

SUMMARY SHEETS – SNAPHANCE

FIRING AND MELEE CHART

<p><u>Firing - Throw 1D6 per remaining SP</u> Hit on 6 or double 5. -/+ ?D6 range factors from army list +1D6 each extra rank of Pike or Tercio for art if firing at frontally/directly into rear -1D6 each bound moved this turn [skirmishers/LC can move <i>once</i> w/o penalty]. -1D6 if firer disordered -1D6 target evading [LC,Dr,Sk] -1D6 firing at Sk/LC in the open -1D6 firing on any in cover -1D6 any firing at art in open. -1D6 2nd rank of Pistols firing -2D6 any non Art/Sk/LC firing at stands in prepared defences -1D6 artillery firing at prepared defences</p> <p><u>Move and Fire [7.2]</u> Dragoons -1D6 move 1 or 2H. No fire move 3H LC -1D6 move 3H, -2D6 move 4H Sk move once and fire normally Other stands -1D6 for each time moved Artillery cannot move and fire.</p> <p><u>Order Test [1D6] [4.5]</u> For extra moves, recovering from disorder, opportunity: A class pass on 3,4,5,6 B class 4,5,6 C class 5,6 +1 leader attached -1 out of range of leader [4H] or leader dead -1 each movement taken after first this round</p> <p><u>Pursuit [1D6] [13.0]</u> Gendarmes and Swiss Pike units must attempt to pursue 1H on 2-3, 2H 4-6 [3H on 6 for Gendarmes]. Others with positive Charge bonus can choose – inf 1H on 4,5,6, cav 1H on 2-3, 2H 4-6. An attached leader can add or subtract 1 from the dice roll.</p>	<p><u>Melee [10.0]</u> <u>Throw 1D6 per remaining SP</u> Hit on 6 or double 5. -1D6 if disordered +1D6 up hill +1D6 fighting enemy flank +?D6 Charge Bonus if charging in</p> <p>Foot will not charge MCS. Stands charged in flank/rear by Stand commencing behind front disorder.</p> <p><u>Pikes [if fighting frontally only]</u> +1D6 2nd and 3rd rank of pikes vs foot +2D6 2nd and 3rd rank of pikes vs horse No Charge Bonus horse vs Pikes, P&S, Tercio</p> <p><u>Shot [unsupported = not in cover or not next to CS]</u> -2D6 Shot caught unsupported in the open by MCS -1D6 Shot fighting unsupported in the open against LC -1D6 Shot not in cover fighting any CS [this is additional to the above].</p> <p><u>Morale Test/SP losses [1D6] [8.0]</u> If hit by shooting or in melee take Test. Need to roll equal or less than the stands adjusted morale which is:</p> <p>Commencing strength points +1 commander attached -1 disordered -1 each SP already lost -1 each hit just taken Always pass on 1, fail on 6</p> <p>Max loss 2SP in melee if lose, 1SP if win or draw. Max loss 1SP from firing [unless PB art which can cause 2SP] All stands lose max 1SP vs Sk inf. & LC. Cav vs inf max loss cav 1SP. LC max loss 1SP.</p>
<p><u>Interpenetration [4.10]</u> Combat Stands [except Pike blocks] can move through any friendly stand facing the same direction. Support stands can move through any regardless of facing and vis versa</p>	<p><u>Displacement 4.11]</u> Any CS can displace a SS which will immediately fall back to occupy the hex the CS vacated. SS other than Sk and Art can do this to other SS. Sk can displace Sk only.</p>

TERRAIN EFFECTS – movement and melee

Movement and Turning [4.0]

Dr, LC, Sk, Art turn and move freely in any direction. 1MP = 1Hex moved.

Other stands* except *Shot

1MP to turn 1H face, no more than 1 face turn allowed.

All stands can move backward full move but disorder if not already [and cannot fire].

All stands can move sideways full move [max 2H] but disorder if not already.

Turn to rear but disorder

Shot

1MP to turn 1H face, more than 1 face turn allowed.

Can move backwards w/o disorder but cannot combine backward and sideways movement.

Shot can move sideways w/o disorder.

Shot can combine forward and sideways movement.

Turn to rear w/o disorder.

Stream

All halt on entering, disordered, no charge bonus, no depth bonus

+1D6 if on bank fighting stand in stream

Cannot recover in stream.

Can get Charge Bonus if charging someone in stream whilst you are on the bank

Defences

Barriers that constitute Defences will be specified in the scenario notes. These rules are generic rules for Defences which may vary from scenario to scenario.

Halt before crossing unless beaten in melee.

Mounted, P&S and Pike disorder if cross defences.

No charge bonus attacking defences.

No depth bonus for pikes or pike bonus for P&S attacking.

-1D6 infantry attacking defences.

-2D6 and disorder mounted attacking defences.

Fields/rough

Max move of 2H

All bar *Sk/LC/Dragoons* become disordered.

Can recover in field and move out in order.

All have no Charge Bonus if in or vs unit in rough/fields

Woods

-2D6 *Lancers* in or vs unit in woods. Halt on entering become disordered. No Charge Bonus if in or vs unit in.

Cannot recover in woods but can charge out with charge bonus.

Disorder if fighting enemy stand in woods.

-1D6 *Pike and Shot, Pike* in or vs unit in woods. Halt on entering become disordered.

No Charge Bonus, P&S Bonus or depth if in or vs unit in woods. Cannot recover in woods.

Disorder if fighting enemy stand in woods. Can close assault MCS in woods.

[Late era 1660+ P&S can recover in woods]

Sk no disorder, normal move

Shot, Dragoons halt on entering wooded hex, do not disorder. Can close assault MCS in woods.

Horse, Pistols halt on entering, become disordered. No Charge Bonus if in or attacking into woods. Cannot recover from disorder in woods. Pistols cannot fire from in woods. Horse and Pistols get no defensive or offensive fire if in or vs a stand in woods.

LC halt on entering, become disordered and no Charge Bonus if move into or attacking into. Can recover from disorder and move out in order.

Hills

Unless specified otherwise in a scenario hills provide a +1D6 combat benefit to the stand which occupies a higher hex.

Visibility into hill hexes extends to the first hex of the plateau top if you are viewing from the flat ground below.

A stand on the slope edge can see into and across the plateau top.

Only a stand on the edge hex of a plateau can see off of the plateau top to the flat.

Swamp

Sk, move 1H no disorder.

All others halt on entering, become disordered, no Charge Bonus if in a swamp H.

Cannot recover in swamp.

Can get Charge Bonus if outside of swamp charging any in the swamp except *Sk* in swamp.

Rules for Town Hexes

In many scenarios town hexes are classified as impassable. In those scenarios where stands can enter town hexes specific scenario rules may apply. The generic town rules are as follows.

1.0 Entering and Moving in Town Hexes

Mounted Combat Stands, Pikes and P&S stands halt on entering a town hex and become disordered. They cannot recover whilst in the town [exception 17th Century P&S]. Shot, Dragoon, Light Cavalry, Artillery and Skirmish can enter and do not disorder. Shot, Dragoon Light Cavalry, and Skirmish stands can move through town hexes without disorder. Turning a hex face in a town hex is treated the same as doing it in the open. An undisordered P&S stand will not disorder if it turns a single hex face in a town hex.

2.0 Stands firing out of town hexes

Shot, Dragoon, Light Cavalry, Artillery and Skirmish fire normally the way they are facing. 16th Century P&S and all Tercio P&S lose -2D6. 17th C P&S fire normally. A town hex is cover for stands in it when fired on.

3.0 Combat in Town Hexes

Stands defending a town hex have a facing and a zone of control just like stands in the open. However, attacking stands do not get combat benefits for attacking the flank or rear of stands in town hexes. Infantry can attack MCS which are in town hexes.

3.1 Stands attacking town hexes get:

no Charge Bonus

Pike get no depth bonus and disorder

P&S get no combat additions for Pike

Tercios get +1 depth bonus

-1D6 foot

-2D6 and disorder any *mounted*

3.2 Stands defending town hexes, or attacking out of town hexes get:

-3D6 if mounted

-1D6 single stand P&S and no pike combat additions

-2D6 Pike, and no depth bonus

-2D6 Tercio and no depth bonus

No charge bonus

3.3 Stands beaten in a combat in a town hex can choose not to retreat, instead they take an extra strength point of damage and there is an ongoing melee.

3.4 If a stand adjacent to a town hex, supported by a stand in the town is beaten in close combat the supporting stand in the town hex can choose not to retreat. It does become disordered, and the victorious stand is then in an ongoing battle with the stand in the town.

4.0 Initiating Combat from a Town Hex

Stands in a town hex can turn to face a stand adjacent to the town and initiate a combat. The subtractions as for rule 3.2 apply. Foot stands, including skirmishers, in a town hex can turn to face Mounted Combat Stands on the outside and initiate combat with them.

Stands being attacked outside of the town suffer combat penalties as for rule 3.1.

5.0 Leaving Town Hexes

Shot, Dragoon, Light Cavalry, Artillery and Skirmish exiting town hexes move normally and can attack enemy stands normally.

Combat stands leaving voluntarily move 1H max in any direction and face any direction in disorder. There is no Charge Bonus if they leave a town hex to attack an enemy stand.