

RenaissanceMaster: A Warmaster Variant

The following is a set of variant rules for Warmaster for fighting battles in the Renaissance. I have tried to use existing units from Warmaster's fantasy armies where possible, only creating new units when the historical troop types have no close facsimile in Warmaster. All basing is per Warmaster and all Warmaster rules are used, except for Flyers, Wizards, Spells and Magic Items. There are a few new rules or changes to existing rules that need to be made to basic Warmaster:

The rules for terrain in Warmaster are simple and effective, but lumping all terrain types into one category is highly unrealistic. The biggest problem terrain type is the hill, which only gives a bonus to defending infantry, and gives a defensive bonus against missile fire. There is no bonus for attacking down hills, and no effect whatsoever for any unit other than infantry. In reality, attacking up a hillside is very difficult and tiring, whereas attacking down a hill can give the attacker powerful impetus. The open slopes of a hill give no protection against missile fire. So it is suggested that the effect of hills be that all stands that are below their opponent stands in combat are at a -1 per stand. No units are Defended while on a hill (although units on a forested hill could be Defended in the forested portion of the hill). In addition artillery still has the ability to fire over friendly troops and terrain but cannons on hills do not get the bounce attack on other stands (cannons on higher elevations cannot get the flat trajectories necessary for this bounce effect).

To better simulate the effect of and reliance upon deeper formation in Renaissance battles, Support for infantry should be counted BEFORE removing casualties, not after.

Tercios: Tercios were a special formation used by the Spanish that grouped a large number of men with different weapons into a single block that maneuvered together. In RenaissanceMaster Tercios allow certain units to have a Brigade larger than four. Four units of Pikes and two units of Shot make up a Tercio. These six units are identified as belonging to that particular Tercio, and may only use the Tercio special rule if all remaining units of that Tercio are in contact at the start of the Command phase. There is a 20 point flat cost to organize the six units into a Tercio, above and beyond the cost of the units.

Below are the statistics for all the units used in RenaissanceMaster. Army lists will specify the Troop's name and the minimum\maximum for that list, but the statistics for the troops are listed here on this master list. The letter(s) in parentheses are the equivalent troop types in DBR, for those who want to convert DBR armies to RenaissanceMaster. There is a separate file for army lists.



Troops:	Att	Hits	Save	Size	Cost	Type	Notes
Superior Lancer (S)	3	3	4	3	120	Cav	+1 when Charging in the open, like Chariots and Monsters
Lancers (O)	3	3	4	3	110	Cav	
Light Lancers (I+F)	3	3	5	3	90	Cav	
Superior Sipahis (S)	3	3	4	3	125	Cav	Range 15cm. 360 degrees fire arc.
Superior Pistols (S)	3/1	3	5	3	105	Cav	Range 15cm. 360 degrees fire arc. +1 when Charging in the open, like Chariots and Monsters
Pistols (O+I+F, Sipahis O)	3/1	3	5	3	95	Cav	Range 15cm. 360 degrees fire arc.
Light Horse (All, Sipahis I+F)	3/1	3	6	3	80	Cav	Range 15cm. 360 degrees fire arc.
Superior Dragoons (S+O)	3/1	3	0	3	85	Inf	Shots are -1 to target's armor. May move 30cm in the Open, may not be Pursued by Infantry in the Open.
Dragoons (I+F)	3/1	3	0	3	65	Inf	Range 15cm. May move 30cm in the Open, may not be Pursued by Infantry in the Open.
Superior Pikes (S+O)	3	3	6	3	60	Inf	Fortified if Charged by Cavalry from the Front. May maintain Column while Charging, Advancing and Pursuing. Third stand in a Column may Support
Inferior Pikes (I+F)	3	3	6	3	45	Inf	
Superior Shot (S+O)	3/1	3	0	3	65	Inf	Shots are -1 to target's armor.
Shot (I+F)	3/1	3	0	3	45	Inf	Range 15cm.
Superior Blades (S)	3	3	5	3	60	Inf	
Blades (O+I)	3	3	6	3	45	Inf	
Fast Blades (F)	4	3	*	3	25	Inf	Stand added to a unit. Can be removed as any other stand of the unit, but is ignored for stand lost command modifier. Its position is ignored regarding irregular formations. Armor is the same as parent unit.
Horde (All)	3	3	0	3	30	Inf	-1 Command penalty when given an order except when part of a brigade which includes units other than Peasants. No Initiative Charges. No attack bonus on Charges.
Bow (All)	3/1	3	0	3	55	Inf	
Skirmishers (All)	3/1	3	*	3	25	Inf	Stand added to a unit. Can be removed as any other stand of the unit, but is ignored for stand lost command modifier. Its position is ignored regarding irregular formations. Armor is the same as parent unit.
Warband (All)	5	3	0	3	70	Inf	Ignore terror. Have to charge on initiative. Cannot be driven back. Whenever possible they must pursue and advance in combat.
Artillery (S+O)	1/2	2	0	2	85	Art	Cannon
Fast Artillery (F)	1/2	2	0	2	95	Art	Cannon, Move rate of 20cm
Inferior Artillery (I)	1/*	2	0	1	50	Art	Up to 10 cm 6 attacks, up to 20 cm 3 attacks and up to 30 cm 1 attack. No chance of blowing up.
War Wagon	3/3	4	4	1	130	Art	See War Wagon rules

Characters	Att	Com	Cost
Great General	2	10	155
Good General	2	9	125
Poor General	2	8	95
Great Captain	1	8	80
Lesser Captain	1	7	45