

# The Battle of Loyev, July 6 1651. Scenario for Tercios

The Lithuanian army has forced a crossing over the Dnieper, by a wide outflanking manoeuvre that surprised the Cossack force under Podbajło from the rear. Nebaba, the Cossack Local commander, is racing to the scene to throw the Lithuanians back over the river before the main army under Radziwiłł can reinforce them.

Unusually, therefore, the Cossacks are on the offensive in this battle.

## The Troops

Troop type	Total units
<b>Lithuanians (Mirski) level 3</b>	
Hussars	1
Pancerni	5
Dragoons	3
<b>Cossacks (Nebaba) level 3</b>	
Zaporozhian cossacks	4
Registered cossacks	4
Cossack horse	4

## The Table.

The playing area should be 4 feet square, with a low ridge, 6" long, 18" from the East table edge and starting 6" from the South edge, running northwards. The river Dnieper is along the West table edge. It cannot be crossed except at a ford 12" up from the southern edge. This is enough to play the game.

If you have more space and suitable terrain, place a wide river representing the Dnieper along the western edge, with the town of Lojev on the far side at the northern end of the table. There are entrenchments on the east side of the Dnieper opposite Loyev but these did not figure in this engagement. You may also place a narrower river along the north table edge.

Unit	Weapons	Special rules	Values						Defence factors			
			Speed	Melee	Shoot	Discipline	Courage	Stamina	v Foot	v Horse	v salvo	v artillery
<b>Cossack veteran foot</b>	Musket		5	4	4	H4	4	4	4	4	4	4
<b>Cossack levy foot</b>	Musket, pike		4	4	3	3	4	4	4	5	4	4
<b>Cossack lancers</b>	Spear	Light	8	3	2	2	3	3	4	4	4	4
<b>Polish Hussars</b>	Heavy lance		7	4	0	4	5	3	4	4	4	4
<b>Pancerni</b>	Spear		7	4	0	4	4	3	4	4	4	4
<b>Dragoons</b>	Musket	Dragoon, light	8	3	3	3	3	3	4	3	3	4

## Deployment

Mirski sets up on the table anywhere from the west edge to the centre line, facing East. Nebaba sets up within 9" of the East edge, facing West.

## Victory conditions

Each side gains 2vp per enemy infantry, and 1vp per cavalry unit destroyed. Nebaba gains 1vp at the end of the game for every unit capable of firing at the Dnieper crossing point (i.e. In range and within line of sight).

Nebaba must have a 5vp advantage at the end of turn 5 in order to win. Otherwise he has run out of time and Radziwiłł has been able to cross the river with the main army.