

The Battle of Sudomers

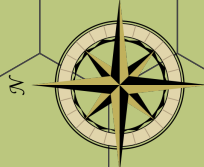
Southern Bohemia,

25 March 1420



Markov's Army

Swiss



Map
Key

Wagons

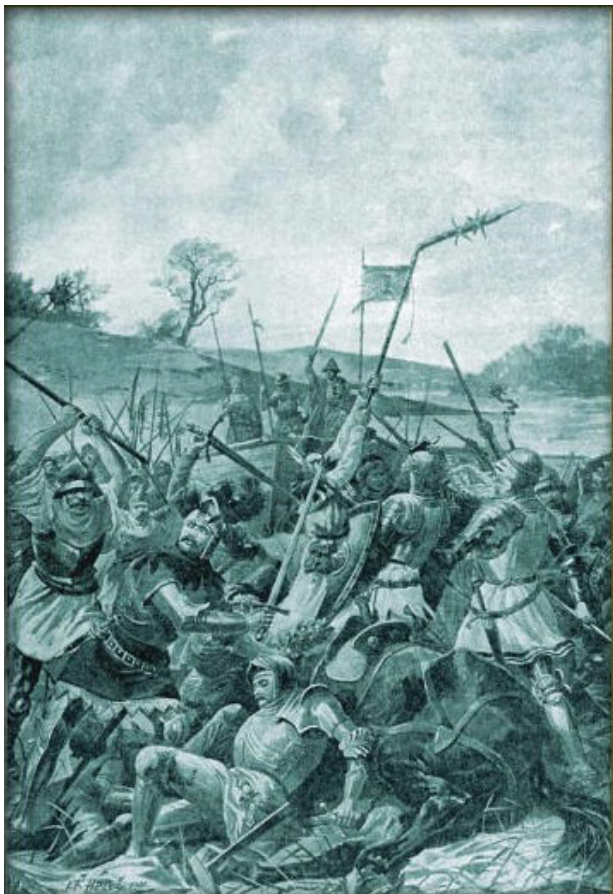
Clear

Drained
Pond

Pond



GMT Games' Men of Iron scenario



The Battle of Sudomerz Southern Bohemia, 25 March 1420

Historical Background

At the beginning of 1420, the Hussite movement was not considered a threatening force. Local Catholic lords hunted groups of Hussites throughout Bohemia trying to eradicate the heresy. The group of Hussites led by Břeněk Švihovský, Valkoun of Aldar, and one-eyed Jan Žižka were besieged by Catholics at one of the initial Hussite centers, Pilsen. Knowing they can't hold for long, the deal was made. The Hussites including women and children were free to leave Pilsen. They have begun their march towards the recently founded future key Hussite base Tábor (called after the biblical mountain). The Catholic plan was to capture or kill them while on their way. The besiegers led by Bohuslav of Švamberk become pursuers. They were joined first by a small group of Knights Hospitallers from Strakonice led by Henry of Hradec (Gyndrych z Hradcie). Later, near the village of Sudoměř (Sudomerz) they had a rendezvous with the king's iron lords led by Mikeš Divůček of Jemniště (Mikess Diwuczek) and Petr Konopišťský of Šternberk. It was the place the Hussites selected for the battle.

INITIAL DEPLOYMENT

You need following unit counters from Men of Iron:



Cut the three Leader counters from the next page.

Hussites set up 2 Infantry, Leader, and Standard freely in any Clear hexes left to the Wagons.

Next, Catholics set up freely 4 Mounted Men-at-Arms, 2 Leaders, and their common Standard in any Clear hexes at a maximum of three hexes from the right map edge. There are no Seizure counters.

WHO GOES FIRST

The Catholics have the first Activation.

HUSSITE TACTICS

Hussite tactic was being formed before and after Sudoměř. The most common infantry weapons were voulges and flails. Crossbowmen and handgunners were mixed with infantry. Three years later, ratio of various wagon crew weapons was formalized in Jan Žižka's military order. At Sudoměř, crossbows were probably the only missile weapon present.

Hussite pike infantry (PK) has intrinsic crossbow missiles with -1 Fire DRM. It could have been marked -1 CB at the counter top as some units in Men of Iron Volume IV: Arquebus are.

TERRAIN

The Hussites decided to face their pursuers on a narrow approach between two ponds. The left pond Markovec was full of water but the right one called Škaredý was emptied. They used their 12 wagons to form a wagon wall on a small levee in between them. The map scale is approximately 50 yards/hex.

TIMED ENGAGEMENT

The battle ended as night fell. The Hussites, who still held their ground, were considered the victors according to medieval custom.

This battle uses the timed engagement rule (16.1). Initially, set the time marker in the 10 space on the General Track. The Catholics are the timed side in this battle.

GAME BALANCE

This is my small 2023 Christmas gift to the community. Do not expect a thoroughly playtested balanced scenario.

FLIGHT LEVELS

Both side's Flight Level is 9.

—Petr Mojžíš

Prague, December 2023

TERRAIN CHART: SUDOMERZ					
Terrain Type	Movement		Shock/Charge DRM		Missile Fire DRM
	Mounted	Foot	Mounted	Foot	
Clear	1	1	NE	NE	NE
Wagons	ALL	ALL	-3 [a]	-3	-3
Pond	NA	NA	NA	NA	NA
Drained Pond	3 [b]	2	-2 [c]	-1 [c]	NE

ALL = All movement points; NA = Not Allowed; NE = No Effect

a: Mounted units may not Charge, or conduct Charge attack across Wagons hexside.

b: When entered by movement, or Advance, DR ≤ 2 = Unhorsed, stop in hex.

c: When attacking or defending in a Drained Pond.

