

THE ACCIDENTAL CHARGE

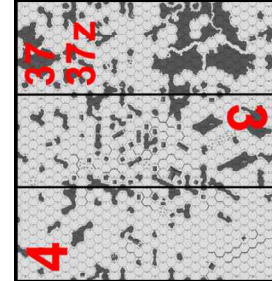
SQL Scenario 303

B070129



September 12, 1939, in the fields outside the town of Kaluszyn near Minsk Mazowiecki, in Poland: The forces of Gen. Wincenty Kowalski started a steady withdrawal and delaying actions in the area northeast of Warsaw following the *Battle For The Borders*. After the battles of Pulask and Rózan, the Polish 1st Legions Infantry Division that was reinforced by units of the Wyszów Operational Group arrived to the area of Minsk-Mazowiecki. However, elements of the German 11th and 44th Infantry Divisions, managed to take the town and surround the Polish forces. The Poles now aimed to retake the town and break through the German encirclement before the German panzer reinforcements arrive and stiffen they're weakly held positions. After a short preparation, the battle started during the night with a Polish assault on the villages surrounding the town. The Poles managed to break through the positions of a disorganized German 44th Infantry Regiment who underestimated the Polish forces still present in the area. Now the commander of the Polish 6th Legions' Infantry Regiment ordered the 4th squadron of the Polish 11th Uhlans Regiment to advance towards the town itself. The order was mistakenly understood as an order of a cavalry charge and the squadron, numbering 85 men at arms and commanded by Lt. Andrzej Zylinski, drew their sabers and rushed towards the town and the enemy positions within...

BOARD CONFIGURATION:



VICTORY CONDITIONS: To win the Poles must have uncontested control of 7 of the 9 buildings within the village center (which is comprised of the circular road net) on board 3. To claim uncontested control of a building a unit must have been the last to enter the building with no enemy unit (whether broken or not) occupying any portion of that building. The Germans by win by avoiding the Polish Victory Conditions.

TURN RECORD CHART:

German Sets Up First	Poles Move First	1	2	3	4	5	END

Remaining garrisoning elements of the 11th and 44th Infantry Divisions set up no more than 2 hexes (inclusive) of the village perimeter which comprises the circular road net on board 3:

1-5	1-8	8-0	4-6-7	4-12 B12	2-8 B12
			10	2	4

Elements of the Polish 6th Legions' Infantry Regiment set up on any whole hex on board 37 east of the north-south road:

8-1	8-0	7-0	4-4-7	4-11 B11+	2-6 B11+	Mtr B10+ R2-14 5PP
			15	2	8	3

Elements of the 4th squadron of the Polish 11th Uhlans Regiment:
Enter on Turn 1 anywhere along south edge:

9-1	8-0	4-5-8	2-6 B11+	12(18) -1
		9	3	9

SPECIAL SCENARIO RULES:

SSR WG303.1: TERRAIN: All buildings are single story and made of wooden construction. All Level 1 Hill Hexes and Cliff outlines on Board 3 are considered open ground hexes. All Level 2 Hill Hexes on board 3 are considered woods. All Marsh and Brush hexes are considered Woods on board 37. Water/Ponds do not exist, treat as open ground hexes. *For this scenario players may download a customized Board 37 (Board 37z) which can be used with VSQ from the SQLA website.*

SSR WG303.2: All rules thru COD are used. Both players may use supplemental and/or optional rules from COI only upon agreement.

SSR WG303.3: Germans may not Boresight.

SSR WG303.4: The Polish 4-5-8's are considered Cavalry [92] units.

AFTERMATH: In the effect of the accidental Cavalry charge by the Polish 11th Uhlans Regiment, the Uhlans had broke through to the town, despite suffering significant casualties (of the 85 Uhlans who take part in the charge, 33 were dead). The Polish 6th Legions' Infantry followed into the breach in German defenses and by the early morning the town was liberated and the German division had to retreat. Losses on both sides were significant, but the German 44th Regiment had almost ceased to exist and its commanding officer, Maj. Krawutschke, committed suicide. In the course of the heavy city fights, the town was almost completely destroyed.

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PLAYTEST STATUS: This scenario is currently in playtest (Beta Release).
Please contact Squad Leader Academy to join this effort.