

Confrontation in Royal Prussia: Torun, 1657

A Scenario for *While the Devil Rules*



Background

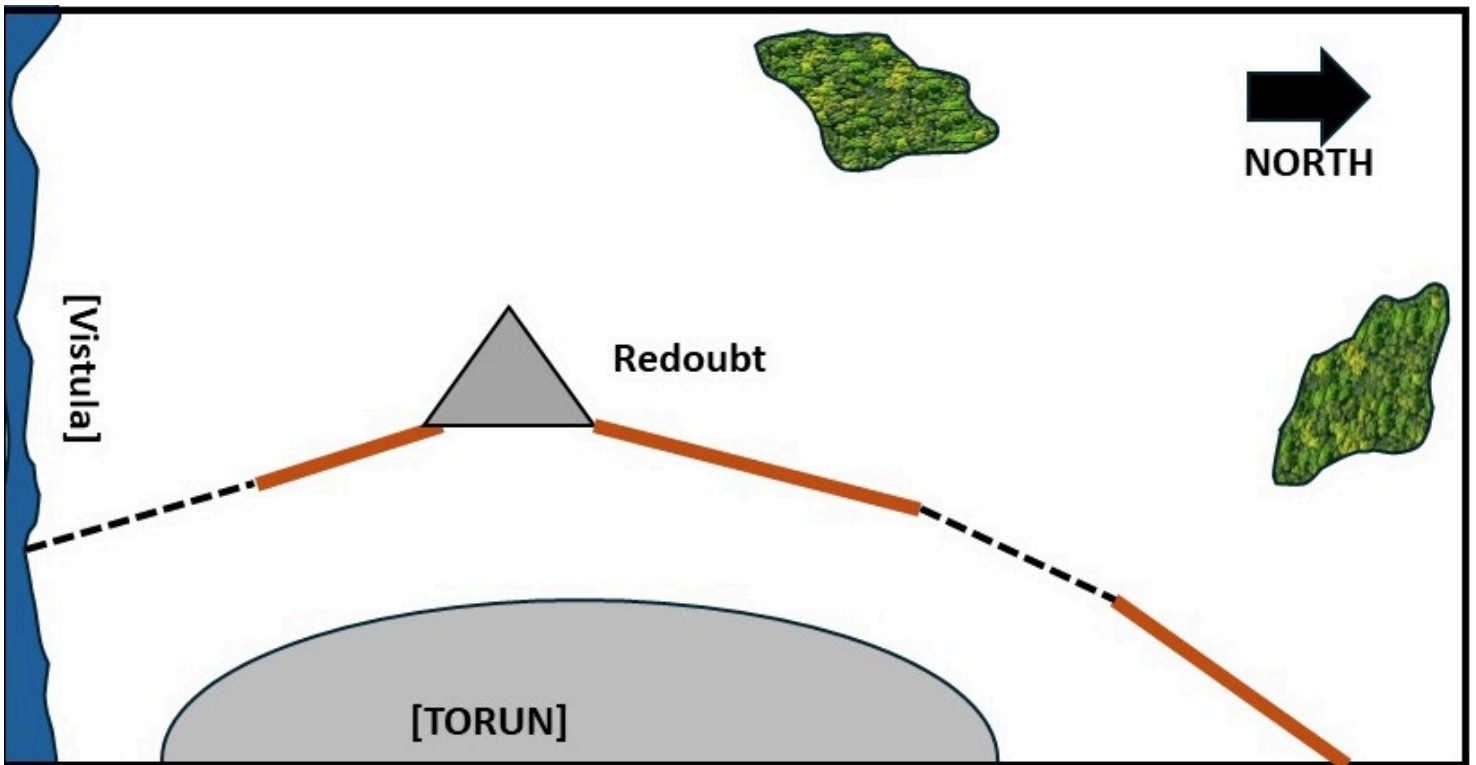
It is the autumn of 1657, and the Swedes have left Krakow and moved north into Royal Prussia. Although it is late in the year, the Polish King John Casimir has decided that he will move with his own forces and those of his Austrian allies under Raimondo Montecuccoli to crush the Swedes before the winter sets in. If defeated, it is hoped that they will surrender the Prussian cities which remain under their control. Although Casimir is working to cement an alliance with the Prussians, they are still technically on the Swedish side, and a victory is likely to sway them in the Poles' favor.

A Swedish force has gathered at Torun, where they are hastily repairing the defenses. Casimir and Montecucolli agree that it will be a bloody action, but that with their superior numbers they should be able to triumph. By acting aggressively, they should be able to seize the city before it is so well defended that a formal siege will be required - something they will be unable to do once winter sets in.

(Note that historically the Poles and their Austrian allies waited until the following year, when they laid siege to Torun. This scenario is based on the idea that they chose to act more aggressively - not likely, but a nice basis for a "what-if" scenario.)

The Tabletop

The map below shows the tabletop. The Poles and Austrians will approach from the western and northern sides of the table, and may set up within 12 inches of either table edge. The Vistula is impassable. Swedish forces must set up inside the perimeter of the fortifications, even though some areas - the dotted black lines - are decayed fortifications which only provide soft cover. The brown lines are trenches, giving hard cover. Only the redoubt is a solid fortification. The woods are rough and provide soft cover. The redoubt may only hold a single base of artillery, but it may fire out of any front side without changing facing. Torun itself is a built-up city which will be very rough for any troops not in March formation. It will provide hard cover. Swedish forces may not set up inside the city itself.



Players should set up on the map before play begins, without knowledge of where the enemy has deployed.

Orders of Battle

Polish-Lithuanian Commonwealth (Breakpoint 61, Army Rating Average)

King Casimir: Overall Commander

Polish Contingent: Units may be assigned to the Rotamasters or King Casimir as desired, with a minimum of 4 units per commander. Austrian units may also be assigned to King Casimir, and these will count towards his minimum.

Rotamaster Gostomski: Division Commander

Rotamaster Slabowski: Division Commander

Haiduk Infantry: 2 units Streltzy @ 2 bases

Registered Cossacks: 1 unit Streltzy @ 2 bases

Dragoons: 1 company of Dragoons @ 1 base

Haiduk Riflemen: 1 unit Forlorn Hope @ 1 base

Winged Hussars: 1 unit Lancers @ 2 bases

Pancierni Cossacks: 3 units Reiters @ 2 bases

Cossack Light Horse: 1 unit Irregular Light Horse @ 3 bases

Wallachian Light Horse: 1 unit Irregular Light Horse @ 3 bases

Regimental Guns: 1 unit Light Artillery @ 1 base

Field Guns: 1 unit Medium Artillery @ 1 base

Austrian Contingent: Units may be assigned to any commander as desired, but must have a minimum of 4 units per commander. Any units desired may also be assigned to King Casimir.

Raymondo Montecuccolli (Austrian Commander - counts as 5 points if killed/captured. may command any Austrian unit)

Estavan Delorico (Wing Commander)

Jorge Albrecht (Wing Commander)

Imperial Cuirassiers: 2 units Cuirassiers @ 2 bases

Imperial Harquebusiers: 5 units Harquebusiers @ 2 bases

Imperial Regular infantry: 6 Dutch Battalions @ 3 bases

Imperial Dragoons: 2 units Dragoons @ 1 base

Regimental Guns: 2 units Light Artillery @ 1 base

Field Guns: 1 unit Medium Artillery @ 1 base

Swedish (Breakpoint 46, Army Rating Average)

The Swedish player(s) may divide forces into 3 commands as desired, but each general must have at least 4 units. These must be specified before play starts.

Count Gustav Skytte: Overall Commander

Captain Jacob Wrangel: Division Commander

Captain Hans Wittenberg: Division Commander

Regular Infantry: 4 Dutch Brigades @ 3 bases

Old & New Blue Rgts (Veteran Infantry): 2 Veteran Dutch Brigades @ 3 bases

Garrison Infantry: 1 unit Commanded Shot @ 2 bases

Uppland Cavalry Regiment: 3 Reiter units @ 2 bases

Vastgota Cavalry Regiment: 3 Reiter units @ 2 bases

Smaland Dragoons: 2 units Dragoons @ 1 base

Town Militia: 1 unit Levy @ 2 bases

Swedish Riflemen: 1 unit Forlorn Hope @ 1 base

Field Guns: 4 units Medium Artillery @ 1 base

Heavy Guns: 1 unit Heavy Artillery @ 1 base

(4 break points for Torun as a camp)

Victory Conditions

The Polish side must have 3 units inside Torun before Turn 10, and these must not be in combat contact with the enemy. If this condition is met at or before the end of any turn, through the 10th, the Polish player wins. Otherwise, it is a Swedish victory. If either side is broken before Turn 10, then they lose. If both sides break before Turn 10, it is a draw.