

SNAPHANCE SCENARIO

Williamite Wars - Battle of The Boyne 1 July 1690



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 |
| | Hedges | | Towns |
| | Walls | | Defensive Works |
| | Swamp | | Major River |
| | | | Bridge |

Note: Only full hexes can be entered by stands

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Dutch William of Orange with collusion from senior English peers invaded England and pushed the unpopular Stewart king, James II, off the throne. James raised an army of supporters in Ireland and William took his Anglo-Allied army across to Ireland to fight them. The forces met at a crossing of the Boyne River.

| Anglo-Allied – William of Orange | | | |
|---|--|---|--|
| Left Flank - William | Huguenots Schomburg | Advance Guard - Solm | Reserve |
| 2 Horse 2 Slow Horse 1 Fast Horse 1 Pike and Shot 2 Dragoon | 2 Huguenot P&S 2 Pike and Shot 1 Fast Horse 2 Artillery | 2 Dutch Blue Guard 2 Grenadiers 1 Fast Horse 1 Artillery | 1 Horse 4 Pike and Shot |
| Jacobite Irish – James II | | | |
| Oldbridge | 2nd Line Left | 2nd Line Right | 3rd Line- |
| 2 Shot 1 Grenadier 1 Dragon 1 Artillery | 1 Fast Horse 3 Pike and Shot | 1 Fast Horse 2 Guard P&S 2 Pike and Shot | 1 Elite Horse 3 Fast Horse 2 Dragoon |

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

| Anglo Allied Stands | Cat | MP | SP | CB | PB | 2H | 3H | 4H | 6H | BP |
|---------------------|-------------|-----|----|-----|------|----|----|----|----|----|
| Fast Horse B | CS, Horse | 3/2 | 6 | 6 | | | | | | 3 |
| Horse B | CS, Horse | 2 | 6 | 2 | | | | | | 3 |
| Slow Horse B | CS, Horse | 2/1 | 6 | [0] | | | | | | 3 |
| Dragoons B | SS, Musket | 3 | 4 | 1 | 0 | 0 | -2 | | | 1 |
| Huguenot P&S B | CS, P&S | 2/1 | 6 | 2 | 1/0 | -1 | -4 | | | 3 |
| Dutch Blue Guard A | CS, P&S | 2/1 | 7 | 1 | 2/0 | -1 | -3 | | | 3 |
| 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 |
| Irish Stands | Cat | MP | SP | CB | PB | 2H | 3H | 4H | 6H | BP |
| Elite Horse A | CS, Horse | 3/2 | 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 | 6 | 2 | 1/0 | -1 | -4 | | | 3 |
| Pike and Shot C | CS, P&S | 1 | 4 | 1 | 1/0 | -1 | -3 | | | 2 |
| 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.

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 Guard and Huguenot P&S carried few or no pikes. If charged frontally by cavalry they fire defensive fire. If they hit and cause the cavalry to test morale then the cavalry loses its charge bonus even if it takes no losses from the firing. If they miss the cavalry will get their charge bonus.

4.1 Anglo/Allied Pike and Shot get a pike bonus of +1D6 if fighting any stand frontally. Irish get +1D6 if fighting cavalry frontally. P&S with 2CB maintain this until reduced to 3SP then drop to 1CB.

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, defending a river bank 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.

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Scenario Rules.

- 1.0 In the first turn only the Advance Guard and the Huguenots on the Anglo/Allied side can move. The Irish can move the Oldbridge Defenders and the 2nd Line Left. The Dutch/Allies move of their commands first.
- 2.0 Normal stream rules apply to the Boyne River. The Boyne can only be forded at the hexes marked as fordable on the map [Yellow arrows].
- 3.0 Stands can fire whilst in the river.
- 4.0 Cavalry get their charge bonus if attacking P&S stands which are in the River Boyne, unless hit by the fire of Huguenot or Dutch Guard stands [see army list note 4.0]. Pike and Shot stands do not get a Pike bonus if in the river.
- 5.0 P&S Stands forced to retreat by losing a melee can retreat over the river but will lose 1SP if they cross it completely from bank to bank in retreat. Mounted Comat Stands will lose 2SP if forced to retreat crossing the river. Just falling back into the river and halting does not have this effect.
- 6.0 Stands leaving the river only get a charge bonus if they travel 2 hexes or more out of the river.
- 7.0 Fast Horse are not required to pursue into the river. If they beat a stand that is not in the river they must still test to pursue but can halt before entering the water.
- 8.0 The hedges do not count as cover against firing but the walls do. They can both be held from either side. They take away the charge bonus of attackers. P&S and Mounted Combat Stands have to halt before crossing and disorder if they cross. Grenadiers can cross hedges without stopping and without disorder and get CB. Dragoons and Shot have to stop but do not disorder when they cross. A stand which crosses a hedge does not get a Charge Bonus

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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.

| Dutch | No. | BP | TP | Stands Lost | Points Lost |
|--------------|-----|----|----|-------------|-------------|
| Fast Horse A | 3 | 3 | 9 | | |
| Horse B | 3 | 3 | 9 | | |
| Slow Horse | 2 | 3 | 6 | | |
| Dragoons B | 2 | 2 | 4 | | |
| P&S B | 11 | 3 | 33 | | |
| Grenadiers | 2 | 1 | 2 | | |
| Artillery B | 3 | 1 | 3 | | |
| | | 24 | 66 | | |

| French | No. | BP | TP | Stands Lost | Points Lost |
|-----------------|-----|----|----|-------------|-------------|
| Elite Horse A | 1 | 3 | 3 | | |
| Fast Horse B | 5 | 3 | 15 | | |
| Dragoons A | 3 | 2 | 6 | | |
| Guard P&S | 2 | 3 | 6 | | |
| Pike and Shot B | 5 | 2 | 10 | | |
| Shot | 2 | 2 | 4 | | |
| Artillery B | 2 | 1 | 2 | | |
| Grenadiers | 1 | 1 | 1 | | |
| | | 24 | 47 | | |