

Cossack ambush (September, 1813)

Historical background

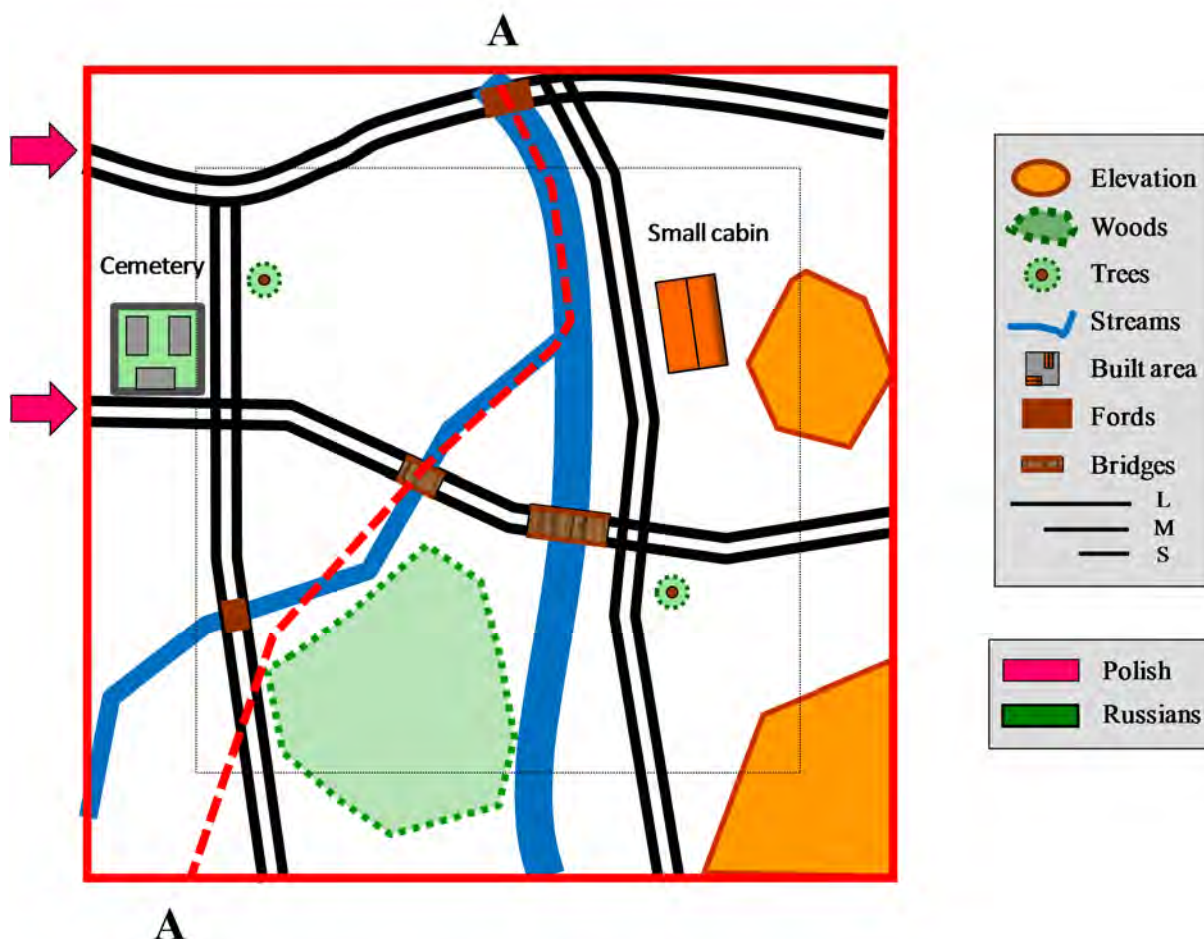
Somewhere in Saxony, the French and Allied light cavalry units are scouting the terrain between both armies, trying to gather information about the whereabouts and composition of the enemy.

The Polish General Uminski has sent a patrol of the 1st squadron of the Krakus Regiment, under their young ADC Lieutenant Kaminski, to scout towards the village of Herrnhut. Past the cemetery, the road leading the village crosses a stream and a drainage ditch through a plank bridge. There is a lone cabin log on the far bank at left and a small wood at the right flank and the Poles, fearing an ambush, approaches cautiously to the water stream.

Meanwhile and hidden in the wood, lieutenant Uvarov (a young aristocrat serving as ADC to Majorgeneral Tetteborn) watches the approaching Poles, while his men, veterans from the Denisov #7 Cossack Regiment, are awaiting his signal to fall over their ancestral enemies..

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

Terrain



The stream and drainage ditch are fordable for mounted men. Men on foot must use the fords or bridges. The stream is also fordable at a distance of 1M from the bridge. Beyond that distance, the Special rule about drowning must be applied.

Engaged Forces (See the Rosters)

Cossacks (Denisov Cossack #7 Regiment)

1 Officer, 1 NCO, 9 Cossacks. 11 men 680 points

Poles (Krakus Regiment)

1 Officer, 1 NCO, 8 Privates. 10 men 716 points

Deployment

Cossacks

Must deploy at the East (right) side of the game-table behind line A-A. They can be hidden into the wood or behind the cabin. Until 1D4 men can dismount and use a musket and these men can also hide within the cabin. The horses are behind the cabin.

Poles

The Krakus enter through the western roads (pink arrows). Roll 1D6 for the men along the northern road. The rest use the southern road. The officer will be included in the greater group, and the NCO in the smaller one.

SDS Special rules used

Cossacks: Elan, Leader, Mounted, Fear, Light, NCO, Unpredictable, Wavering.

Poles: Elan, Leader, Mounted, NCO, Strong

Scenario Special Rules

- Krakus are the first side.
- Krakus and Cossacks were ancestral 'enemies', so both sides check Moral with only two dice.
- The officers leading scouting parties were a searched prize so his life was usually preserved. When an officer loses in hand-to-hand combat, a doubled result means that he is made prisoner and is unhurt. A trebled result means that the officer is prisoner and slightly wounded. For Moral and End-of-game purposes, prisoner officers are considered to be out of action.
- The horses of dismounted men must be hold by other mounted or dismounted man.
- Any dismounted model recoiling on the stream and beyond 1M distance from the bridge, must make a Quality roll or drowns. In any case, the water will spoil his shot and powder. And the model cannot fire anymore until he picks up a firearm and ammo from a wounded or dead model.
- Models can enter the cabin only through the door that is closed. It takes an action to open or close them
- Models inside the cabin log or behind a wall benefit of hard cover.
- Line of Sight and Arc of Fire through windows. Models can fire through windows, but only with an arc of fire of 45°. Anything out of this arc and near to the wall cannot be seen.
- Only one mounted or two dismounted models can be placed side by side on the bridge.

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.
- Normal End-of-Game rules and Morale tests apply to both sides (i.e. they lose if their Squad breaks).

POLES 716 pts. 10 men		
Lieutenant Kaminski		
Points 84	Quality 3+	Combat 2
Special Rules	Elan, Leader, Mounted, Pistol, Sword	
NCO Polski		
Points 56	Quality 4+	Combat 2
Special Rules	Elan, Mounted, NCO, Sword, 2 Pistols	
Krakus 1		
Points 72	Quality 3+	Combat 2
Special Rules	Elan, Mounted, Lance, Sword, 2 Pistols	
Krakus 2		
Points 72	Quality 3+	Combat 2
Special Rules	Elan, Mounted, Lance, Sword, 2 Pistols	
Krakus 3		
Points 72	Quality 3+	Combat 2
Special Rules	Elan, Mounted, Lance, Sword, 2 Pistols	
Krakus 4		
Points 72	Quality 3+	Combat 2
Special Rules	Elan, Mounted, Lance, Sword, 2 Pistols	
Krakus 5		
Points 72	Quality 3+	Combat 2
Special Rules	Elan, Mounted, Lance, Sword, 2 Pistols	
Krakus 6		
Points 72	Quality 3+	Combat 2
Special Rules	Elan, Mounted, Lance, Sword, 2 Pistols	
Krakus 7		
Points 72	Quality 3+	Combat 2
Special Rules	Elan, Mounted, Lance, Sword, 2 Pistols	
Krakus 8		
Points 72	Quality 3+	Combat 2
Special Rules	Elan, Mounted, Lance, Sword, 2 Pistols	

COSSACKS 680 pts. 11 men		
Lieutenant Uvarov		
Points 84	Quality 3+	Combat 2
Special Rules	Elan, Leader, Mounted, Pistol, Sword	
Uradnik Karpov		
Points 74	Quality 3+	Combat 2
Special Rules	Elan, Mounted, NCO, Sword, 2 Pistols	
Cossack 1		
Points 56	Quality 3+	Combat 2
Special Rules	Carbine, Elan, Lance, Mounted, Sword, 2 Pistols, Wavering, Unpredictable	
Cossack 2		
Points 56	Quality 3+	Combat 2
Special Rules	Carbine, Elan, Lance, Mounted, Sword, 2 Pistols, Wavering, Unpredictable	
Cossack 3		
Points 56	Quality 3+	Combat 2
Special Rules	Carbine, Elan, Lance, Mounted, Sword, 2 Pistols, Wavering, Unpredictable	
Cossack 4		
Points 56	Quality 3+	Combat 2
Special Rules	Carbine, Elan, Lance, Mounted, Sword, 2 Pistols, Wavering, Unpredictable	
Cossack 5		
Points 56	Quality 3+	Combat 2
Special Rules	Carbine, Elan, Lance, Mounted, Sword, 2 Pistols, Wavering, Unpredictable	
Cossack 6 (Can dismount)		
Points 62	Quality 3+	Combat 2
Special Rules	Elan, Lance, Mounted, Musket, Sword, 2 Pistols, Wavering, Unpredictable	
Cossack 7 (Can dismount)		
Points 62	Quality 3+	Combat 2
Special Rules	Elan, Lance, Mounted, Musket, Sword, 2 Pistols, Wavering, Unpredictable	
Cossack 8 (Can dismount)		
Points 62	Quality 3+	Combat 2
Special Rules	Elan, Lance, Mounted, Musket, Sword, 2 Pistols, Wavering, Unpredictable	
Cossack 9 (Can dismount)		
Points 62	Quality 3+	Combat 2
Special Rules	Elan, Lance, Mounted, Musket, Sword, 2 Pistols, Wavering, Unpredictable	