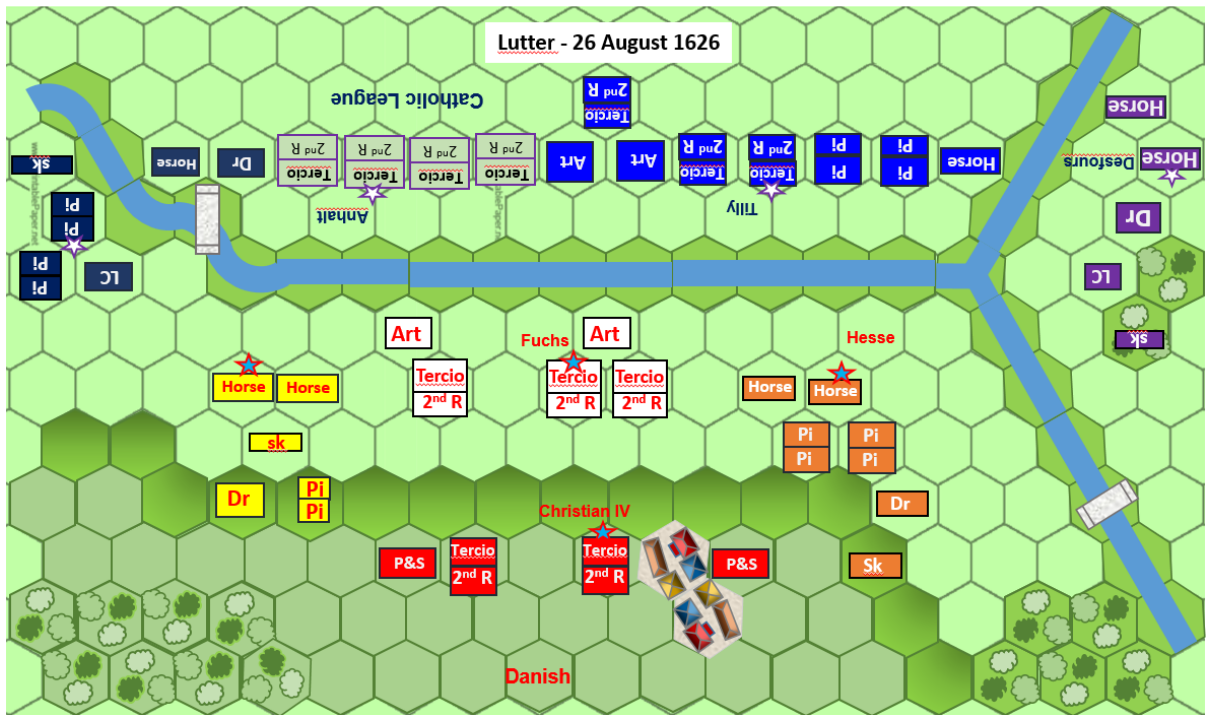


SNAPHANCE SCENARIO

Thirty Years War – Lutter 26 August 1626



Standard Pike and Shot Unit Symbols

	Pistols with 2 nd rank		Light Cavalry		Pike and Shot
	Horse		Dragoons		Skirmishers
	Lancers		Artillery		Shot
	General		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
			Bridge
			Hedges

Note: Only full hexes can be entered by stands

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Thirty Years War – Lutter 26 August 1626

The Lutheran King Christian IV of Denmark was elected commander of the lower Saxon states. Fearful of the continued expansion of Imperial power these states joined the Protestant cause. Christian advanced on the Imperial general Tilly hoping to catch the Catholic League armies whilst they were separated. But before battle could be joined Wallenstein sent Tilly reinforcements. Christian decided to withdraw rather than fight without the advantage. Tilly pursued and caught the Danes at Lutter.

Catholic League Commands			
Left Flank Cavalry Desfours	Tilly +2 - Centre	Anholt – Right Flank	Right Flank Cavalry
2 Horse 1 Dragoon 1 Detached Shot 1 Mtd Arquebus	3 Tercio 2 Pistol 1 Horse 2 Artillery	4 Tercio	2 Pistol 1 Horse 1 Dragoon 1 Detached Shot 1 Mtd Arquebus
Danish Commands			
Hesse	Fuchs	Christian	Left Flank
2 Horse 2 Pistol 1 Dragoon 1 Detached Shot	3 Tercio 2 Artillery	2 Tercio 2 P&S	2 Horse 1 Pistol 1 Dragoon 1 Detached Shot

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 for firing at that range.

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			1
Tercio B	CS, P&S	1	5/6	1	-2	-2	-3			2
Shot A [Skirmishers]	SS, Sk, Musket	2	3	0	0	0	-1			1
Artillery B	SS, Art	1	2	0	4	2	2	1	0	1
Danish 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	1	-2	-2	-3			2
Pike and Shot	CS, P&S	1	6 [+1]	1	-2	-2	-4			2
Shot B [Skirmishers]	SS, Sk, Musket	2	3	0	0	0	-1			1
Artillery B	SS, Art	1	2	0	4	2	2	1	0	1

SNAPHANCE SCENARIO

Army List Notes

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 1D6 from their Charge Bonus for each loss taken down to a minimum of 1D6.

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 Danish 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 or P&S if attacking from the front.

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

2.0 Streams. All stands halt on entering a stream but can make a second move out of it if not disordered. All stands other than skirmish shot test for disorder on entering the stream. If they are disordered in the stream they cannot recover whilst in there. Defeated retreating stands can move through the stream freely. Pursuers must test for disorder. If they pass they can continue pursuing.

2.1 There is no combat benefit statically defending the stream banks against stands in the stream.

2.2 Stands in the stream cannot fire.

2.3 Stands in the stream contacting an enemy do not get a charge bonus, but a stand charging a stand in the stream does get CB. Stands exiting the stream which have moved only one hex do not get a charge bonus. Unless they are in the stream themselves, Mounted Combat Stands charging *disordered* Pike and Shot armed infantry in the stream get a Charge Bonus.

2.4 Spanish Tercios in the stream get +1D6 for rear rank in close combat, Danish Tercios get no rank additions.

3.0 Bridges. Stands must turn to face the point of one of the two hexes facing the bridge in order to cross on the bridge. A stand crossing the bridge moves, fires and fights normally. A stand entering the bridge hex from any other direction is not on the bridge and fights and moves as though in the stream.

4.0 The hill offers no combat benefits but does affect visibility as per the standard hill rules.

5.0 When throwing 2D6 to gain the initiative the Command Tilly adds 2 to the dice roll.

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	8	2	16		
Light Cavalry B	2	1	2		
Dragoons B	2	1	2		
Tercio B	14	2	28		
Skirmish Shot A	2	1	2		
Artillery B	2	1	2		
		30	64		

Danish	No.	BP	TP	Stands Lost	Points Lost
Horse B	4	3	12		
Reiters B	6	2	12		
Dragoons B	2	1	2		
Tercio B	10	2	20		
P&S B	3	2	6		
Skirmish Shot B	2	1	2		
Artillery B	2	1	2		
		30	56		