

## **The Battle of Lubar. A What If 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. Sheremetiev, 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. Sheremetiev 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 Sheremetiev and Khmelnytsky.

#### **What If?**

- This scenario is a 'What If' variant of the battle, that presumes that the Commonwealth army adopts a plan supposedly proposed by Lubomirski but rejected by Potocki on the day. Lubomirski's proposal was to keep his division hidden while Potocki and the Tatars offered battle. The idea was that the Muscovites and Cossacks would take the field in the expectation of an easy victory, only to be surprised by the appearance of Lubomirski's men. Potocki decided against, perhaps because he thought it unlikely the enemy would take the bait.
- This scenario differs from the historical version in that it takes place on open ground, with no entrenchments or closed terrain to help Sheremetyev.

## The What If Scenario

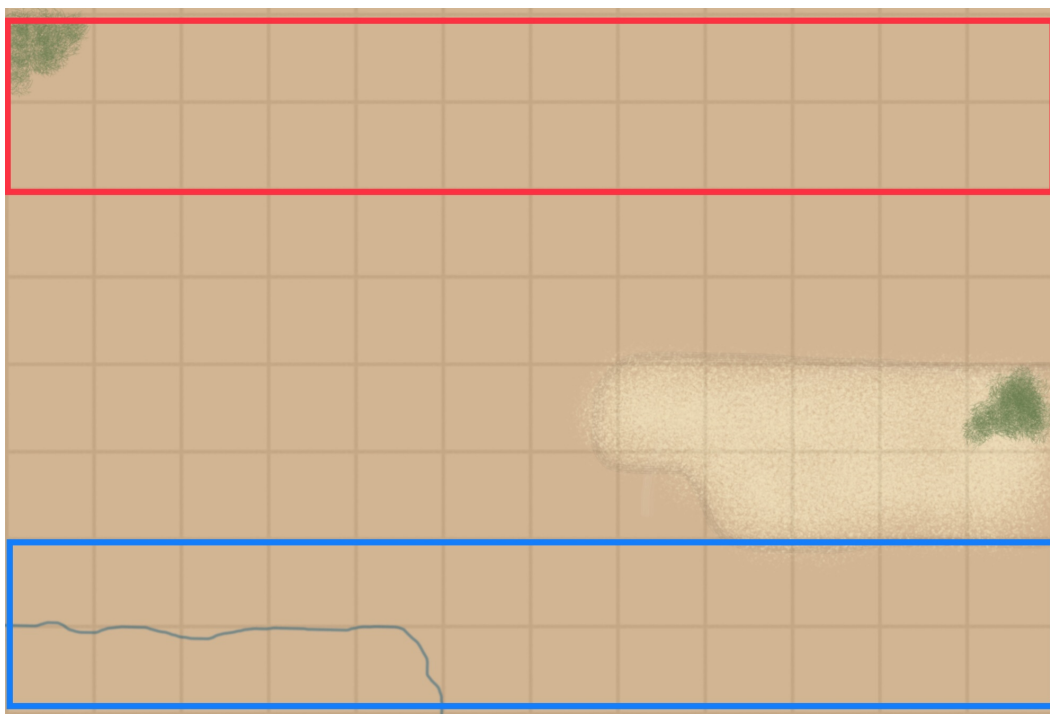
### Muscovite Briefing: Sheremetiev, Voivod of Kiev

- It is 16 September 1660. You command a combined Muscovite and Cossack army of 30,000 men.
- It is widely known that the Poles have been stretched very thin by their Swedish war. Their best troops are still in Pomerania, observing the withdrawal of Charles X's forces. Polish pay is deep in arrears and the quality of their equipment is lamentable. The Polish commander in the Ukraine, the aged Grand Hetman Stanislaw Rewera Potocki, is an experienced but timid general. The latest reports from your spy network are that Potocki's force of 11,000 has been joined by 8,000 Tatars.
- Your campaign objective is to defeat Potocki and then occupy Lviv and possibly threaten Kraków. In early September you began your march towards the enemy base at Tarnopol, leaving a forward supply base in the city of Chudnov.
- At dusk on 14 September, you encountered the enemy on the approaches to Lubar, when your vanguard was attacked by Tatar horsemen as it left the forest to the northeast of the town. The vanguard occupied high ground beyond the forest edge and repulsed the enemy. The Tatars were then reinforced by Polish horse, while you in turn reinforced your troops with Reiters. The engagement ended as night fell. Your scouts reported seeing more enemy horse moving through Lubar towards you. It seems Potocki has made your task easier by coming to you.
- Overnight on the 14<sup>th</sup> your whole army arrived on the high ground above Lubar. On the 15<sup>th</sup> you drew up in Battle array before your camp while infantry and labourers fortified it with entrenchments. All you faced were more Tatars and Polish Light Horse, who made reconnaissance difficult. However a Polish Cossack who deserted during the day reports that Potocki and Gierey Sultan had been surprised to encounter you: they believed that you had not yet begun campaigning and they had been advancing to Chudnov to establish a forward base. They were now in disagreement whether to stand and face you or retreat.
- At a Council of War on the evening of the 15<sup>th</sup> you have agreed with Tsetsura, your Cossack ally, that you will seek a decisive battle the next day.
- 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. You have never been beaten and were chosen for this role because you are not afraid to seek battle.
- The Muscovite army has three commanders including yourself. You may create up to three brigades from the Muscovite army list as you see fit: as Sheremetyev, you may either directly command troops or have no attached brigade. 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.**



## Commonwealth briefing: Potocki and Lubomirski

- It is 16 September 1660. You have certain advantages in this encounter that may allow you to achieve a major victory:
  - You have spies throughout the Muscovite camp and are fully aware of their situation. To reflect this you have a copy of the Muscovite briefing and OOB as well as your own. Conversely, your light cavalry is more numerous and able than the enemy, who therefore have not been able to scout your positions.
  - You have planted misinformation about your strength using false deserters. The impression you want the enemy to have is that your army is small and, in particular, that Potocki has not been joined by Lubomirski's army..
  - Unknown to the Muscovites, Lubomirski and his forces have joined Potocki, bringing your army to parity with the enemy and giving you a particular superiority in cavalry.
- **Decide your dispositions. You may deploy your entire Polish army anywhere within the blue box on the map. Troops behind the hill on the right may be kept off the table until you either move them or enemy troops spot them. If you keep them off table, make a note of who is in which square. You may also keep some units off the table in reserve.**
- **Before the start of the game, draw one Card for every Tatar unit in your army. On a result of 7 or more, that unit begins the game on the table. On a 6 or lower, the unit must remain off the table. On subsequent turns, draw a card for every Tatar unit on the table that is not adjacent to enemy troops. On a 7 or more, the unit is removed immediately from the table. Next, draw one Card for every Tatar unit in your order of battle that has not yet arrived on the table. On a 7 or more, that unit arrives as a reinforcement this turn in any open square along the South or West edges of the blue deployment zone. Once a Tatar unit has been removed from the table it may not return: stop drawing a card for it each turn. Tatar units that leave the table in this way do not give up victory medals.**





## Copy of Muscovite briefing for Polish players

### Sheremetiev, Voivod of Kiev

- It is 16 September 1660. You command a combined Muscovite and Cossack army of 30,000 men.
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- Overnight on the 14<sup>th</sup> your whole army arrived on the high ground above Lubar. On the 15<sup>th</sup> you drew up in Battle array before your camp while infantry and labourers fortified it with entrenchments (*standard practice at this time*). All you faced were more Tatars and Polish Light Horse, who made reconnaissance difficult. However a Polish Cossack who deserted during the day reports that Potocki and Gierey Sultan had been surprised to encounter you: they believed that you had not yet begun campaigning and they had been advancing to Chudnov to establish a forward base. They were now in disagreement whether to stand and face you or retreat.
- At a Council of War on the evening of the 15<sup>th</sup> you have agreed with Tsetsura, your Cossack ally, that you will seek a decisive battle the next day.
- See your Order of Battle. Your army of over 30,000 men 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. You have never been beaten and were chosen for this role because you are not afraid to seek battle.
- **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 trench line or on the fortified hill in front of your left wing. Any infantry deployed in a woods square may be fortified.**

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