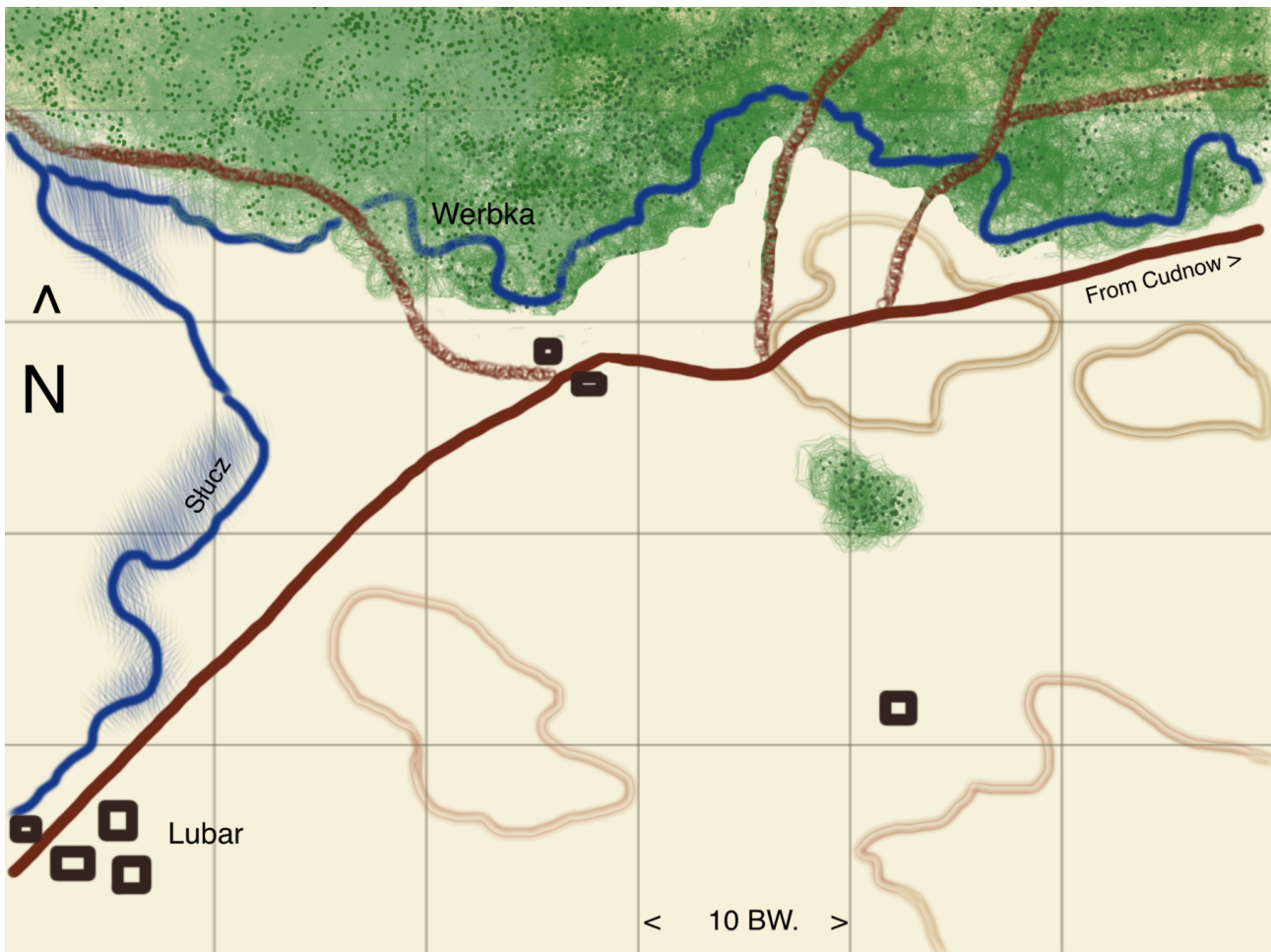


14 September 1660: First Contact in Ukraine

A scenario for Maurice by Sam Mustafa

Introduction:

This year, Muscovy and her Cossack allies have mounted a major operation in Ukraine, with the goal of destroying Hetman Potocki's small army, then taking Lviv and possibly even Kraków. Potocki and his Tatar allies have been preparing to meet them.



Briefing: Tsetsura, Commander of the Cossack contingent of Sheremetyev's army.

Your force comprises a powerful and effective infantry contingent, supported by a small body of light horse and some well-served artillery pieces. You make up just under half the total strength of the Army. Many of your men have previously seen service in Commonwealth pay (as so-called 'registered' Cossacks). They are in fine spirits.

Sheremetyev has been waiting to join up with Khmelnytsky's all-Cossack army before starting the campaign. Khmelnytsky was delayed but has sent news that he is only a few days' march away. Sheremetyev is keen to waste no more time so after establishing a supply base at Chudnov, he has set the army in motion westwards. Your contingent forms the vanguard of the army. Spies report that the enemy is several days away and you have been ordered to make haste to reach

Lubar by nightfall. You are therefore advancing in march column through the forest, covered by your light horse.

It is mid afternoon as you leave the forest and approach Lubar. Suddenly, you hear shots and commotion to your front. A messenger reports that Tatar raiders are attacking the head of the column. You send a request for support back to Sheremetyev and spur your horse forward.

Your objective is to recover from the surprise, repel the enemy raiders and establish a position which you can hold until the arrival of the rest of the army.

Deployment

Your order of battle is set out below. You should place your leading infantry regiment in column along the road from Chudnov with its front exactly 16BW from the closest building of Lubar. The rest of the infantry and your guns must be placed in march column behind this unit, all facing westwards, with no more than 1BW between units. You may deploy your light horse anywhere on the table in combat formation, within 4BW of friendly troops. They don't have to be in one force if you prefer. Your command base should be at the rear of the whole column.

Special rules for this scenario

You start the game with just three action cards. The enemy have the first turn and you may not play an interrupt card in this turn.

To reflect the confusion you face, whenever you lose a unit you must roll two dice when checking for morale losses and take the worse result. This penalty applies until either the first time an attacking enemy unit has to fall back from melee, or the first enemy unit is destroyed.

You should add the reinforcement card at the first reshuffle.

Bow-armed cavalry may fire in the volley phase, with 2 dice per unit and a range of 4BW. Like irregular foot, they have a -1 To Hit penalty. (Bow range was a little shorter than musket range but the 4BW in this case represents individual horsemen wheeling closer to the enemy to fire then withdrawing.)

Foot units that include pikes follow the optional rules in Maurice for pike-armed troops.

Cossack Order of Battle

The army has the Feudal and Steady Lads national advantages

Hetman Tsetsura, morale level 12

Unit 1: Cossack light horse. Irregular cavalry

Unit 2: Cossack light horse. Irregular cavalry

Unit 3: Trained Cossack regiment (may reroll combat die in defence)

Unit 4: Trained Cossack regiment (may reroll combat die in defence)

Unit 5: Trained Cossack regiment (may reroll combat die in defence)

Unit 6: Trained Cossack regiment (may reroll combat die in defence)

Unit 7: Conscript Cossack regiment with pikes (may reroll combat die in defence)

Unit 8: Conscript Cossack regiment with pikes (may reroll combat die in defence)

Unit 9: Light artillery battery

Reinforcements:

Unit 10: Dyeti Boyarskie. Trained cavalry

Unit 11: Dyeti Boyarskie. Trained cavalry

Unit 12: Reiters. Trained cavalry

Unit 13: Reiters. Elite cavalry

Briefing: Grand Hetman Potocki, commander of His Majesty's army in Ukraine

Aware from your excellent spy network that the enemy's two armies have not yet united, you have resolved to attack them while they are still separated. Your army has been advancing eastwards with Gieray Sultan's Tatar contingent in the van. Around midday today, Gieray sent word that he had encountered an enemy force, marching through forest from Chudnov towards Lubar. The enemy was moving in column along one road and had only a small screen of mounted Cossacks. It seems clear he does not expect to encounter opposition.

After consulting your lieutenants, you have decided to surprise the enemy on the march. You have requested Gieray to observe the enemy but not engage until you arrive. Your infantry and guns are too slow so you have spurred forward with a force of Horse and dragoons.

East of the town of Lubar, you lay your trap. The road from Chudnov leaves the forest here and crosses farmland as it approaches the town. This is good terrain for mounted troops.

Deployment

Your Order of battle is set out below. The enemy player will deploy his column first. Next, you may place the Tatars in the Forest to the North, anywhere over 4BW away from the main road. Then place your Polish troops anywhere along the Southern board edge, with their fronts up to 4BW onto the table. You will then take the first turn of the game.

Your objective is to cause maximum damage to the enemy. Your best chance of doing so is to hit fast and hard before he can form a defensible line. To reflect the confusion he faces, when the enemy loses a unit he must roll two dice when checking for morale losses and take the worse result. This applies until the first time one of your attacking units has to fall back, or the first time one of your units is destroyed.

Special rules for this scenario

The Tatar force commander, Gieray, is considered to have both the March and Charge instincts. This means that you only require one action card, of any span, to activate Gieray's force either to march or charge.

All dragoons begin the game already dismounted and are represented as irregular foot.

Bow-armed cavalry may fire in the volley phase, with 2 dice per unit and a range of 4BW. Like irregular foot, they have a -1 To Hit penalty. (Bow range was a little shorter than musket range but the 4BW in this case represents individual horsemen wheeling closer to the enemy to fire then withdrawing.)

Foot units that include pikes follow the optional rules in Maurice for pike-armed troops.

Commonwealth order of battle

The army has the Feudal and Cavaliers national advantages

Grand Hetman Potocki, morale level 10

Unit 1: Dragoons. Irregular foot

Unit 2: Dragoons. Irregular foot

Unit 3: Dragoons. Irregular foot

Unit 4: Dragoons. Irregular foot
Unit 5: Light Horse. Irregular horse
Unit 6: Light Horse. Irregular horse
Unit 7: Pancerni. Elite horse (may reroll combat die when charging)
Unit 8: Pancerni. Trained horse (may reroll combat die when charging)
Unit 9: Pancerni. Trained horse (may reroll combat die when charging)
Unit 10: Rajtars. Trained horse (may reroll combat die when charging)
Unit 11: Rajtars. Trained horse (may reroll combat die when charging)
Gieray Sultan (march and charge instincts)
Unit 12: Tatars. Bow-armed irregular horse
Unit 12: Tatars. Bow-armed irregular horse
Unit 12: Tatars. Bow-armed irregular horse
Unit 12: Tatars. Bow-armed irregular horse