

SNAPHANCE – RULES FOR PIKE AND SHOT BATTLES

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Abbreviations used in these rules:

3H = 3 hexes etc.	BS – Battle Stand
2D6 = two six sided dice.	SS – Support Stand
MP – movement point	DF – Defensive Fire
Opp – opportunity	CS – Combat Stand
IF – Charge Factor	SS – Support Stand
SP – Strength Points	PB – Point Blank
P&S – Pike and Shot	MCS – Mounted Combat Stand
Sk - Skirmisher	LC – Light Cavalry

1.0 Basic Concepts

These rules are intended for refighting historic battles on tabletop with a four inch hex grid. Scenarios can be found on the website at [www.hexesandminiatures.com]. They cover the period from around 1550 to 1700CE. At the start of this era the experimentation and widely varying weapons and combat systems of the late medieval and renaissance periods continued but was steadily being replaced by standardised armies comprised of largely interchangeable units. Blocks or Pike & Shot armed infantry and cavalry all carrying sword and pistols eventually came to dominate the battlefield.

The rules need to be read in conjunction with the army lists which accompany scenarios and the summary sheet.

The rules are very similar to the Charles the Bold medieval/renaissance rules. If you are familiar with those rules you will find that the major differences are in relation to new unit types and capabilities. Most of this new information can be found in the Special Units Section of the rules.

1.1 Command Groups

Each army is divided into a number of command groups each commanded by a General. There are usually at least three [left flank, centre and right flank] but can be more. The individual scenarios will detail the different command groups.

1.2 Stands and Basing

Each group is made up of a number of stands under the command of the General of that group. Stands are the basic combat unit of the game. They need to be of a size to fit comfortably into a 4" hex with a few markers indicating their status. I use 90mm x 30mm stands for infantry and cavalry who charge 'en haye'. This size allows a regiment of Pike & Shot to be arranged fairly aesthetically whether it is with 15mm, HO or even 28mm figures. For pike and reiter style deep blocks I use 45 to 60mm width stands. For multi base stands such as Swiss pike blocks I use full depth stands at the front and half depth stands to show the additional ranks. The half sized rear stands are removed first as casualties mount. However the size of stand and number and scale of figures on the stand is irrelevant so long as they can be easily identified for what they are.

Generals are represented by single figures or small stands of a couple of figures.

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1.3 Strength Points [SP]

Each stand has a core number of strength points which is found in the strength point column of the army list. This is the base strength of the stand and equals the number of D6 that it throws when fighting close combat and firing. As it takes hits it loses SPs which reduces its strength in combat. All stands have an order rating of A [the best], B, or C [the worst]. The order rating determines how well they respond to orders.

1.4 Game Play

The game is played as a series of rounds each of which finishes when every one of these groups of stands has moved.

At the start of a round both sides select and openly declare which group they wish to move. They then throw 2D6 and add or subtract any bonus for the general of that group. The player with the highest throw gets to move their selected group of stands. Each stand in the group moves, fires and fights. All of these actions happen immediately. It is best to use some kind of movement marker which is placed in the hex with the stand to indicate when it has moved. It is easy to lose track in a large battle. Once all stands in the group have moved the dice are rolled again to see who gets the initiative next. This continues until all stands on the board have moved at which point the round finishes and the movement markers are removed.

2.0 Types of Stands – an Overview

Stands are classified in a variety of ways which determine how they fight, how they move and how they are affected by terrain. The army lists with the scenarios detail all of the categories which apply to each stand in the scenario.

The primary distinction between stands is whether they are Combat Stands or Support Stands. Combat Stands represent the troops whose primary role is to come into contact with the enemy and fight hand to hand. Support Stands fulfil a number of ancillary roles, including skirmishing and missile combat. They are not generally interested in coming into close combat with the enemy. Combat Stands and Support Stands are broken up into a number of sub-categories.

2.1 Combat Stands

These are the primary combat troops of the army. Although some of them may use fire power they are trained and equipped to come into close combat with their opponents.

All of the following sub-categories of stand are Combat stands. The sub-categories are particularly relevant when reading the Summary Sheet as the rules for Terrain Effects and Combat Factors are determined on the basis of the major sub-category [the headings in bold below].

As can be seen, within each sub-category there are different types of troops who will have their own distinct attributes. Specific scenarios and the Special Units Sheet provide rules for different types of stand where these differ from the core rules. The troop types listed are only an indicative sample of the types of stand covered by each sub-category.

Combat Stand Sub Categories with Abbreviations.

.	Mounted		Foot
Pi	Pistols Reiters, Huguenot Millers, Imperial Cuirassiers	Pk	Pike Swiss, Landsknecht
Ln	Lancers French Gendarmes, Demi- Lancers	P&S	Pike & Shot Spanish Tercios, French Legions, Dutch Regiments, Swedish Brigades
Hs	Horse Most mid to late 17 th Century Cavalry. English Civil War Parliamentary.	FH	Fast Horse English Civil War Royalist, 30 Year War Swedish

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2.1.1 Mounted - Pistols

Various types of cavalry who primarily used pistols in combat. This cavalry style developed from early Reiters, heavily armoured cavalry who sat at a distance and fired on their opponents with pistols. Their effectiveness and tactics varied greatly during this period. Mostly they charged at the trot and discharged pistols at close range.

Examples: Reiters, Huguenot Millers, Imperial Cuirassiers.

2.1.2 Mounted - Lancers

Mostly heavily armoured men charging with the lance, but also included some lighter lance armed troops. Examples: French Gendarmes, Spanish Lancers, Demi-Lancers

2.1.3 Mounted – Horse

These were becoming the standard cavalry force from the 17th century onwards. They carried pistols but their primary tactic was to fire their pistols at close range and then fight with the sword. A sub category of Horse is Slow Horse, who are more cautious and prefer to rely on fire power.

Examples: Most mid to late 17th Century Cavalry, English Civil War Parliamentary Horse

2.1.4 Mounted – Fast Horse

Reintroduced the headlong gallop into cavalry tactics.

Examples: English Civil War Royalist Horse, 30 Year War Swedish Horse.

2.1.5 Foot - Pike

Large bodies of men armed with Pikes. Pike are usually represented by three ranks of stands in a hex. They have no fire capacity and rely on rapidly coming to contact with enemy using their depth and momentum

2.1.6 Pike & Shot

Combined arms units. Pike to defend against horse and arquebus or musket armed men to provide fire power. These are best represented by a central block of Pikes flanked by gun armed men on a single stand.

Examples: Spanish Tercios, French Legions, Dutch Regiments.

2.2 Support Stands

All of the following sub-categories of stand are Support Stands. This is not a prescriptive list of stands covered by each sub-category.

Support Stand Sub Categories with Abbreviations.

Art	Artillery Cannon	Sk	Skirmishers Arquebusiers, Musketeers
Sh	Shot Arquebusiers, Musketeers	LC	Light Cavalry Mounted Arquebusiers, Genitors, 30 Years War Croats
Dr	Dragoons English Civil War Dragoons		

2.2.1 Mounted - Light Cavalry

Mounted troops who relied on fire power whilst mounted to harass enemy troops. Generally armed with light firearms by this era. Examples: Mounted Arquebusiers

2.2.2 Mixed - Dragoons

Mounted infantry who used mobility to seize and hold positions.

Examples: English Civil War Dragoons

2.2.3 Foot – Shot

Although usually combined with pikes to provide defensive and offensive capacity sometimes large bodies of shot were used independently in battle. Before the invention of the bayonet they were vulnerable to attack by cavalry.

Examples: Some French Huguenot Foot Regiments, Later Swedish and Danish Shot Regiments.

2.2.4 Foot - Skirmishers

Dispersed bodies of infantry with guns who used cover and dispersal to fire on and harass enemy formations.

Examples: Arquebusiers, Musketeers, Detached Shot, Commanded Shot

2.2.5 Artillery

Cannon

3.0 Command and Control

Where the stand of each general is during the turn determines which of his stands are in control. Stands within 4H of their groups commander are considered to be within command range. They conduct Order Tests for extra movement, recovery from disorder and going onto opportunity status normally.

All Order Tests for stands that are out of range *at the time they conduct a test* suffer a -1 penalty for distance from general. Stands out of range of their commander cannot make group moves unless they commenced their group move within command range or at least one of the stands is within command range.

3.1 Moving Commanders

A commander can be moved once per turn up to 6 hexes in his group's turn, he can move further in total if attached to a stand that is making multiple moves but cannot make multiple moves by himself. He can use his move to join a stand and assist it in passing an Order Test then moving with it. If a general assists a stand in passing an order test he must then stay with that stand for the rest of his move.

A commander in the same hex as a stand can declare himself attached to that stand for the move. He will then move with that stand as many times as it moves. Commanders can be in a hex by themselves. If an enemy stand enters the hex the commander will move to the nearest stand of his command.

A commander can only be added to a stand or group for Order Test purposes once in a move.

3.2 Losing a Commander

A commander who is attached to a stand which is in melee or under fire can add +1 to the Morale Test to help the stand survive. However, if the stand is destroyed and he was attached then the commander is killed too. If a commander is killed a new commander appears at the start of the next turn in a hex with one of the stands in that group. The new commander will be poor quality with a range of only 2H and will reduce the initiative dice roll of his group by -2. He will not add to Morale Tests.

If a general is with a stand that is destroyed but was not attached to it he will be moved immediately to the nearest stand of his group.

4.0 Movement

All stands must face one of the points of the hex they are in. It is important that their facing is unambiguous to all players. Stands move from hexes forward into one of the two front hexes without changing facing for 1 movement point [MP]. Each stand has a number of movement points as shown on the army lists for each scenario.

In a turn a stand may do one of the following: move; fire then move once; move then fire, including multiple moves before firing; fire. Different categories of stand have varying abilities and restrictions in relation to how they move. In the section below the rules as they apply to the majority of stands will be given first and then specific exceptions. Further exceptions and special movement rules will be found in the scenarios and on the Special Units sheets.

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4.1 Dragoons, Skirmishers, Light Cavalry and Artillery

Note that Sk, Dragoons, LC and Artillery stands are an exception to most of the following rules as they can move freely from hex to hex in any direction and finish their move facing any direction without using MPs to turn and without disordering. Unless otherwise stated these movement and turning rules refer to stands that are not any of these four categories.

4.2 Changing facing

Turning 1 hex face requires 1MP.

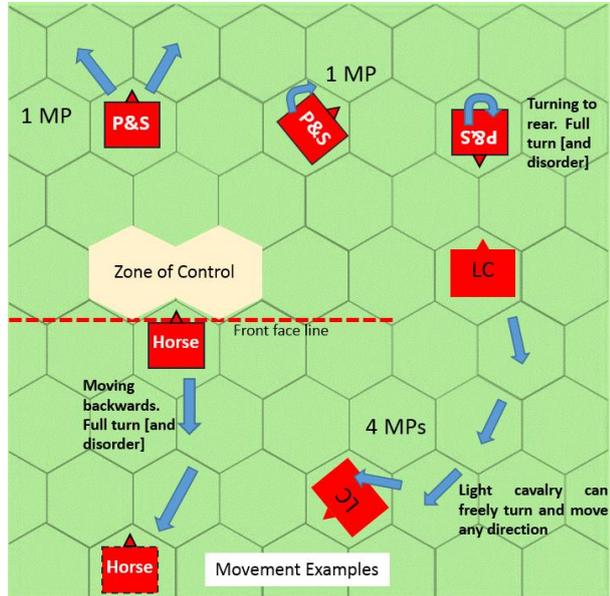
Most stands, even ones that can move 2+MP can turn 1 hex face only during a single move, a further change of face is possible but leads to automatic disorder and no further movement that round.

A stand can use an *extra move* to turn another face [see below] but will have to take an order test. Stands can turn 1H face and move out of the hex as part of single move.

Shot can turn 2H faces without disorder.

4.3 Turning to Rear

Any non disordered stand can turn to face its rear, finishing disordered. Shot can turn to the rear without disorder.



4.4 Additional movement

An undisordered stand can move a second and more times but must take an **Order Test** at completion of each before moving again. An extra move is just like a normal move and the same conditions apply.

4.5 Order Test.

Throw 1D6.

A class stands pass on 3,4,5,6.

B class stands pass on 4,5,6,

C class on 5,6,

They can add +1 to the Test if a leader is in their hex or a leader is attached to a group that is making a group move. Subtract 1 from the roll if they are more than 6H from their leader in a well trained army, or 4H in a poorly trained one.

If they pass they can take another move, then Test again with a decreasing chance of passing for each extra move [eg, B class pass on 5,6 for a third move and 6 for a fourth].

If they fail a Test they become disordered and their move immediately ends.

Dragoons, LC and Sk are affected by the order test rules.

4.6 Zone of Control [ZOC]

Each Combat and Shot Stand has a Zone of Control. ZOC is the front two face hexes of the stand. Moving stands will halt if they enter an enemy ZOC. A stand cannot move so that it ends its movement with one of its flank or rear H in an enemy ZOC unless the enemy stand is a Sk stand in the open which has no ZOC. A stand which commences its turn with its flank or rear to an attacking stand can turn to face its attacker if there is no other stand attacking it from the front. It can turn any number of faces to do this and will not disorder. If a stand is adjacent to another friendly stand being attacked, but is not the subject of the attack itself or a supporting stand in the combat, it can move out of enemy ZOC.

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4.7 Backwards movement

Stands can move **backwards**, moving their normal move distance, maintaining facing and becoming disordered. They can move backwards even if already disordered. Shot can move backwards without disorder but they cannot combine backwards movement with movement in any other direction [eg although Shot move 2 hexes they cannot move one hex backwards and one hex sideways. They would have to stop after moving one hex back and take a second move followed by an order test.] Shot can combine a backwards move with firing combat stands cannot. Stands that only have 1 movement point can move 2 hexes backwards.

4.8 Sideways movement

All stands can move a full move sideways [maximum of 2H for Mounted CS] but unless Shot will disorder. Shot can move sideways without disorder and they can combine a sideways move with a forward move [eg one H sideways, one H forwards] but not a backwards. Stands maintain their initial facing. Stands other than Shot cannot combine forward movement with sideways movement.

4.9 Group movement

Stands of the same kind [eg Pike & Shot] can move together if they commence in adjacent hexes. If moving they must be facing exactly the same direction and move the same direction and number of hexes. Stands cannot be dropped off during the move. A group of stands can be put on opportunity as a group. In this case they do not have to be facing the same direction and they can act separately or together once on opportunity.

4.10 Interpenetration.

Support Stands can move through any other type of stand and can be moved through by any regardless of the direction they are facing. Combat Stands other than Pike blocks can move through other Combat Stands but only if they are facing in the same direction and they move through the stand in the direction of facing [ie from front to back or back to front].

4.11 Displacement

Any Combat Stand can move forward into a hex with a Support Stand and displace the SS which will immediately fall back to occupy the hex the CS vacated. Support Stands other than Sk and Art can do this to other SS. Sk can displace Sk only. Support Stands displacing SS can enter the hex from any direction.

Stands that can displace other stands can do so even if the stand they have displaced has already moved this turn. A stand that is displaced is not counted as having moved as a result of the displacement.

5.0 Evasion

Sk, Dragoons and LC can evade if they are charged or fired on. In all cases evasion is only allowed *in an enemy turn* if the attack comes through the target stands front 2H. A stand cannot evade if it is opportunity charged or charged from behind the flank or rear [where the attacking stand was never visible in front of the front face line].

An evasion move is up to a full normal move to the rear finishing the evade without changing facing. If the stand is Dragoons or LC and they are not disordered they can continue to evade if pursued and contacted again performing Order Tests as per normal multiple moves. If they fail a Test and disorder the stand cannot evade from the same pursuer again. If a stand is already disordered when first charged it can only evade once from the same attacker. Infantry skirmishers armed with muskets can only ever evade once from the same attacker.

Stands can still evade if the attacking stand commenced the turn adjacent to their flank and just turned to attack or if they are caught in the flank as part of an attack on a combat stand. Stands already in melee cannot evade.

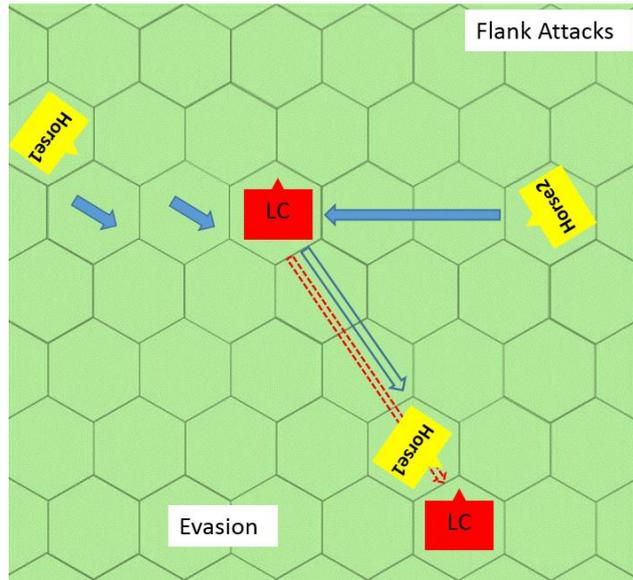
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Horse2 is behind the front face line when it starts to move so can launch a flank attack. The LC cannot evade and will disorder when Horse2 hits it.

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



6.0 Opportunity Moves [move/fire]

Stands can be put on **Opportunity**. Opportunity allows them to react in the enemies turn. This enables them to;

- fire at or counter charge a stand that fires on them from the front 2H.
- counter charge a stand that is moving to contact them.
- opportunity charge anyone who moves into range and is moving towards them or moving sideways in a way that brings them closer to the front of the stand.

Conditional upon the following:

- opportunity moves can only be made if you can actually contact the stand initiating the response and cannot involve any turns or sideways movement.
- **opportunity moves can never be made by any stand on the side which is currently moving**
- A stand that triggers an opportunity response cannot evade to avoid it.
- Foot will never opportunity charge mounted combat stands

6.1 Opportunity Status

You need to take an Order Test [see 3.4] to put a stand on opportunity. This is the first action which that stand can take in the turn. If it fails there is no ill effect, the stand can still move and fire normally that turn. Once on opportunity so long as it doesn't move [other than to turn up to 1H face in H], fire or become disordered the stand stays in opportunity mode. A disordered stand can take an Order Test to recover from disorder and if it passes can then Test again to go into opportunity mode.

6.2 Opportunity Charge Mechanics

A stand can opportunity charge through or into their own Sk screen. The Sk will fall back as for the interpenetration rules if the opportunity charge of the friendly stands would end in their hex. A stand can opportunity charge through any stands they can normally move through that are facing in the same direction as the opportunity charging stand.

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Only one stand on opportunity can charge or counter-charge a single enemy stand firing on or moving towards them. If it is moving towards them a stand on opportunity can charge a stand that is pursuing as a result of combat. In some cases it may be necessary to count hexes and movement speed to see if a stand on opportunity could contact a stand moving forward before it had got beyond a point at which it could be hit.

If an enemy stand approaches a stand on opportunity intending to fire on it the stand on opportunity can charge but the moving stand can fire first.

6.3 Responses to Opportunity Charges

The active player cannot respond to Opportunity charges. They cannot fire Defensive Fire, although Horse can still fire their two pistols if they are the target of the charge. Adjacent stands cannot provide supporting fire to stands that are opportunity charged, although they will be included as supporting stands in any combat triggered by the opportunity charge.

If a Support Stand has triggered the opportunity charge by firing it will only be the Battle Stand if there is no Combat Stand contacted simultaneously.

6.4 Opportunity Fire

As many stands as are in range can use opportunity to fire on a stand which fires on them or moves towards them. [See the firing section for details of how different stands will utilise firing when on opportunity 7.4.1 and 7.4.2].

If it is moving towards them a stand on opportunity can fire at a stand that is pursuing as a result of combat.

6.4.1 Who fires first?

If a stationary stand, or one which is firing and then intending to move, fires on a stand on opportunity which wishes to fire back then both shots are calculated simultaneously. If a stand moves into range of a stand on opportunity intending to fire upon it, the opportunity status stand gets to fire first. The approaching stand takes any losses etc first before calculating its firing.

7.0 Firing

Some stands are able to conduct attacks by distant shooting.

The firing arc is along the lines of the wide frontal H lines Artillery fire along the narrow 2H front [see below].



The French Catholic Skirmisher [sk] is musket armed with two strength points. If it fires at a target 2 hexes away will throw a total of 2D6 hitting on 6 or double 5. At 3 hexes it loses 1D6 so will only throw 1D6. It can only cause 1 casualty to a target as that is the maximum damage that can be done by a single stand firing.

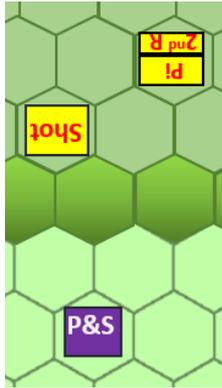
You cannot fire into a close combat or if you are in close combat. You score one hit point for each 6 or double 5 thrown. A stand hit by distant shooting has to take a **Morale Test**. It is this Test that determines the amount of real damage, if any, the stand takes. The maximum damage that a stand can take from one stand shooting at it is 1 strength point.

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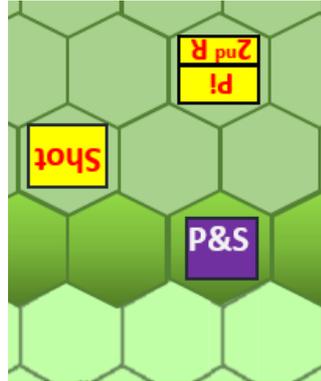
To work out the potential effectiveness of your stand firing you need to use the army lists for the relevant stand. Each stand has a core number of strength points [SP] which is found in the strength point column. This is the base strength of the stand and equals the number of D6 that it throws when fighting close combat and firing. This number of dice is modified by factors in the other columns on the chart as well as various *terrain and tactical factors* which are found on the **Summary Sheet**.

7.1 Terrain Blocking Visibility

Various kinds of terrain block sight. You can only shoot one hex into hill tops from a plain below. You can only shoot one hex into woods and towns. You can fire through Sk, LC and Artillery.



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.

7.2 Moving and Firing

Skirmishers can move once and fire at full effect. If they move again they will lose 1D6 from their firing and a further 1D6 for each further move. Light cavalry can move up 2 hexes and fire at full effect, they lose 1D6 if they move 3 hexes and 2D6 if they move 4H.

Shot Stands and Pike and Shot Stands with firearms can move then fire or fire then move *once*. However, these stands get a firing penalty of -1D6 for each time they move before they fire and -1D6 if they intend to move after firing.

Dragoon Stands lose 1D6 if they move 1 or 2 hexes. They cannot move 3 hexes and fire.

Artillery can never move and fire in the one turn.

7.3 Double Rank Firing

Pistols can fire 2 ranks losing 1D6 for the second rank. They can fire both ranks and then charge [losing an extra -1D6 from each rank]. Having fired with the moving penalty they can choose not to move or charge [eg if they missed a target they wanted to damage or disorder before they charged].

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 and have -2D6 deductions for range at 2 hexes. So the front rank can fire 3D6 at the Lancers and the back rank loses an extra 1D6 and fires 2D6, 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 2D6 and 1D6 respectively].



7.4 Defensive fire

Stands that have firing can fire defensive fire in some circumstance if they are charged and hit from their 2 front face hexes. They do not get to fire defensive fire if the frontal attack is as a result of an opportunity charge which they triggered. After they have fired they will engage in close combat with their attacker/s

Stands eligible for Defensive Fire are:

- Light Cavalry.
- Horse, Slow Horse and Fast Horse
- Pistols with the front rank only.
- Sk in any defensive terrain, or defending against stands in any terrain that removes attackers impetus.
- Sk who are not in cover can fire on their attacker but they are then automatically destroyed if the attacker is a Combat Stand or LC, they do not get to fight in close combat unless the attacker is a Shot or Dragoon stand.
- Shot and Dragoons in the open will not get defensive fire against Mounted Combat Stands, they only get it if they are in terrain that removes the cavalry impetus, or if they are 'supported' by being adjacent to any combat stand.
- Artillery against any.

Defensive fire is at the point blank [PB] effectiveness of the stand. A stand that is contacted whilst being pursued as a result of losing a close combat cannot fire Defensive fire. However, any new stand contacted by pursuers can fire DF or supporting fire. A stand that is contacted whilst already in Melee cannot use DF or supporting fire.

7.4.1 Pistols firing Defensively

Pistols fire defensive if charged with the *front rank only*. If they fire defensively on attacking lancers and hit, the attacking lancers lose their Charge Bonus even if they don't take a loss.

7.4.1.1 Pistols using Opportunity to fire at charging Mounted Combat Stands

If they are charged frontally by cavalry whilst on opportunity Pistols can fire one rank at 2H [instead of counter charging]. If they *cause a casualty* to an attacking Lancer stand at 2H range it loses its Charge Bonus. Charging Mounted Combat Stands can choose to abort their charge if hit at 2H. Pistols still get to fire DF even if they have fired whilst on opportunity.

7.4.1.2 Pistols using Opportunity to fire at other Stands

Pistols on opportunity can fire both ranks against enemy stands that merely move into range without intending to charge, or which have moved into range and would have to take a second move in order to charge.

7.4.2 Defensive Fire and Opportunity Fire

If a stand is on opportunity it could fire when an attacker is at 2+H then fire defensive fire when contacted. Shot on opportunity could fire on Mounted CS at 2H, but not at PB.

7.5 Supporting Fire

Shot stands that are a supporting stand in a melee can fire at half strength [rounded up] of PB if they would have been eligible to fire if they had been the target of the charge. Shot, even in the open, always get half DF if they are adjacent to and supporting a combat stand in melee even if the CS is charged by Mounted CS.

Pike & Shot that are a supporting stand in a melee can fire at half PB [rounded up].

Supporting Sk who choose not to evade can fire at full effect but are then automatically destroyed unless in cover.

Supporting Art can fire at full effect not halved.

If Pistols fire supporting fire at attacking Lancers and hit, the attacking lancer stand loses Its Charge Bonus if it takes a strength point loss from the Pistol fire [even if just a disorder loss as per rule 8.3].

7.6 Horse firing

Horse have no ranged fire, they fire on contact with enemy. Whether charging or being charged as Horse come into contact through the 2 front face hexes they get 2D6, even if responding to an opportunity charge. Fast Horse only fire when stationary and contacted. Slow Horse fire 3D6 if attacked frontally when stationary and 1D6 when attacking.

A second Horse or Slow Horse stand in a combat can provide supporting fire whether attacking or being attacked at half effect but never more than 1D6. Supporting Fast Horse can add 1D6 if defending. Horse of all kinds do not get to fire if being pursued or pursuing. They lose 1D6 if disordered. Once reduced to 1SP they drop to 1D6. Slow Horse drop to 2D6 at 2SP and 1D6 at 1SP.

7.7 Outcome of Firing

The result of all firing activity is that if you throw a 6 or a double 5 the target is hit and has to take a Morale Test.

8.0 Morale Test/Permanent Strength Point Loss

Any time a stand suffers a hit in melee or by fire it takes a Morale Test. To pass a Test you need to roll equal or less than your adjusted morale on a single D6. So the higher you roll the worse the result!

To work out your adjusted morale you start with the stands initial Strength Points which are equal to its starting Morale

- you subtract the number of hits you have just taken [that is the number of 6s and double 5s just rolled against you]
- you subtract any permanent losses the testing stand has taken from its starting SP,
- subtract 1 if the stand is disordered,
- add 1 if a general is attached to the stand.

Your adjusted Morale can never be less than 1.

Your morale loss as a result of firing or melee is the difference between the D6 roll and your adjusted morale. If the result is positive that is the morale loss you have taken. [eg your adjusted morale is 4 and you roll 6, your morale loss is 2]

If your adjusted Morale is 6 or greater you can only fail the Morale Test by throwing a 6.

The Morale Test is always failed if you roll a 6 and it is always passed on a roll of 1.

If your commencing Morale is 6 or more and you throw a 6 in the Morale Test you will take a single SP loss and become disordered.

8.1 Losing Strength Points

The Morale Test determines the amount of permanent damage a stand takes as a result of taking hits from shooting or melee. Any morale loss of 1 or greater will cause the loss of Strength Points. The maximum amount of damage that a stand can take by being fired at is 1 Strength Point. The maximum amount of damage that a stand can take in a melee is 2 Strength Points if you *lose the melee and you had a morale loss of 2 or greater.*

Artillery firing at PB is the exception to these limits. Artillery attacked frontally which fires defensive fire can cause 2SP damage from firing.

8.2 Firing Results - Morale Test Example

The Morale Test is best illustrated by an example. Let us say your stand starts the game with 5SP. You are fired at by shot with SP4 firing at a range where they do not suffer any losses for long range fire. They throw 4D6 one of which is a 6 causing 1 hit. 5SP-1 hit equals a Morale of 4. You throw 1D6 and get a 3. This is less than 4 so you suffer no permanent loss, you do however become disordered. If you had thrown 5 you would have suffered a morale loss of 1 and suffered one SP loss and become disordered. A throw of 6 would have had the same effect as throwing 5 as you can only suffer 1SP loss from shooting even though your morale loss was 2.

8.3 Morale Test and Disorder

Any time you have to take a Morale Test as a result of being hit by shooting or in close combat you become disordered irrespective of the outcome of the morale check. If you are already disordered before you take the Morale Test you will lose at least 1SP irrespective of the outcome of the morale check.

This loss is not in addition to any other losses, so if you had already been disordered in the above example and you threw a 5 you would still only lose 1SP. But you would have lost 1SP even if you had thrown 1 and passed the Test.

When in close combat a SP loss caused by being disordered and forced to Test does not count as a loss for determining the outcome of a fight. [See combat section below]

8.4 Large Units and Morale Tests

Some stands have additional stands attached to them in the same hex. Pistols often have a rear stand attached. Tercio stands often have a second rank and Pike Men may have 2 additional ranks behind the first. In these case the casualties suffered in a Morale Test are taken off of the back ranks first. All tests are conducted using the SPs of the front stand as the starting point. This means as long as back ranks remain the front rank commences each new Test as though it has not taken losses other than those inflicted in the current fire/melee leading to the Test.

These large stands cannot be split up to make smaller stand units.

9.0 Recovering from Disorder

A stand that wishes to rally must take an Order Test. If it passes it can then move or fire at full effect. If it fails it rallies but cannot move or fire or attempt to go onto opportunity.

9.1 Order Test for recovering from disorder.

Throw 1D6.

A class stands pass on 3,4,5,6.

B class stands pass on 4,5,6,

C class on 5,6,

Stands can add +1 to the Test if a leader is in their hex or a leader is attached to a group that is attempting a group recovery.

Subtract 1 from the roll if the testing stands are more than 6H from their leader in a well trained army, or 4H in a poorly trained one.

A stand cannot attempt to rally from disorder if it is in close combat.

10. Melee

All stands have an Charge Factor [IF] which can be found on the army lists. Only stands with a Charge Bonus greater than 0 can charge [move to contact] an enemy stand. The only exception to this is light cavalry with an IF of 0 who can charge Sk or into the flank or rear of shot units if they start behind the target units front face line.

Infantry stands will not move to contact Mounted Combat Stands. The only exceptions to this are some elite Swiss Pike infantry [this will be noted in the relevant scenarios] and any Pike or P&S stands vs MCS in woods or towns.

10.1 Melee Overview

Melee is handled similarly to firing. Each stand has a core number of strength points [SP] which is found in the strength point column of the Army List. This is the base strength of the stand and equals the number of D6 that it throws when fighting in close combat. This number of dice is modified by factors in the other columns in the Army List as well as various terrain and tactical factors which are found on the Summary Sheet. The loser of the melee is the side which takes the greatest morale loss as a result of the Morale Test.

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10.2 Determining opposing stands - The Battle Stand [BS]

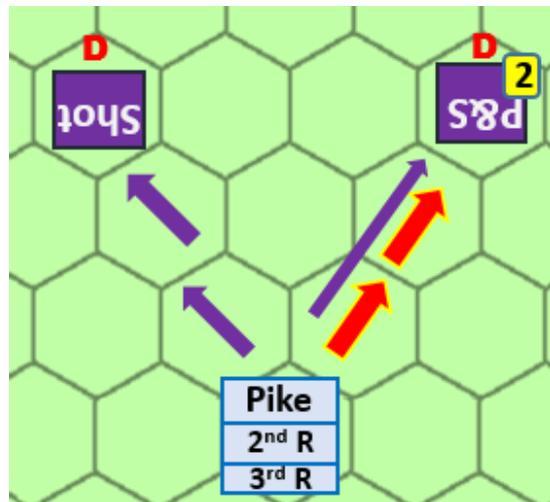
In a melee there is only one Battle Stand on each side. It is the Battle Stand whose full SPs are used in the combat and it is the Battle Stand that takes all of the losses for its side in the melee. Other stands contacted are considered supporting stands to the Battle Stand. Both sides throw dice. A stand in melee always gets to throw at least 1D6.

If a stand charges into contact with more than one enemy stand it can choose which of these is the opposing Battle Stand. There are conditions on this:

- If you contact a Combat Stand and a Support Stand the Combat Stand will be considered the Battle Stand. If 2 attacking stands moving as a group contact a CS and a SS stand one will fight the CS and one the SS [see examples] [Exception see rule 6.1]
- If one opposing stand is contacted on its front 2H and the other on its 4 flank/rear hexes the combat is with the facing stand. In this case the non facing stand does not count as a support stand and does not add to the combat. It does however have to retreat in disorder if the Battle Stand loses the Melee.
- The opposing Battle Stand when you are pursuing a defeated stand will be the stand you are pursuing.



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.

10.3 Charge Bonus

A Stand charging into melee or contacting an enemy when pursuing will add its Charge Bonus from the army list. There are conditions on this:

- Infantry can only add this factor when fighting other infantry.
- Cavalry don't get a Charge Bonus when attacking Pike or Pike & Shot armed infantry frontally [this includes Tercios and Swedish Brigades].
- Cavalry don't get a Charge Bonus if they attack a stand adjacent to a Pike block, where the attacking cavalry are in the front hexes of the Pike stand even if they are not fighting the Pike.

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- Some terrain removes the Charge Bonus as detailed in the summary charts.
- A stand must move at least one hex to get the bonus, just turning to face an adjacent enemy does not give a charge bonus.

In most cases once a stand has lost one of its strength points then its Charge Bonus is reduced to one only. Some mounted stands maintain their Charge Bonus at a level higher than one after losses. These are covered in the Army Lists and the scenarios.

10.3.1 Charge Bonus vs Opportunity Charge

In all cases where a stand is moving forward when it is contacted by an enemy opportunity charging it will get a charge bonus if it would normally get one vs that stand. However a stand that has moved forward and wishes to fire which triggers an opportunity charge does not get a charge bonus if it actually fires.

10.4 Rear and flank attacks

Stands contacted *and attacked* on one of four rear hexes automatically become disordered but only if the attacking stand started from behind the front face line of the defender and moved *at least 1H*. All attackers facing 1 of the four rear H get +1D6 for fighting flank or rear. Stands continue to get +1D6 in an ongoing melee if the attacked stand cannot turn to face them.

Heavy cavalry which contact the flank or rear hexes who started from behind the front face line of the defender and moved *at least 1H* get +2D6 on the turn they contact.

A stand which commences its turn in an ongoing melee with its flank or rear to an attacking stand can turn to face its attacker if there is no other stand attacking it from the front. It can automatically turn any number of faces to do this and will not disorder.

10.5 Skirmishers in Melee

Skirmishers who do not evade and are contacted by Combat Stands or Light Cavalry are automatically destroyed. They can stand and fire before destruction if attacked frontally. If hit in the flank or rear by a battle stand which commenced behind their front face hexes they will be destroyed without fighting if in the open. They do not slow down the advancing stand even if they cause casualties.

Skirmishers can stand, defensive fire and fight if in cover or any in any terrain which removes the Charge Bonus of the attacker.

Skirmish stands which evade but are still caught up with by LC are destroyed without fighting or firing. Musket skirmish stands which can only evade once which are caught up with in a follow up move will fire and die as usual unless they have reached cover or terrain where they can fight.

Even if the Sk are only a supporting stand to a stand which has been charged they must evade, or fire/die as above. Sk stands which start a turn with an enemy stand in their front face must break off.

Skirmishers charged by enemy Shot or Dragoon stands can fight even if in the open.

10.6 Supporting stands

If a stand is in contact with 2 or more stands only one of these will be the Battle Stand [as detailed in 10.2 above]. The rest may be a supporting stands. To be a supporting stand in a melee the stand must have one of its front face hexes facing the enemy Battle Stand. A supporting stand can only support 1 Battle Stand at a time. If it is facing two enemy stands which are in combat with friendly Battle Stands the controlling player decides which melee they will support.

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A supporting stand adds half [rounded up] of its adjusted Core Strength D6 value to the Battle Stand's dice. Supporting Stands do not take losses as a result of the outcome of the melee, but they will become disordered and retreat if the Battle Stand they are supporting loses the melee.

If a stand joins an ongoing melee later in the round the melee will reignite still using the original Battle Stand with the new stand being a supporting stand.

11.0 Melee Results

Melee results are determined like Firing by taking a Morale Test [Section 7.0]. Both sides work out their morale losses and compare the result. To determine the winner of the Melee you need to compare the morale losses. The side with the greater morale loss loses.

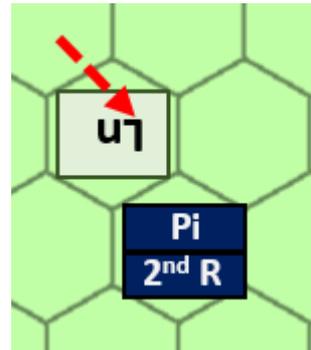
If you lose a melee you can lose a maximum of 2 strength points from your Battle Stand and the winner can lose 1 SP. You will only take 2 SP losses if you lose a melee and your morale loss was at least 2.

11.1 Melee Result Exceptions

- Mounted Combat Stands fighting foot can only suffer 1 SP loss even if they lose the melee.
- LC fighting any will only lose 1 SP at most.
- Sk and LC in combat can never cause more than 1 SP loss.
- Mounted in combat will bounce up to one normal move away from the melee in disorder if they do not win in one round maintaining facing. Where the combat involves stands of this nature on both sides it is the initiator of the contact who bounces.
- Artillery beaten in combat are always destroyed.

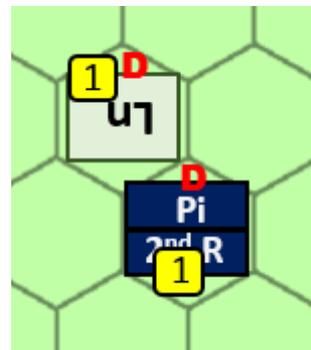
Example of One Rank vs Two Rank Combat

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.



11.2 Eliminated Stands

If it is the only stand in the melee a stand that loses enough SP to be eliminated always loses the melee regardless of the morale loss result. However, if there are support stands and with their support the eliminated stand causes more damage than its opponent then the result is as for standard melee results except that the support stands cannot pursue the beaten stand.

11.3 Ongoing Melee

If the morale loss in the melee is equal then all of the stands stay in contact [except cavalry as above] the 2 Combat Stands take a maximum of 1 SP loss each, and the melee is marked as an **ongoing melee**. [Use an indicator to show which of the stands are the primary Battle Stands]. The same outcome occurs if neither side hits the other so that there is no morale test, or if only one side has to test morale but passes the morale test.

11.4 Reigniting On Going Melees

Within the one turn an ongoing melee can be reignited several times in a variety of ways

- If a stand from another command charges into an enemy Battle Stand which is in an ongoing melee it will restart the melee and join it as a support stand
- If a stand which was in a separate melee defeats its opponent and is in front face contact with an enemy Battle Stand which is in ongoing melee it will restart the melee and join it as a support stand
- If a stand contacts an enemy *support stand* which is supporting an ongoing melee without contacting the Battle Stand it will pull the support stand out of its current battle and start a new battle with the support stand as the new Battle Stand.

12.0 Retreat

The stand/s that lose a melee retreat up to double their normal forward movement distance maintaining facing and moving away from attacker [including going forwards if beaten from the rear]. Any supporting stands retreat also as above becoming disordered.

Stands will retreat into a hex with the following preference.

- [1] A clear H without an enemy ZOC
- [2] Through a friendly stand disordering it if it is a Pike Block or a Combat Stand not facing the same direction as the retreating stand. A stand will continue to retreat through occupied friendly hexes until it is clear of them. Retreating stands can land in the same H as friendly Sk pushing them back. Support Stands that can interpenetrate friendly stands can retreat and be retreated through without causing disorder.
- [3] Through an enemy ZOC. A stand forced to retreat through an enemy ZOC loses 1 strength point for each enemy ZOC it passes through.
- [4] Move sideways around enemy stands or impassable terrain losing 1 SP for each sideways move.

Artillery who are defeated in melee are always destroyed even if they are just supporting stands. A stand that retreats off the board is counted as destroyed for break points purposes.

12.1 Retreat and rear attacks/impenetrable terrain

You cannot retreat through an enemy stand [except sk], and stands are destroyed if beaten when surrounded by enemy battle stands on all 6 sides.

A stand which is pushed back which has enemy stands facing both of its 2 rear hexes, whilst being attacked on one of its front face hexes will retreat sideways to escape losing extra strength points for sideways movement **and** moving through an enemy ZOC. If it is only attacked on 1 rear H whilst being attacked on one of its front face H it will take the avenue of retreat through the open rear H losing 1 extra strength point.

A retreating stand can never move forwards of the front base line of the battle stand that defeated it. If its only escape is to move forwards in this way it loses 2 extra SP instead and if still in contact fights another round of melee immediately [a victorious MCS does not have to bounce but can continue to fight another round having lost its Charge Bonus,. It could choose to bounce instead of fighting] .

12.2 Retreating off of the board.

A stand that is beaten adjacent to a board edge where that is the way it has to retreat is removed from play and the points lost.

Only a stand that commences its retreat turn adjacent to a board edge is forced to retreat off. If a stand is defeated and has behind it one or more stands and then the edge of the board it is not forced to retreat through them and then off of the board. Instead it can move sideways after retreating 1 hex, but will lose an extra strength point for every sideways move it is forced to take [as well as any for moving through any enemy ZOCs etc] until it is clear.

13.0 Pursuit

Combat Stands that win a melee may pursue in some circumstances, some stands *must* attempt to pursue. A D6 is rolled to determine this. Only the main Battle Stand in the melee can pursue, support stands do not.

Stands with a positive Charge Bonus can choose if they wish to attempt to pursue. Throw a D6. Infantry will pursue 1H on 4,5,6.

Some infantry such as Swiss Pikes can pursue 2H, they use the cavalry pursuit table [below]. If this applies it will be specified in the scenario.

Cavalry will pursue 1H on 2-3, 2H on 4-6. Some cavalry as noted in the specific scenarios must attempt to pursue if they win a melee.

A stand can pursue when the enemy stand they were fighting is eliminated and they would *have won the battle* regardless of whether it was eliminated.

Infantry will not attempt to pursue cavalry, or pursue a stand if it would bring them into contact with Mounted Combat Stands even if they are able to attack such a stand in their normal move.

A stand will not pursue if its movement would cause one of its flank or rear Hs to enter an enemy ZOC [skirmish infantry don't count].

A stand that pursues off of the board is lost, although it does not count as lost points for the side that loses it.

13.1 Mechanics of Pursuit

The pursuing stand moves into vacated H and continues to pursue along the line of hexes taken by the retreating stand without changing facing. A pursuing stand will not move sideways in pursuit even if the retreating stand was forced to. If the enemy was destroyed continue forward in as straight a line as possible.

If a pursuing stand contacts the stand it is pursuing or a new enemy stand then another melee is fought. The pursuing stand gets Its Charge Bonus.

If a stand is not able to move because it is in front face contact with an enemy stand in a separate melee then the stand joins that melee rather than pursuing.

14.0 Victory Points and Winning the Battle

Every stand is worth a number of Break Points 1, 2 or 3. Before the battle add up the total number of points in each army. As stands are destroyed keep track of the points lost. In multi stand units each stand is worth points [eg A Swiss Pike block has 3 stands each worth 3 points, each time a stand is removed from the Swiss block 3 points are removed]. The scenarios will include what proportion of points can be lost from an army before it will break. Usually between a third and a half. The first side to break loses the battle.

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15.0 Reading an Army List

Gendarmes have 3 Movement Points the first time they move in a turn, and 2 MP for any additional moves

The front rank of the Reiters has 5 Strength Points, the back rank 4 SP. Charge Bonus if charging is 1.

ARMY LIST		MP	SP	CB	PB	2H	3H	4H	6H	BP
Catholic Stands	Cat									
Gendarmes B	CS, Lancer	3*2	6	4						3
Reiters B	CS, Pistol	2	5/4	1	0	-1				2
Mounted Arquebusiers B	SS, LC, Arquebus	3	3	1	0	0	-1			1
Swiss Pike B	CS, Pike	1	5/5/5	3						2
P&S B	CS, P&S	1	6 [+1]	1	-2	-2	-3			3

The Mounted Arquebusiers are a Support Stand, Sub-Category Light Cavalry and they are armed with Arquebuses.

At the range of 3 hexes the P&S lose 3D6. So assuming they are at full strength and not disordered they will fire 3D6 at this range

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.



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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.

