

SNAPHANCE SCENARIO

French Wars of Religion – Ivry 14 March 1590



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

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By 1590 the Huguenot leader Henry of Navarre had been declared king of France by the dying Catholic king Henry III. Many of the Catholic nobles now rallied to the new king, particularly as they were perturbed by the strong influence the Spanish had on the running of the Catholic cause in France. Henry set about bringing all of France under his control and was slowly conquering Normandy. The leading noble of the Catholic cause, the Duke of Mayenne, marched out to confront him.

Royal Commands		
D'Aumant	Montpensier	Biron Jr
1 Reiters 2 P&S	1 Reiters 2 Two Rank Landsknecht Pikes 1 Shot	1 Reiters 2 Mounted Arquebusiers 1 Shot 1 Artillery
Henri IV	Schomberg	Reserve – Biron Sr
3 Millers 2 P&S 1 Three Rank Swiss Pikes	1 Reiters 1 Shot	1 Millers 1 P&S 1 Shot

Catholic League Commands

Aumale	Mayenne	Egmont	Nemours
1 Lancer 1 P&S 1 Shot	3 Lancer 2 Mounted Arquebusiers	2 Lancer 2 Reiters 1 Three Rank Swiss Pikes 1 P&S	1 Lancer 1 Light Lancer 1 Three Rank Swiss Pikes 2 Three Rank Landsknecht Pikes 1 Artillery

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
Light Lancers	CS, Lancer	3	5	3						2
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	CS, Pike	1	5/4/4	3						2
Landsknechte Pike B	CS, Pike	1	4/4/4	2						2
P&S B	CS, P&S	1	6 [+1]	1	-2	-2	-3			3
Shot B	SS	2/1	4	0	1	0	-1			2
Artillery	SS, Art	1	2	0	2	2	1	1	0	1

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Huguenot Stands	Cat	MP	SP	CB	PB	2H	3H	4H	6H	BP
Millers B	CS, Pistol	2	6/5	2	0					3
Reiters B	CS, Pistol	2	5/5	1	-1	-2				2
Mounted Arquebusiers B	SS, LC, Arquebus	3	3	1	0	0	-1			1
French P&S B	CS, P&S	1	6 [+1]	1	-2	-2	-3			3
Swiss Pike B	CS, Pike	1	5/5/5	3						3
Landsknechte Pike B	CS, Pike	1	5/4	2						2
Shot B	SS, Musket	2/1	4	0	1	0	-1			2
Artillery	SS, Art	1	2	0	2	2	1	1	0	1

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

Only the front rank of Millers can fire.

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 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 Millers have no ranged fire. They can fire Defensive Fire if contacted. When charging they can fire at -1D6 on contact with the enemy losing an additional 1D6 for each move they make before contact. If Millers are moving to contact Lancers and trigger an opportunity charge they can still fire on contact as though charging. They can only do this if they started their turn within 2H charge range of the Lancers.

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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
Lancers	7	3	21		
Light Lancers	1	2	2		
Mounted Arquebusiers	2	1	2		
Reiters	4	2	8		
Swiss/Landsknechte Pike	12	2	24		
P&S	2	3	6		
Shot	1	2	2		
Artillery	1	1	1		
		35	66		

Huguenot	No.	BP	TP	Stands Lost	Points Lost
Millers	8	3	24		
Reiters	8	2	16		
Mounted Arquebusiers	2	1	2		
Swiss Pike	3	3	9		
Landsknechte Pike	4	2	8		
French P&S	5	3	15		
Shot	4	2	8		
Artillery	1	1	1		
		40	83		