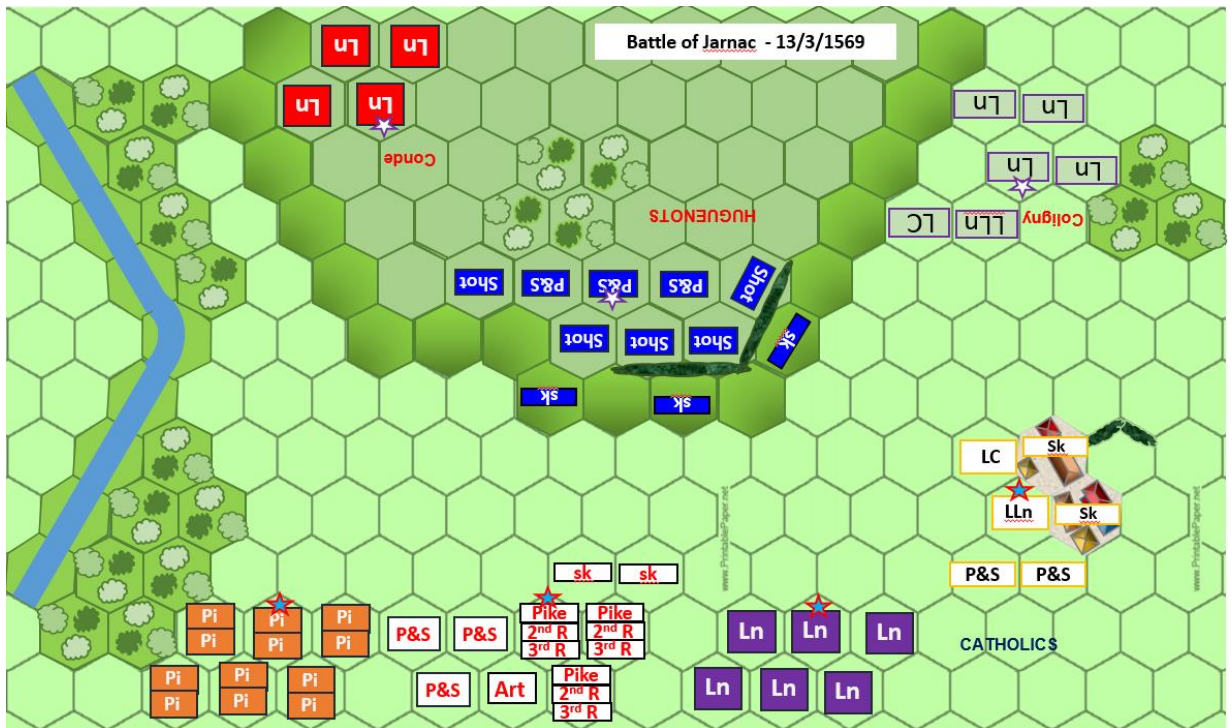


SNAPHANCE SCENARIO

French Wars of Religion – Jarnac 13/3/1569



Standard Pike and Shot Unit Symbols

	Pi	Pistols with 2 nd rank		LC	Light Cavalry		P&S	Pike and Shot
	Horse	Horse		Dr	Dragoons		sk	Skirmishers
	Ln	Lancers		Art	Artillery		Shot	Shot
	★	General		Tercio	Early Tercio		Pike	Pike Phalanx with 3 ranks
	FH	Fast Horse						

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
			Hedges

Note: Only full hexes can be entered by stands

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After a harsh winter of inconclusive manoeuvring which saw massive attritional losses to both sides the Catholics under Tavannes decided to act. The Huguenot's were dispersed defending the River Charente. After feinting up river Tavannes countermarched and crossed the river placing himself on the Huguenot flank. Coligny was forced to form up and face the Catholics with only a part of his army. He sent to Conde for assistance. As the Catholics were rolling up in overwhelming numbers the best the Huguenots could hope for was to hold off those Catholic forces in the immediate vicinity allowing the bulk of the Huguenot army to escape.

Huguenot Commands			
Coligny - Left Hand Cavalry	Infantry	Conde - Arriving	
4 Gendarmes 1 Mtd Arquebusier 1 Light Lancer	3 P&S 5 French Shot 3 Skirmisher	4 Gendarmes [2 Elite]	
Catholic Commands			
Reiters	Infantry	Tavannes	Advance Guard
6 Double Rank Reiters Arrive turn 2	3 Three Rank Swiss 3 P&S 1 Artillery	6 Gendarmes	1 Mtd Arquebusier 1 Demi Lancer 2 P&S 2 Skirmisher

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. See the Abbreviation Chart for other categories.

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
Reiters B	CS, Pistol	2	5/4	1	-1	-2				2
Light Lance B	CS, Lancer	3	5	3						2
Mounted Arquebusiers B	SS, LC, Arquebus	3	3	1	0	0	-1			1
Swiss Pike B	CS, Pike	1	5/5/5	3						2
P&S B	CS, P&S	1	6 [+1]	1	-2	-2	-3			3
Skirmish B	SS, Musket	2	2	0	0	0	-1			1
Artillery	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	7	5						3
Gendarmes B	CS, Lancer	3*/2	6	4						3
Demi Lance B	CS, Lancer	5	3							2
Mounted Arquebusiers B	SS, LC, Arquebus	3	3	1	0	0	-1			1
French P&S B	CS, P&S	2/1	6	1	0	-1	-2			3
Shot B	SS, Musket	2/1	5	0	1	0	-1			2
Skirmish B	SS, Musket	2	2	0	0	0	-1			1

Gendarmes lose 1 point from Charge Bonus for each SP they lose down to 1 Impact.

*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.

Catholic Pike and Shot get +1 in close combat if the stand they are fighting is in their front face hexes.

SNAPHANCE SCENARIO

Scenario Rules.

- 1.0 All Swiss Pike stands must attempt to pursue if they win a combat against Foot stands.
- 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
- 4.0 The hedges take away the Charge Bonus and depth bonus of attacking stands. P&S attackers still get Pike and Shot close combat bonus. Shot can fight at full strength and fire defensive and supporting fire against any if behind hedges. The hedge gives no defensive benefit from firing. Pike and Shot, Pike and all cavalry disorder if crossing a hedge and stop on the far side even if pursuing. Only stands retreating after losing a close combat can continue moving.
- 5.0 The Catholic Reiter command and Conde's command are marked as moved in the first turn.
- 6.0 The hills do not give uphill combat benefits but do block visibility as per the hill visibility rules.
- 7.0 Only skirmishers can enter the town hexes. They have a facing in the town and a ZOC which is the 2 front face hexes. They can only fire from their front face. Other stands can assault the town using the normal town assault rules. The skirmishers do not have a rear or flank and attackers get no additions for approaching this way. The defenders only get defensive fire frontally. Skirmishers can turn to face stands which are adjacent to the town but not facing it. This will initiate a combat. Beaten skirmishers in town hexes can choose not to withdraw and do this without taking an additional casualty.

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	6	3	18		
Mounted Arquebusiers	1	1	1		
Reiters	12	2	24		
Demi Lance	1	2	2		
Swiss Pike	9	2	18		
P&S	5	3	15		
Artillery	1	1	1		
Skirmisher	4	1	4		
		30	83		

Huguenot	No.	BP	TP	Stands Lost	Points Lost
Gendarmes	8	3	24		
Mounted Arquebusiers	1	1	1		
Light Lance	1	2	2		
French P&S	3	3	9		
Shot	5	2	10		
Skirmisher	3	1	3		
		30	49		