

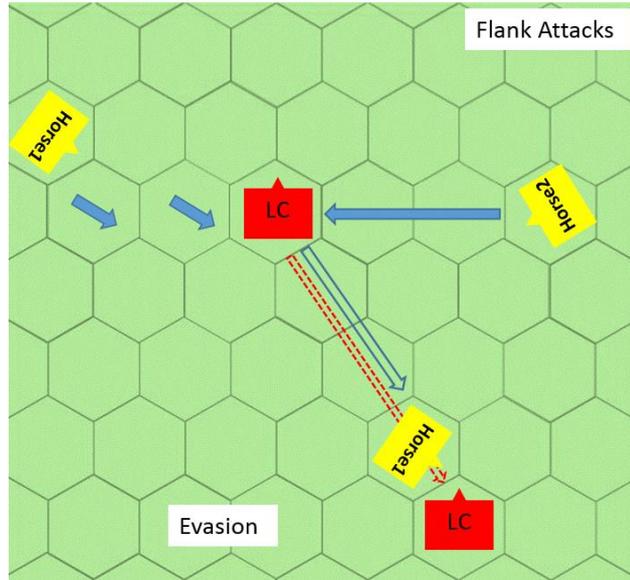
FLANK ATTACKS

Horse2 is behind the front face line when it starts to move so can launch a flank attack. The LC cannot evade and will disorder when Horse2 hits it.

If Horse1 had attacked instead of Horse2 it would have started from in front of the front face line of the LC so the LC could have evaded up to its full move of 4H maintaining facing. Horse1 can continue its full move of 3H into the vacated hex of the LC.

If not disordered Horse1 could choose to pursue the LC. The LC can evade again, but at the end of the second evade will have to perform an Order Test for the extra move. If it fails the Test it disorders and can't evade from Horse1 again.

Horse1 will have to perform an Order Test for its extra move before it can pursue again and if it fails will become disordered and unable to move again



FIRING ARCS



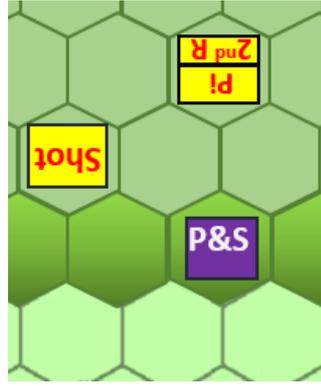
The French Catholic Skirmisher [sk] is musket armed with two strength points. If it fires at a target 2 hexes away it will get an additional +1D6 and throw a total of 3D6 hitting on 6 or double 5. At 3 hexes it has no additions so will only throw 2D6. It can only cause 1 casualty to a target as that is the maximum damage that can be done by a single stand firing.

SNAPHANCE – EXAMPLES OF PLAY

VISIBILITY



The Pike & Shot stand is on the flat and the Shot and Pistol stands are on the hilltop. The P&S can see the Shot but not the Pistols.



The Pike & Shot are on the hillside. From here they can see both enemy stands.

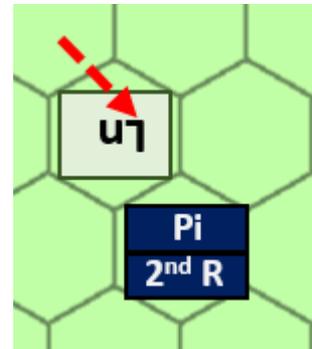
Pistols Firing

In the example at right the Pistols are a double German Reiter stand each rank having 5SP firing on a stationary Lancer stand. The Reiters lose 1D6 for range at 2 hexes. So the front rank can fire 4D6 at the Lancers and the back rank loses 1D6 and fires 3D6, the shots being taken separately. If they wanted to keep open the option of charging after firing they would have lost an extra 1D6 each from their firing [down to 3D6 and 2D6 respectively].



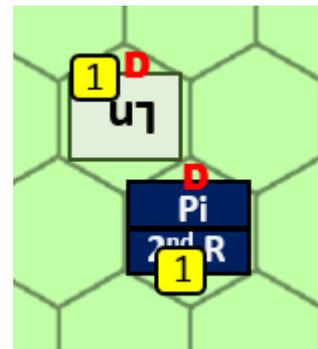
Example of One Rank vs Two Rank Combat

The Lance stand has 6 Strength Points and has just moved to contact. It is fighting the dark blue double Pistol stand which has 5SP in its front rank and 5SP in the supporting rank. The Lancer stand has a Charge Bonus of 4 added to its 6SP so could potentially throw 10D6. The Pistol stands will fire defensive fire with their front rank only throwing 5D6. The Pistols hit once. The Lancers have to take a Morale Test. 6SP -1 reducing the morale to 5 for the test. The Lancers throw a 4 which is less than 5 so they do not take a permanent hit. However as they had to test they are now disordered and being cavalry hit whilst charging pistols they lose their Charge bonus. Now for the close combat. Both sides throw 5D6. [The lancers lose 1D6 for being disordered]. We will assume that both of them hit their opponent once so that both will be testing on an adjusted morale of 4.



Both sides are unlucky and throw 6 causing a morale loss of 2 to each stand. However, because neither side is beaten [their morale loss was identical] they only lose 1SP each and become disordered. As neither side won the melee the Lancer stand, as the stand that initiated the melee, has to bounce out of combat up to its full move distance to the rear.

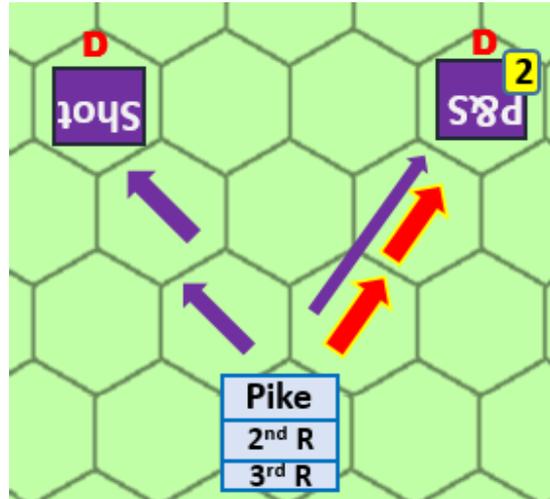
The Lancer stand has now had its SP permanently reduced from 6SP to 5SP and its Charge Bonus from 4 to 3.. The Pistol stands have had their rear rank stand reduced to 4SP permanently, but as the losses came off of the rear rank the front rank is still at full strength, 5SP.



BATTLE STAND example 1



A block of Swiss Pike have charged into a French Pike & Shot stand and a French Shot stand. The P&S stand HAS to be the defending Battle Stand as it is a Combat Stand. The Shot as a Support Stand will be a supporting stand in the Melee. The P&S are SP6 so they get 6D6, the Shot are 5SP, they add half of their strength 3D6 [rounded up] to the melee giving the defenders a dice roll of 9D6. [Note that before the melee begins the PS stand would have got to use Defensive Fire on the Swiss Pikes at full point blank strength and that the Shot would have fired separately on the Swiss with Supporting Fire at half PB strength]



The Swiss Pikes win the Melee and the P&S suffer 2 permanent SP losses and have to retreat in disorder. The Shot as a supporting stand do not take any losses but do become disordered and have to retreat. The P&S retreat their maximum distance of twice their normal move which is 1MP times 2. The Swiss Pike wish to pursue. They must pursue the Battle Stand which was their main foe in the melee, they cannot choose to pursue the Shot. If the Swiss throw 4+ on a D6 they will pursue 2 hexes and catch the P&S stand. As the P&S stand is retreating it will not get to fire again on the Pike should they contact.

Battle Stand example 2

Diagram 1 - Two Pike and Shot stands have charged into a Pike block supported by a Shot stand. As far as possible every stand that is contacted has to be individually assaulted. Once all stands are accounted for by individual attack supporting attacks can be allocated. In this circumstance P&S1 fights the Pike block and P&S2 has to fight the Shot stand even though it is a support stand. These 4 stands are all Battle Stands in the melee



Diagram 2 - If three P&S stands had charged in P&S1 would still have to fight the Pike. But the attacker would have the choice of what to do with P&S2 and 3. P&S2 could attack the Shot supported by P&S3 or P&S3 could attack the Shot leaving P&S2 the choice of which attack to support. The attacker decides to use P&S3 against the the Shot and use P&S2 to support the attack on the Pike block. P&S1 and 3 are the Blue Battle Stands.



Diagram 3 - Assume that the fights are indecisive and all the stands are left locked in ongoing melee. The brown command gets the initiative and charges into P&S1 with one of its P&S stands. The P&S stand joining the melee becomes another support stand in the melee between the 2 Battle Stands P&S1 and the Pike block. This will immediately reignite this conflict adding half of the D6s that the Brown P&S gets for charging in.

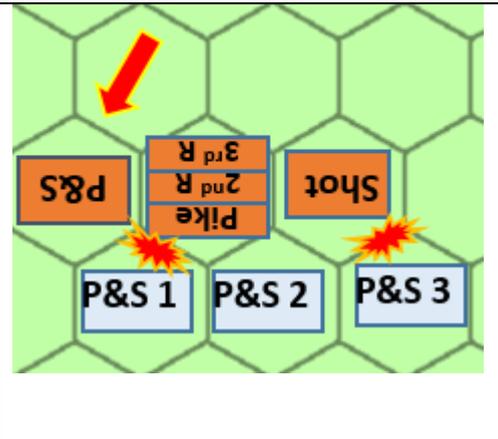


Diagram 4 - Let us assume that in Diagram 2 the Blue player decided to use P&S2 as the battle stand attacking the Pike block supported by P&S1. Meaning that P&S2 would be the Battle Stand. In that circumstance the Brown P&S stand charging in would have started a whole new melee pulling P&S1 out of the supporting stand role and into a Battle Stand role fighting the Brown P&S. P&S1 would not get Defensive Fire in this situation.

