

# SNAPHANCE SCENARIO

## 30 Years War - Battle of Allerheim 3 August 1645



### Standard Pike and Shot Unit Symbols

Pi	Pistols with 2 <sup>nd</sup> 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 <sup>nd</sup> R	
				3 <sup>rd</sup> 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

Note: Only full hexes can be entered by stands

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Turenne and Conde combined their armies and advanced on the Bavarian General Mercy. Although outnumbered the Bavarians determined to make a stand in a strong position near Nordlingen. The French army included a Hessian contingent operating under Turenne.

Imperial Bavarians		
Left Flank Werth +1	Bavarian Centre Mercy	Right Flank – Imperial Horse Geleen
4 Horse 2 Cuirassiers 1 Shot 1 Artillery	8 Pike and Shot 2 Shot 1 Artillery	2 Horse 2 Cuirassiers 1 Shot 1 Artillery

French		
Right Flank - Grammont	Centre Infantry – Conde +1	Left Flank – Turenne +2
4 Fast Horse 1 Pike and Shot 1 Shot	9 Pike and Shot 1 Artillery	4 Fast Horse 2 Hessian Cuirassiers 2 Dragoon 2 Hessian Pike and Shot

#### Scenario Rules.

1.0 Normal Defences rules apply to the field defences and hedge. The defence works only cover the hex faces they are on. Normal Town rules apply to town hexes. The castle hex cannot be entered.

2.0 When throwing 2D6 to gain the initiative the Command under Turenne can add 2 to the dice roll and Conde and Werth both add 1.

3.0 The Ditch. Halt on entering and disorder, no charge bonus if in ditch hex. Can attack a stand that is in the ditch with charge bonus. Cavalry can attack Pike and Shot stands in the ditch and get charge bonus. Stands cannot recover order whilst in the ditch. Pike and Shot get no pike bonus.

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### 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
Horse B	CS, Horse	2	6	3						3
Cuirassiers B	SS, Musket	3	5/4	1	-1	-2				2
Bavarian P&S B	CS, P&S	1	6	1	-1	-2	-4			3
Shot B	SS, Shot,	1	4	1	0	0	-3			2
Artillery B	SS, Art	1	2	0	4	2	1	0	0	1
French Stands	Cat	MP	SP	CB	PB	2H	3H	4H	6H	BP
Fast Horse B	CS, Horse	3	6	6						3
Cuirassiers B	SS, Musket	3	5/4	1	-1	-2				2
Dragoons A	SS, Musket	3	4	1	0	0	-2			2
French P&S B	CS, P&S	2/1	6	3	0	-1	-4			3
Hessian P&S B	CS, P&S	1	6	1	-1	-2	-4			3
Shot B	SS, Shot,	1	4	1	0	0	-3			2
Artillery B	SS, Art	1	2	0	4	2	1	0	0	1

#### Army List Notes

Horse fire 2D6 on frontal contact attacking and defending even if disordered.

Fast Horse only fire 2D6 on frontal contact when defending.

Both drop to 1D6 fire when they have only 1SP remaining.

Horse lose one Charge Bonus point for each SP loss down to a minimum of 1D6 CB.

Horse who win a close combat can throw to pursue, if they throw to pursue 1 hex only they can turn 1 hex face instead of pursuing. They will not do this if it would bring them into contact with a new enemy stand.

The Strength Points and the Charge Bonus of the Fast Horse are identical. As SPs are lost the CB goes down accordingly. A disordered FH stand gets impact as for its non disordered strength. Eg a 6SP FH stand that is disordered would get 6D6 minus one D6 for its SP in battle, but still get 6SP impact for a total of 11D6. Fast Horse must attempt to pursue.

Pike Bonus. Imperial P&S get +1D6 in close combat fighting any enemy frontally.

French P&S get +1D6 in close combat fighting horse frontally.

Pike and Shot stands that only have 1MP can move *backwards* 2 hexes. Normal backwards movement rules apply [rule 4.7].

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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.

Imperial/Bavarian	No.	BP	TP	Stands Lost	Points Lost
Horse B	6	3	18		
Cuirassiers B	8	2	16		
Bavarian P&S B	8	3	24		
Shot B	4	2	8		
Artillery B	3	1	3		
		28	69		
French	No.	BP	TP	Stands Lost	Points Lost
Fast Horse B	8	3	24		
Cuirassiers B	4	2	8		
Dragoons A	2	2	4		
Pike and Shot B	12	3	36		
Shot B	1	2	2		
Artillery B	2	1	2		
		30	76		