

An outpost clash (September, 1813)

Historical background

Somewhere in Saxony, the French and Russian light cavalry units are scouting the terrain between both armies, trying to gather information about the whereabouts and composition of the enemy.

The Russian Generalmajor Tschaplitz has sent a patrol of the Soumy Hussars Regiment*, under the Lieutenant Novikov, to scout towards Lubben seeking for information about the identity and numbers of the French facing him. Near the main road, lies a small farm with a cabin log in the banks of a small stream. There is activity near the farm: a mixed patrol of French Hussars* (1e., 3e. and 5e. Hussards) under the Lieutenant Lasserre from the 5e. Hussards has arrived in search of provisions.

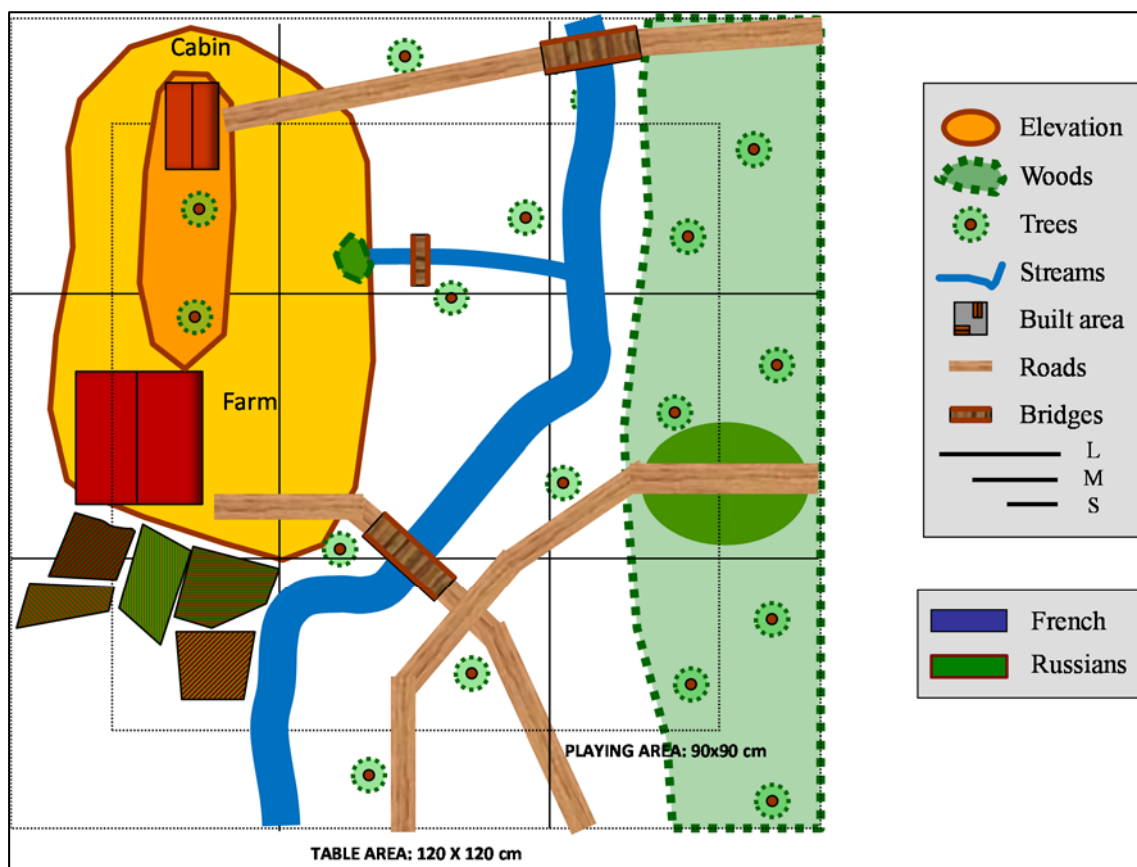
This is a Scenario for Song of Drums and Shakos from Ganesha Games

* This skirmish game was played in the context of the Murdorck's Campaign of Nations

<http://murdocksmarauders.blogspot.com.es/2014/08/alexandria-hussars-skirmish-games.html>

The "real units" involved were the Russian Alexandria Hussars and the Italian 2nd Principe Real Reggimento de Cacciatori a Cavallo

Terrain



The stream and drainage ditch are broken terrain, fordable for mounted men. Wooded areas, out of the roads, are also broken terrain.

Engaged Forces

*Russians (Soumy Hussars *)*

1 Officer, 1 NCO, 1 Trumpeter, 4 lance-armed and 5 carbine-armed Privates. 12 men 604 points

*French (1e., 3e. and 5e. Hussards *)*

1 Officer, 1 NCO, 1 Trumpeter, 10 Privates. 13 men 620 points

Deployment

Russians

Must deploy at the East (right) side of the game-table behind the line of woods.

French

Roll 1D4 for the number of vedettes deployed and covering the approaches. The lieutenant, the trumpeter and 1D4 are in the house. The NCO and 1D6 are in the cabin. The remaining men (if any) are behind the cabin and house. Only the sentinels are mounted.

Victory conditions

Both sides have the same objective: to deny the enemy any information, so the winner will be the side remaining on the battlefield. No Morale checks are allowed.

Unit Rosters

FRENCH			620 pts.	13 men
Lieutenant Lasserre				
Points 84	Quality 3+	Combat 2		
Special Rules	Elan, Leader, Mounted, Pistol, Sword			
Sargeant Pinaud				
Points 62	Quality 3+	Combat 2		
Special Rules	Sword, Carbine, Mounted, NCO			
Trumpeter				
Points 34	Quality 3+	Combat 1		
Special Rules	Sword, Musician. Mounted			
Hussard 1				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussard 2				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussard 3				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussard 4				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussard 5				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussard 6				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussard 7				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussard 8				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussard 9				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussard 10				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			

RUSSIANS			604 pts.	12 men
Lieutenant Novikov				
Points 84	Quality 3+	Combat 2		
Special Rules	Elan, Leader, Mounted, Pistol, Sword			
Sargeant Lavrov				
Points 74	Quality 3+	Combat 2		
Special Rules	Sword, Carbine, Mounted, NCO, Elan			
Trumpeter				
Points 34	Quality 3+	Combat 1		
Special Rules	Sword, Musician. Mounted			
Hussar1 (lance)				
Points 48	Quality 4+	Combat 2		
Special Rules	Sword, Lance, Mounted, Elan			
Hussar2 (lance)				
Points 48	Quality 4+	Combat 2		
Special Rules	Sword, Lance, Mounted, Elan			
Hussar 3 (lance)				
Points 48	Quality 4+	Combat 2		
Special Rules	Sword, Lance, Mounted, Elan			
Hussar 4 (lance)				
Points 48	Quality 4+	Combat 2		
Special Rules	Sword, Lance, Mounted, Elan			
Hussar 5				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussar 6				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussar 7				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussar 8				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			
Hussar 9				
Points 44	Quality 4+	Combat 2		
Special Rules	Sword, Carbine, Mounted, Elan			