muslim).
0-2 Skirmisher	Tirailleurs.
0-1 Heavy Artillery	

108. Algeria, 1830-1847

2-6 Cavalry	Tribal cavalry.
2-6 Light Horse	Arab, Berber.
0-1 Line Infantry	Algerian based Janissaries.
1-2 Warrior	Kabyle of Kuku, Ait Abbas, and principality of Ait Jubar.
1-3 Skirmisher	
0-1 Light Artillery	

109 KNIL (Royal Netherlands East Indies Army), 1819-1850

0-2 Cavalry	Lancers, Hussars.
0-2 Light Horse	Allied light horse.
2-4 Line Infantry	National troops posted overseas.
2-4 Conscript	Trained native, Pradjoerits, Corps of Sentut, Belanda Hitam (1830).
2-4 Skirmisher	Deployed flank coys.
0-3 Warrior	Allied tribal warriors (Sulawesi).
1-2 Light Artillery	

110 Padri (Minangkabau War), 1825-1845, Bali 1845

4-8 Warrior	Melee weapons.
4-8 Skirmisher	Bow armed, javelin or bolo.

111 Java (Diponegoro War), 1825-1830

4-8 Warrior	Half melee weapons, others musket.
4-8 Skirmisher	Up to half bow armed, javelin or bolo, others musket.

112. British in New Zealand, 1845-1847

1-4 Line Infantry	British. Royal Marines.
3-4 Conscript	Settlers/volunteers.
2-4 Warrior	Allied Contingent Maori.
0-2 Skirmisher	Deployed light coys, Naval Landing party (sailors).
0-1 Heavy Artillery	

113. Maori, 1845-1847

3-8 Warrior	Treat as fast blade.
3-8 Warrior	Musket armed.
0-2 Skirmisher	Musket armed.

114. British in Canada, 1837-1838

0-2 Cavalry	Dragoons, Hussars.
0-2 Grenadier	Combined Grenadier coys.
3-5 Line Infantry	British, Canadian Loyalist.
3-5 Conscript	Canadian Militia.
0-2 Heavy Artillery	

115. Canadian Rebel, 1837-1839

0-2 Light Horse	Hunter Patriots.
6-12 Skirmisher	Hunter Patriots.