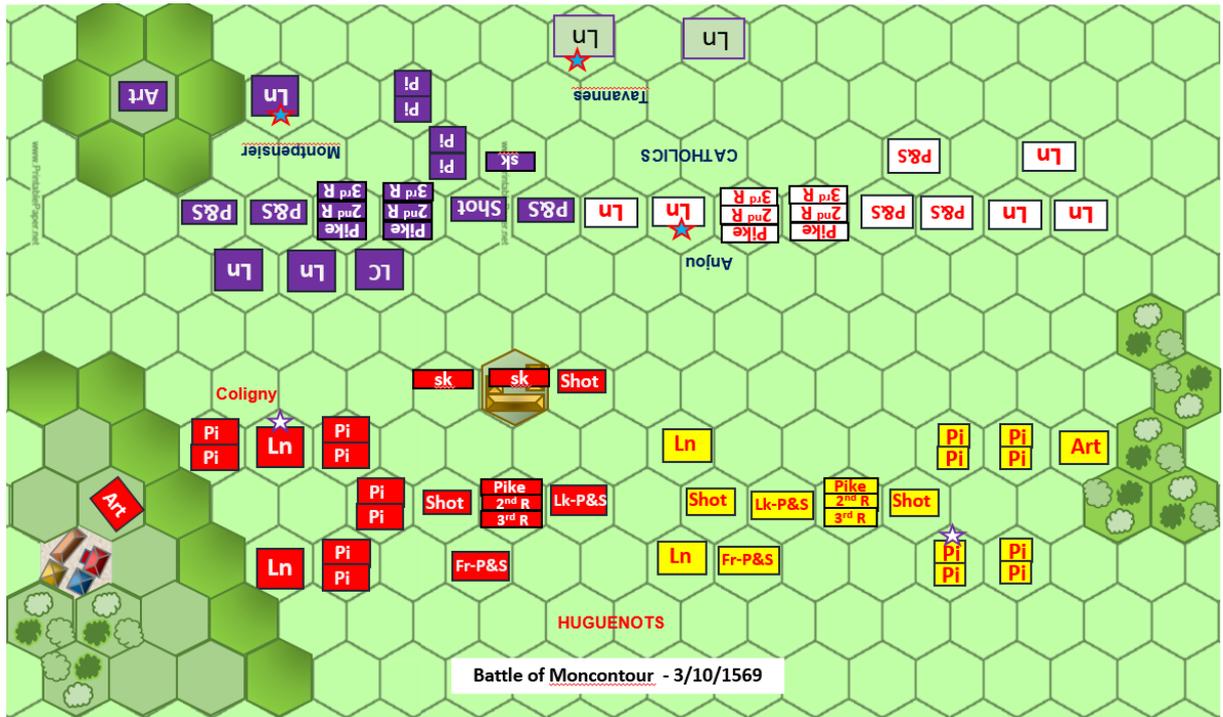


SNAPHANCE SCENARIO

French Wars of Religion – Moncontour 3/10/1569



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
	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

Note: Only full hexes can be entered by stands

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The Huguenot army under Coligny occupied a strong position near Moncontour. The Catholics under Tavannes avoided attacking this position by turning the Huguenot flank. Coligny tried to withdraw but the Catholics caught up and forced a battle.

Huguenot Commands	
Coligny - Left Flank	Right Flank
4 Double Rank Reiters 2 Gendarmes 1 Three Rank Landsknechte Pike 1 Landsknechte P&S 1 French P&S 2 Shot 2 Skirmisher 1 Artillery	4 Double Rank Reiters 2 Gendarmes 1 Three Rank Landsknechte Pike 1 Landsknechte P&S 1 French P&S 2 French Shot 1 Artillery

Catholic Commands		
Anjou	Montpensier	Tavannes - Reserve Horse
5 Gendarmes 2 Three Rank Swiss [Elite] 3 P&S 1 Skirmisher	3 Gendarmes 2 Double Rank Reiters 1 Mtd Arquebusier 2 Three Rank Swiss 3 P&S 1 Shot 1 Skirmisher 1 Artillery	2 Gendarmes

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
Mounted Arquebusiers B	SS, LC, Arquebus	3	3	1	0	0	-1			1
Swiss Pike B [Elite]	CS, Pike	1	[6]5/5 /5	3						2
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

SNAPHANCE SCENARIO

Huguenot 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
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	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	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

Gendarmes lose 1 point of Charge Bonus for each SP they lose down to 1 CB.

*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 & Landsknecht Pike and Shot get +1D6 in close combat if the stand they are fighting is in their front face hexes.

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. The pike blocks in Anjou's battle have a front rank of 6SP.
- 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 2 SP damage at point blank.
- 5.0 Hills do not provide an uphill benefit but normal hill visibility rules apply. The artillery on hill tops can fire over stands on the hillsides or the flat.
- 6.0 The effective command range of the Generals is only 4 hexes. The right hand Huguenot general has a command range of only 2 hexes.
- 7.0 The Huguenot skirmisher stand in the house is in light cover. -1D6 from stands firing on the house. 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.
- 8.0 Shot beside the house count as supported if the house is still held by friendly forces.

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	10	3	30		
Reiters	4	2	8		
Mounted Arquebusiers	1	1	1		
Swiss Pike	12	2	24		
P&S	6	3	18		
Shot	1	2	2		
Skirmish	2	1	2		
Artillery	1	1	1		
		40	86		

Huguenot	No.	BP	TP	Stands Lost	Points Lost
Gendarmes	4	3	12		
Reiters	16	2	32		
Landsknecht Pike	6	2	12		
Landsknecht P&S	2	3	6		
French P&S	2	2	4		
Shot	4	2	8		
Artillery	2	1	2		
Skirmish	2	1	2		
		35	78		