

DE BELLIS ANTIQUITATIS 2.0

PIKE & SHOT EXTENSION

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This Renaissance period variant extension is intended to enhance the DBA 2.0 rules set written by Wargames Research Group. It in no way is meant to replace, duplicate, or infringe on the copyright of that product.

Thanks to Phil Barker and Richard Bodley Scott for the DBA quick-play rules set. Thanks also to Tony Barr and the Humberside Wargames Club for their pioneering work on their DBA 1.1 1500-1900 Extension. It was a source of inspiration and help in determining what adjustments needed to be made for a 2.0 update.

PURPOSE OF THIS EXTENSION

This extension has a two-fold purpose. It is primarily designed for those who wish to play DBA 2.0 with renaissance period armies from the years of 1500-1700 AD. Some, like us, started to play DBR condensed, but were so impressed with the DBA 2.0 rules that we found it more satisfying to play them.

The second purpose is to put forth a simple army conversion system that will allow players to convert DBR elements and lists to DBA pike & shot games.

To utilize this extension fully, a copy of DBA 2.0, DBR, and DBR Army list books will be needed.

NEW TROOP TYPES AND ELEMENT MODIFICATIONS

We have decided to use the basing guidelines laid down in De Bellis Renationis. Refer to this rules set for specific element basing descriptions. Simple basing guidelines will be used after each new troop description in this text.

Most basic DBA troop types are retained while some new element types are added for the period. Psiloi are now called Skirmishers and are abbreviated 'Sk' in the lists. We have excluded fortifications and watercraft, as these are not readily compatible with the quick play rules. Perhaps in a future piece we will include these additions as they are fitting to the period. Except where noted in this extension, all DBA 2.0 rules apply.

The primary focus of warfare in this period was on combined arms. The overall look and feel of the 12 element armies should approximate those of their historical equivalents. Adjust them when appropriate.

NEW TROOP TYPES

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 $\frac{3}{4}$ plate armor. They are based 4 per element, 40mm wide by 30mm deep in 15mm scale.

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 per element, 40mm wide by 30mm deep in 15mm scale.

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 100 paces. They are based 3 or 4 to a base 40mm wide by 20mm deep in 15mm scale.

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 100 paces. They are mounted on a 40x40mm base with 3 shooters and one figure holding horses in 15mm scale.

RE-CLASSIFICATIONS

Some troop types or grades in the DBR army lists deserve to be reclassified in DBA 2.0 terms. They are as follows:

Blades (Fast) - These may be taken either as Blades or as Auxilia as desired by the player.

Skirmishers (Sk) - These are simply Psiloi renamed and perform as Psiloi in all respects. They include all small skirmishing foot using shoulder firearms. In this period, Skirmishers have a distant shooting range of 100 paces.

Lancers (Ln) - These are renamed as Knights and function in all ways as such. Lancers (Fast) may be taken as Pistols instead.

Artillery (X) - These should be re-classed as Bows for the purposes of this extension.

Sipahis (Si) - These are re-classed as Cavalry 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.

PIKE & SHOT ARMY LIST CONVERSION

The most daunting aspect of any DBA conversion is the army lists. We were totally impressed with the sheer volume of armies available in DBA 2.0. With an equally impressive number of lists in the three DBR army books we decided to create a way to convert those lists into twelve element DBA armies. Not only would this save us time, it would also allow individual players the opportunity to tweak and tune their lists to more accurately fit their research.

This area is always open to the most criticism from players. So, take this as nothing more than a suggestion. Some of the lists I have created for the 1580 campaign I ran for our club are included as examples of the conversion from DBR to DBA. In some cases the translation from DBR gets muddy, or the math looks funny, so I have used my knowledge of the armies in question to approximate something that 'looks and feels' right.

The one idea we modified from the Humberside lists was having a set number of requisite elements with some optional choices as well. Since the Renaissance saw some of the most dramatic changes in battlefield doctrine, this method would allow players to customize their forces as they would be able to in full blown DBR.

To determine what elements must be included in the army, one must first start by listing the minimum element numbers from the DBR army lists. For example, 3-12 Musketeers have a minimum of 3, 16-24 Pike has a minimum of 16, and so on. Once this has been determined, divide all minimum element numbers by 4 rounding all fractions down. This is the number of elements of that type that must be included in the army. If the minimum is 0-3, then that element is not required to be in the basic list. In the examples above there would be 4 Pike elements required but no Shot because there was less than 4 minimum elements in the DBR list for Musketeers.

Once this is finished the base number of required elements will have been determined. Add these up and subtract the total from 12. This gives the number of additional element choices the player has to choose from.

Now the optional maximum elements must be calculated. To do this, go back through the list and add up the entire maximum element numbers, combining similar types where appropriate. Divide these numbers by 4, but this time round all fractions up. This gives the maximum of that type of element available to the army. Returning to the example above, the 3-12 Musketeers become 0-3 Shot, and the 16-24 Pike become 4 required Pike with 0-6 as a maximum.

Since the maximum numbers include the minimums, subtract the required elements from the maximum allowed. For example, out of 6 Pike available, 4 elements are mandatory. This is subtracted from the 6 leaving 0-2 Pike elements as additional choices.

Sometimes the additional maximums will exceed the extra remaining choices left out of the 12-element limit. When this happens adjust the maximum number to equal the choice limit. For example, if the army has 8 mandatory elements, then it has 4 additional elements to choose from. When the maximums for a given element type are calculated the result is 0-6 of that type. Since there are only 4 selections left out of the 12 element total, reduce the 0-6 to 0-4, since there can't be more elements than 12.

Finally, when the lists have more than one named version of the same type of element, add the minimums and maximums together, then divide.

PIKE & SHOT CAMPAIGN ARMY LISTS BY ROBERT JUNE

NOTE ON ARMY LISTS: To save time I have dropped the numerical basing suggestion before the element abbreviations. Therefore, what is listed in DBA 2.0 as 2x4Pike, would be in my lists 2xPike, since all pike in this extension are 4 models per base.

Circa 1580

AUSTRIAN IMPERIALS

Arable. Ag: 1.

1xKn(Gen), 1xPi, 4xPk, 2xSh, +4 elements from: 0-3 Kn or Pi, 0-3 Pi, 0-4 LH, 0-4 Pk, 0-4 Sh, 0-2 Sk, 0-2 Bd, 0-2 Art.

POLISH-LITHUANIAN COMMONWEALTH

Forest. Ag: 1.

1xKn or Pi(Gen), 1xKn or Pi, 1xCv, 1xLH, 1xSh, +7 elements from: 0-2 Kn or Pi, 0-2 Cv, 0-2 LH, 0-1 Pi, 0-4 Sh, 0-2 Pk, 0-1 Hd, 0-1 Art.

VENETIAN COLONIAL

Littoral. Ag: 2.

1xKn(Gen), 1xKn or Pi, 2xLH, 2xPk, +6 elements from: 0-3 Kn or Pi, 0-4 Sh, 0-5 LH, 0-2 Pi, 0-3 Sk, 0-1 Art.

GERMAN MINOR STATES

Arable. Ag: 2.

1xPi(Gen), 2xPi, 4xPk, 1xSh, +5 elements from: 0-5 Sh, 0-5 Pk, 0-5 Pi, 0-1 LH, 0-3 Sk, 0-1 Art.

OTTOMAN TURK

Arable. Ag: 4.

1xCv(Gen), 2xCv, 2xLH, 1xBw, +6 elements from: 0-5 Cv, 0-5 LH, 0-3 Bw, 0-2 Hd, 0-1 Wb, 0-1 Bd, 0-1 Sk, 0-2 Sh, 0-1 Art or WWg.

ELIZABETHAN ENGLISH

Arable. Ag: 3.

1xKn(Gen), 2xSh, 1xPk, 1xBd, +7 elements from: 0-2Kn or Pi, 0-7 LH, 0-5 Sh, 0-2 Pk, 0-2 Bd, 0-1 Art.

FRENCH HUGUENOT

Arable. Ag: 0.

1xPi(Gen), 1xPk, 1xSh or Dr, 2xPi, +7 elements from: 0-5 Pi, 0-2 LH, 0-2 Pk, 0-6 Sh or Dr, 0-2 Sk, 0-1 Art.

FRENCH CATHOLIC

Arable. Ag: 0.

1xKn(Gen), 1xKn, 1xPi, 3xPk, 1xSh, + 5 elements from: 0-4 Kn, 0-3 Pi, 0-1 LH, 0-3 Sk, 0-2 Bd, 0-1 Hd, 0-3 Pk, 0-3 Sh, 0-1 Art.

SPANISH NETHERLANDS

Arable. Ag: 4.

1xKn(Gen), 1xKn or Pi, 2x Sh, 2xPk, +6 elements from: 0-6 Sh, 0-6 Pk, 0-3 Pi, 0-2 Sk, 0-2 LH, 0-1 Art.

DUTCH REBELLION

Littoral. Ag: 1.

1xKn or Pi(Gen), 1xPi, 2xPk, 4xSh, +4 elements from: 0-3 Pi, 0-2 Kn or Pi, 0-2 LH, 0-1 Bd, 0-1 Art.

Thirty Years War circa 1630

IMPERIALIST/GERMAN CATHOLIC

Arable. Ag: 2.

1xPi (Gen), 1xPi, 1xLH, 1xSh, 1xPk, +7 elements from:

0-3 Pi, 0-2 Cav, 0-4 LH, 0-1 Dr, 0-5 Sh, 0-5 Pk, 0-1 Bd, 0-2 Sk, 0-1 Art.

GERMAN PROTESTANT

Arable. Ag: 2.

1xPi (Gen), 1xPi, 1xSh, 1xPk, +8 elements from:

0-1 Pi or Cav, 0-4 Cav, 0-1 Dr, 0-5 Sh, 0-5 Pk, 0-1 Hd, 0-1 Art.

CHRISTIAN IV DANISH

Arable. Ag: 3.

1xPi (Gen), 1xPi, 1xPk, 2xSh, +7 elements from:

0-4 Pi, 0-4 Cav, 0-2 LH, 0-7 Sh, 0-3 Pk, 0-1 Dr, 0-1 Art.

SWEDISH

Littoral. Ag: 4.

1xPi (Gen), 3xSh, 1xPk, +7 elements from:

0-3 Pi, 0-2 Cav, 0-2 Dr, 0-4 Sh, 0-3 Pk, 0-2 Wb, 0-1 LH, 0-2 Art.

FRENCH

Arable. Ag: 3.

1xPi (Gen), 2xPi, 2xSh, 1xPk, +6 elements from:

0-2 Pi, 0-2 Cav, 0-1 LH, 0-6 Sh, 0-5 Pk, 0-1 Dr, 0-1 Art.

SPANISH NETHERLANDS

Arable. Ag: 4.

1xKn (Gen), 1xPi or Kn, 2xPk, 2xSh, +6 elements from:

0-6 Pk, 0-6 Sh, 0-2 Kn or Pi, 0-1 Kn, 0-1 LH, 0-2 Sk, 0-3 Cav, 0-1 Dr, 0-1 Art.

DUTCH REBELLION

Littoral. Ag: 1.

1xPi (Gen), 1xCav, 1xLH, 1xPk, 2xSh, +6 elements from:

0-3 Pi, 0-2 Cav, 0-4 Pk, 0-4 Sh, 0-2 LH, 0-1 Bd, 0-1 Art.