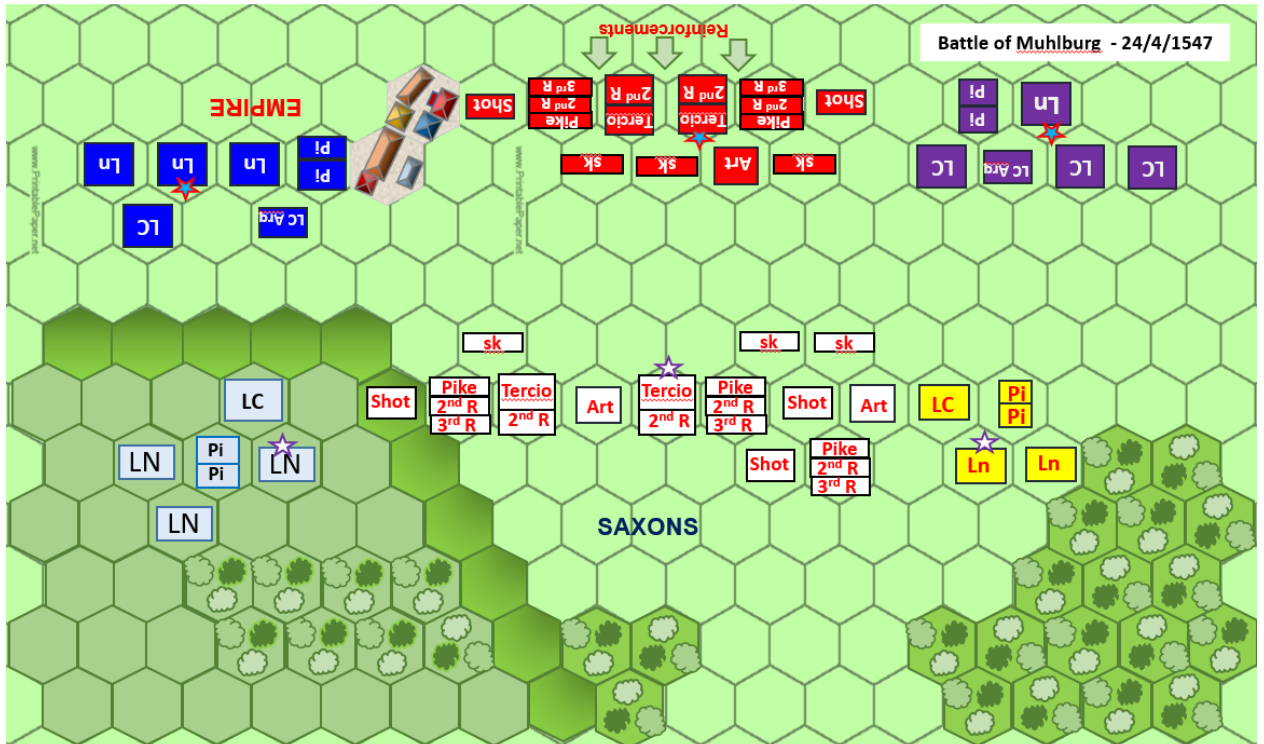


SNAPHANCE SCENARIO

Muhlberg 1547



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

Note: Only full hexes can be entered by stands

SNAPHANCE SCENARIO

Muhlberg 1547

The Protestant princes of the Holy Roman Empire formed the Schmalkaldic League to defend their religious independence. Once the Catholic Emperor Charles V had successfully concluded his wars with France and the Turks he decided to crush the League. The League armies under John Frederick of Saxony were defending the Elbe River line. Charles managed to force the river line and take the Saxons by surprise. They fell back and adopted a defensive position.

Imperial Commands		
Right Flank Cavalry Alba	Infantry – Charles V	Left Flank Cavalry Maurice of Saxony
3 Lancers 1 Reiter 1 Mtd Arquebusier 1 Genitor	3 Tercio 4 Landsknechte 3 Ranks 3 Shot 3 Sk 1 Artillery	1 Lancers 1 Reiter 1 Mtd Arquebusier 3 Genitor
Saxon Commands		
Left Flank	Infantry - John Frederick of Saxony	Right Flank
1 Reiter 3 Lancer 1 LC	2 Tercio 3 Landsknechte 3 Ranks 2 Shot 3 Sk 2 Artillery	1 Reiter 2 Lancer 1 LC

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

Imperial Stands	Cat	MP	SP	CB	PB	2H	3H	4H	6H	BP
Lancer B	CS, Horse	3/2	6	4						3
Reiters B	CS, Pistol	2	4/4	1	-1	-2				2
Genitor B	SS, LC various	3	3	2	0	0				1
Mtd Arquebusier B	SS, LC, Arquebus	3	3	1	0	0	-1			1
Landsknechte	CS, Pike	1	5/4/4	2						2
Tercio B	CS, P&S	1	5/6	1	-2	-2	-3			3
Shot A	SS, Musket	2/1	5	[0]	0	0	-1			2
Skirmisher A	SS, Sk, Arquebus	2	2	0	0	0	-1			1
Artillery B	SS, Art	1	2	0	4	2	2	1	0	1
Saxon Stands	Cat	MP	SP	CB	PB	2H	3H	4H	6H	BP
Lancer B	CS, Horse	3/22	5	4						2
Reiters B	CS, Pistol	2	4/4	1	-1	-2				2
Mtd Arquebusier B	SS, Arquebus	3	3	1	0	0	-1			1
Landsknechte	CS, Pike	1	5/4/4	2						2
Tercio B	CS, P&S	1	5/5	1	-2	-2	-3			2
Shot B	SS, Musket	2/1	4	[0]	0	0	-1			2
Skirmisher A	SS, Sk, Arquebus	2	2	0	0	0	-1			1
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. Shot can charge enemy foot stands but get no bonus. Lancers must pursue if they win a melee. Lancers disorder if they move 3H in one move, but may move 3H if already disordered.

Scenario Rules.

1.0 Tercios

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

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

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

2.0 Generals have a 4 hex control range.

3.0 Three of the Imperial units [a Tercio and two Pike blocks] arrive at the start of turn three in the areas marked on the map. They can move on the turn they arrive.

4.0 The Reiters of this era are not particularly effective battle field cavalry. They are unable to remove the Charge Bonus of Lancers through firing [ignore rules 7.4.1 and 7.5].

5.0 The Saxon Pike and Tercio blocks are marked as having moved in the first turn, they cannot move or fire [unless contacted]. The Artillery, Shot and Skirmish stands move normally. This is to simulate the disorder and confusion as these bodies were turned to face the enemy.

6.0 The Imperialists move one of their commands first.

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.

Imperial	No.	BP	TP	Stands Lost	Points Lost
Lancer B	4	3	12		
Reiters B	4	2	8		
Genitor B	4	1	4		
Mtd Arquebusier B	2	1	2		
Landsknechte	12	2	24		
Tercio B	6	3	18		
Shot A	2	2	4		
Skirmisher A	3	1	3		
Artillery B	1	1	1		
		35	76		

Saxon	No.	BP	TP	Stands Lost	Points Lost
Lancer B	5	3	15		
Reiters B	4	2	8		
Mtd Arquebusier B	2	1	2		
Landsknechte	9	2	18		
Tercio B	4	2	8		
Shot B	3	2	6		
Skirmisher A	3	1	3		
Artillery B	2	1	2		
		35	62		