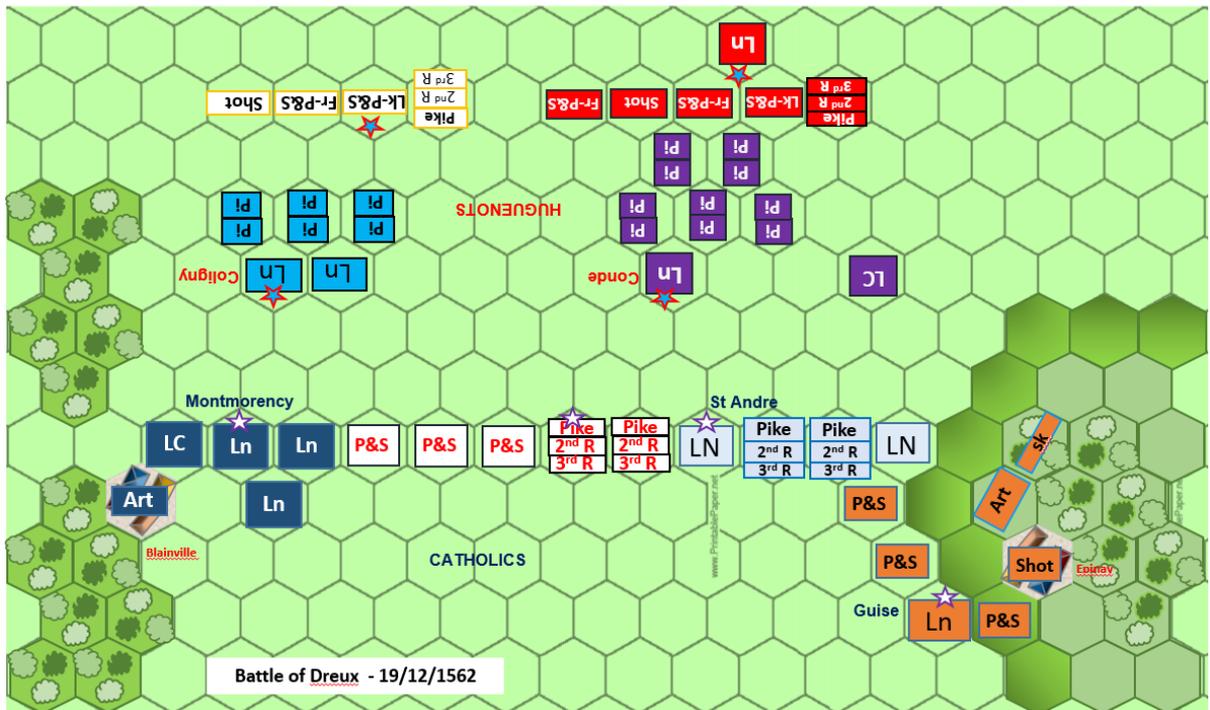


SNAPHANCE SCENARIO

French Wars of Religion – Dreux 19/12/1562



Standard Pike and Shot Unit Symbols

	Pistols with 2 nd rank		Light Cavalry		Pike and Shot
	Horse		Dragoons		Skirmishers
	Lancers		Artillery		Shot
	General		Early Tercio		Pike Phalanx with 3 ranks

Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Defensive Trench on a hilltop		Towns
	Trench on the flat		Defensive Works
	Swamp		Major River

Note: Only full hexes can be entered by stands

SNAPHANCE SCENARIO

French Wars of Religion – Dreux 19/12/1562

This was the first battle of the French Wars of Religion.

Catholic Commands			
Montmorency	LH Infantry	St Andre	Guise
3 Gendarmes 1 Mtd Arquebusier 1 Artillery	3 Royalist P&S 2 Pike Three Rank Swiss Pike	2 Gendarmes 2 Three Rank Landsknechte	1 Gendarmes 2 Royalist P&S 1 Spanish P&S 1 Spanish Shot 1 Skirmisher 1 Artillery
Huguenot Commands			
Conde	LH Reserve	RH Reserve	Coligny
5 Double Rank Reiters 1 Gendarmes 1 Mtd Arquebusier	1 Gendarmes 1 Three Rank Landsknechte Pike 1 Landsknechte P&S 2 French P&S 1 French Shot	1 Three Rank Landsknechte Pike 1 Landsknechte P&S 1 French P&S 1 French Shot	3 Double Rank Reiters 2 Gendarmes

Scenario Rules.

- 1.0 All Swiss Pike stands must attempt to pursue if they win a combat against Foot stands. They can pursue 2 hexes as per the summary sheet.
- 2.0 Swiss Pike can attempt to contact Mounted Combat Stands only if they commence their move within 1H of the mounted and they can move to contact without turning. They cannot make multiple moves to contact mounted.
- 3.0 Gendarmes must pursue if they win a combat, they can pursue 3H but will become disordered if they do.
- 4.0 Artillery can fire Defensive or Supporting fire at point blank if attacked frontally in any situation. They can cause an unlimited amount of SP of damage at point blank.
- 5.0 The command under Guise does not move in the first turn. Mark his command as having already moved. The artillery and skirmishers are on opportunity.
- 6.0 The artillery in front of Epinay can fire over the heads of stands on the flat as long as there is a clear hex in front of the stand before the target stand. The artillery in Blainville can fire in all directions but loses 1D6.
- 7.0 Normal village rules apply to stands in both towns.
- 8.0 The effective command range of all commanders is only 4 hexes.
- 9.0 The Gendarme stands that Conde and Coligny commence with are both Elite Gendarmes.

SNAPHANCE SCENARIO

ARMY LIST DEFINITIONS

Unit – Type of Unit, Order Rating A, B or C.

Cat – category of unit, is it a combat or support stand, what kind of unit, what special weapons or missiles does it carry.

MP – Movement Points SP – Strength Points CB – Charge Bonus

BP – Break Points PB – Point Blank firing factor against adjacent attacking stands.

?H – number of D6 added or subtracted at that firing range for stands with missile ability.

ARMY LIST

Catholic Stands	Cat	MP	SP	CB	PB	2H	3H	4H	6H	BP
Gendarmes B	CS, Lancer	3*/2	6	4						3
Mounted Arquebusiers B	SS, LC, Arquebus	3	3	1	0	0	-1			1
Swiss Pike B	CS, Pike	1	6/5/5	3						3
Landsknecht B	CS, Pike	1	4/4/4	2						2
Royalist & Spanish P&S B	CS, P&S	1	6 [+1]	1	-2	-2	-3			3
Shot B	SS, Musket	2/1	5	0	0	0	-1			2
Skirmish B	SS, Musket	2	2	0	0	0	-1			1
Artillery B	SS, Art	1	2	0	4	2	2	1	0	1
Huguenot Stands	Cat	MP	SP	CB	PB	2H	3H	4H	6H	BP
Elite Gendarmes B	CS, Lancer	3*/2	6	6						3
Gendarmes B	CS, Lancer	3*/2	6	4						3
Reiters B	CS, Pistol	2	5/4	1	-1	-2				2
Mounted Arquebusiers B	SS, LC, Arquebus	3	3	1	0	0	-1			1
Landsknecht B	CS, Pike	1	4/4/4	2						2
Landsknecht P&S B	CS, P&S	1	6 [+1]	1	-2	-2	-3			3
French P&S B	CS, P&S	2/1	5	1	0	-1	-2			2
Shot B	CS, Musket	2/1	5	0	0	0	-1			2

- For Elite Gendarmes Strength Points and Charge Bonus are equal. As SPs are lost the Charge Bonus goes down accordingly. A disordered Elite stand gets a Charge Bonus as for its non disordered strength. Eg a 5SP elite stand that is disordered would get 5D6 minus one D6 for its SP in battle, but still get 5SP Charge Bonus for a total of 9D6.
- Normal Gendarmes lose 1 point of Their Charge Bonus for each SP they lose down to 1 Charge Bonus. *All Gendarmes who charge 3H in one move become automatically disordered. They can charge 3H even if already disordered. Gendarmes retreat distance is based on a 2H move.
- Royalist, Spanish & Landsknechte Pike and Shot get +1D6 in close combat if the stand they are fighting is in their front face hexes.

SNAPHANCE SCENARIO

Victory Point Chart.

No. is the number of this kind of stand in the army. BP is the Break Points for each of those stands. TP is the Total Points for that kind of stand in the army. Keep a tally of each stand lost. Multiply this by the BP to get the number of points lost.

Immediately the points lost tally passes the army break point that army has broken and has lost. If both sides pass their army BP in the one final melee then it is a draw unless the scenario specifies otherwise. Losses are determined for the whole army.

Catholic	No.	BP	TP	Stands Lost	Points Lost
Gendarmes B	6	3	18		
Mounted Arquebusiers B	1	1	1		
Swiss Pike B	6	3	18		
Landsknecht Pike B	6	2	12		
Royalist/Spanish P&S B	6	3	18		
Shot B	1	2	2		
Skirmish B	1	1	1		
Artillery	2	1	2		
		36	72		
Huguenot	No.	BP	TP	Stands Lost	Points Lost
Gendarmes B	4	3	12		
Reiters B	16	2	32		
Landsknecht Pike B	6	2	12		
Landsknecht P&S B	2	3	6		
French P&S B	3	2	6		
Shot B	2	2	4		
		36	72		