

## Erik Jönsson's recon group – May 1657

In spring of 1657, joint Swedish and Transylvanian armies were still without much success, pursuing Polish-Lithuanian troops when they finally reached the line of river Bug. One of the first allied recon groups that fought the defenders of the town of Krzemien, was led by young Erik Jönsson, who later became famous under the name of Erik Dahlberg. The Swedish engineer was in command of 220 Swedish reiters (including a company of Royal Guard), 220 Transylvanians and 200 mounted Cos-

sacks. In short but bloody encounter they beaten Polish defenders, taking group of prisoners and capturing one standard. As Erik mentioned about this fight in his diary: I've ordered to cut down anyone that can stand in our way... Although this skirmish was just small and unimportant episode of war, it seems to be interesting because of composition of allied troops: it allows to field in same army Swedes, Transylvanians and Cossacks.

## Erik Jönsson

### Commander

Formation	Move	Armor	Morale	Skill	Close Combat	Shooting	Weapons	Effectiveness	Range	Special Rules
Erik Jonsson	20/4+10	4	7	5	1	1	Hand weapon Pistols	0 0	CC 5	Commander Scarce ammunition

1. Command Points: 

## Special rules:

### Engineer

Erik Jönsson (Dahlberg) was keen student of military engineering.

*In battles where You're defender You can place up to 3 elements of field fortifications, paying for each of them with 2 Reconnaissance Points and 1 Command Point. All Command Points lost that way are recovered at the beginning of second round of the game. You need to decide if You'll be using this Special Rule at step E of Scenario preparation procedure.*

### From Authors:

Previous version of this very interesting Skirmish Force rarely seen tournament tables, so we decided to implement a few changes to make it more competitive. First, Skirmish force is little bit bigger than should be using our usual number of men/base ratio. Second – as the only thing we know about Transylvanian part of this force is that Jönsson have "200 Hungarians", we have decided to allow players choosing among few different Transylvanian units.





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Special rules:

MILITARY DRILL, BELLUM SE IPSUM ALET, DISCIPLINED (ALL OF THEM ONLY FOR SWEDES), SWIMMING



FSP: 5



FSP: 6



FSP: 7



## NOTES:

- +1 FSP for additional Command Point for Ferenc Istvan (can be bought once).
- \* Istvan uses characteristics of Transylvanian captain and have Strict discipline special skill – all Transylvanian units with Robbers special rule lose it. Istvan treats all Swedish units as Insubordinated.
- \* Erik Jönsson treats all Transylvanian and Cossacks as Insubordinated
- +1 FSP for all 3 grey bases
- +1 FSP for deploying 3 bases of veteran reiters as armored ones (Armour: 6) and with arquebuses.

- \* you may replace 3 bases of Household light cavalry with
  - 3 bases of Mounted Székelys (it doesn't change FSP). It can be done twice.
  - 3 bases of Enlisted lancers. It can be done twice – first one is free, second cost 1 FSP.
  - 2 bases of Household lancers. It can be done twice – first one is free, second cost 1 FSP.