

SNAPHANCE SCENARIO

Thirty Years War – Stadtlohn 6 August 1623



Standard Pike and Shot Unit Symbols

Pi	Pistols with 2 nd rank	LC	Light Cavalry	P&S	Pike and Shot
Horse	Horse	Dr	Dragoons	sk	Skirmishers
Ln	Lancers	Art	Artillery	Shot	Shot
★	General	Tercio 2 nd R	Tercio	Pike 2 nd R 3 rd R	Pike Phalanx with 3 ranks
FH	Fast Horse				

Standard Map Symbols

River/stream	Impassible mountains
Hillside	Woods on a hilltop Woods on the flat
Hill top	Towns
Defensive Trench on a hilltop	Defensive Works
Trench on the flat	Major River
Swamp	Bridge
	Hedges

Note: Only full hexes can be entered by stands

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Christian of Brunswick raised a new Protestant army and marched into the Lower Saxon Circle expecting other Protestant princes to join him. However, no support materialised. The tireless Catholic General Tilly advanced against him and Christian started withdrawing towards Holland. Tilly caught up with the Protestants just short of them reaching the safety of the Dutch border.

Catholic League Commands

Left Flank Cavalry - Anholt	Tilly +2 - Centre	Right Flank Cavalry	Flanking Force
1 Cuirassier 2 Horse	7 Tercio 2 Artillery	1 Cuirassier 2 Horse 1 Mtd Arquebus 1 Shot	2 Cuirassier 1 Detached Shot 1 Mtd Arquebus 1 Dragoon

Protestant Commands

Left Flank	Centre	Right Flank
3 Horse 1 Reiters 1 Dragoon	5 Tercio 2 Artillery 3 Skirmish	3 Horse 1 Reiters

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
Cuirassier 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, Musket	3	4	1	0	0	-2			2
Tercio B	CS, P&S	1	5/6	1	-2	-2	-3			2
Shot A	SS, , Musket	2	4	0	0	0	-1			1
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
Horse B	CS, Horse	2	6	3						3
Reiters B	CS, Pistol	2	5/4	1	-1	-2				2
Dragoons B	SS, Musket	3	4	1	0	0	-2			2
Tercio B	CS, P&S	1	5/4	1	-2	-2	-3			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

Army List Notes

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. They only get 1D6 fire once reduced to 1SP

The back rank of the Catholic Tercio is listed on the army list as stronger than the front. This represents the manpower and organisation 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.

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Scenario Rules.

1.0 Tercios

- 1.1 Catholic Tercios get +1D6 for the rear rank in close combat if fighting frontally.
- 1.2 All Tercios and P&S stands get +1D6 fighting frontally as a pike combat bonus.
- 1.2 All Tercios become a normal P&S stand once reduced to one stand.
- 1.3 No charge bonus cavalry vs Tercio or P&S if attacking from the front.

2.0 Lepping Stream. The Lepping runs along the right flank of the Protestants. All stands halt on entering the stream but can make a second move out of it if not disordered. All stands 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 halt and 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, Protestant Tercios get no rank additions.

3.0 The Berkel river runs along the back of the Protestant position and is impassable.

4.0 Town hexes cannot be entered.

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

6.0 The Flanking force is marked as having moved in the first turn. It moves normally from turn 2. Three of Tilly's Tercios arrive at the start of turn 3 in the marked Reinforcement hexes. They can move the turn they arrive.

7.0 The Imperialists move one of their commands first in the first turn.

8.0 The back 2 Tercios and Artillery stand of the Protestant Centre are marked as having already moved in the first turn. They move normally from turn 2.

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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 League	No.	BP	TP	Stands Lost	Points Lost
Horse B	4	3	12		
Cuirassier B	8	2	16		
Light Cavalry B	3	1	3		
Dragoon	1	2	2		
Tercio B	14	2	28		
Shot A	2	2	4		
Artillery B	2	1	2		
		30	67		

Danish	No.	BP	TP	Stands Lost	Points Lost
Horse B	6	3	18		
Reiters B	4	2	8		
Dragoon	1	2	2		
Tercio B	10	2	20		
Skirmish Shot B	3	1	3		
Artillery B	2	1	2		
		30	53		