

FORCES OF BOHDAN KHMELNYTSKY -
WINTER 1647 / SPRING 1648



Most famous Cossack uprising started in December 1647, when Bohdan Khmelnytsky and group of his co-conspirators fled at Zaporozhe. He had under his command 250-300 Registered Cossack, amongst them officers ('setnik') of Chyhryn regiment – Burlaj, Tokajczuk and Wiśniak. Rebels set up fortified camp on the site of old Zaporozhian Sich, island called Buck (Horodyszczce). Here they were joined by approx. 300 local Cossacks, mostly hunters and fishermen, gradually also further supporters arrived at the island. It was still very small force, unable to fight prolonged war against Commonwealth. In February 1648 rebels started limited offensive, capturing site of Sich and fighting against Chyhryn and Cherkasy registered regiments. While some moloitsy from those units switched sides, majority of the regiments, led by colonels Krzeczowski and Wadowski, retreated in order towards Kryłów. Khmelnytsky was trying to gather more support amongst both registered Cossacks and register sing-outs (so called

'wypiszczycy'), while at the same time sending in March 1648 his envoys to Crimea. Despite some initial problems, Khan Islam III Giray decided to ally with mutinous Cossacks. Reinforcements sent from Crimea to Zaporozhe were led by Tugay Bey and Karash Bey, and they had under their command (depends on sources) between 3000 and 6000 Tatars, mostly from Nogai hordes. As anonymous Polish soldier wrote about them with some contempt in spring 1648:

Horde is poor and shy, in sheep skins and poor coats, without sabres or bows; most of them with animal bones fastened on wooden poles, which are worse than sabres and [while] there were many of those pagans there while one of our banners attacked them they just quickly fled.

We can see that during initial phase of the uprising Tatars were the main part of allied force. Presence of few thousands of Tatars warriors was huge surprise to Polish commanders, who estimated Crimean reinforcements as meagre 500 men. Huge boost for Khmelnytsky's army was the mutiny of so called 'water group' at the beginning of the May 1648, when approx. 3500 Registered Moloitsy abandoned Polish army and joined the rebels. Further reinforcements were drawn from amongst those soldiers that switched sides during battle of Żółte Wody (Zhovti Vody), bringing further 1200 experienced moloitsy and former Polish dragoons. More volunteers from amongst sing-outs and local population joined Cossack-Tatar army and by the time of battle of Korsuń there were between 14 000 and 18 000 men in allied army.

Special Rules

Heart and soul of rebellion

If Khmelnytsky is killed (or flees out of the table) the game ends automatically with a Historical Victory for the Enemy regardless of current result.

Hetman of Zaporizhian Host

Put a 2 markers next to Khmelnytsky (3, if you play at Task Force level) . You may discard it to let a Cossack unit (but not Tartar) within 20 cm of Khmelnytsky use one of the following bonuses:

Forward brothers!

During the Movement phase chosen unit with Charge order gets +5 to second movement value and +1 to Combat resolution. Both effect last till the end of the turn. You may spend only one marker per unit during the one turn.

Dress ranks!

During the Orders phase one unit which is not Disorganized/Fleeing may make up to two Reorganization tests. It doesn't require Command Points.

Hold the Line!

Chosen unit may re-roll failed Morale test. You may decide about discarding marker after the roll.

FORCES OF BOHDAN KHMELNYTSKY - WINTER 1647 / SPRING 1648

Special rules:

WITHOUT WATER, MUD OR HOLES A COSSACK IS AS GOOD AS GONE, HETMAN OF ZAPORIZHIAN HOST, HEART AND SOUL OF REBELLION, ON THEIR OWN LAND

		Khmelnytsky	Plastuny/ Skirmishers	Wagon Train
FSP: 5	Register Moloitsy sotnia (veterans)	Mounted sotnia		
FSP: 6	Register Moloitsy sotnia (veterans)	OR Tartar Warriors	Esaul	
FSP: 8	Register Moloitsy sotnia	Mounted sotnia (elite)		
FSP: 9	Register Moloitsy sotnia (veterans)	OR Tartar Warriors		
FSP: 11	Register Moloitsy sotnia	Mounted sotnia (elite)		

NOTES:

- +1 FSP for deploying Plastuny scouts/Skirmishers
- +1 FSP for Mounted Esaul (use the characteristic of Colonel) Esaul is free if you field FSP: 9 or 11 level. He treats all Tartar units as Insubordinated.
- * If you field at least two Tartar units, you may field Tartar Mirza instead of Esaul. He is free if you field two Kazinji units. If you field all available Tartar units, Mirza has . If you field Mirza, Kazinji ignore Robbers special rule. Mirza treats all Cossack unit as Insubordinated.
- * Tartar uses following special rules: Swimming, Excellent Bowmen, Good Warriors, They Have a Lot of Guns!, Their Sight is Better and More Penetrating...

- +1 FSP for any 3 Cossack bases
- * You may exchange Mounted Cossack sotnia for Tartar rabble unit (4 bases). You may exchange that way both sotnias.
- +1 FSP for any 2 wagons. Up to half of the wagons may have a gun. Instead of two wagons you may field falconet 1,5 pdr (you may have only one falconet)
- * On their own land special rule works only if you have more Cossack bases that Tartar bases (Commanders and Wagons are not included in calculation).
- * Khmelnytsky uses characteristics of Colonel.

BOHARAN KHMELNYTSKY'S TASK FORCE - SPRING 1648



Special rules:
WITHOUT WATER,
MUD OR HOLES COSSACK IS AS GOOD AS GONE, ON THEIR OWN LAND,
HEART AND SOUL OF THE REBELLION, HETMAN OF ZAPORIZHIAN HOST



Vanguard:

Mounted Cossacks squadron (elite) OR Tartar warriors squadron (Allies)

Plastuny scouts +1 FSP -1

Base of the Task Force:

FSP: 9

Moloitsy rota OR Register Moloitsy squadron

Register Moloitsy (veteran) squadron ★ OR Tartar warriors (Allies) squadron

Register Moloitsy (veteran) squadron ★ OR Tartar Rabble thorde

Esaul +1 FSP

Falconet - ★ 1,5 pdr +1 FSP

Additional units:

level I

Register Moloitsy squadron ★ OR Tartar warriors squadron (Allies)

+2 FSP RP +2

Mirza

Falconet - ★ 1,5 pdr +1 FSP

level II

Tartar Rabble horde

+1 FSP

level III

Register Moloitsy (veteran) squadron ★ OR Mounted Cossacks (elite) squadron ★

+2 FSP +1 FSP RP +2

Dragon squadron +2 FSP RP +1

Esaul (mounted)

level IV

Skirmishers OR Plastuny scouts OR Elite Tartar cavalry (Allies)

+2 FSP RP +1 +2 FSP RP +2 +2 FSP RP +2 -2

Wagon Train:

Wagon Train 1 +2 FSP

Wagon Train 2 +1 FSP +1 RP -3

NOTES:

+1 FSP for Esaul

NOTES:

- +1 FSP for any two wagons. Up to half of them may have a gun.
- * When you are Defender, your Wagon Train may start game joined.
- +1 FSP for 3 bases of any register moloitsy, Tartar Warriors, Dragons, Elite Tatar cavalry or mounted Cossacks.
- +1 FSP for 4 additional moloitsy or Kazinji bases.
- +1 FSP for Mirza. He treats all Cossack units as Insubordinate.
- * Instead of Mirza you may deploy Tugay-bey with (it cost one extra FSP, so 2 total). If you do that, deploying Elite Tartar cavalry cost you 1 fewer. You may also add two bases to this formation for 1 FSP.

- +1 FSP for mounted Esaul. He uses characteristics of Colonel.
- * You may field Tartar elite cavalry only if you field Mirza or Tugay-bey.
- * Tartars use the following rules of the Crimean Khanate army: Swimming, Excellent Bowmen, Good Warriors, 'Their sight is...', 'They have a lot of Guns!'
- * Khmelnytsky uses characteristics of Colonel.
- * Dragons use characteristic of PLC Dragons.