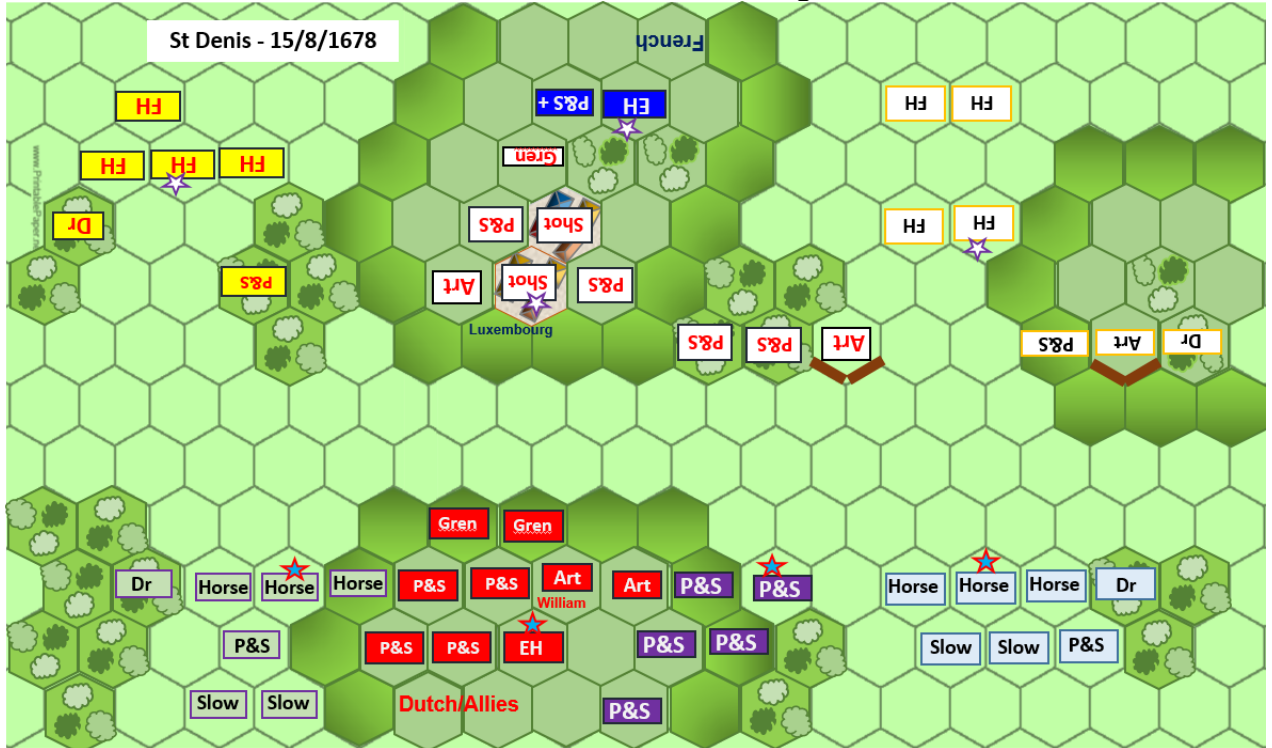


SNAPHANCE SCENARIO

Franco-Dutch War - Battle of St Denis 15 August 1678



Standard Late Era Pike and Shot Unit Symbols

FH	Fast Horse	Dr	Dragoons	P&S	Pike and Shot
Horse	Horse	Art	Artillery	sk	Skirmishers
Slow	Slow Horse	Gren	Grenadiers	Shot	Shot
EH	Elite Horse	★	General	P&S +	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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Peace negotiations were in progress to end the War but the French negotiators were stalling in the hope that Marshal Luxembourg would take Mons in the Spanish Netherlands before the peace treaty was signed. Peace had been signed with the Dutch but not the Spanish so Luxembourg continued the siege. Despite the treaty William took his Dutch/Spanish army to attempt to drive the French away from Mons.

Dutch/Allied – William of Orange

Dutch/Allied – William of Orange			
Left Flank	Centre Left-William	Centre Right	Right Flank
3 Horse 2 Slow Horse 1 Pike and Shot 1 Dragoon	4 Pike and Shot 1 Elite Horse 2 Grenadier 2 Artillery	5 Pike and Shot	3 Horse 2 Slow Horse 1 Pike and Shot 1 Dragoon
French – Luxembourg			
Left Flank	Centre Luxembourg +1	Right Flank	Reserve -
4 Fast Horse 1 Dragoon 1 Pike and Shot 1 Artillery	4 Pike and Shot 2 Shot 1 Grenadier 2 Artillery	4 Fast Horse 1 Dragoon 1 Pike and Shot	1 Elite Horse 1 Guard P&S

Scenario Rules.

- 1.0 When throwing 2D6 to gain the initiative the Command under Luxembourg adds 1 to the dice roll.
- 2.0 The Dutch/Allies move one of their commands first.

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

Dutch Stands	Cat	MP	SP	CB	PB	2H	3H	4H	6H	BP
Elite Horse A	CS, Horse	2	7	4						3
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
Pike and Shot B	CS, P&S	1	6	1	0/-1	-2	-4			3
Grenadiers A	SS, Grenade	2	3	3	5	0				1
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 B	SS, Musket	3	4	1	0	0	-2			1
Guard P&S A	CS, P&S	1	7	2	1/0	-1	-4			3
Pike and Shot B	CS, P&S	2/1	6	3	1/0	-1	-4			3
Shot B	SS, Musket	2	5	[0]	1	0	-2			2
Grenadiers A	SS, Grenade	2	3	3	5	0				1
Artillery B	SS, Art	1	2	0	4	2	1	0	0	1

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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**].

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

4.1 French 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.

4.2 Guard P&S get +1D6 in close combat fighting any enemy from any direction. They get this in all circumstances including attacking town and hedge hexes. They maintain their CB until reduced 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. They do lose 1D6 for fighting stands in town hexes.

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

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.

Dutch	No.	BP	TP	Stands Lost	Points Lost
Elite Horse A	1	3	3		
Horse B	6	3	18		
Slow Horse	4	3	12		
Dragoons B	2	2	4		
P&S B	11	3	33		
Artillery/Grenadiers B	4	1	4		
		26	74		

French	No.	BP	TP	Stands Lost	Points Lost
Elite Horse A	1	3	3		
Fast Horse B	8	3	24		
Dragoons A	2	2	4		
Pike and Shot B	7	3	21		
Shot	2	2	4		
Artillery/Grenadiers B	4	1	4		
		26	60		