

# Lubar, 16 September 1660: Take the Redoubt

A scenario for Tercios

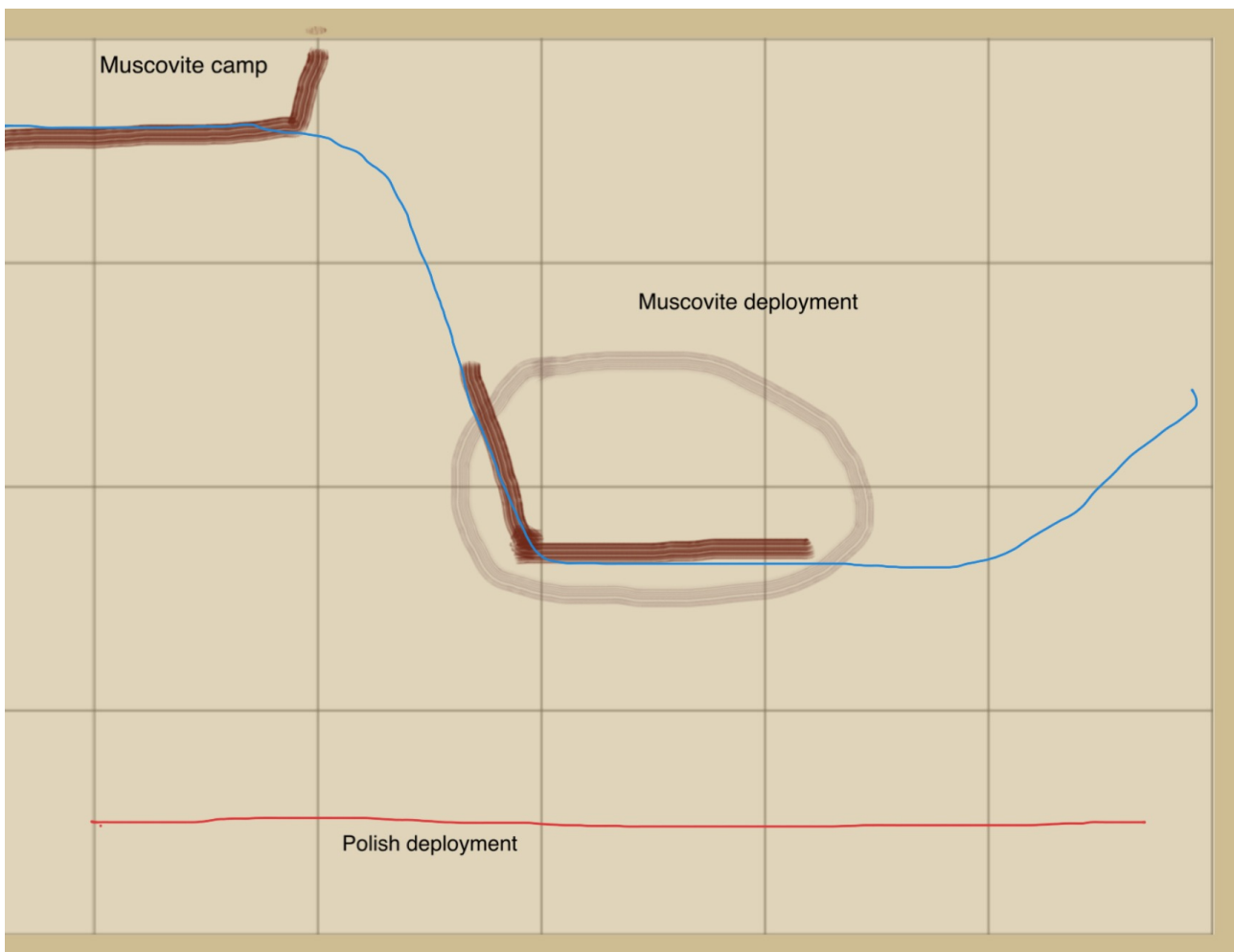
## Introduction

On 16 September 1660, two days after they first made contact, the armies of Muscovite Voivod Sheremetyev and Polish Grand Hetman Potocki confronted each other on the ground between their two camps. The Poles hoped for a battle in the open where they could make use of their superior cavalry. The Muscovites however chose to fight a defensive engagement, based on their entrenchments. They built an emplacement on a hill to the South East of their camp, which would provide flanking fire against any attack on their main position. This hill was the target of the first Polish assault. It changed hands twice during the day and although the Muscovites ultimately lost control of it, the struggle took so long that by the time it was in their hands, the Poles lacked the time to follow through with their main assault.

This scenario covers the Polish attempt to seize the Muscovite hill. It is on the small side, suitable for two players to get through in an evening.

Map.

The map is very simple. One square is 12" across. The only terrain is the hill in the centre and entrenchments on the hill and the perimeter of the Muscovite camp. The Hilltop entrenchments should face southwest and south, leaving the other faces of the hilltop open. The Muscovites deploy first, anywhere north of the blue line. They must place their medium artillery in their camp. The Poles deploy anywhere south of the red line. Their medium artillery may be entrenched.



The order of battle is below. Organisation is not in line with the Tercios rules: each army has two commanders, one leading all the infantry and one leading all the horse.

Order of Battle, Lubar, 16 September 1660		
Commonwealth		
Troop type	Units	
<b>Lubomirski</b>	Level 3 commander	Commands all Horse
<b>Wolff</b>	Level 1 commander	Commands Foot
Hussars (small unit)	1 small	
Pancerni	2	
Rajtars	1	
Dragoons	1	
Foreign foot	4	
Medium Artillery	1	
Muscovites		
<b>Sheremetyev</b>	Level 3 commander	Commands all Foot
<b>Shcherbatov</b>	Level 2 commander	Commands Horse
National cavalry	2	
Reiters	2	
Streltsi	1	
Foreign foot	1	
Border Dragoons	1	
Light Artillery	2	
Medium Artillery	1	

#### Victory conditions

Use the standard Tercios victory conditions (i.e. 2 points per destroyed foot unit, 1 per cavalry or artillery unit, 3 for C in C), with the addition that if the Muscovites are in full control of the hill entrenchments at the time of checking for victory they receive two extra points, whereas if even one Polish unit has made it into these entrenchments, the Poles receive two points.

#### Unit statistics

Some of these statistics are different from those in the Kingdoms rule supplement. While Kingdoms has some excellent material, one or two of its interpretations seem to be inspired more by Hollywood than history.

### Tercios Unit Statistics Muscovy

Unit	Weapons	Values						Defence factors			
		Speed	Melee	Shoot	Discipline	Courage	Stamina	V Foot	v Horse	v salvo	v artillery
Dyeti boyarskie	Spear	7	3	0	3	4	3	4	4	4	4
Muscovite Reiters	Pistols	7	4	2	4	4	3	4	4	4	4
Streltsi	Musket, berdische axe	5	4	3	4	4	3	4	4	4	4
Border dragoons	Musket, pike	4	4	4	3	3	4	4	5	4	4
Mercenary foot	Pikes, muskets	4	4	4	4	4	4	4	5	4	4
Soldati	Musket, pike	4	4	4	4	4	4	4	5	4	4
Light artillery		2/6	2	1	3	2	1	3	3	5	5
Medium artillery		0/5	2	1	3	2	1	3	3	5	5

### Tercios Unit Statistics Poland

Unit	Weapons	Special rules	Values						Defence factors			
			Speed	Melee	Shoot	Discipline	Courage	Stamina	V Foot	v Horse	v salvo	v artillery
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
Mercenary foot	Pikes, muskets		4	4	4	4	4	4	4	5	4	4
Medium artillery			0/5	2	1	3	2	1	3	3	5	5