

The Battle of Lubar. Encounter of 16 September 1660

A scenario for For King and Parliament using house rules for Eastern European armies

Background for both sides: The 13 Years War

- The 13 Year or First Northern War began in 1654. Its immediate trigger was Moscow's support for Khmelnytsky's Cossack uprising against Warsaw, in return for which the Cossacks had declared fealty to the Tsar. At heart, it was another round in the decades-long power struggle between the Polish-Lithuanian Commonwealth and Muscovy for supremacy in Eastern Europe. Muscovy's war aims were to reclaim lands lost to the Commonwealth earlier in the century, notably the city of Smolensk. Warsaw's initial objective was to retain her territorial gains in the East and return the Cossacks to compliance. Within a year of its outbreak her aim was simply to survive.
- Those most directly involved in the war were Muscovy, the Commonwealth, the Crimean Tatars and the Cossacks. These last had factions on both sides, with the majority shifting from the Muscovite to the Polish alliance as the war progressed.
- Between 1655 and 1660 Poland was preoccupied with the Swedish war, known as the Deluge, which began disastrously and brought the Commonwealth to the brink of extinction but, by the Peace of Oliwa, had seen the recovery of Polish political and military fortunes (but also its virtual bankruptcy). Muscovy had agreed an armistice for most of this period but the Tsar ended the armistice in 1659. He determined to bring the war to a decisive conclusion in 1660.

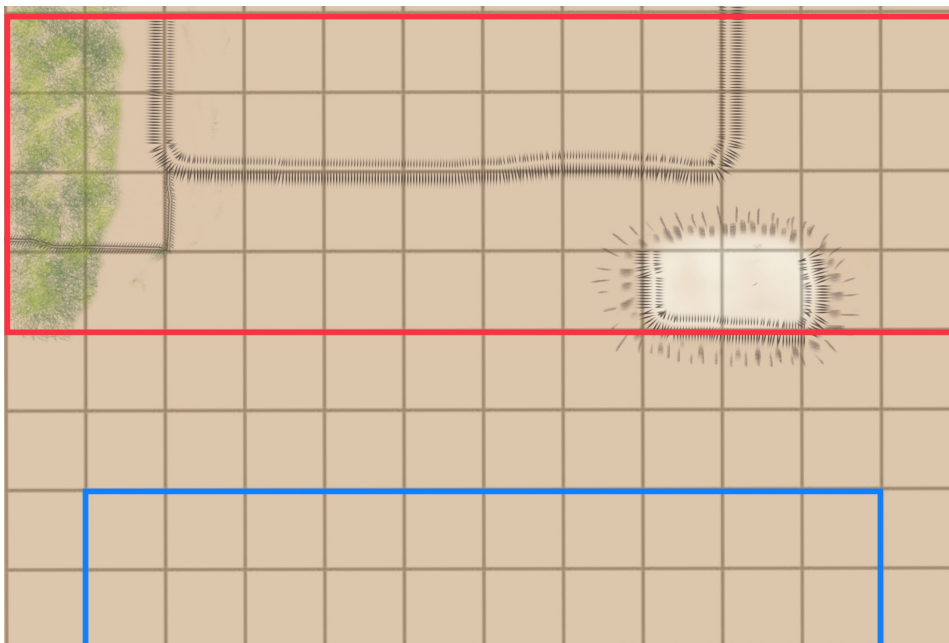
The Campaign of 1660

- As usual in this period, the campaigning season started late, partly to avoid the searing heat of summer and partly because it took time for armies to muster across the great distances involved. Sheremetyev, Muscovite Voivod of Kiev, gathered his Muscovite-Cossack army at Kotelnia while the Cossack leader Jan Khmelnytsky raised his standard at Korsun. The Muscovite/Cossack campaign objective was to seek out and destroy the Polish army of Grand Hetman Potocki and then to take Lviv and, if time allowed, threaten Krakow. Sheremetyev was confident that his army both outnumbered the Poles and was at least their equal in quality. The Poles, meanwhile, were mustering in Tarnopol, where they were to rendezvous with the Crimean Tatars. Their task was to cover Lviv and thwart Sheremetyev and Khmelnytsky.
- In early September Sheremetyev began his march towards the enemy base at Tarnopol, leaving a forward supply depot in the town of Chudnov.
- At dusk on 14 September, the opposing armies met near the town of Lubar, when Sheremetyev's Cossack vanguard was attacked by Tatar horsemen as it left the forest to the north east of the town. The Cossacks occupied high ground beyond the forest edge and repulsed the enemy. The Tatars were then reinforced by Polish horse, while the Cossacks in turn were reinforced with Muscovite Reiters. The engagement ended as night fell.
- Overnight on the 14th the main bodies of both armies arrived in the vicinity. On the 15th the opposing cavalry drew up facing each other while behind them, infantry and labourers fortified their camps. Each side having secured its base, on the 16th both armies deployed for battle.

The historical Scenario

Muscovite Briefing: Sheremetiev, Voivod of Kiev

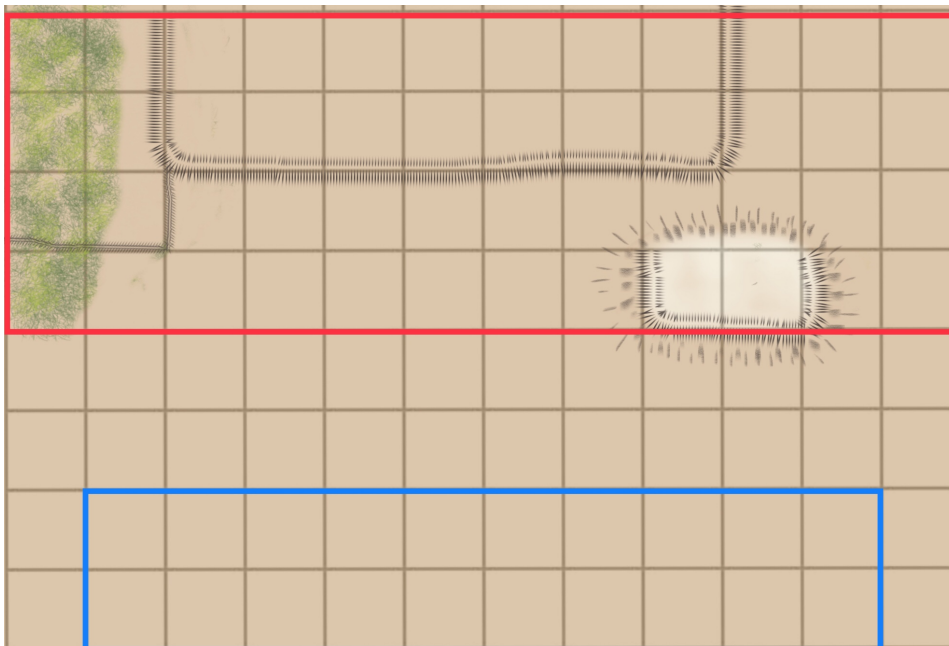
- It is 16 September 1660. You command a combined Muscovite and Cossack army of 30,000 men.
- The enemy consists of a Commonwealth field army of around 25,000, led by Grand Hetman Stanisław Rewera Potocki, and a Tatar force of about 8,000 under Gieray Khan.
- At a Council of War on the evening of the 15th you agreed with Tsetsura, commander of the Cossack contingent, that you will deploy for battle today, with your line anchored on your entrenchments. This will maximise your advantages in good infantry and mitigate the enemy's cavalry superiority.
- See your Order of Battle. Your army is made up roughly half and half of Muscovite and Cossack troops. Your troops are confident and well supplied. You come with a fine reputation as a clever strategist who takes care of his men. Your army is already divided into brigades with officers allocated. The Cossack contingent is all one brigade, commanded by Tsetsura.
- **Decide your dispositions. You may deploy your entire army anywhere within the red box on the map. There are no restrictions on infantry or cavalry deployment. Your artillery may only deploy in entrenchments, either in the main camp, or one of the two forward emplacements in front of your left and right wings.**
- **You have 16 victory medals that you must give up as you lose units. In addition you must give up one medal if/when the enemy first ends a turn with a unit occupying the earthworks on the hill, and one medal if/when the enemy first ends a turn with a unit inside your main camp.**
- **The earthworks in the main camp and on the hill count as fortifications, while the trenches in front of your right wing count as linear cover.**



	Troop type	Base save	Hits	Victory medals	Base Ammo	Dash	Melee to-hit Cards	Cost	
Muscovites Sheremetyev, Shcherbatov, Kozlovski									
	Sheremetyev Commander	2+		4				5	
1	Reiters	7+	2	2	1	3	2	6	Swedish
2	Reiters	7+	2	2	1	3	2	6	Swedish
3	Border Dragoons	8+	3	3	2	-	2	6	Pike and shot, raw
4	Artillery	7+	1	1	6	-	1	4	
	Kozlovsky colonel	2+		1				4	
5	National cavalry	7+	2	2	1	3	2	7	Swedish, Spear, Bow
6	National cavalry	7+	2	2	1	3	2	7	Swedish, Spear, Bow
7	National cavalry	7+	2	2	1	3	2	7	Swedish, Spear, Bow
8	Reiters	7+	2	2	1	3	2	6	Swedish
	Shcherbatov colonel	2+		1				4	
9	Streltsi (small)	7+	2	2	4	-	2	6	
10	Foreign foot	7+	3	3	3	-	2	9	Pike and shot
	Light Artillery				2			2	
	Light Artillery				2			2	
Cossack contingent in Sheremetyev's army Tsetsura									
	Tsetsura general	2+		1				5	
11	Zaporozhian cossacks	8+	3	3	2	-	2	6	Pike and shot, raw
12	Zaporozhian cossacks	8+	3	3	2	-	2	6	Pike and shot, raw
13	Registered cossacks	7+	3	3	5	-	2	9	
14	Registered cossacks	7+	3	3	5	-	2	9	
	Light Artillery				2			2	
	Light Artillery				2			2	

Commonwealth briefing: Potocki and Lubomirski

- It is 16 September 1660.
- Your army consists of the divisions of Grand Hetman Potocki and Field Hetman Lubomirski, plus an allied force of Tatars under Gieray Khan. On the evening of the 15th you agreed to seek battle today. This will involve an assault on the enemy camp.
- Decide your dispositions. You may deploy your entire Polish army anywhere within the blue box on the map. No Tatar units begin the game on the table. Your army is already divided into brigades with officers allocated.
- **Your Tatar allies are good fighters but in this engagement, their involvement was unreliable. They all begin the game off table. At the start of each of your turns, first draw one card (or roll a D10) for every Tatar unit in your order of battle that has not yet arrived on the table. On a result of 8 or more, that unit arrives as a reinforcement this turn in any open square along the West table edge. Then, starting from turn 2, draw one card for every Tatar unit in your order of battle that is already on the table and not adjacent to an enemy occupied square. On a result of 8 or more, that unit is removed immediately from the table. Once a Tatar unit has been removed from the table it may not return: stop drawing a card for it thereafter.**
- **Gieray Sultan may enter the table on turn 1 from the West edge. If he is attached to a unit at the start of a turn, he may adjust its 'exit' test by + or -1.**
- **You have 18 victory medals that you must give up as you lose units.**
- **You will gain one enemy victory medal if/when the you first end a turn with a unit occupying the earthworks on the hill, and one medal if/when you first ends a turn with a unit inside the main Muscovite camp.**
- **The earthworks in the main enemy camp and on the hill count as fortifications, while the trenches in front of their right wing count as linear cover.**



	Troop type	Base save	Hits	Victory medals	Base Ammo	Dash	Melee to-hit Cards	Cost	
Commonwealth Potocki, Lubomirski, Cellari, Sokolnicki									
	Potocki Commander	3+		6	6			6	Gallant
1	Hussars (small)	6+	1	1	1	4	2	8	Swedish, veteran, lance, well mounted
2	Pancerni	7+	2	2	1	3	2	6	Swedish
3	Pancerni	7+	2	2	1	3	2	6	Swedish
4	Pancerni	7+	2	2	1	3	2	6	Swedish
5	Tatars	7+	1	1	3	3	1	4	Light cavalry, Bow, evade
	Lubomirski General	2+		1				5	
6	Hussars (small)	6+	1	1	1	4	2	8	Swedish, veteran, lance, well mounted
7	Pancerni	7+	2	2	1	3	2	6	Swedish
8	Pancerni	7+	2	2	1	3	2	6	Swedish
9	Rajtars	7+	2	2	1	3	2	6	Swedish
10	Wallachians	7+	1	1	3	3	1	4	Light cavalry, Bow, evade
	Cellari colonel	2+		1				4	
11	Hajduk (small)	7+	2	2	4	-	2	6	
12	Foreign foot	7+	3	3	3	-	2	9	Pike and shot
13	Dragoons	7+	2	2	2	2	1	4	
	Sokolnicki colonel	2+		1				4	
14	Royal foot	6+	3	3	4	-	2	12	Pike and shot, veteran
15	Foreign foot	7+	3	3	3	-	2	9	Pike and shot
16	Artillery	7+	1	1	6	-	1	4	
Tatars, Gieray Khan									
	Gieray Khan general	2+		1				5	
17	Tatars	7+	1	1	3	3	1	4	Light cavalry, Bow, evade
18	Tatars	7+	1	1	3	3	1	4	Light cavalry, Bow, evade
19	Tatars	7+	1	1	3	3	1	4	Light cavalry, Bow, evade
20	Tatars	7+	1	1	3	3	1	4	Light cavalry, Bow, evade
21	Tatars	7+	1	1	3	3	1	4	Light cavalry, Bow, evade
22	Tatars	7+	1	1	3	3	1	4	Light cavalry, Bow, evade
23	Tatars	7+	1	1	3	3	1	4	Light cavalry, Bow, evade
24	Tatars	7+	1	1	3	3	1	4	Light cavalry, Bow, evade