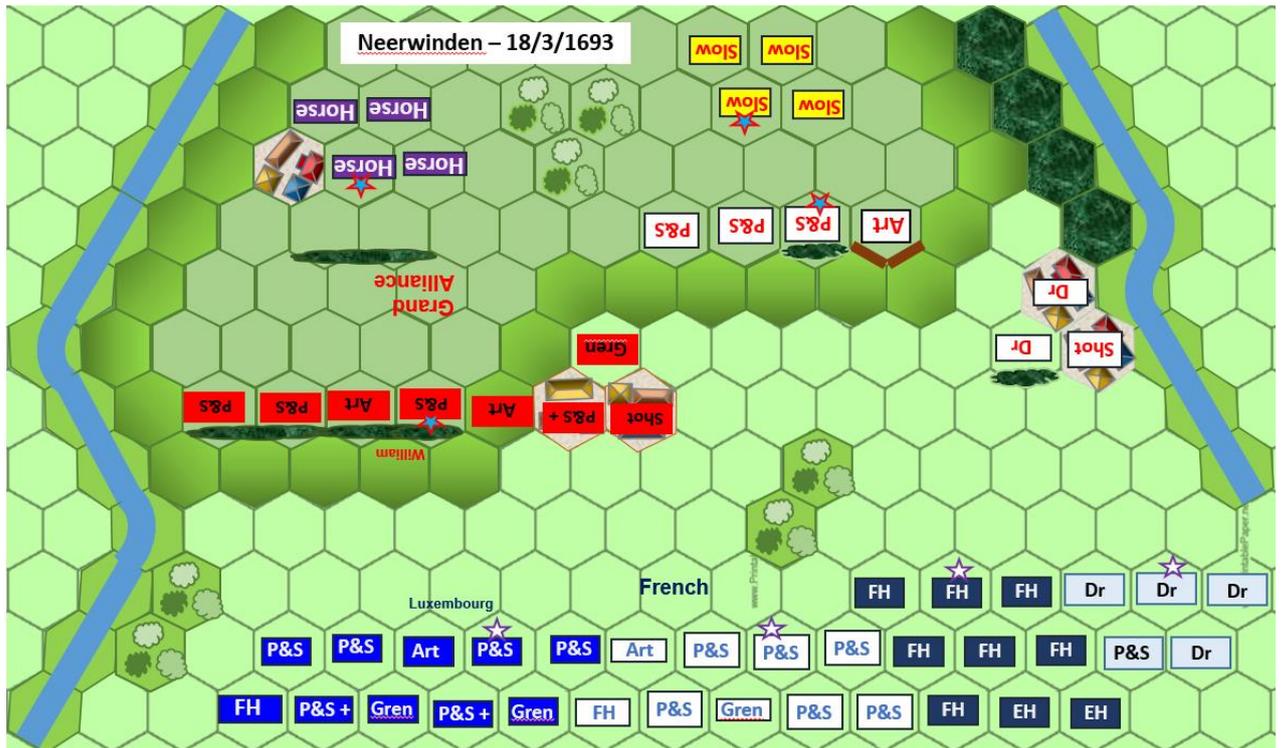


SNAPHANCE SCENARIO

Nine Years War – Neerwinden 18 March 1693



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

SNAPHANCE SCENARIO

Nine Years War – Neerwinden 18 March 1693

French Marshall Luxembourg coaxed William of Orange to detach forces from his main army to deal with French feint manoeuvres. Luxembourg then attacked William with a considerable numerical advantage. The Allies however, held a strong position.

Dutch/Allied – William of Orange

| Left Rear | Left | Right - William | Right Rear |
|--------------|---|--|------------|
| 4 Slow Horse | 3 Pike and Shot 1 Shot 2 Dragoon 1 Artillery | 1 Guard P&S 3 Pike and Shot 1 Shot 1 Grenadier 2 Artillery | 4 Horse |

French - Luxembourg

| Left Flank | Centre Luxembourg +1 | Right Flank | Cavalry - |
|---|--|------------------------------|-------------------------------|
| 6 Pike and Shot 1 Grenadier 1 Fast Horse 1 Artillery | 2 Guard P&S 4 Pike and Shot 2 Grenadier 1 Fast Horse 1 Artillery | 4 Dragoon 1 Pike and Shot | 2 Elite Horse 7 Fast Horse |

Scenario Rules.

- 1.0 When throwing 2D6 to gain the initiative the command under Luxembourg adds 1 to the dice roll

- 2.0 Normal town rules apply.

- 3.0 The hedges count as cover against all firing except artillery. They can 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. Dragoons and Shot have to stop but do not disorder. Eligible P&S stands get their pike bonus fighting over hedges.

- 4.0 Defences. Defeating a Battle Stand in the open supported by a Stand behind defences will not cause the stand behind the defences to retreat. The beaten stand retreats but the stand behind the defences is left in an ongoing battle with the victorious stand. Cavalry can never defend Defences, they are always considered to be attacking over them. If there are cavalry on both sides of the Defences fighting each other they both suffer the penalties.

- 5.0 The large group of Slow Horse [Left Rear] behaved badly in the battle, retreating when ordered to charge. They have to pass an order test every time they want to move to contact. If they fail the test they will not move that turn. The tests must be taken individually.

- 6.0 The French move one of their commands first.

- 7.0 The woods are all open woods. They have no effect on movement or firing, but block visibility.

SNAPHANCE SCENARIO

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

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

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 Pike Bonus. Allied P&S [but not the Guards] 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.

SNAPHANCE SCENARIO

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 [ie they lose 1D6 for attacking a town, but get 1D6 back for being Guard]. The French Guard 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.

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.

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 Allied | No. | BP | TP | Stands Lost | Points Lost |
|--------------|-----|----|----|-------------|-------------|
| Horse B | 4 | 3 | 12 | | |
| Slow Horse | 4 | 3 | 12 | | |
| Dragoons B | 2 | 2 | 4 | | |
| P&S B | 7 | 3 | 21 | | |
| Shot B | 2 | 3 | 6 | | |
| Grenadiers | 1 | 1 | 1 | | |
| Artillery B | 3 | 1 | 3 | | |
| | | 30 | 59 | | |

| French | No. | BP | TP | Stands Lost | Points Lost |
|-----------------|-----|----|----|-------------|-------------|
| Elite Horse A | 2 | 3 | 6 | | |
| Fast Horse B | 9 | 3 | 27 | | |
| Dragoons A | 4 | 2 | 8 | | |
| Pike and Shot B | 13 | 3 | 39 | | |
| Grenadiers A | 3 | 1 | 3 | | |
| Artillery B | 2 | 1 | 2 | | |
| | | 30 | 85 | | |