

HAIDUK AND RAJTAR

Fastplay Rules for Combat in Eastern Europe during the 17th Century

A Supplement for *Lion of the North*

by Michael Peters

1. INTRODUCTION

Rajtar is designed to supplement the fastplay rules *Lion of the North*. In these a number of new unit types and special rules are introduced, giving the players a chance to refight battles that took place in the Eastern parts of Europe during the 17th Century.

2. SPECIAL RULES

A. Tartar retreat before combat. In combat, Tartars skirmished in loose swarms, and were always very reluctant to close with any well-formed enemy unit. In order to reflect this, Tartar stands that are about to be melee attacked, may attempt to retreat before combat. In order to do this, roll 1d6. If the result is 1-2, the stand is eliminated. If the result is 3-6, the stand may immediately be moved backward 10cm, thereby avoiding the attack. If the attacker was a foot stand the stand may elect to advance 5cm after them, if the attacker was a horse stand the stand *must* advance 5cm after them.

B. Sensitivity to salvos. Eastern cavalry were brave, but rather unwilling to attack artillery, and were therefore often repulsed by well-timed, short range salvos. To simulate this, whenever artillery (except Mortars) fire against Winged Hussar, Pancerni, Cossack, Rajtar or Tartar stands that are adjacent, 1d6 (instead of 1d3) is added to the die roll.

C. Poor Fire Discipline. In order to reflect the poor Fire Discipline of many Eastern Armies, Recruits, Haiduks and Streltsi must always fire at the enemy stand that is closest to them. If there are several stands at the same distance, the player may choose which one to attack.

D. Eastern Dragoons. Dismounting Dragoon stands are replaced by a Haiduk stand if Polish, by a Recruit if Zaporozhian or Cossack, by a Streltsi if Russian.

E. Hussar charge. The Polish Winged Hussars were in many respects the last knights in Europe, known for charging ferociously into combat with their long lances. To simulate this, Winged Hussars that melee attack for the first time in the game, add 1d6 to their die roll. This bonus can only be used once by each stand.

RAJTAR SUMMARIES

Movement

24cm Tartar

22cm Pancerni, Cossack, Winged Hussar

20cm Rajtar

10cm Haiduk, Streltsi

8cm Recruit

Fire die

d6 Tartar, Dragoon, Haiduk, Recruit

Melee die

d4 Tartar, Recruit

d6 Haiduk, Streltsi

d8 Pancerni, Cosack

d10 Rajtar, Winged Hussar (But note: Special melee rule)

Maximum Range

5cm Tartar, Recruit, Haiduk

CAPABILITY TABLE

| <i>Type</i> | <i>Melee Die</i> | <i>Fire Die</i> | <i>Max Range</i> | <i>Movement</i> | <i>Notes</i> |
|----------------------|------------------|-----------------|------------------|-----------------|-------------------|
| Recruit | d4 | d6 | 5cm | 8cm | |
| Haiduk, Streltsi | d6 | d6 | 5cm | 10cm | |
| Winged Hussar | d10 | - | - | 22cm | See special rules |
| Pancerni, Cossack | d8 | - | - | 22cm | |
| Rajtar | d10 | - | - | 20cm | |

Tartar d4 d6 5cm 24cm

For any enquiries please e mail: pjotr@cyberdude.com

Note: Close range is less than 5 cm, Normal range is between 5 and 10 cm, and Long range is 11 cm or more.