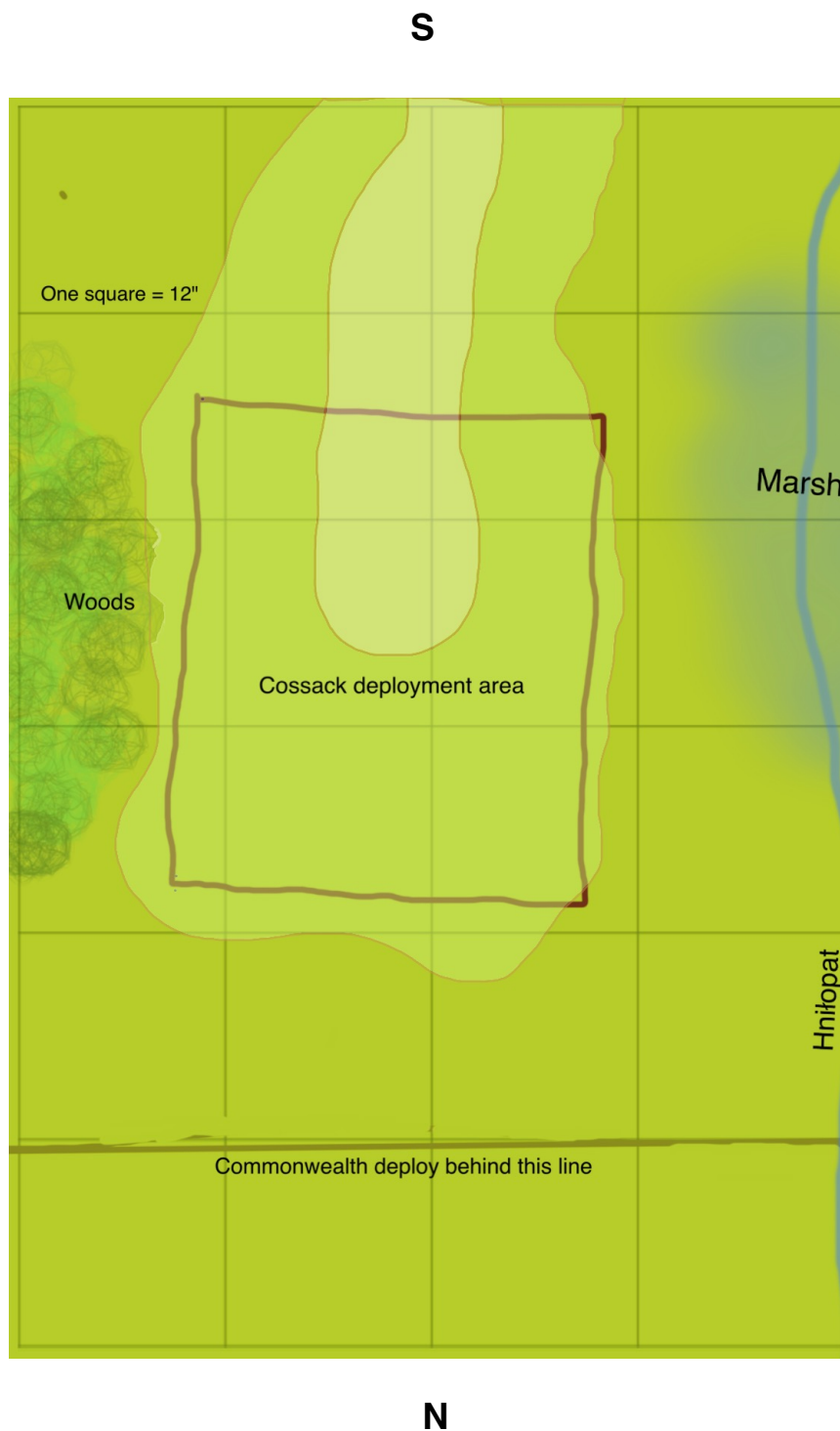


Słobodyszczce, 7 October 1660

A scenario for Tercios

In this battle a small and mobile Polish force surprised the Cossack army in camp. It broke through the first line but was then repulsed by a spirited counterattack. Although victorious, the Cossacks lost their appetite for the war and soon concluded a peace treaty with the Polish commander.

Map



Orders of Battle

Troop numbers in the Slobodyszcz campaign, with conversion to wargames units for Tercios	
Troop type	
Commonwealth (Lubomirski)	
Lubomirski	Level 4
Left wing: Sobieski	Level 3
Hussars	1
Pancerni	4
Rajtars	1
Centre: Cellari	Level 2
Foreign foot	2
Dragoons	2
Light Artillery	1
Mounted cossacks	2
Right wing: Sokolnicki	Level 1
Hussars	1
Pancerni	3
Rajtars	1
Tatars:	
Tatars	5
Cossack (Yury Khmelnytsky)	
Khmelnytsky	Level 3
Perimeter Commander: Kravchenko	Level 2
Cossack Waggons	9
Cossack horse	3
Artillery	3
Second Line Commander: Bohun	Level 2
Cossack levy	4
Cossack veterans	5

Deployment

The Cossack player sets up first, with the Tabor and artillery units around the camp perimeter on the map. Note that the camp was hastily fortified earlier in the day and so does not have a rampart or ditch. The second line may deploy anywhere within the camp.

In addition to units, the Cossack player begins the game with nine terrain pieces representing tents and baggage. Rectangles of paper, about the size of a playing card, are fine (and actually easier to play over than 3D models). These are placed in a 3 by 3 grid, evenly spaced, inside the perimeter of the Cossack camp, with a margin around the sides of at least the depth of an infantry unit. See the special rules for these terrain pieces below.

The Commonwealth player then sets up all units except the Tatars, north of the deployment line. At the start of each Turn, the Commonwealth player rolls a D6 for each Tatar unit that has not yet arrived. On a roll of 1 or 2, the unit arrives on the East table edge, anywhere North of the woods. On 3 or 4, it arrives on the East table edge, anywhere South of the woods. On 5 or 6, it does not arrive: roll again next turn with the same results. NB it is possible (if unlikely) that some Tatar units might not arrive at all during the game.

Special Rules

If the Poles break in to the Cossack camp, they will be tempted to loot the enemy's tents. The first time a unit moves over a Cossack camp marker, take a discipline test. If the unit fails the test, it becomes disordered as soldiers break ranks to collect booty. Remove the camp marker. The unit may recover from disorder from the following turn.

Victory conditions

When playing Tercios, use the standard scenario rules, as follows.

Each side gains victory points for destroying enemy units as follows:

Infantry regiment or Army Commander: 2 VPs

Cavalry squadron, artillery battery or junior commander: 1 VP

At the end of turn 5, the game ends if one side has 5 more victory points than the other, in which case they have a crushing victory. Otherwise play continues. At the end of turn 6, the game ends if one side has 3 more victory points, which is a decisive victory. At the end of turn seven, the game ends if one side has 1 more victory point, which is a marginal victory. The game ends automatically at the end of turn eight.

			Values						Defence factors			
Unit	Weapons	Special rules	Speed	Melee	Shot	Discipline	Courage	Stamina	v Foot	v Horse	v salvo	v artillery
Cossack veterans	Musket		5	4	4	4	4	4	4	4	4	4
Cossack levy	Musket, pike		4	4	3	3	4	4	4	5	4	4
Cossack horse	Bow	Light, open, extended arc, harass	8	3	2	2	3	2	4	3	4	5
Cossack waggon	Musket	Tabor	2	4	3	3	3	3	4	5	4	3
Light artillery			2/6	2	1	3	2	1	3	3	5	5
Polish Hussars small	Heavy lance		7	4	0	4	4	2	4	4	4	4
Pancerni	Spear		7	4	0	4	4	3	4	4	4	4
Rajtars	Pistols		7	4	2	4	4	3	4	4	4	4
Dragoons	Musket	Dragoon, light	8	3	3	3	3	3	4	3	3	4
Cossack lancers	Spear	Light	8	3	2	2	3	3	4	4	4	4
Tartars	Bows	Light, open, extended arc, harass	8	3	2	2	3	2	4	3	4	5
Mercenary foot	Pikes, muskets		4	4	4	4	4	4	4	5	4	4
Light artillery			2/6	2	1	3	2	1	3	3	5	5

Background

1. 1660 was one of the most eventful in the 13 Years war between the Polish-Lithuanian Commonwealth and Muscovy. Muscovite armies were active in both Lithuania and Ukraine, taking maximum advantage of the Commonwealth's weakened condition after the years of Swedish devastation of Polish-Lithuanian lands known as the 'Deluge'. In Ukraine, Voivod Sheremetyev led a combined Muscovite-Cossack army against the army of Grand Hetman Stanisław 'Rewera' Potocki. His objective, in cooperation with the Cossack army of Yuriy Khmelnytsky, was to defeat Potocki, take Lvov and perhaps threaten Kraków.
2. Khmelnytsky's army was slow to muster and risked delaying the start of the campaign. Anxious not to lose time, Sheremetyev set his army in motion, having secured Khmelnytsky's promise to join him in the field.
3. First contact with Potocki took place at Lubar on 14 September. Sheremetyev quickly discovered that his enemy outnumbered him by around 40,000 to 31,000. Potocki had been reinforced by the army of Field Hetman Lubomirski, fresh from campaigning on the Baltic. After a sharp engagement in which Potocki had the upper hand, Sheremetyev decided he could not win an open battle without reinforcement. He withdrew into fortified camp, first at Lubar and subsequently at Chudnov, intending to wait for Khmelnytsky to arrive and catch the enemy between their two armies. Potocki meanwhile laid siege to the Muscovite camp, placing his own fortified camp to the South East of the Muscovite position.
4. On 5 October, news reached Potocki that Khmelnytsky's 20,000 strong army was approaching from the South East and had reached Słobodyszczce, 27km from Chudnov. Potocki now faced the prospect of being caught between two enemy armies that would outnumber him by 50,000 to 40,000.
5. Potocki and Lubomirski reacted to this threat by splitting their forces. On 6 October Lubomirski set off for Słobodyszczce with a cavalry-heavy force of around 14,000. Meanwhile, Potocki shifted the main camp to a stronger position to the West of its original location and prepared to confront a Muscovite breakout attempt.
6. Lubomirski reached Słobodyszczce around midday on 7 October, to find the Cossacks encamped on a hill on the far side of the river Hnilopat. The Cossacks had not fortified their camp and scrambled to form a defensive position, forming a hasty barrier of wagons facing the Commonwealth advance. Cossack infantry in a fortified position was famously tough to dislodge, especially by a force lacking a strong infantry contingent of its own. Lubomirski therefore decided to attack almost directly from the line of march.
7. After forcing the river Hnilopat, Lubomirski divided his army into three groups. The centre and left attacked the Cossack position from the north, where the ascent was easiest, while the right worked its way round to the west of the enemy camp, looking for good ground. The centre and left broke into the camp, reaching as far as Khmelnytsky's own tent but losing cohesion in the process. At this point a Cossack counterattack bundled them out again and back down the hill towards the river. Only now did the attack by the right wing go in and was soundly repulsed. Lubomirski mounted another attack from the South but could not match the initial success. He withdrew across the Hnilopat at nightfall.
8. On 8 October Lubomirski was recalled to Chudnov by Potocki, who was facing a breakout attempt by Sheremetyev. Lubomirski left his Tatar contingent to patrol the river and rejoined the main army. Khmelnytsky did not pursue. Within days, Khmelnytsky and Potocki agreed a truce; the Cossack contingent within Sheremetyev's main army began to drift away and the campaign would end with the most decisive Muscovite defeat of the war.

2. Politics and rumours

1. There are various theories to explain Khmelnytsky's actions in the 1660 campaign. He was a young, militarily inexperienced leader who had difficulty controlling his senior colonels. One view is that although his initial intention was to join Sheremetyev, he lost his nerve after Słobodyszczce and asked for peace. Another is that he, or more likely some of his colonels, were disenchanted with the Muscovite alliance and planned to see how the confrontation between Sheremetyev and Potocki played out before committing to one side

or the other. A still harsher theory is that negotiations with Potocki were already far advanced and that Lubomirski's attack was intended to convince the last of the pro-Muscovite faction in the Cossack army to give up. Finally, some historians even claim the battle did not take place at all: they suggest it was a fig leaf invented to hide Khmelnytsky's betrayal of his Muscovite allies. This last version is hard to credit, given that correspondence survived from different participants, including foreign officers who took part in the battle. Also, if Khmelnytsky had been looking for a convincing reason why he changed sides, he and Lubomirski would presumably have spread the story that he had been defeated.

2. On the Commonwealth side, Lubomirski's actions too have been much discussed. After his return to Chudnov, the Tatar contingent successfully kept Khmelnytsky on the far side of the Hnilopat. If he knew that Khmelnytsky was already in negotiations with Potocki, did Lubomirski need to mount his attack at all? One explanation offered to explain his aggression is that he was chafing under Potocki's command and wanted a slice of glory for himself.
3. Whatever the whys and wherefores, Slobodyszczce provides an interesting basis for a wargame.

Troop numbers in the Slobodyszczce campaign, with conversion to wargames units for Tercios						
Troop type	Numbers	Men represented per unit of figures	Total units	Scaled to 60%	Scaled to 50%	Scaled to 33%
Commonwealth (Lubomirski)						
Lubomirski						
Hussars	500	300	2	2	1	1
Pancerni	4500	300	15	10	7	5
Rajtars	1300	300	4	2	2	1
Foreign foot	1200	500	3	2	2	1
Dragoons	500	600	1	1	1	1
Artillery	10	5	2	2	1	1
Tatars	5000	200	10	6	5	3
Mounted cossacks	1200	300	4	2	2	1
Cossack (Yury Khmelnytsky)						
Khmelnytsky						
Zaporozhian cossacks	9000	500	18	12	9	6
Registered cossacks	9000	500	18	12	9	6
Mounted cossacks	2000	300	6	4	3	2
Artillery	25	5	5	4	3	2