

Labels for With Fire and Sword, Scenario Book 3:

Guide to the Labels:

The unit labels are colour coded to show which army and command the unit belongs to. The general background colour shows which army it belongs to and the colour scheme in the COMMAND box shows the command it belongs to.

Unit Labels: Unit labels follow this general format. On the right edge there are boxes with numbers in and with a lighter background than the rest of the labels. These are the number of morale fails the unit has and may be crossed off during the game. The other boxes contain other information about the unit. The COMMAND box shows which Command this unit belongs to and sometimes has a different colour scheme to indicate the Command it belongs to. It can have more than one option if the unit can be assigned to more than one command. It may also be blank if the player can assign it to any command. The Unit Type, Quality, ?? and Add boxes shows extra information about the unit. The Add box shows additional information on the unit like if it is Small or Large, etc. The box marked ?? is usually blank and like the numbers down the side in a lighter background colour. Units which are Elite or Raw will not have the box. Trained units will have this box and once they have rolled for the unit's quality the players can put it in this box. Perhaps put an E for Elite, T for Trained, R for Raw.

Unit Label:

COMMAND			4
Unit Type			3
Quality	??	Add	2
			1

Command Labels: Command labels follow this general format. At the top is the NAME of the commander. The COMMAND box shows which Command this unit belongs to and sometimes has a different colour scheme to indicate the Command it belongs to. It can have more than one option if the unit can be assigned to more than one command. It may also be blank if the player can assign it to any command. The Size box shows the number of units the commander commands. This may be empty if the player can choose how to assign some or all of the units. The Rating box shows the number of command points the commander has.

Command Label:

NAME	
COMMAND	
Size	Rating

Examples:

Command Labels:

Here are some examples of Command labels.

Sokolnicki

Safer Girej

Right	
Units: 5	Rating: 1

Units:	Rating: 1

The label mainly in red is the commander Sokolnicki. He is in command of the Right wing of the army as indicated by the colour of the central sector and name there. He is in command of 5 units which will usually have the same colour and name identifier. His command rating is 1.

Safer Girej is an example of a commander whose command is not yet organised. It is likely that in the text there will be some limitations on the number and possibly type of units he can command. The player will write in the blank white central area an identifying description of Safer Girej's command, for example 'Right', 'Reserve' or similar. Once the number of units assigned to this commander is decided the player may write that in the 'Units' box. His command rating is 1.

Unit Labels:

Here are some examples of Unit labels:

Right: 2 nd Line		3
Dutch School (Du)		2
Qu: Tr C		Large 1

		3
Eastern Shot (ESH)		2
Q:Tr D		Horse 1

The label mainly in red is a unit under the command of Sokolnicki from above. The green area at the top tells the player this and has the additional information that this unit is in the 2nd Line. The unit is a Dutch School (Du) mounted unit. Its quality (Qu) is Tr C, Trained C. Next to the Qu is a lighter red box where the player can note the quality of the unit once it is rolled for. The player would perhaps put an E, T or R depending on if the unit is found to be Elite, Trained or Raw when its quality is discovered. In the other red box on the bottom is additional information about the unit, in this case that it is Large. Finally on the right are a series of lighter red boxes with numbers in. These are the morale fails the unit has, including an extra one because the unit is Large. The player could cross these out as they are lost during the game.

The other label is a Tatar unit but it is yet to be assigned to a commander. The top line is blank and not coloured. The player should note in this box which command the unit is assigned to at the beginning of the game.

1: Konotop, June 28th 1659

Game Labels:

These are the labels for the full army scenarios, 3 and 4. The ones for scenarios 1 and 2 can be created by selecting those units involved and in some case duplicating them.

Russian Forces:

<table><tr><td colspan="3">Trubetskoy</td></tr><tr><td colspan="3">Army</td></tr><tr><td>Units:</td><td colspan="2">Rating: 1</td></tr></table>	Trubetskoy			Army			Units:	Rating: 1		<table><tr><td colspan="3">Zmeev</td></tr><tr><td colspan="3">Trubetskoy: Cavalry</td></tr><tr><td>Units:</td><td colspan="2">Rating: 1</td></tr></table>	Zmeev			Trubetskoy: Cavalry			Units:	Rating: 1		<table><tr><td colspan="3">Bauman</td></tr><tr><td colspan="3">Trubetskoy</td></tr><tr><td>Units:</td><td colspan="2">Rating: 0</td></tr></table>	Bauman			Trubetskoy			Units:	Rating: 0			
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Coalition Army:

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Pro Polish Cossack Army:

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2: Polonka, June 28th 1660

Game Labels:

Russians:

<table><tr><td colspan="4">Khovansky</td></tr><tr><td colspan="4">Army/Left</td></tr><tr><td colspan="2">Units: 9</td><td colspan="2">1</td></tr></table>	Khovansky				Army/Left				Units: 9		1		<table><tr><td colspan="4">Zmeev</td></tr><tr><td colspan="4">Right</td></tr><tr><td colspan="2">Units: 7</td><td colspan="2">1</td></tr></table>	Zmeev				Right				Units: 7		1		<table><tr><td colspan="3">Right</td><td></td></tr><tr><td colspan="3">Eastern Horse (EH)</td><td>2</td></tr><tr><td>Q: Tr C</td><td></td><td>Small</td><td>1</td></tr></table>	Right				Eastern Horse (EH)			2	Q: Tr C		Small	1
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Lithuanians:

<table><tr><td colspan="4">Sapieha</td></tr><tr><td colspan="4">Army/Centre</td></tr><tr><td>Units: 7</td><td colspan="3">1</td></tr></table>	Sapieha				Army/Centre				Units: 7	1			<table><tr><td colspan="4">Czarnecki</td></tr><tr><td colspan="4">Right</td></tr><tr><td>Units: 6</td><td colspan="3">1</td></tr></table>	Czarnecki				Right				Units: 6	1			<table><tr><td colspan="4">Wojsmielowicz</td></tr><tr><td colspan="4">Left</td></tr><tr><td>Units: 9</td><td colspan="3">1</td></tr></table>	Wojsmielowicz				Left				Units: 9	1		
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4: Lubar, 14th September 1660

Game Labels:

Cossacks:

At least 7 of the non Tabor units must be under the command of Samko. Any units assigned to Samko should have that indicated by crossing out the Army option or highlighting the 'Sub' option. The opposite should be done for units assigned to Cieciura's Army command.

<table><tr><td colspan="4">Cieciura</td></tr><tr><td colspan="4">Army</td></tr><tr><td>Units:</td><td colspan="3">Rating: 1</td></tr></table>	Cieciura				Army				Units:	Rating: 1			<table><tr><td colspan="4">Samko</td></tr><tr><td colspan="4">Sub Command</td></tr><tr><td>Units:</td><td colspan="3">Rating: 0</td></tr></table>	Samko				Sub Command				Units:	Rating: 0			<table><tr><td>Army</td><td>Sub</td><td></td><td></td></tr><tr><td colspan="3">Light Horse (LH)</td><td>2</td></tr><tr><td>Qual: Tr E</td><td></td><td></td><td>1</td></tr></table>	Army	Sub			Light Horse (LH)			2	Qual: Tr E			1
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Russians:

<table><tr><td colspan="3">Scherbatov</td></tr><tr><td colspan="3">Russia Reinforce (RR)</td></tr><tr><td>Units: 7</td><td colspan="2">Rating: 1</td></tr></table>	Scherbatov			Russia Reinforce (RR)			Units: 7	Rating: 1		<table><tr><td>Russia Reinf (RR)</td><td>3</td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Q: Tr E</td><td>Large 1</td></tr></table>	Russia Reinf (RR)	3	Eastern Horse (EH)	2	Q: Tr E	Large 1	<table><tr><td>Russia Reinf (RR)</td><td></td></tr><tr><td>Dutch Horse (Du)</td><td>2</td></tr><tr><td>Quality: Tr D</td><td>1</td></tr></table>	Russia Reinf (RR)		Dutch Horse (Du)	2	Quality: Tr D	1
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Polish:

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<table><tr><td colspan="4">Lubomirski</td></tr><tr><td colspan="4">Army</td></tr><tr><td>Units: 8</td><td colspan="3">Rating: 2</td></tr></table>	Lubomirski				Army				Units: 8	Rating: 2			<table><tr><td colspan="4">Zamoyski</td></tr><tr><td colspan="4">Detached</td></tr><tr><td>Units: 3</td><td colspan="3">Rating: 1</td></tr></table>	Zamoyski				Detached				Units: 3	Rating: 1			<table><tr><td colspan="4">Army: 1st Line</td><td></td></tr><tr><td colspan="4">Light Horse (LH)</td><td>2</td></tr><tr><td colspan="4">Quality: Tr B</td><td>1</td></tr></table>	Army: 1 st Line					Light Horse (LH)				2	Quality: Tr B				1									
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Light Horse (LH)				2																																														
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<table><tr><td colspan="4">Army: 2nd Line</td><td>3</td></tr><tr><td colspan="4">Light Horse (LH)</td><td>2</td></tr><tr><td colspan="4">Qual: Tr D</td><td>Det</td><td>1</td></tr></table>	Army: 2 nd Line				3	Light Horse (LH)				2	Qual: Tr D				Det	1	<table><tr><td colspan="4">Detached</td><td></td></tr><tr><td colspan="4">Eastern Horse (EH)</td><td>2</td></tr><tr><td colspan="4">Quality: Tr B</td><td></td><td>1</td></tr></table>	Detached					Eastern Horse (EH)				2	Quality: Tr B					1	<table><tr><td colspan="4">Detached</td><td></td></tr><tr><td colspan="4">Dragoon (Dr)</td><td>2</td></tr><tr><td colspan="4">Qu: Tr C</td><td>Small</td><td>1</td></tr></table>	Detached					Dragoon (Dr)				2	Qu: Tr C				Small	1
Army: 2 nd Line				3																																														
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Qual: Tr D				Det	1																																													
Detached																																																		
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Detached																																																		
Dragoon (Dr)				2																																														
Qu: Tr C				Small	1																																													

5: Lubar, 16th September 1660

Game Labels:

Cossack:

<table><tr><td colspan="4">Cieciura</td></tr><tr><td colspan="4">Cossacks</td></tr><tr><td>Units: 8</td><td colspan="3">1</td></tr></table>	Cieciura				Cossacks				Units: 8	1			<table><tr><td colspan="4">Cossacks</td></tr><tr><td colspan="4">Light Horse (LH)</td></tr><tr><td colspan="2">Quality: Tr E</td><td></td><td>1</td></tr></table>	Cossacks				Light Horse (LH)				Quality: Tr E			1	<table><tr><td colspan="4">Cossacks</td></tr><tr><td colspan="4">Light Horse (LH)</td></tr><tr><td colspan="2">Quality: Tr E</td><td></td><td>1</td></tr></table>	Cossacks				Light Horse (LH)				Quality: Tr E			1
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Cossacks																																						
Units: 8	1																																					
Cossacks																																						
Light Horse (LH)																																						
Quality: Tr E			1																																			
Cossacks																																						
Light Horse (LH)																																						
Quality: Tr E			1																																			
<table><tr><td colspan="4">Cossacks</td></tr><tr><td colspan="4">Eastern Shot (ES)</td></tr><tr><td>Q: Tr E</td><td></td><td>Horse</td><td>1</td></tr></table>	Cossacks				Eastern Shot (ES)				Q: Tr E		Horse	1	<table><tr><td colspan="4">Cossacks</td></tr><tr><td colspan="4">Eastern Shot (ES)</td></tr><tr><td>Q: Tr E</td><td></td><td>Horse</td><td>1</td></tr></table>	Cossacks				Eastern Shot (ES)				Q: Tr E		Horse	1	<table><tr><td colspan="4">Cossacks</td></tr><tr><td colspan="4">Eastern Shot (ESa)</td></tr><tr><td colspan="2">Qual: Tr E</td><td></td><td>Axe 1</td></tr></table>	Cossacks				Eastern Shot (ESa)				Qual: Tr E			Axe 1
Cossacks																																						
Eastern Shot (ES)																																						
Q: Tr E		Horse	1																																			
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Eastern Shot (ES)																																						
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Cossacks																																						
Eastern Shot (ESa)																																						
Qual: Tr E			Axe 1																																			
<table><tr><td colspan="4">Cossacks</td></tr><tr><td colspan="4">Eastern Shot (ESa)</td></tr><tr><td colspan="2">Qual: Tr E</td><td></td><td>Axe 1</td></tr></table>	Cossacks				Eastern Shot (ESa)				Qual: Tr E			Axe 1	<table><tr><td colspan="4">Cossacks</td></tr><tr><td colspan="4">Eastern Shot (ES)</td></tr><tr><td colspan="2">Quality: Tr E</td><td></td><td>1</td></tr></table>	Cossacks				Eastern Shot (ES)				Quality: Tr E			1	<table><tr><td colspan="4">Cossacks</td></tr><tr><td colspan="4">Eastern Shot (ES)</td></tr><tr><td colspan="2">Quality: Tr E</td><td></td><td>1</td></tr></table>	Cossacks				Eastern Shot (ES)				Quality: Tr E			1
Cossacks																																						
Eastern Shot (ESa)																																						
Qual: Tr E			Axe 1																																			
Cossacks																																						
Eastern Shot (ES)																																						
Quality: Tr E			1																																			
Cossacks																																						
Eastern Shot (ES)																																						
Quality: Tr E			1																																			
<table><tr><td colspan="4">Cossacks</td></tr><tr><td colspan="4">Field Gun</td></tr><tr><td colspan="2">Trained</td><td></td><td>1</td></tr></table>	Cossacks				Field Gun				Trained			1																										
Cossacks																																						
Field Gun																																						
Trained			1																																			

Russians:

<table><tr><td colspan="2">Sheremetev</td></tr><tr><td colspan="2">Army</td></tr><tr><td>Units: 10</td><td>1</td></tr></table>	Sheremetev		Army		Units: 10	1	<table><tr><td colspan="2">Fangolsten</td></tr><tr><td colspan="2">Right</td></tr><tr><td>Units: 6</td><td>0</td></tr></table>	Fangolsten		Right		Units: 6	0	<table><tr><td colspan="2">Kozlovsky</td></tr><tr><td colspan="2">Left</td></tr><tr><td>Units: 10</td><td>1</td></tr></table>	Kozlovsky		Left		Units: 10	1			
Sheremetev																							
Army																							
Units: 10	1																						
Fangolsten																							
Right																							
Units: 6	0																						
Kozlovsky																							
Left																							
Units: 10	1																						
<table><tr><td>Right</td><td>3</td></tr><tr><td>Dragoon (Dr)</td><td>2</td></tr><tr><td>Q: Tr E</td><td>Large</td><td>1</td></tr></table>	Right	3	Dragoon (Dr)	2	Q: Tr E	Large	1	<table><tr><td>Right</td><td>3</td></tr><tr><td>Dragoon (Dr)</td><td>2</td></tr><tr><td>Q: Tr E</td><td>Large</td><td>1</td></tr></table>	Right	3	Dragoon (Dr)	2	Q: Tr E	Large	1	<table><tr><td>Right</td><td></td></tr><tr><td>Dragoon (Dr)</td><td>2</td></tr><tr><td>Quality: Tr E</td><td></td><td>1</td></tr></table>	Right		Dragoon (Dr)	2	Quality: Tr E		1
Right	3																						
Dragoon (Dr)	2																						
Q: Tr E	Large	1																					
Right	3																						
Dragoon (Dr)	2																						
Q: Tr E	Large	1																					
Right																							
Dragoon (Dr)	2																						
Quality: Tr E		1																					

<table><tr><td>Right</td><td>3</td></tr><tr><td>Regiment (MH)</td><td>2</td></tr><tr><td>Qual: Tr C</td><td>RG</td><td>1</td></tr></table>	Right	3	Regiment (MH)	2	Qual: Tr C	RG	1	<table><tr><td>Right</td><td>3</td></tr><tr><td>Regiment (MH)</td><td>2</td></tr><tr><td>Qual: Tr C</td><td>RG</td><td>1</td></tr></table>	Right	3	Regiment (MH)	2	Qual: Tr C	RG	1	<table><tr><td>Right</td><td>3</td></tr><tr><td>Eastern Shot (ESa)</td><td>2</td></tr><tr><td>Tr D</td><td>Axe, RG</td><td>1</td></tr></table>	Right	3	Eastern Shot (ESa)	2	Tr D	Axe, RG	1
Right	3																						
Regiment (MH)	2																						
Qual: Tr C	RG	1																					
Right	3																						
Regiment (MH)	2																						
Qual: Tr C	RG	1																					
Right	3																						
Eastern Shot (ESa)	2																						
Tr D	Axe, RG	1																					
<table><tr><td>Army</td><td>3</td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Qu: Tr E</td><td>Large</td><td>1</td></tr></table>	Army	3	Eastern Horse (EH)	2	Qu: Tr E	Large	1	<table><tr><td>Army</td><td>3</td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Qual: Raw</td><td>Large</td><td>1</td></tr></table>	Army	3	Eastern Horse (EH)	2	Qual: Raw	Large	1	<table><tr><td>Army</td><td></td></tr><tr><td>Dutch School (Du)</td><td>2</td></tr><tr><td>Quality: Tr D</td><td></td><td>1</td></tr></table>	Army		Dutch School (Du)	2	Quality: Tr D		1
Army	3																						
Eastern Horse (EH)	2																						
Qu: Tr E	Large	1																					
Army	3																						
Eastern Horse (EH)	2																						
Qual: Raw	Large	1																					
Army																							
Dutch School (Du)	2																						
Quality: Tr D		1																					
<table><tr><td>Army</td><td></td></tr><tr><td>Dutch School (Du)</td><td>2</td></tr><tr><td>Quality: Tr D</td><td></td><td>1</td></tr></table>	Army		Dutch School (Du)	2	Quality: Tr D		1	<table><tr><td>Army</td><td></td></tr><tr><td>Dutch School (Du)</td><td>2</td></tr><tr><td>Quality: Tr D</td><td></td><td>1</td></tr></table>	Army		Dutch School (Du)	2	Quality: Tr D		1	<table><tr><td>Army</td><td></td></tr><tr><td>Dutch School (Du)</td><td>2</td></tr><tr><td>Quality: Tr D</td><td></td><td>1</td></tr></table>	Army		Dutch School (Du)	2	Quality: Tr D		1
Army																							
Dutch School (Du)	2																						
Quality: Tr D		1																					
Army																							
Dutch School (Du)	2																						
Quality: Tr D		1																					
Army																							
Dutch School (Du)	2																						
Quality: Tr D		1																					
<table><tr><td>Army</td><td></td></tr><tr><td>Dutch School (Du)</td><td>2</td></tr><tr><td>Quality: Raw</td><td></td><td>1</td></tr></table>	Army		Dutch School (Du)	2	Quality: Raw		1	<table><tr><td>Army</td><td></td></tr><tr><td>Dutch School (Du)</td><td>2</td></tr><tr><td>Quality: Raw</td><td></td><td>1</td></tr></table>	Army		Dutch School (Du)	2	Quality: Raw		1	<table><tr><td>Army</td><td>3</td></tr><tr><td>Dragoon (Dr)</td><td>2</td></tr><tr><td>Qu: Tr E</td><td>Large</td><td>1</td></tr></table>	Army	3	Dragoon (Dr)	2	Qu: Tr E	Large	1
Army																							
Dutch School (Du)	2																						
Quality: Raw		1																					
Army																							
Dutch School (Du)	2																						
Quality: Raw		1																					
Army	3																						
Dragoon (Dr)	2																						
Qu: Tr E	Large	1																					
<table><tr><td>Army</td><td></td></tr><tr><td>Dragoon (Dr)</td><td>2</td></tr><tr><td>Quality: Tr E</td><td></td><td>1</td></tr></table>	Army		Dragoon (Dr)	2	Quality: Tr E		1	<table><tr><td>Left</td><td></td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Tr E</td><td></td><td>1</td></tr></table>	Left		Eastern Horse (EH)	2	Quality: Tr E		1	<table><tr><td>Left</td><td></td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Raw</td><td></td><td>1</td></tr></table>	Left		Eastern Horse (EH)	2	Quality: Raw		1
Army																							
Dragoon (Dr)	2																						
Quality: Tr E		1																					
Left																							
Eastern Horse (EH)	2																						
Quality: Tr E		1																					
Left																							
Eastern Horse (EH)	2																						
Quality: Raw		1																					
<table><tr><td>Left</td><td></td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Raw</td><td></td><td>1</td></tr></table>	Left		Eastern Horse (EH)	2	Quality: Raw		1	<table><tr><td>Left</td><td></td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Raw</td><td></td><td>1</td></tr></table>	Left		Eastern Horse (EH)	2	Quality: Raw		1	<table><tr><td>Left</td><td></td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Raw</td><td></td><td>1</td></tr></table>	Left		Eastern Horse (EH)	2	Quality: Raw		1
Left																							
Eastern Horse (EH)	2																						
Quality: Raw		1																					
Left																							
Eastern Horse (EH)	2																						
Quality: Raw		1																					
Left																							
Eastern Horse (EH)	2																						
Quality: Raw		1																					
<table><tr><td>Left</td><td></td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Raw</td><td></td><td>1</td></tr></table>	Left		Eastern Horse (EH)	2	Quality: Raw		1	<table><tr><td>Left</td><td></td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Raw</td><td></td><td>1</td></tr></table>	Left		Eastern Horse (EH)	2	Quality: Raw		1	<table><tr><td>Left</td><td>3</td></tr><tr><td>Dutch School (Du)</td><td>2</td></tr><tr><td>Q: Tr D</td><td>Large</td><td>1</td></tr></table>	Left	3	Dutch School (Du)	2	Q: Tr D	Large	1
Left																							
Eastern Horse (EH)	2																						
Quality: Raw		1																					
Left																							
Eastern Horse (EH)	2																						
Quality: Raw		1																					
Left	3																						
Dutch School (Du)	2																						
Q: Tr D	Large	1																					
<table><tr><td>Left</td><td></td></tr><tr><td>Dutch School (Du)</td><td>2</td></tr><tr><td>Quality: Tr D</td><td></td><td>1</td></tr></table>	Left		Dutch School (Du)	2	Quality: Tr D		1	<table><tr><td>Left</td><td>3</td></tr><tr><td>Regiment (MH)</td><td>2</td></tr><tr><td>Qual: Tr C</td><td>RG</td><td>1</td></tr></table>	Left	3	Regiment (MH)	2	Qual: Tr C	RG	1								
Left																							
Dutch School (Du)	2																						
Quality: Tr D		1																					
Left	3																						
Regiment (MH)	2																						
Qual: Tr C	RG	1																					

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Poles:

<table><tr><td colspan="4">Lubomirski</td></tr><tr><td colspan="2">Army</td><td colspan="2">Right</td></tr><tr><td>Units: 10</td><td colspan="3">2</td></tr></table>	Lubomirski				Army		Right		Units: 10	2			<table><tr><td colspan="4">Potocki</td></tr><tr><td colspan="4">Left</td></tr><tr><td>Units: 7</td><td colspan="3">1</td></tr></table>	Potocki				Left				Units: 7	1			<table><tr><td colspan="4">Sobieski</td></tr><tr><td colspan="4">Reserve</td></tr><tr><td>Units: 7</td><td colspan="3">1</td></tr></table>	Sobieski				Reserve				Units: 7	1		
Lubomirski																																						
Army		Right																																				
Units: 10	2																																					
Potocki																																						
Left																																						
Units: 7	1																																					
Sobieski																																						
Reserve																																						
Units: 7	1																																					
<table><tr><td colspan="3">Right</td><td></td></tr><tr><td colspan="3">Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Tr A</td><td></td><td></td><td>1</td></tr></table>	Right				Eastern Horse (EH)			2	Quality: Tr A			1	<table><tr><td colspan="3">Right</td><td></td></tr><tr><td colspan="3">Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Tr B</td><td></td><td></td><td>1</td></tr></table>	Right				Eastern Horse (EH)			2	Quality: Tr B			1	<table><tr><td colspan="3">Right</td><td></td></tr><tr><td colspan="3">Dragoon (Dr)</td><td>2</td></tr><tr><td>Quality: Tr C</td><td></td><td></td><td>1</td></tr></table>	Right				Dragoon (Dr)			2	Quality: Tr C			1
Right																																						
Eastern Horse (EH)			2																																			
Quality: Tr A			1																																			
Right																																						
Eastern Horse (EH)			2																																			
Quality: Tr B			1																																			
Right																																						
Dragoon (Dr)			2																																			
Quality: Tr C			1																																			
<table><tr><td colspan="3">Right</td><td></td></tr><tr><td colspan="3">Dragoon (Dr)</td><td>2</td></tr><tr><td>Quality: Tr C</td><td></td><td></td><td>1</td></tr></table>	Right				Dragoon (Dr)			2	Quality: Tr C			1	<table><tr><td colspan="3">Right</td><td></td></tr><tr><td colspan="3">Dragoon (Dr)</td><td>2</td></tr><tr><td>Quality: Tr C</td><td></td><td></td><td>1</td></tr></table>	Right				Dragoon (Dr)			2	Quality: Tr C			1	<table><tr><td colspan="3">Right</td><td></td></tr><tr><td colspan="3">Regiment (MX)</td><td>2</td></tr><tr><td>Qual: Tr C</td><td></td><td>RG</td><td>1</td></tr></table>	Right				Regiment (MX)			2	Qual: Tr C		RG	1
Right																																						
Dragoon (Dr)			2																																			
Quality: Tr C			1																																			
Right																																						
Dragoon (Dr)			2																																			
Quality: Tr C			1																																			
Right																																						
Regiment (MX)			2																																			
Qual: Tr C		RG	1																																			
<table><tr><td colspan="3">Right</td><td></td></tr><tr><td colspan="3">Regiment (MX)</td><td>2</td></tr><tr><td>Qual: Tr C</td><td></td><td>RG</td><td>1</td></tr></table>	Right				Regiment (MX)			2	Qual: Tr C		RG	1	<table><tr><td colspan="3">Right</td><td>3</td></tr><tr><td colspan="3">Light Horse (LH)</td><td>2</td></tr><tr><td>Qual: Tr D</td><td></td><td>Dt</td><td>1</td></tr></table>	Right			3	Light Horse (LH)			2	Qual: Tr D		Dt	1	<table><tr><td colspan="3">Right</td><td>3</td></tr><tr><td colspan="3">Light Horse (LH)</td><td>2</td></tr><tr><td>Qual: Tr D</td><td></td><td>Dt</td><td>1</td></tr></table>	Right			3	Light Horse (LH)			2	Qual: Tr D		Dt	1
Right																																						
Regiment (MX)			2																																			
Qual: Tr C		RG	1																																			
Right			3																																			
Light Horse (LH)			2																																			
Qual: Tr D		Dt	1																																			
Right			3																																			
Light Horse (LH)			2																																			
Qual: Tr D		Dt	1																																			
<table><tr><td colspan="3">Right</td><td>3</td></tr><tr><td colspan="3">Light Horse (LH)</td><td>2</td></tr><tr><td>Tr D</td><td></td><td>Dt, Small</td><td>1</td></tr></table>	Right			3	Light Horse (LH)			2	Tr D		Dt, Small	1	<table><tr><td colspan="3">Left</td><td></td></tr><tr><td colspan="3">Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Tr A</td><td></td><td></td><td>1</td></tr></table>	Left				Eastern Horse (EH)			2	Quality: Tr A			1	<table><tr><td colspan="3">Left</td><td></td></tr><tr><td colspan="3">Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Tr B</td><td></td><td></td><td>1</td></tr></table>	Left				Eastern Horse (EH)			2	Quality: Tr B			1
Right			3																																			
Light Horse (LH)			2																																			
Tr D		Dt, Small	1																																			
Left																																						
Eastern Horse (EH)			2																																			
Quality: Tr A			1																																			
Left																																						
Eastern Horse (EH)			2																																			
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<table><tr><td colspan="3">Left</td><td></td></tr><tr><td colspan="3">Light Horse (LH)</td><td>2</td></tr><tr><td>Quality: Tr C</td><td></td><td></td><td>1</td></tr></table>	Left				Light Horse (LH)			2	Quality: Tr C			1	<table><tr><td colspan="3">Left</td><td></td></tr><tr><td colspan="3">Light Horse (LH)</td><td>2</td></tr><tr><td>Quality: Tr C</td><td></td><td></td><td>1</td></tr></table>	Left				Light Horse (LH)			2	Quality: Tr C			1	<table><tr><td colspan="3">Left</td><td></td></tr><tr><td colspan="3">Dragoon (Dr)</td><td>2</td></tr><tr><td>Quality: Tr C</td><td></td><td></td><td>1</td></tr></table>	Left				Dragoon (Dr)			2	Quality: Tr C			1
Left																																						
Light Horse (LH)			2																																			
Quality: Tr C			1																																			
Left																																						
Light Horse (LH)			2																																			
Quality: Tr C			1																																			
Left																																						
Dragoon (Dr)			2																																			
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<table><tr><td colspan="3">Left</td><td></td></tr><tr><td colspan="3">Dragoon (Dr)</td><td>2</td></tr><tr><td>Quality: Tr C</td><td></td><td></td><td>1</td></tr></table>	Left				Dragoon (Dr)			2	Quality: Tr C			1	<table><tr><td colspan="3">Left</td><td></td></tr><tr><td colspan="3">Dragoon (Dr)</td><td>2</td></tr><tr><td>Quality: Tr C</td><td></td><td></td><td>1</td></tr></table>	Left				Dragoon (Dr)			2	Quality: Tr C			1	<table><tr><td colspan="3">Reserve</td><td></td></tr><tr><td colspan="3">Wing Hussar (WH)</td><td>2</td></tr><tr><td>Quality: Elite</td><td></td><td></td><td>1</td></tr></table>	Reserve				Wing Hussar (WH)			2	Quality: Elite			1
Left																																						
Dragoon (Dr)			2																																			
Quality: Tr C			1																																			
Left																																						
Dragoon (Dr)			2																																			
Quality: Tr C			1																																			
Reserve																																						
Wing Hussar (WH)			2																																			
Quality: Elite			1																																			

Reserve				Reserve				Reserve			
Eastern Horse (EH)	2			Eastern Horse (EH)	2			Dutch School (Du)	2		
Quality: Tr B			1	Quality: Tr B			1	Quality: Tr C			1

6: Slobodyszcz, 7th October 1660

Game Labels:

Cossacks:

The command structure and unit assignment in the Cossack army is unknown. Each Sub Commander should command 6 to 9 units. The Army Commander may command any number of units. The relevant command sections of the labels have been left blank and the player should add the details themselves.

<table><tr><td colspan="4">Khemelnytsky</td></tr><tr><td colspan="4">Army</td></tr><tr><td>Units:</td><td colspan="3">Rating: 1</td></tr></table>	Khemelnytsky				Army				Units:	Rating: 1			<table><tr><td colspan="4">Nosach</td></tr><tr><td colspan="4"></td></tr><tr><td>Units:</td><td colspan="3">Rating: 1</td></tr></table>	Nosach								Units:	Rating: 1			<table><tr><td colspan="4">Kovalevski</td></tr><tr><td colspan="4"></td></tr><tr><td>Units:</td><td colspan="3">Rating: 1</td></tr></table>	Kovalevski								Units:	Rating: 1		
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3 foot units without horses have RG, the player decides which units.																							

Poles and Allies:

<table><tr><td colspan="2">Lubomirski</td></tr><tr><td>Army</td><td>Centre</td></tr><tr><td>Units: 6</td><td>Rating: 2</td></tr></table>	Lubomirski		Army	Centre	Units: 6	Rating: 2	<table><tr><td colspan="2">Sokolnicki</td></tr><tr><td colspan="2">Right</td></tr><tr><td>Units: 5</td><td>Rating: 1</td></tr></table>	Sokolnicki		Right		Units: 5	Rating: 1	<table><tr><td colspan="2">Sobieski</td></tr><tr><td colspan="2">Left</td></tr><tr><td>Units: 7</td><td>Rating: 1</td></tr></table>	Sobieski		Left		Units: 7	Rating: 1
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<table><tr><td>Left: 1st Line</td><td></td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Tr A</td><td>1</td></tr></table>	Left: 1 st Line		Eastern Horse (EH)	2	Quality: Tr A	1	<table><tr><td>Left: 1st Line</td><td></td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Tr A</td><td>1</td></tr></table>	Left: 1 st Line		Eastern Horse (EH)	2	Quality: Tr A	1	<table><tr><td>Left: 1st Line</td><td></td></tr><tr><td>Eastern Horse (EH)</td><td>2</td></tr><tr><td>Quality: Tr B</td><td>1</td></tr></table>	Left: 1 st Line		Eastern Horse (EH)	2	Quality: Tr B	1		
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7: Kanev, July 26th 1662

Game Labels:

Cossacks and their Allies:

Units should be assigned to commanders before the start of the game.

<table><tr><td colspan="4">Khemelnytsky</td></tr><tr><td colspan="4">Army</td></tr><tr><td>Units:</td><td colspan="3">1</td></tr></table>	Khemelnytsky				Army				Units:	1			<table><tr><td colspan="4">Nosach</td></tr><tr><td colspan="4"></td></tr><tr><td>Units:</td><td colspan="3">1</td></tr></table>	Nosach								Units:	1			<table><tr><td colspan="4">Kovalevski</td></tr><tr><td colspan="4"></td></tr><tr><td>Units:</td><td colspan="3">1</td></tr></table>	Kovalevski								Units:	1		
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			3																																			
Eastern Shot (aES)			2																																			
Field Gun			2																																			

Q: Raw		Arq	1		Trained		1	assigned to any unit without horses.
Poles					Poles			
East Horse (EH)			2		East Horse (EH)		2	
Quality: Tr B			1		Quality: Tr B		1	
Poles					Poles			
Light Horse (LH)			2		Light Horse (LH)		2	
Quality: Tr C			1		Quality: Tr C		1	
Poles					Poles			
Regiment (MX)			2		Light Horse (LH)		2	
Quality: Tr C			1		Quality: Tr B		1	
Tatar					Tatar			
Light Horse (LH)			2		Light Horse (LH)		2	
Quality: Tr B			1		Quality: Tr B		1	

Russia and their allies:

Units should be assigned to commanders before the start of the game.

Romodanovsky	Volkonsky	Kopnin
Army		
Units: 1	Units: 1	Units: 0
Zolotarenko	Samko	
Cossack	Rebel Cossack	East Horse (EHL)
Units: 0	Units: 1	Q: Tr D Lance
Dutch School (Du)	Dutch School (Du)	Dutch School (Du)
Quality: Tr D	Quality: Tr D	Quality: Tr D

<table><tr><td></td><td></td></tr><tr><td>Dutch School (Du)</td><td>2</td></tr><tr><td>Quality: Tr D</td><td>1</td></tr></table>			Dutch School (Du)	2	Quality: Tr D	1	<table><tr><td></td><td></td></tr><tr><td>Dutch School (Du)</td><td>2</td></tr><tr><td>Quality: Tr D</td><td>1</td></tr></table>			Dutch School (Du)	2	Quality: Tr D	1	<table><tr><td></td><td></td></tr><tr><td>Dutch School (Du)</td><td>2</td></tr><tr><td>Quality: Tr D</td><td>1</td></tr></table>			Dutch School (Du)	2	Quality: Tr D	1
Dutch School (Du)	2																			
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Dutch School (Du)	2																			
Quality: Tr E	1																			
Dutch School (Du)	2																			
Quality: Raw	1																			
Dutch School (Du)	2																			
Quality: Raw	1																			
<table><tr><td>Cossack</td><td></td></tr><tr><td>Light Horse (LH)</td><td>2</td></tr><tr><td>Q: Tr E</td><td>Small 1</td></tr></table>	Cossack		Light Horse (LH)	2	Q: Tr E	Small 1	<table><tr><td>Tatar</td><td></td></tr><tr><td>Light Horse (LH)</td><td>2</td></tr><tr><td>Q: Tr B</td><td>Small 1</td></tr></table>	Tatar		Light Horse (LH)	2	Q: Tr B	Small 1	<table><tr><td></td><td></td></tr><tr><td>Dragoon (Dr)</td><td>2</td></tr><tr><td>Quality: Tr E</td><td>1</td></tr></table>			Dragoon (Dr)	2	Quality: Tr E	1
Cossack																				
Light Horse (LH)	2																			
Q: Tr E	Small 1																			
Tatar																				
Light Horse (LH)	2																			
Q: Tr B	Small 1																			
Dragoon (Dr)	2																			
Quality: Tr E	1																			
<table><tr><td></td><td>3</td></tr><tr><td>East Shot (ESaH)</td><td>2</td></tr><tr><td>Tr D</td><td>Small,Axe, Horse 1</td></tr></table>		3	East Shot (ESaH)	2	Tr D	Small,Axe, Horse 1	<table><tr><td></td><td>3</td></tr><tr><td>Eastern Shot (ESa)</td><td>2</td></tr><tr><td>Qu: Tr D</td><td>Axe 1</td></tr></table>		3	Eastern Shot (ESa)	2	Qu: Tr D	Axe 1	<table><tr><td></td><td>3</td></tr><tr><td>Eastern Shot (ESa)</td><td>2</td></tr><tr><td>Tr D</td><td>Small,Axe 1</td></tr></table>		3	Eastern Shot (ESa)	2	Tr D	Small,Axe 1
	3																			
East Shot (ESaH)	2																			
Tr D	Small,Axe, Horse 1																			
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Eastern Shot (ESa)	2																			
Qu: Tr D	Axe 1																			
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Eastern Shot (ESa)	2																			
Tr D	Small,Axe 1																			
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Regiment (MH)	2																			
Qual: Tr C	RG 1																			
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	3																			
Regiment (MH)	2																			
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Qual: Tr D	RG 1																			
Cossack	3																			
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Qual: Tr E	Axe 1																			
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Cossack	3																			
Eastern Shot (ES)	2																			
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Cossaack	3																			
Eastern Shot (aES)	2																			
Qu: Raw	Arq 1																			
Field Gun	2																			
Trained	1																			

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Field Gun	2																			
Trained	1																			
Cossack																				
Light Horse (LH)	2																			
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Cossack	3																			
Eastern Shot (aES)	2																			
Q: Raw	Arq 1																			

8: Chocim, November 11th 1673

Game Labels:

Note: The game labels are if using the larger scale.

Polish Army: The units are not assigned to a command and must be at the beginning of the game. Sobieski may command units directly. All other commanders must command at least 6 units. For Petriceicu these must include all the Moldavian and Wallachian units and can include any other mounted units.

<table><tr><td colspan="4">Sobieski</td></tr><tr><td colspan="4">Army</td></tr><tr><td>Units:</td><td></td><td>Rating:</td><td>3</td></tr></table>	Sobieski				Army				Units:		Rating:	3	<table><tr><td colspan="4">Wisniowiecki</td></tr><tr><td colspan="4">Centre</td></tr><tr><td>Units:</td><td></td><td>Rating:</td><td>1</td></tr></table>	Wisniowiecki				Centre				Units:		Rating:	1	<table><tr><td colspan="4">Pac</td></tr><tr><td colspan="4">Left</td></tr><tr><td>Units:</td><td></td><td>Rating:</td><td>0</td></tr></table>	Pac				Left				Units:		Rating:	0
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Army																																						
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<table><tr><td colspan="4">Jablonowski</td></tr><tr><td colspan="4">Right</td></tr><tr><td>Units:</td><td></td><td>Rating:</td><td>1</td></tr></table>	Jablonowski				Right				Units:		Rating:	1	<table><tr><td colspan="4">Petriceicu</td></tr><tr><td colspan="4">Moldavia/Wallach</td></tr><tr><td>Units:</td><td></td><td>Rating:</td><td>0</td></tr></table>	Petriceicu				Moldavia/Wallach				Units:		Rating:	0	<table><tr><td colspan="3"></td><td></td></tr><tr><td colspan="3">Wing Hussar (WH)</td><td>2</td></tr><tr><td colspan="3">Quality: Elite</td><td>1</td></tr></table>					Wing Hussar (WH)			2	Quality: Elite			1
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Ottoman Army:

The units are not assigned to a command and must be at the beginning of the game.

Hussien Pasha may not directly command any units.

Each other commander should command at least 5 units. Commanders marked as mounted must command only Mounted units.

<table><tr><td colspan="4">Hussien Pasha</td></tr><tr><td colspan="4">Army</td></tr><tr><td>Units:</td><td colspan="3">Rating: 1</td></tr></table>	Hussien Pasha				Army				Units:	Rating: 1			<table><tr><td colspan="4">Seidogli</td></tr><tr><td colspan="4">Mounted</td></tr><tr><td>Units:</td><td colspan="3">Rating: 1</td></tr></table>	Seidogli				Mounted				Units:	Rating: 1			<table><tr><td colspan="4">Siwas Bey</td></tr><tr><td colspan="4">Mounted</td></tr><tr><td>Units:</td><td colspan="3">Rating: 0</td></tr></table>	Siwas Bey				Mounted				Units:	Rating: 0		
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9: Battle of Żurawno, September 29th 1676

Game Labels:

These labels are for the higher scale game.

Polish Army:

The units in the army must be assigned to three Sub Commanders. Each Sub Commander must command at least 6 units. Historically Wisniowiecki command was largely units on foot and the other two commands mainly mounted units.

<table><tr><td colspan="4">Jan III Sobieski</td></tr><tr><td colspan="4">Army</td></tr><tr><td>Units:</td><td colspan="3">Rating: 2</td></tr></table>	Jan III Sobieski				Army				Units:	Rating: 2			<table><tr><td colspan="4">Pac</td></tr><tr><td colspan="4">Left</td></tr><tr><td>Units:</td><td colspan="3">Rating: 0</td></tr></table>	Pac				Left				Units:	Rating: 0			<table><tr><td colspan="4">Wisniowiecki</td></tr><tr><td colspan="4">Centre</td></tr><tr><td>Units:</td><td colspan="3">Rating: 1</td></tr></table>	Wisniowiecki				Centre				Units:	Rating: 1		
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Ottoman and Tatar army:

The Tatar units are all in a command under Selim Giray. The Ottoman units must be assigned to commanders. Each Sub Commander must command at least 6 units. Zagaradzi must command at least 6 infantry and artillery units. Seytan Pasha may directly command units if the player wishes.

<table><tr><td colspan="4">Seytan Pasha</td></tr><tr><td colspan="4">Army</td></tr><tr><td colspan="2">Units:</td><td colspan="2">Rating: 1</td></tr></table>	Seytan Pasha				Army				Units:		Rating: 1		<table><tr><td colspan="4">Hussein</td></tr><tr><td colspan="4"></td></tr><tr><td colspan="2">Units:</td><td colspan="2">Rating: 1</td></tr></table>	Hussein								Units:		Rating: 1		<table><tr><td colspan="4">Hali</td></tr><tr><td colspan="4"></td></tr><tr><td colspan="2">Units:</td><td colspan="2">Rating: 1</td></tr></table>	Hali								Units:		Rating: 1	
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