

TASK FORCE of ІВАН ХОВАНСЬКИЙ - 1660

From authors: This task force is an adaptation of Division of Voivode Ivan Khovansky to new game level. You may find this division in the „Armies of By Fire and Sword”p. 88-90.



Commander

Formation	Move	Armor	Morale	Skill	Close combat	Shooting	Weapons	Effectiveness	Range	Special Rules
Voivode Khovansky	20/+20	5	7	5	1	1	Hand weapons	0	CC	Commander
							Pistols	0	5	Scarce Ammunition

1. Dowodzenie: 



Voivode Prince Ivan Andreyevich Khovansky (? - 1682) - A confidant of the tsar, commander, and politician. He lacked military experience but despite this, he was placed in command of armies. He did not know the western art of war and as a result was unable to use the “new pattern” units effectively (especially cavalry). He was known for personal courage on the battlefield. In 1657 he fought against the Swedes and defeated Magnus de la Gardie. He was defeated by a Polish-Lithuanian force at Polonka, Talachyn, and Druck in 1660. In 1682 he was accused of plotting against the tsar’s family and beheaded at the order of Tsarina Sophia.

SPECIAL RULES

Inexperienced commander

At the end of turn ‘0’ you don’t receive any RP for units with Move Order. In addition, if this Task Force contain more ‘new pattern’ units (reiters, dragoons, and soldats) than other units, Khovansky has only 2 Command Points. Wagons and cannons are not included in calculation.

W obronie sztandaru

Zavoievodchicy from Khovansky’s force fought bravely during the battle at Polonka, most of them died defending tsar’s banner.

Zavoievodchicy sotnia may re-roll any failed Morale test. You must accept second result and you can’t re-roll it again.

TASK FORCE of IVAN KHOVANSKY - 1660



Special rules:
AMBUSH, DEFEND THE BANNER!, INEXPERIENCED COMMANDER,
ON THEIR OWN LAND, WE WILL DIE AND MAKE TSAR HAPPY!



Vanguard:



Servant cossack squadron

OR



Skirmish sotnia

-2
RP +2
: -2

Base of the task force:

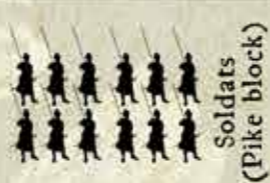
FPS: 7



Boyar Sons squadron



Reiter squadron ★



Soldats (Pike block)

OR



Dvorian squadron ★



Town streltsy squadron



Soldats (musketeer squadron)

-1

OR

: -1



Captain



Falconet 1,5 pdr ★
+1 FSP



Transport Wagon ★
+1 FSP

+3
RP -1



Zavoiewodchicy sotnia ★
+1 FSP
-2

Additional units:

level I



Elite streltsy squadron ★

+2 FSP

OR



Soldats (musketeer squadron)

+2 FSP

: -1

Soldats (Pike block)



Falconet 1,5 pdr ★
+1 FSP

level II



Boyar Sons squadron

+1 FPS

: -1

OR

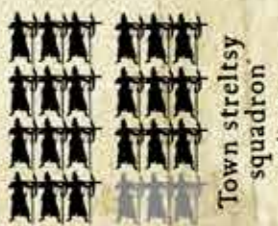


Reiter squadron ★

+2 FSP

-1

OR



Town streltsy squadron

+2 FSP

RP -1



Golova
-1

level III



Border dragoons (musketeers)

+2 FSP



Border dragoons (pikemen)

RP -1

OR



Reiter squadron ★

+2 FSP



Quarta colubrine sf ★
+2 FSP
-1
RP -1

level IV



Boyar Sons squadron

+1 FSP

: -1

OR



Belarusian nobles

+1 FSP

OR



Soldats (musketeer squadron)

+2 FSP



Ammunition Wagon ★
+1 FSP
+1
RP -1

NOTES:

- +1 FSP for Captain
- * If you have at least two reiter squadrons captain may be mounted.

NOTES:

- + 1 FSP for any 3 bases of reiters, elite streltsy or dvorians.
- + 1 FSP for any 4 bases of town streltsy or soldats.
- + 1 FSP for any 5 bases of boyar sons.
- + 1 FSP for Golova
- * You must field at least one boyar sons squadron in the Task Force.
- * You may create up to 2 Battalions each containing 1 Soldat pike block, 1-2 soldat musketeer squadrons and 0-1 falconet - 1,5 pdr.
- * Kobylcas for border dragoons (both pikemen and musketeers) bought during the creation of army step cost 1 FSP for 6 bases.
- * Belarusian nobles use Polish levy of nobility characteristics and rules.