

RENAISSANCE DBA REVISITED

By Stephen O'Leary

At the end of his article "Renaissance DBA" (WI 61), Mr Andrew Thomas invited comment through the letters page of WI. As my response was too long for the letters page, the Editor has kindly agreed to publish it as an article. Like Mr Thomas, I would welcome readers' comment through the same channels.

Like Mr Thomas, I have sought to extend DBA into the Renaissance period, but I approached the problem from a different perspective. My main areas of interest are the Italian Wars (1494-1559) and the Wars of Religion (including the Thirty Years' War and the English Civil Wars), and my rules naturally tend to reflect those preoccupations. In fact, the similarities between my system and Mr Thomas's seem to outweigh the differences, which I find encouraging as it presumably reflects a similar historical interpretation.

DESIGN PHILOSOPHY

My starting point was the observation that although we (rightly) think of the Renaissance as a period of great change in military methods, it was also a period of strong continuity with the past. My two main aims in formulating the rules were therefore as follows:

Change

During the Renaissance (say, 1450-1700) the armies of Western Europe underwent a continuous and rapid evolution – probably the most rapid in their history before the 20th Century. Much of the fascination of this era lies in tracing these changes, and the ways in which contemporary commanders attempted to cope with them. It was essential that the rules should portray the successive changes in weapons and doctrine which took place over the period.

Continuity

At the same time, armies to the east of Germany changed much more slowly. They, like Western armies at the start of our period, still had much in common with the armies of Antiquity and the Middle Ages. Indeed, some of the later armies in the DBA lists are Renaissance armies. The new rules should therefore involve as little alteration as possible to the existing rules of DBA.

GENERAL RULES

All the rules of DBA remain in force except as noted below. Some new troop types and one new terrain type are introduced, and consequential amendments made to the existing rules. Minor changes are made in some other rules.

Some further changes are included as optional rules: any or all of these can be used at the stipulation of campaign organisers or by mutual agreement.

NEW TROOP DEFINITIONS

Reiter:

Horsemen, usually armoured, with pistols or arquebus, and sword, in deep and usually close formation. They fought by "caracole", each rank discharging its firearms at the target, then counter-marching to the rear whilst reloading. Reiter developed in response to the widespread introduction of the pike at the start of our period, which left shock cavalry at a disadvantage. They had some success against close-action foot, but were vulnerable to infantry firepower, and particularly to

harder-charging cavalry. Includes reiter, cuirassiers, all mounted arquebusiers and carabineers not in open order.

Arquebusiers:

Foot, usually unarmoured, relying on the volume of fire from their match-fired shoulder-arms. Inferior in firepower to bows and crossbows, they were popular because easy to come by. Their formation, made loose by the need to keep each man's match away from his neighbours' powder, increased their vulnerability to shock action, especially by Horse. Weak in the open, they did best from cover or fortifications, or in co-operation with pikes, who could give them cover from behind. Also includes handgunners.

Musketeers:

Similar to arquebusiers, but equipped with the more powerful matchlock musket. The musket's heavier ball, and higher rate of fire due to improved drill and the use of "Apostles", made them less vulnerable to cavalry. Some might have flintlocks.

Bayonet Musketeers:

Similar to musketeers, but able to defend themselves at close quarters with plug or ring bayonets. If steady, they were quite capable of shock action, and almost invulnerable to cavalry. This enabled European armies eventually to dispense with the pike altogether. Also includes Musketeers equipped with other hand-to-hand weapons, such as Polish axemen, streltsi, and Montrose's Irish foot. Can be referred to simply as "bayonets".

Pike-and-Shot:

Composite units consisting of relatively small bodies of pikes and (usually) muskets in co-operation, sometimes stiffened with light artillery or polearm-men. Introduced by the Dutch under Maurice of Nassau and developed by Gustavus Adolphus, this system gradually replaced the earlier, much larger and more homogenous, formations of the 16th century. Effective against foot because they combined firepower and shock action, but less so against horse (which enjoyed a revival at that time) because less suited to all-round defence, and because of a lower ratio of pikes to shot.

Dragoons:

Essentially musketeers mounted on second-rate horses, but dismounting to fight. Their often lighter weapons, and the need to provide horse-holders, made their fire less effective than that of true musketeers. In game terms, they move like cavalry but fight like arquebusiers.

Knights:

Covers also those hard-charging, back-and-breast cavalry found in some armies later in our period, including Swedes, and some French and Royalist English. They were often supported by small bodies of musketeers, which tended to slow them down.

Note:

Spanish Sword-and-Buckler men are treated as either Warband or Auxilia, at the owner's choice, since they demonstrated some of the features of each of these troop types. They enjoyed some successes against pikes, especially if disordered, but were vulnerable to heavy cavalry and inferior in close combat to true Blades such as halberds.

Terminology:

Arquebusiers, Musketeers, Bayonets and Dragoons are collectively referred to as Firearms. Reiter and pike-and-shot are NOT Firearms.

BASING

Reiter and Dragoons are based as Cavalry. Arquebusiers, Musketeers, Bayonets, and Pike-and-Shot are based as Auxilia.

Pike-and-Shot are represented by 4 (in 6mm, 8) figures in a single line abreast. The middle 2 (4) figures are pikemen and the other figures musketeers.

Dragoons can have one or two horseholders added to their base for improved visual effect.

TERRAIN

Linear obstacles were a feature of many battles in our period. These can be field fortifications (Ravenna), walls (Pavia), streams (Breitenfeld), ditches (Lutzen), sunken roads (Bicocca) or hedges (Naseby). They are a movement obstacle to animals and wheels, and offer defensive cover to foot. They should be represented on the table by suitable model terrain, no wider than 50 paces.

Optional Rules

Linear obstacles were so characteristic of this period that, if both players agree, the player deploying the terrain should roll 1 die and subtract 1, to give the minimum number of 600-pace lengths of linear obstacles which must be used in the terrain. The player not deploying the terrain may now claim up to the first two such lengths for his use as field fortifications. If he claims none, his opponent may claim them instead.

CAMPS

Except in Eastern Europe, camps were not usually fortified in this period. A distinction is therefore drawn between a (fortified) camp and an (unfortified) baggage train. The baggage train resembles a camp in all respects except its defensive value, and should be represented by a collection of wagons, animals, tents, spare cannon and so on. A baggage train can be surrounded by a field fortification if one is available.

The army lists provided below indicate which armies have fortified camps. All others have baggage trains.

All references to camps in the rules apply equally to baggage trains unless otherwise noted. The converse does not apply.

DEPLOYMENT

If a player is using field fortifications, he must deploy them at the same time as his camp. They must lie wholly within 600 paces of his baseline or shore edge.

TACTICAL MOVES

New Troops:

Reiter move as Knights. Dragoons move as Cavalry (and are treated as mounted for all movement purposes except combat outcome).

Arquebusiers and Musketeers move as Auxilia. Bayonets and Pike-and-Shot move "Other foot".

Linear Obstacles:

These count as no additional distance wide, but any element crossing one or more obstacles during its movement counts as in bad going. Artillery and war wagons therefore cannot cross such obstacles except at a gap or bridge.

Looting (Optional Rule):

At the start of his bound, after dicing for tactical moves, the player must test for any of his elements, excluding artillery and

war wagons, that can reach the enemy baggage train within 2 tactical moves (excluding optional extra road distance, but taking terrain effects into account).

Any element failing to score the required minimum must make a full tactical move towards the baggage train, using as direct a route as possible. Elements may change direction to avoid impassable terrain or bad going, but not hostile elements. Each element moves before the next one dices. Compulsory moves do not count against the number of moves available for the bound.

Scores required to avoid a compulsory move are:

Mounted:	New Model Army	3
	Swedes, all dragoons	4
	Any, if bayonets in army	4
	Other	5
Foot:	Warband	5
	Other	4
Die modifier:	General's element +1	

If a friendly element is already in contact with the baggage train no other elements need dice. An element need not dice if it will voluntarily be moved towards the train, or into contact with a hostile element, or is already in such contact or in a position to fire its weapons at a hostile element if so equipped.

INTERPENETRATING FRIENDLY TROOPS

Arquebusiers and Musketeers can pass through each other, or through Psiloi, mounted troops, Pikes, Pike-and-Shot or Blades. The element passed through must be facing in the same or opposite direction.

Arquebusiers and Musketeers can recoil through mounted troops, Pikes, Pike-and-Shot or Blades (extraduction). Mounted troops, Pikes, Pike-and-Shot and Blades can recoil through Arquebusiers and Musketeers (introduction).

DISTANT SCORING

Firearms can shoot to a range of 200 paces. All normal rules apply.

CLOSE COMBAT

Combat Factors:	Reiter	+2
	Arquebusiers	+3 v foot, +2 v mounted
	Musketeers	+3
	Bayonets	+4
	Pike-and-shot	+5 v foot, +3 v mounted
	Dragoons	+3 v foot, +2 v mounted

An element fighting Dragoon counts them as a foot opponent, including for combat outcomes.

Pikes and Spears may not count a second rank of the same type against Reiter or if they are shot at by, or have just moved into contact with, firearms. This is in addition to existing restrictions.

Arquebusiers and Musketeers who are fighting mounted troops add +2 if supported by an element of Pikes which is contiguous behind and facing in the same direction, and neither is in bad going or defending a linear obstacle.

Tactical Factors

- +1 if camp followers or foot defending a wall or field fortification, in close combat or if shot at.
- +1 if camp followers or foot defending other linear obstacles, in close combat only.
- +1 if camp followers or foot occupying a baggage train (can be cumulative with either of the above).

+2 if camp followers or foot occupying a (fortified) camp.

The -2 for bad going does not apply to arquebusiers, musketeers or dragoons.

COMBAT OUTCOME

Total less than that of the enemy but more than half:

Reiter.	As "Other mounted".
Arquebusiers.	
Musketeers.	Destroyed by Knights if in good going. If not, recoil.
Dragoons.	
Bayonets.	Destroyed by Warband. If not, recoil.
Pike-and-shot.	Destroyed by Warband or Bayonets. If not, recoil.
"Other foot".	Destroyed by Knights or Reiter if in good going, or by Warband. If not, recoil.

Other existing classes are unchanged.

Total half or less than half that of enemy:

Light horse.	Destroyed by any mounted, bows or firearms, or if in bad going. If not, flee 600 paces.
Reiter.	Destroyed by any mounted, bows, firearms, Artillery, or if in bad going. If not, flee 400 paces.
Psiloi.	Unchanged.
Others.	Destroyed.

Camp followers or foot (including Dragoons) defending a linear obstacle count for combat outcomes as in bad going. Mounted troops (also including Dragoons) forced to recoil or flee across a linear obstacle count as in bad going.

ARTILLERY CAPTURE

Optional Rule:

Artillery destroyed in close combat by Dragoons, or foot other than Warband or Psiloi, is captured and can be turned on its former owners.

For victory purposes, it counts as an element lost to its original owner, but not as one gained by the captor. The new owner gets a free change of face at the end of the combat round, and can use the element starting next bound. If this is an enemy bound, he can fire even if he took the face change.

If recaptured by its original owner, artillery does not count as an element lost, but reduces the original owner's losses by 1. Otherwise, the same rules apply as for its capture.

ARMY LISTS

The lists are numbered in the same order as the WRG *Renaissance Lists 1420-1700* (2nd Edition). They are based to some extent on those lists, but mainly on an analysis of 53 prominent battles during our period.

Abbreviations are as used in DBA, with the following additions: Re = Reiter, Aq = Arquebusiers, Mu = Musketeers, By = Bayonets, P&S = Pike-and-shot, Dg = Dragoons. FC = army can have a fortified camp.

Elements described as Ax/Wb are Spanish swordsmen. All such elements in an army must be treated as the same type, but the player may choose whether that is to be Auxilia or Warband. He must announce his choice before deployment begins, and may not change it during a campaign.

Each individual element of a type described as Aq/Mu can be either Arquebusiers or Musketeers. The player must announce

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his choice for each element before deployment begins, and may not change it during a campaign. This choice thus represents armies in transition between the two types of firearms. Players who wish to be historically accurate should allow Arquebusiers to predominate early in the given lifetime of that army, and Musketeers later.

- Hussite 1419-1436. E = 1,2. 1 3Kn + 2 3Cv or 1 2LH + 2 4Bd, 4 WWg, 3 3Aq (handguns) or 4Bd, 2 Art. FC.
- Imperialist 1419-1493. E = 1,3,6,7,8,10,11,30,50,51,53,66. 5 3Kn, 2 2LH, 2 4Pk, 1 4Cb, 1 4Cb or 3 Aq, 1 2Ps. FC.
- 100 Years War French 1420-1493. E = 2,4,5,7,8,9,10. 4 3Kn, 2 4Pk, 2 4Cb, 1 3Lb or 4Cb, 3Ax or 3Cb, 1 Art, 1 Art or 2Ps.
- 100 Years War English 1420-1455. E = 3,7,9,28. 4 3Kn/4Bd, 6 4Lb, 1 4Bd (bills), 1 4Lb or Art.
- Wars of Roses English 1455-1487. E = 3,5,28. 3 3Kn/Bd, 3 4Bd (bills), 3 4Lb, 2 4Bd or 4Lb or 3Ax or 1 4Pk + 1 3Aq, 1 Art or 2Ps.
- Low Countries 1420-1489. E = 2,3,7,8. 2 3Kn, 6 4Pk, 2 4Bd, 1 4Cb, 1 2Ps. FC.
- Early Burgundian 1420-1470. E = 2.3.4.6. 6 3Kn/4Bd, 2 4Pk, 2 4Cb, 2 4Lb.
- Later Burgundian 1471-1477. E = 2,3,6,11. 3 3Kn/4Bd, 1 3Kn, 1 2LH, 2 4Lb, 1 4Cb, 2 4Pk, 1 Art.
- Spanish 1420-1492. E = 3,4,64,71. 3 3Kn, 4 2LH, 1 4Cb, 1 3Ax, 1 2Ps, 2 4Sp or 4Pk.
- Italian Condottiere 1420-1494. E = 2,3,10,11,50,66. 6 3Kn, 1 2LH or 3Ax, 1 4Cb, 1 4Cb or 3Aq, 2 4Sp or 4Pk or 1 4Cb + 1 2LH, 1 Art or 2Ps.
- Swiss 1420-1515. E = 2,8,10,12,13,14,18,19,22. 1 3Kn or Art or 2LH, 8 4Pk, 2 4Bd, 1 2Ps or 3Aq or 4Cb.
- Florentine 1495-1530. E = 11,13,14,18,19,20,22,23. 1 3Kn, 4 4Pk, 2 4Pk or 4Bd or 3Aq, 1 4Cb, 1 2Ps, 1 Art or 2LH.
- Macchiavellian 1500s. E = 11,13,14,18,19,20,22,23. 1 3Kn, 4 4Pk, 6 Wb/Ax (fact) or 4Bd (theory), 1 4Cb or 2Ps.
- Milanese 1495-1530. E = 11,12,14,18,19,20,22,23. 2 3Kn, 1 3Kn or Art, 2 2LH, 1 2LH or 2Ps, 2 4Cb or 3Aq or 4Pk.
- Venetian 1495-1530. E = 11,12,13,18,19,20,22,23,66. 1 3Kn, 3 2LH, 1 Art, 1 3Aq, 1 4Cb or 2Ps, 2 3Cb, 3 3Cb or 3Aq.
- Venetian 1530-1600. E = 50,51,66,67. 1 4Re, 1 2LH, 1 4Re or 2LH, 2 4Pk, 3 3Aq, 2 3Aq (Schivavoni), 1 2Ps, 1 Art or 2LH.
- Knights of St John 1420-1522. E = 66,67,71. 2 3Kn/4Bd, 2 4Sp, 2 4Cb, 1 4Cb or 3Aq, 1 Art, 4 3Cb.
- Knights of St John 1522-1570. E = 67,71. 2 3Kn/4Bd, 2 4Pk, 7 3Aq, 1 Art.
- Teutonic Knights 1420-1562. E = 30,53,55,56,69. 3 3Kn, 2 3Kn or 3Cv, 2 3Cv, 1 3Cb or 3Aq, 1 4Pk, 2 3Ax or 1 4Pk + 1 Art, 1 2Ps.

18. Spanish 1494-1512. E = 11,12,13,14,22. 1 3Kn, 1 3Kn or 2LH, 2 2LH, 2 4Cb, 2 3Ax/Wb, 2 4Cb or 4Pk or 3Ax/Wb, 1 3Aq, 1 Art.
19. Spanish or Imperialist 1512-1559. E = 12,13,14,22,23,67,71. 1 2LH, 1 Art, 4 4Pk, 4 3Aq, 1 3Kn or 3Cv or 3Aq, 1 2LH or 4Re or 2Ps.
20. Spanish 1560-1609. E = 24,25,27,31,31a,32,67,68,71. 1 4Re, 1 3Kn or 3Cv, 1 2LH or 4Re or 3Dg or 2Ps, 1 Art, 4 4Pk, 2 3Aq, 2 3Aq/Mu.
21. Austrian 1560-1606. E = 52,54,67,68,69. 1 4Re, 1 4Re or 3Cv, 4 2LH, 2 4Pk, 2 3Aq, 1 3Ax or 2Ps, 1 Art. FC.
22. French 1494-1525. E = 11,12,13,14,18,19,26. 1 3Kn, 2 3Kn or 4Pk or 4Cb or 1 Art + 1 2Ps, 2 2LH or 4Cb, 2 4Pk, 4 4Cb, 1 Art.
23. French 1526-1559. E = 12,13,14,19,20,26. 1 3Kn, 1 2LH, 4 4Pk, 2 3Aq, 1 Art, 2 3Aq + 1 2LH or 2 4Pk + 1 4Re.
- 24a. French Huguenot 1562-1640. E = 25a, 32a. 1 3Kn (Henri IV) or 3Cv (Millers), 2 4Re or 3Aq, 5 3Aq/Mu, 1 2Ps, 1 Art, 2 4Pk or 3 Aq/Mu.
- 24b. Huguenot Royalist 1589-1598. E = 25b. 1 4Re, 2 3Aq/Mu, 4 4Pk, 1 Art, 1 3Kn or 4Re, 2 4Pk + 2LH or 3 3Aq.
- 25a. French Catholic 1562-1587. E = 20,24a,b,27. 1 3Kn, 1 3Kn or 4Re or 2LH, 1 4Re or 2LH, 4 4Pk, 3 3Aq, 1 Art, 1 3Aq/Mu.
- 25b. French Catholic 1589-1598. E = 24b. 1 3Kn, 1 4Re, 4 4Pk, 3 3Aq, 1 Art, 2 3Aq/Mu.
26. Tudor English 1489-1559. E = 23,26,28,29. 2 2LH, 3 4Bd (bills), 3 4Lb, 1 Art, 1 3Aq or 2Ps, 2 4Pk (landsknechts) or 1 4Bd + 1 4Lb or 1 3Kn + 3Cv (demilances).
27. Elizabethan English 1560-1620. E = 20,25a,28,29. 1 2LH, 1 2LH or 3Cv (demilances), 2 4Pk, 2 3Aq, 1 4Bd (bills), 1 4Lb, 2 4Pk or 3Ax (Irish), 1 3 Aq/Mu or 2Ps, 1 2Ps, 1 3Aq/Mu or Art or 4Bd (galloglaich).
28. Scots 1513-1620. E = 4,5,26,27,28. 8 4Pk, 2 3Wb or 2Ps, 1 2LH, 1 3Aq or 2Ps or Art.
29. Irish 1420-1620. E = 26,27,29. 2 2LH, 2 4Bd + 2 3Ax or 2 4Pk + 2 Aq/Mu, 3 3Ax (bonnachts), 3 3Ps.
30. Swedish 1390-1610. E = 2,17,53,54a,b,55,56. 2 3Kn, 4 3Bd or 4Pk, 2 4Pk or 3Cb, 3 3Cb or 3Aq, 1 2Ps.
31. Dutch 1568-1590. E = 20. 2 4Re, 1 2LH or 2Ps, 1 Art, 4 4Pk, 2 3Aq, 2 3Aq/Mu.
- 31a. Dutch Maurician 1590-1650. E = 20,32,33,42a. 2 4Re, 1 2LH or 2Ps or 3Mu or 3Dg, 1 Art, 8 4P&S.
- 32a. French 1600-1640. E = 24a,33,34,42a,b. 2 4Re, 1 3Cv or 3Kn (Musketeers), 1 4Re or 2Ps or 3Dg, 1 Art, 4 4Pk, 1 3Aq, 2 3Mu.
- 32b. French 1640-1660. E = 33,36,42a,b. 2 4Re, 1 3Cv, 1 4Re or 2LH or 2Ps or 3Dg or 3Mu, 7 4P&S, 1 Art.
33. Spanish 1609-1659. E = 31a,32a,b,36,41,42b,68,71. 1 4Re, 1 4Re or 3Cv, 1 4Re or 2LH or 3Dg, 1 Art, 4 4Pk, 2 3Aq, 2 3Mu.
34. ECW Royalist 1620-1651. E = 32,35,36,38,39. 3 3Kn (Cavaliers) or 3Cv, 1 3Cv or 3Ax (levies), 1 3Cv or 3Dg, 1 3Cv or 4P&S or 3Mu or 2Ps, 1 Art, 5 4P&S.
35. ECW Parliamentarian 1641-1645. E = 34,39. 1 3Cv, 1 3Cv or 4Re, 1 3Cv or 3Dg, 1 3Cv or 4P&S, 1 3Cv or 4P&S or 3Mu or 2Ps, 6 4P&S, 1 Art.
36. New Model Army 1644-1660. E = 31a,33,34,37,38,39. 3 3Cv, 2 3Cv or 4P&S, 1 3Cv or 3Dg, 5 4P&S, 1 Art.
37. Montrose's Scots 1645-51. E = 36,38. 1 3Cv, 1 3Cv or 2Ps or 3Mu, 4 3By (Irish), 2 3By or 3Wb (Highlanders), 3 3Wb, 1 2Ps.
38. Scots Covenanter 1639-51. E = 34,36,37,39. 1 3Kn (lancers), 2 3Cv, 1 3Cv or 3Dg or 3Mu or 2Ps, 1 Art, 6 4P&S, 1 4P&S or 3Wb (Highlander).
39. Irish Confederate 1639-60. E = 34,35,36,38. 2 3Cv, 6 4P&S, 1 4P&S or 4Bd (galloglaich), 1 3Ax (bonnacht) or 3Wb (Redshanks), 1 3Ax, 1 2Ps.
40. TYW Bohemian 1618-1621. E = 42a,b,52. 1 4Re, 2 2LH, 1 3Cv or 2LH, 2 4Pk, 4 3Mu, 1 2LH + 1 3Mu or 1 4P&S (Moravian guard) + 1 Art. FC.
41. TYW Swedish 1611-1648. E = 33,42a,b,54b,56,57. 3 3Kn, 1 3Kn or 3Dg or 3Mu or 2Ps, 1 3Kn or 4P&S, 6 4P&S, 1 Art.
- 42a. TYW Imperialist 1618-1648. E = 31a,40,41,42b,52,54b,68. 1 4Re, 1 4Re or 3Cv or 3Kn (Pappenheim), 1 3Cv or 2LH, 1 2LH or 3Mu or 3Dg or 2Ps, 1 Art, 4 4Pk, 3 3Mu.
- 42b. TYW German or Danish 1618-1648. E = 31a,40,41,42a,b,52,54b,68. 1 4Re, 1 4Re or 3Cv, 1 3Cv, 1 Art, 4 4Pk, 4 3Mu.
43. Monmouth's English 1685. E = 48. 2 3Cv, 5 4P&S, 4 3Ax (levy), 1 3Bd (scythes).
44. Irish Jacobite 1689-1691. E = 48. 1 3Cv, 1 3Dg, 3 4P&S, 2 3Mu, 1 3Cv or 3Mu or Art, 3 3Ax (Raparees), 1 3By (French).
45. Scots Jacobite 1689. E = 48. 1 3Cv, 1 3Dg, 1 4P&S or 3Mu, 1 3Mu, 1 2Ps, 7 3Wb (Highlanders).
46. Swedish 1649-1700. E = 48,54b,c,57. 1 3Cv, 1 3Cv or 3Kn (Drabants), 2 3Dg, 1 Art, 3 4P&S, 3 3Mu, 1 3Mu or 3/4By.
47. Venice 1600-1700. E = 68,71. 2 4Re, 1 2LH, 1 3Dg or 3Mu, 1 Art, 2 3Mu or 4By, 2 3Mu (Oltremarine), 2 4P&S, 1 3Aq (Morlacchi).
48. European 1650-1700. E = 43,44,45,46,48,54b,c,68,71. 2 3Cv, 1 3Dg, 1 3Cv or 2LH or 3Dg, 1 Art, 2 4P&S or 3Mu or 4By, 5 3Mu or 4By.
49. Byzantine 1420-1453. E = 66. 1 3Cv, 2 3Kn, 4 2LH, 2 4Bd (Varangoi), 1 4Ax or 3Aq, 2 2Ps. FC.
50. Hungarian 1440-1526. E = 2,19,51,53,65,66,67. 2 3Kn, 4 2LH, 2 4Pk, 1 3Aq, 1 Art, 2 3Ax or 2Ps. FC.
51. Moldavian or Wallachian 1450-1550. E = 2,19,50,51,66,67. 1 3Cv, 1 3Cv or 2LH, 3 2LH, 3 3Ax, 1 3Ax or 3Bw, 2 3Ax or 1 4Cb + 1 3Aq, 1 2Ps. FC.
52. Moldavian, Wallachian or Transylvanian 1550-1648. E = 21,40,42a,b,52,67,68. 1 3Cv, 2 3Cv or 2LH, 2 2LH, 1 4Re, 3 3Aq or 3By (Dorobanti), 1 4Pk, 2 3Ax or (Haiduks) 1 4Sp + 1 3Aq/Mu or 1 4Pk + 1 3Aq/Mu. FC.
53. Polish 1450-1510. E = 2,17,19,30,41,53,55,65,66,67,69. 3 3Kn, 3 3Cv, 1 2LH, 1 3Bw, 1 3Cb or 3Aq, 2 4Sp, 1 2Ps. FC.
- 54a. Polish 1510-1576. E = 21,30,54a,55,56,58,67,68,69. 2 3Kn (Hussars), 2 3Cv (Pancerni), 1 2LH, 2 3Aq, 1 3Bd + 1 3 Aq or 1 3Kn + 1 3Cv, 2 WWg, 1 WWg or Art. FC.
- 54b. Polish 1576-1670. E = 21, 30, 41, 42a, b, 46, 48, 56, 57, 58, 68, 69. 1 3Kn, 2 3Cv, 2 2LH, 2 3Mu or 1 3Kn + 1 3Cv, 1 3Mu or 4Re, 1 4P&S or 3Mu, 2 WWg, 1 WWg or Art. FC.
- 54c. Polish 1670-1700. E = 46,48,57,58,68,69. 1 3Kn, 2 3Cv, 2 2LH, 2 3By, 1 3By or 4Re, 1 4P&S or 3By, 2 WWg, 1 WWg or Art. FC.
55. Muscovy 1420-1533. E = 17,30,53,54a,55,58,65,66,67,69. 4 3Cv, 1 3Cv or 2LH, 2 2LH, 2 4Sp, 2 3Bw or 3Aq, 1 2Ps. FC.
56. Muscovy 1533-1629. E = 17,30,41,54a,b,56,58,67,68,69. 4 3Cv, 1 3Cv or 2LH, 2 2LH, 2 3Aq or 3By (streltsi), 2 WWg, 1 Art or 2Ps. FC.
57. Muscovy 1629-1700. E = 41,46,54b,c,57,58,59,68,69. 3 3Cv, 1 4Re, 1 3Cv or 2LH, 2 2LH, 2 4P&S, 1 3By (streltsi), 1 Art, 1 Art or 2Ps.
58. Cossack 1550-1700. E = 54a,b,c,55,56,57,58,59,65,69. 5 2LH, 1 2LH or 3Cv, 2 2LH or 3Aq/Mu, 1 2LH or 3Bd or 2Ps, 2 WWg or 2LH. FC.
59. Ukrainian 1648-1654. E = 57,58. 5 2LH, 1 3Cv or 2LH, 2 3Mu or 3Ax (mujiks), 4 3Ax. FC.
60. Conquistador (Mexico) 1500-1530. E = 61. 1 3Cv, 1 3Aq, 1 3Cb, 3 3Ax/Wb, 3 3Ax (Indians), 1 2Ps, 1 3Ax or 2Ps, 1 3Ax or Art.
61. Mexican 1485-1530. E = 60,61. 3 4Bd or 3Ax, 3 3Ax, 3 3Ax or 2Ps, 3 2Ps.
62. Conquistador (Peru) 1530-1550. E = 63. 1 3Cv, 3 4Pk, 2 3Aq, 1 3Cb, 3 3Bd (Canari), 2 3Ax (Indians), 1 3Ax or 2Ps.
63. Inca 1530-1550. E = 62,63. 3 4Bd, 6 3Bw (slingers), 3 2Ps.
64. Granada 1420-1492. E = 9,71. 2 3Kn or 3Cv, 4 2LH, 2 4Sp, 2 4Cb, 2 2Ps.
65. Mongol 1420-1495. E = 50,53,55,58,65,66,69,70. 4 2LH or



Thirty Years War action with figures from the collection of Mark Allen. Gustavus Adolphus charges to his death. 25mm figures from Wargames Foundry. Terrain by Rob Baker of First Corps from the editor's collection.

- 3Cv, 5 2LH, 2 2LH or 4Bw or 4Sp, 1 2LH or Art.
66. Ottoman 1420-1495. E = 2, 10, 15, 16, 49, 50, 51, 53, 65, 71, 72, 73, 75. 4 3Cv, 3 2LH, 2 4Bw (Janissaries), 2 Art, 1 2Ps. FC.
67. Ottoman 1495-1570. E = 15, 16, 19, 20, 21, 50, 51, 52, 53, 54a, b, 55, 56, 69, 70, 71, 72, 73, 74, 75. 4 3Cv, 2 2LH (Janissaries), 2 4Bw or 4Aq, 1 2LH or 3Aq, 2 Art, 1 2Ps. FC.
68. Ottoman 1570-1700. E = 20, 21, 33, 42a, b, 47, 48, 52, 54a, b, c, 56, 57, 70, 71, 73, 75. 4 3Cv, 2 2LH, 2 4Mu (Janissaries), 1 2LH or 3Mu, 2 Art, 1 2Ps. FC.
69. Tartar 1405-1700. E = 21, 53, 54a, b, c, 55, 56, 57, 58, 65, 67, 69, 70. 1 3Cv, 1 3Cv or 2LH, 5 2LH or 2Ps, 2 2LH or 3Aq/Mu. FC.
70. Persian 1405-1700. E = 65, 66, 67, 68, 70, 72, 77. 1 3Kn or 3Cv, 5 3Cv, 1 3Cv or 3Aq/Mu, 2 2LH, 2 3Bw or 3Cv, 1 3Cv or 2Ps or Art.
71. Moorish 1420-1700. E = 16, 19, 20, 21, 31, 33, 47, 66, 67, 68, 72, 75, 76. 2 3Cv, 4 2LH, 1 3Cv or 2LH or 3Re or 3Cm, 2 3Cb or 3Aq, 1 2Ps, 2 3Cb or 4Sp or 1 3Bd + 1 Art.
72. Mameluke 1420-1516. E = 66, 67, 70, 71. 6 3Cv, 2 2LH, 4 3Cv or 2 3Ax + 2Ps. FC.
73. Abyssinian 1420-1700. E = 66, 67, 68, 72, 74, 76. 1 3Cv, 2 2LH, 1 3Aq/Mu, 6 3Wb, 2 2Ps.
74. Adal Sultanate 1450-1550. E = 20 (Portuguese), 67, 73, 74. 1 3Cv, 2 2LH, 1 3Aq, 3 3Bw, 3 3Wb, 2 2Ps.
75. Sinnar 1510-1700. E = 66, 67, 68, 71, 73, 76. 1 3Kn or 3Cv, 6 3Cv, 3 2LH, 1 4Sp or 3Cv, 1 2Ps or 2LH, 1 2Ps.
76. West Sudanese 1420-1700. E = 71, 75, 76. 1 3Kn, 2 3Cv, 3 2LH, 1 4Sp, 3 3Bw, 1 3Bw or 3Aq/Mu, 1 3Cm or 3Bw or SC.
77. Moghul 1520-1550. E = 69, 70, 78. 5 3Cv, 2 2LH, 1 3Aq, 1 Art, 1 3Cv + 2 2LH or 2 3Bw + 1 2Ps. FC.
78. North Indian 1520-1700. E = 77, 78, 79, 80, 81. 2 3Cv, 2 2LH, 1 3Bw or 3Aq/Mu, 2 3Bw, 1 El or 3Wb (Rajputs), 1 El or Art or 3Cv, 1 El or 2LH, 2 2Ps.
79. Vijayanagar 1450-1630. E = 78, 80, 81. 1 3Kn or 3Cv, 2 3Cv, 2 2LH, 2 3Wb (swordsmen), 2 3Bw or 3Aq, 2 El, 1 Art.
80. Bahami 1420-1620. E = 78, 79, 80, 81. 2 3Cv, 2 2LH, 2 3Wb (swordsmen), 2 3Lb, 1 3Lb or 3Aq, 2 El, 1 Art or 2Ps.
81. Calicut or Orissa 1420-1620. E = 78, 79, 80, 81. 3 El, 2 3Bw, 3 3Wb (swords), 3 4Sp, 1 2Ps.
82. Japan 1420-1550. E = 82, 84, 85. 6 3Cv/4Bd or 3Bd, 6 3Ax.
83. Japan 1550-1615. E = 83, 84, 85, 87. 4 3Cv/4Bd or 3Bd, 4 3Aq, 4 3Ax or 4Sp.
84. Japanese Monks 1420-1615. E = 82, 83, 84. 4 3Bd, 4 3Aq, 4 3Wb.
85. Ming Chinese 1420-1630. E = 82, 83, 86, 87, 88. 3 3Cv, 2 2LH, 2 4Sp, 2 4Cb or 3Aq, 2 4Bw, 1 Art or 2Ps. FC.
86. Manchu 1600-1700. E = 85, 87. 1 3Cv, 1 3Cv or 2LH, 3 2LH, 2 4Bw or 2LH, 2 3Aq or 2LH, 2 3Cb or 2LH, 1 2Ps or Art or 2LH.
87. Korean 1570-1615. E = 83, 85, 86. 2 3Cv, 1 3Cv or 2LH, 4 3Bw, 4 4Sp, 1 2Ps or Art.
88. Siam or Burma 1420-1700. E = 85, 87, 88, 89, 90. 2 3Bw, 2 3Ax, 1 3Bw + 1 3Ax (Siamese) or 1 3Aq/Mu + 1 Art (Portuguese), 2 El, 1 2Ps, 1 2Ps or (Japanese guards) 3By or 3Bd, 1 El or 2LH, 1 3Aq/Mu. FC.
89. Khmer 1420-1594. E = 88, 90. 3 3Bw, 3 3Ax, 1 3Cb, 1 3Bd, 2 El, 1 2Ps, 1 2Ps or 2LH.
90. Java or Malaccas 1495-1600. E = 88, 89, 90. 4 4Sp or 3Ax, 2 2Ps or 3Ax, 2 3Wb (swordsmen), 1 3Aq, 2 El (Malaccas) or 1 3Aq + 1 3Bd (kris).