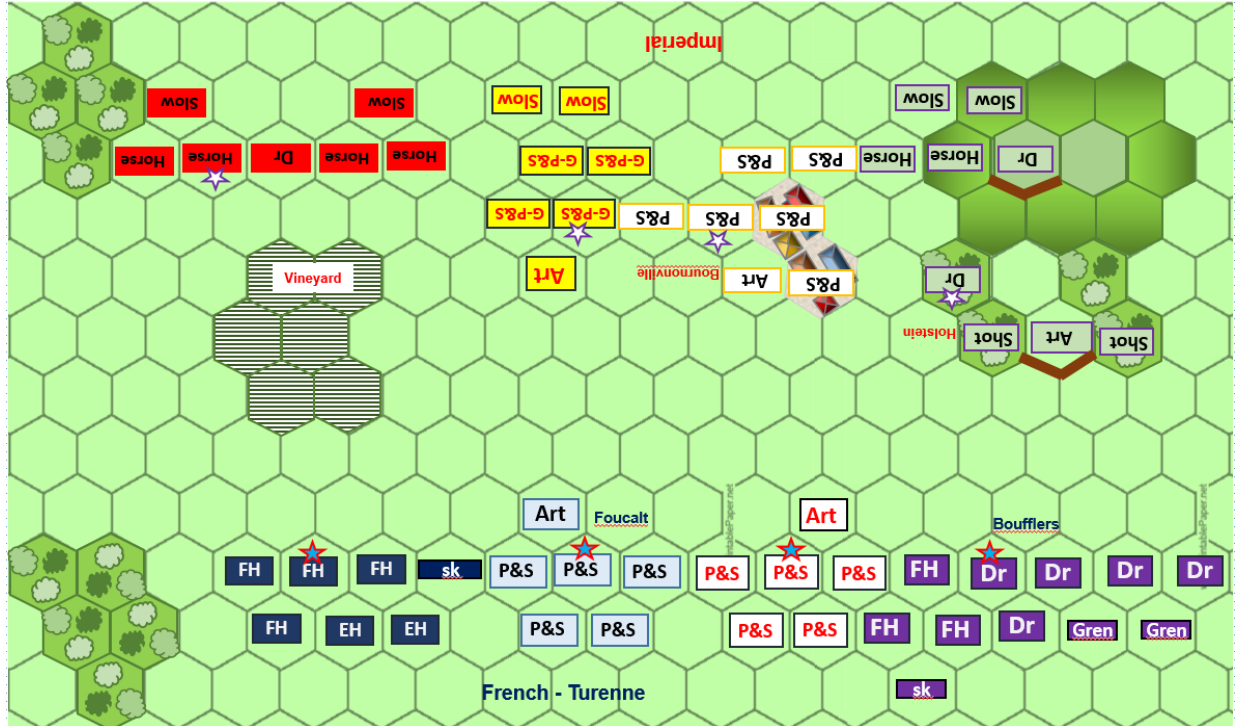


# SNAPHANCE SCENARIO

## Franco-Dutch War - Battle of Entzheim 4 October 1674



Standard Late Era Pike and Shot Unit Symbols

<b>FH</b>	Fast Horse	<b>Dr</b>	Dragoons	<b>P&amp;S</b>	Pike and Shot
<b>Horse</b>	Horse	<b>Art</b>	Artillery	<b>sk</b>	Skirmishers
<b>Slow</b>	Slow Horse	<b>Gren</b>	Grenadiers	<b>Shot</b>	Shot
<b>EH</b>	Elite Horse	★	General	<b>P&amp;S+</b>	Guard or extra strength P&S

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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### Battle of Entzheim 4 October 1674

Imperial Field Marshal Bournonville led an army to attack France through Alsace. This army was awaiting significant reinforcements which would enable it to overwhelm the French forces in the vicinity. French Marshal Turenne decided to attack Bournonville to compel him to retreat before the reinforcements could arrive.

Imperial - Bournonville			
Left Flank Holstein	Imperial Infantry Bournonville	German States	Right Flank
2 Horse 2 Slow Horse 2 Shot 2 Dragoon 1 Artillery	6 Pike and Shot 1 Artillery	4 German Pike and Shot 2 Slow Horse 1 Artillery	4 Horse 2 Slow Horse 1 Dragoon

French - Turenne			
Right Flank Boufflers +1	Right Infantry -	Left Infantry - Foucault	Left Flank
3 Fast Horse 5 Dragoon 2 Grenadier 1 Skirmish	5 Pike and Shot 1 Artillery	5 Pike and Shot 1 Artillery	4 Fast Horse 2 Elite Horse 1 Skirmish

### Scenario Rules.

1.0 Turenne Rule - Each round the French can add +2 to any **one** dice roll to gain the command activation initiative. This +2 can be added after the initiative roll is taken and does not need to be declared in advance.

2.0 When throwing 2D6 to gain the initiative the Command under Boufflers can add 1 to the dice roll.

3.0 German States troops. These troops operated semi independently and Bournonville had great trouble getting them to co-operate with his orders. If the Imperial player attempts to activate the German states troops and fails to get the initiative they forfeit their turn and are marked as having moved.

3.1 Any time German States stands wish to advance to contact an enemy stand they must take an Order test. If they fail they will not move to contact, but can move normally otherwise. This applies even if on opportunity, if they fail when on opportunity they can still retain their opportunity status or use it to fire instead.

4.0 The rough ground on the Imperial right is a vineyard. All stands disorder on entering it, even skirmishers, and cannot re-order. Stands can only move a maximum of 1 hex. Stands in the vineyard, or attacking stands in the vineyard do not get a charge bonus.

## SNAPHANCE SCENARIO

### 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	2						3
Slow Horse	CS, Horse	2/1	6	[0]						3
Dragoons B	SS, Musket	3	4	1	0	0	-2			1
Imperial P&S B	CS, P&S	1	6	1	0/-1	-2	-4			3
German P&S C	CS, P&S	1	6	1	-1/-2	-3	-5			2
Shot B	SS, Shot,	1	5	[0]	1/0	0	-3			3
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
Elite Horse A	CS, Horse	2	7	4						3
Fast Horse B	CS, Horse	3/2	6	6						3
Dragoons A	SS, Musket	3	4	1	0	0	-2			1
Pike and Shot B	CS, P&S	2/1	6	3	1/0	-1	-4			3
Grenadiers A	SS, Grenade	2	3	3	5	0				1
Skirmish B	SS, Skirmish	2	3	0	0	0	-2			1
Artillery B	SS, Art	1	2	0	4	2	1	0	0	1

#### Army List Notes

1.0 The first figure in the P&S Point Blank column is for P&S shooting defensive fire at mounted stands. Shot only fire PB at +1D6 if they are in cover otherwise they fire at 0 when eligible to fire defensive fire [**rule 7.4**]. Shot can charge enemy infantry but have no Charge Bonus.

2.0 Slow Horse represents those less committed cavalry who prefer to act defensively and rely on their pistols rather than coming into close contact. Slow Horse have no charge bonus but can move to contact. Slow Horse fire 3D6 defending and 1D6 attacking. -1D6 if disordered.

3.0 Horse and Elite Horse fire 2D6 on frontal contact attacking and defending. Fast Horse only fire 2D6 on frontal contact when defending. They all drop to 1D6 fire when they have only 1SP remaining. Slow Horse fire 3D6 defending and 1D6 attacking. All -1D6 if disordered.

Elite Horse maintain their Charge Bonus until they drop to 3SP, they then drop to a 2D6 CB. They drop to 1D6 CB when they have only 1SP remaining.

Horse maintain their 2D6 Charge Bonus until they are reduced to 3SP when they drop to a 1D6 CB.

3.1 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 gets a Charge Bonus of 6 for a total of 11D6. Fast Horse must attempt to pursue if they win a close combat.

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

4.1 French and German P&S get +1D6 for Pikes in close combat fighting cavalry frontally. French P&S maintain their full strength Charge Bonus until they drop to 3SP when it drops to 1.

### 5.0 Grenadiers .

5.1 Grenadiers move and evade like skirmishers but they can melee like normal stands. They can use Defensive Fire even if contacted on the flank if the flank attack started from in front of them. If they hit an attacking stand causing it to take a morale test the attacking stand loses its Charge Bonus even if it was not damaged. This applies to Mounted Combat Stands. Unless in cover or supported they only get their remaining SP less disorder as defensive fire if attacked by MCS.

5.2 Grenadiers in cover will not take more than 1SP loss even if beaten in a close combat.

5.3 Grenadiers attacking can fire point blank at full effect when contacting as long as the stand they are attacking is not already in close combat. They cannot fire before charging and get this addition. They cannot attack MCS unless the cavalry are in houses or trees. Grenadiers can move twice and still fire on contact losing 2D6. They do not fire PB if pursuing or being pursued. Defenders who are eligible to fire defensive fire do so first before Grenadiers fire PB.

5.4 Stands firing on Grenadiers, even at PB lose 1D6 for firing on skirmishers.

5.5 Grenadiers drop one charge bonus point for each SP loss.

5.6 Grenadiers do not lose their charge bonus when attacking towns or hedges or attacking through town hexes.

5.7 Grenadiers can only cause 1SP of damage in close combat, even if they win.

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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	No.	BP	TP	Stands Lost	Points Lost
Horse B	6	3	18		
Slow Horse	6	3	18		
Dragoons B	3	1	3		
Imperial P&S B	6	3	18		
German P&S C	4	2	8		
Shot B	2	3	6		
Artillery B	3	1	3		
		25	74		

French	No.	BP	TP	Stands Lost	Points Lost
Elite Horse A	2	3	6		
Fast Horse B	8	3	24		
Dragoons A	5	1	5		
Pike and Shot B	10	3	30		
Grenadiers A	2	1	2		
Artillery B	2	1	2		
		25	69		