

SNAPHANCE SCENARIO

Thirty Years War - White Mountain 8 November 1620



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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

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The Protestant state of Bohemia rebelled against their Catholic king, and upon his death elected a Protestant ruler, Frederick. The Holy Roman Empire had selected a Catholic King for Bohemia, Ferdinand, who was also soon after elected Holy Roman Emperor. Ferdinand raised a joint Imperial and Catholic League army and marched to depose Frederick and reinstitute Catholicism in Bohemia. A Protestant army moved to block their advance.

Imperial / Catholic League Commands

Left Flank – Catholic League Front	Left Flank – Catholic League Rear Tilly +2	Right Flank Imperial - Front Bucquoy	Right Flank Imperial - Rear
2 Tercios 2 Horse 2 Light Cavalry	3 Tercios 4 Cuirassier 1 Artillery	3 Tercios 2 Horse 1 Light Cavalry 1 Artillery	2 Tercios 2 Horse

Protestant Commands

Thurn	Anhalt	Schlick	Right Flank – Star Palace
2 Tercios 1 Shot 2 Horse 1 Reiter 1 Artillery	3 Tercios 2 Horse 1 Reiter 1 Artillery	2 Tercios 2 Horse 1 Artillery	2 Shot 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
Cuirassiers B	CS, Pistol	2	5/4	1	-1	-2				2
Light Cavalry B	SS, LC, Arquebus	3	3	1	0	0	-1			1
Tercio B	CS, P&S	1	5/6	1	-2	-2	-3			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
Reiters B	CS, Pistol	2	4/4	1	-1	-2				2
Horse B	CS, Horse	2	6	3						3
Tercio B	CS, P&S	1	5/4	1	-2	-2	-3			2
Shot B	SS, Shot, Musket	2	4	0	0	0	-1			2
Artillery B	SS, Art	1	2	0	4	2	2	1	0	1

Army List Notes

Horse fire 2D6 on frontal contact attacking and defending even if disordered. Once reduced to 1SP they fire 1D6 only. 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 and Imperial Tercios get +1D6 for the rear rank in close combat if fighting frontally no additions if fighting to flank or rear. They get an additional +1D6 for their pikes from the front.

1.2 Catholic and Imperial Tercios become a normal 5SP P&S stand once reduced to one stand and retain the +1D6 pike bonus in close combat from the front only.

1.3 Protestant Tercios get +1D6 for the rear rank in close combat if fighting frontally, no additions if fighting to flank or rear. They become a normal 5SP P&S stand once reduced to one stand with no pike bonus.

1.4 No charge bonus cavalry vs Tercio or P&S if attacking from the front.

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

2.0 When throwing 2D6 to gain the initiative the Command under Tilly can add 2 to the dice roll.

3.0 Defences

3.1 The defences and the hedge are treated as for the standard defences rule on the summary chart. They only count as defences if attacked through the two hex faces they cover and only from the down hill side.

3.2 Attackers moving over defences do not get a charge bonus in any direction.

3.3 Tercios get the 1D6 depth bonus when attacking defences.

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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
Horse B	6	3	18		
Cuirassiers B	8	2	16		
Light Cavalry B	3	1	3		
Tercio B	20	3	60		
Artillery B	2	1	2		
		45	99		

Protestant	No.	BP	TP	Stands Lost	Points Lost
Horse B	6	3	18		
Cuirassiers B	8	2	16		
Tercio B	14	3	42		
Shot B	3	2	6		
Artillery B	3	1	3		
		40	85		