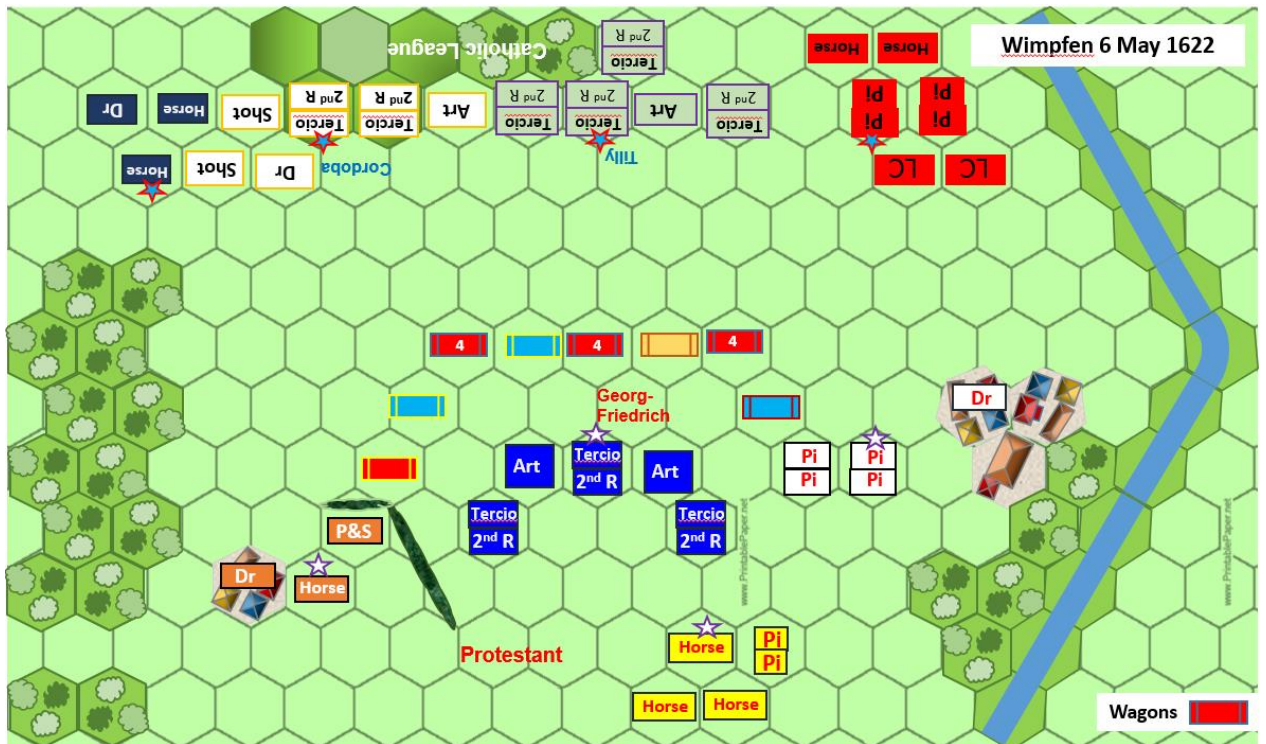


SNAPHANCE SCENARIO

Thirty Years War – Wimpfen 6 May 1622



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	Tercio	Pike	Pike Phalanx with 3 ranks
FH	Fast Horse			2 nd R	
				3 rd R	

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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Protestant leader Georg Friedrich, Margrave of Baden-Durlach, had joined the Protestant army led by Mansfeld. The Protestant's divided their forces and Georg Friedrich was caught by a superior Catholic League army. He formed up behind a wall of wagons manned by musketeers and light artillery and waited to be attacked.

Catholic League Commands

Right Flank Cavalry	Cordoba +1 - Infantry	Tilly +2 - Infantry	Left Flank Cavalry
2 Horse 1 Dragoon	2 Tercio 2 Shot 1 Dragoon 1 Artillery	4 Tercio 1 Artillery	2 Horse 2 Reiter 2 Light Cavalry

Protestant Union Commands

Left Flank	Georg Friedrich	Reserve Cavalry	Right Flank
1 Dragoon 1 Horse 1 P&S	7 Shot with Wagons 3 Tercio 2 Artillery	3 Horse 1 Reiter	1 Dragoon 2 Reiter

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
Horse B	CS, Horse	2	6	3						3
Reiters B	CS, Pistol	2	5/4	1	-1	-2				2
Light Cavalry B	SS, LC, Arquebus	3	3	1	0	0	-1			1
Dragoons B	SS, Arquebus	3	4	1	0	0	-1			
Tercio B	CS, P&S	1	5/6	1	-2	-2	-3			2
Shot A	SS, Musket	2/1	5	[0]	0	0	-1			2
Artillery B	SS, Art	1	2	0	4	2	2	1	0	1
Protestant Stands	Cat	MP	SP	CB	PB	2H	3H	4H	6H	BP
Horse B	CS, Horse	2	6	3						3
Reiters B	CS, Pistol	2	5/4	1	-1	-2				2
Dragoons B	SS, Arquebus	3	4	1	0	0	-1			1
Tercio B	CS, P&S	1	5/4	1	-2	-2	-3			2
P&S B	CS, P&S	1	5 [+1]	1	-2	-2	-3			2
Shot with Wagons B	SS, Musket	2/1	[4]3	0	0	0	0	-2		2
Artillery B	SS, Art	1	2	0	4	2	2	1	0	1

*Single stand Pike and Shot get +1D6 Pike bonus in close combat if the stand they are fighting is in their front face hexes. Horse fire 2D6 on frontal contact attacking and defending even if disordered. Horse lose 1 point of CB for each SP loss down to 1CB. Catholic league shot can charge enemy foot stands but get no CB.

Scenario Rules.

1.0 Tercios

1.1 Catholic Tercios get +2D6 for the rear rank in close combat if fighting frontally. This is reduced to 1D6 if the enemy battle stand is attacking from the flank or rear.

1.2 They are a normal P&S stand once reduced to one stand with +1D6 in close combat from the front only.

1.3 The back rank of the Catholic Tercio is listed on the army list as stronger than the front. This represents the manpower inherent to the 'Spanish Square' most of which is not directed towards the front unlike the later more linear Pike and Shot regiments. Morale checks are taken on the Strength Points of the front rank.

1.4 Protestant Tercios get +1D6 for the rear rank in close combat if fighting frontally, no additions if fighting to flank or rear.

1.5 No charge bonus cavalry vs Tercio if attacking from the front.

1.6 No charge bonus cavalry vs undisciplined Tercio if attacking from flank or rear.

2.0 Wagon Barricade

2.1 The wagon barricade is manned by Shot. Each hex contains a wagon and a Shot stand. No other stand can enter or cross a hex containing a wagon and the Shot cannot move out of the wagon hex they commence in. They face forwards only and cannot turn to flank or rear. Three of the eight wagons have 4 strength points, these are indicated on the scenario map by the number 4.

2.2 Once the shot stand is eliminated the wagon is removed leaving a clear hex. Defending Shot in close combat will not retreat if beaten, they stand until eliminated.

2.3 Attackers lose -1D6 firing on wagon stands

2.4 No charge bonus for charging wagons. Tercio attackers get only +1D6 rear rank close combat bonus. Cavalry disorder, -2D6

2.5 Wagons commence on opportunity.

3.0 The hedges take away the Charge Bonus and depth bonus of attacking stands. P&S attackers still get Pike and Shot close combat bonus and Tercios get 1D6 rank 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 and MCS 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

4.0 When throwing 2D6 to gain the initiative the Command under Cordoba adds 1 and Tilly adds 2 to the dice roll.

5.0 Command range is four 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 League	No.	BP	TP	Stands Lost	Points Lost
Horse B	4	3	12		
Reiters B	4	2	8		
Light Cavalry B	2	1	2		
Dragoons B	2	1	2		
Tercio B	12	3	36		
Shot A	2	2	4		
Artillery B	2	1	2		
		30	66		

Protestant	No.	BP	TP	Stands Lost	Points Lost
Horse B	4	3	12		
Reiters B	6	2	12		
Dragoons B	2	1	2		
Tercio B	4	2	8		
P&S B	3	2	6		
Shot with Wagons B	8	2	16		
Artillery B	2	1	2		
		30	58		