

The battle of Ingenstansby

A fictional scenario for the Great Northern War *Swedish Briefing*

Introduction

You are King Karl XII, commanding the Swedish Main army in Russia. The year is 1708 and you have been campaigning for over a year trying to bring the Russian army to battle.

A week ago, major general Roos was ambushed by a Russian army near the village of Ingenstansby, barely escaping with his life and leaving a significant number of Swedish soldiers on the field. Unfortunate as this may have been, it has given you a handle on the location of the main Russian army and a chance to bring it to battle which you have not missed.

Through your Cossack allies you have learned that the Russian army is moving again after consolidating after its victory. It is moving east to escape once more into the endless wastes of the steppe, but to do so, it must first cross the bridge at Ingenstansby. Capitalising on this knowledge, you have concluded a night march and deployed your army on the low heights above the village of Ingenstansby.

This time, there is no escaping for the Russians!

Forces

You have the following forces under your command:

CiC - King Karl XII



Infantry brigade 1

Major General Carl Gustav Roos

- Jönköpings regiment, 1st battalion
- Närke-Värmlands regiment, 1st battalion
- Västerböttens regiment, 1st battalion
- 1 4pdr battalion gun

Infantry brigade 2

Major General Adam Ludwig Lewenhaupt

- Lifeguard Grenadier battalion
- Västmanlands regiment, 1st battalion
- Dal regiment, 1st battalion
- 1 4pdr battalion gun

Cavalry brigade

Major General Creutz

- Abö och Björneborg läns ryttere, 1st squadron
- Gyllenstierna dragoons, 1st squadron (large unit)
- Skanska stands dragoons - 1st squadron
- Östgöta ryttere - 1st squadron

King Karl has a staff rating of 9, all of your other officers have 8.

Deployment

You deploy in phases:

Phase 1 - Before the Russians deploy

Before the Russian army deploys, you need to deploy the infantry brigade and artillery, in the area marked 'A'.

Phase 2 - After the Russians have deployed

After the Russians have deployed, you may deploy the cavalry brigade anywhere in area A where the Russian troops cannot have seen you (adjudicated by your friendly umpire).

Victory conditions

You win by destroying the Russian army.

Terrain effects

The river is crossable without penalty at the bridge and ford but only in march column (one stand wide).

Elsewhere, the river is fordable but it takes a full turn to cross: stop at the river, move to the other side on the next turn.

The stream is classed as an obstacle.

All hedges and walls are obstacles.

The village of Ingenstansby can house one standard sized unit in the buildings south of the road, and one in the buildings north of the road.

Any other buildings are for decorative purposes only.

For the purpose of our game, only trees that are on big round bases (repurposed CD's) count as woods. Single trees are for decorative purposes only.

The fields do not hinder movement, though the hedges around them do.

Unit	Type	Armament	HtH	Shooting	Morale	Stamina	Special
Jönköpings Regiment	Regular Infantry	Musket & pike	7	2	4+	3	First Fire, Reliable, Ferocious Charge
Närke-Värmlands Regiment	Regular Infantry	Musket & pike	7	2	4+	3	First Fire, Reliable, Ferocious Charge
Västerböttens Regiment	Regular Infantry	Musket & pike	7	2	4+	3	First Fire, Reliable, Ferocious Charge
4pdr battery	Smoothbore battalion gun	Smallish boomen shooten	-	3-2-1	4+	1	Ranges 6" - 12" - 24"

Unit	Type	Armament	HtH	Shooting	Morale	Stamina	Special
Life Guard grenadiers	Regular Infantry	Musket	7	3	3+	3	First Fire, Elite, Reliable, Tough Fighters, Ferocious Charge
Dal Regiment	Regular Infantry	Musket & pike	7	2	4+	3	First Fire, Reliable, Ferocious Charge
Västmanlands Regiment	Regular Infantry	Musket & pike	7	2	4+	3	First Fire, Reliable, Ferocious Charge
4pdr battery	Smoothbore battalion gun	Smallish boomen shooten	-	3-2-1	4+	1	Ranges 6" - 12" - 24"

Unit	Type	Armament	HtH	Shooting	Morale	Stamina	Special
Åbö och Björneborg Läns Ryttare	Regular Cavalry	Carbine, swords	7	1	4+	3	
Ostgöta Ryttare	Regular Cavalry	Carbine, swords	7	1	4+	3	
Skanska Stands Dragoons	Regular Cavalry	Carbine, swords	7	1	4+	3	
Gyllenstierna Dragoons	Regular Cavalry	Carbine, swords	7	1	4+	3	Large Unit

The battle of Ingenstansby

A fictional scenario for the Great Northern War *Russian Briefing*

Introduction

You are Tsar Peter I, commanding your main field army currently in the vast Ukrainian steppe. You are involved in a protracted campaign against the invading Swedish army of King Karl XII and have managed to avoid a major battle by ever retreating into the vast steppes of the Ukraine and Russia proper.

However, a week ago the Swedish general Roos made a mistake and left a part of the Swedish army exposed near the village of Ingenstansby. Grabbing the opportunity when it presented itself, you destroyed several Swedish battalions in a surprise victory. For the past few days, you have been consolidating in the area west of Ingenstansby.

Having heard rumors of the approach of the Swedish main army, you have decided that the time to move on has come and have given orders to march east into the steppe again. Great was your consternation when, upon the morning you noticed that the Swedish army has stolen a march on you and is deployed for battle above the bridge at Ingenstansby, which you must take on the road east. Working quickly before the Swedish attack, you have managed to deploy one brigade across the river while the second is still lagging behind on the road.

Time will tell whether it was soon enough...

Forces

You command the following forces:

CiC: Tsar Peter I

Infantry brigade 1

Major General Count Boris Sheremetev

- Schlussemburgski regiment, 1st battalion
- Archangelski regiment, 1st battalion
- Archangelski regiment, 2nd battalion



- Smolenski regiment, 1st battalion

Infantry brigade 2

Major General Prince Boris Golitsyn

- Preobrazhenski guards, converged grenadier battalion
- Golitsyn's grenadier battalion
- Tverski regiment, 1st battalion
- Tchernigovski regiment, 1st battalion

Cavalry brigade 1

Major General Bauer

- Moskovski Dragoons, 1st squadron
- Moskovski Dragoons, 2nd squadron
- Pskovski Dragoons, 1st squadron
- Pskovski Dragoons, 2nd squadron

Cavalry brigade 2

Marshall Prince Aleksandr Danilovich Mensjikov

- Yaroslavvski Dragoons, 1st squadron
- Yaroslavvski Dragoons, 2nd squadron
- Kropotov's Horse Grenadiers, 1st squadron
- Kropotov's Horse Grenadiers, 2nd squadron

Artillery units

You have 29 pdr field artillery batteries available (*Smoothbore Foot Artillery*). They will come under the command of the brigade deployed in area B (see Deployment).

All of your brigade generals have a staff rating of 8, Peter has a staff rating of 9. The stats for the rest of your units are on the next pages.

Deployment

You deploy after the Swedes have deployed. You may deploy one infantry brigade (your choice) in area 'B' and the other in area 'C', 'D' or 'A', both in any formation of your choice. The infantry brigade in area 'B' will receive the two field guns under its command.

The two field guns can be deployed anywhere in Area B, but they are immobile (except for minor adjustments) once deployed.

One cavalry brigade (of your choice) can be deployed anywhere in area B. The second brigade can deploy in area C, in march column if there is room, or may enter the table on the road from the west once the road is clear.

Victory conditions

Escape is impossible in the current situation, you will have to fight it out. You win the game if you defeat the Swedish army (umpire discretion).

(repurposed CD's) count as woods. Single trees are for decorative purposes only.

The fields do not hinder movement, though the hedges around them do.

Terrain effects

The river is crossable without penalty at the bridge and ford but only in march column (one stand wide).

Elsewhere, the river is fordable but it takes a full turn to cross: stop at the river, move to the other side on the next turn.

The stream is classed as an obstacle.

All hedges and walls are obstacles.

The village of Ingenstansby can house one standard sized unit in the buildings south of the road, and one in the buildings north of the road. Any other buildings are for decorative purposes only.

For the purpose of our game, only trees that are on big round bases



Unit	Type	Armament	HtH	Shooting	Morale	Stamina	Special
Schlusselfburgski, 1st Battalion	Regular Infantry	Musket & pike	6	3	4+	3	First Fire
Archangelski, 1st Battalion	Regular Infantry	Musket & pike	6	3	4+	3	First Fire
Archangelski, 2nd Battalion	Regular Infantry	Musket & pike	6	3	4+	3	First Fire
Smolenski, 1st Battalion	Regular Infantry	Musket & pike	6	3	4+	3	First Fire

Unit	Type	Armament	HtH	Shooting	Morale	Stamina	Special
Preobrazhenski Guard grenadiers	Regular Infantry	Musket	6	3	3+	3	First Fire, Elite, Reliable
Golitsyn's grenadiers	Regular Infantry	Musket	6	3	4+	3	First Fire, Reliable
Tverksi, 1st Battalion	Regular Infantry	Musket & pike	6	3	4+	3	First Fire
Tchernigovski, 1st Battalion	Regular Infantry	Musket & pike	6	3	4+	3	First Fire

Unit	Type	Armament	HtH	Shooting	Morale	Stamina	Special
Moskovski Dragoons, 1st Squadron	Regular Cavalry	Carbine, swords	6	1	4+	3	
Moskovski Dragoons, 2nd Squadron	Regular Cavalry	Carbine, swords	6	1	4+	3	
Permski Dragoons, 1st Squadron	Regular Cavalry	Carbine, swords	6	1	4+	3	
Permski Dragoons, 2nd Squadron	Regular Cavalry	Carbine, swords	6	1	4+	3	

Unit	Type	Armament	HtH	Shooting	Morale	Stamina	Special
Yaroslavski Dragoons, 1st Squadron	Regular Cavalry	Carbine, swords	6	1	4+	3	
Yaroslavski Dragoons, 2nd Squadron	Regular Cavalry	Carbine, swords	6	1	4+	3	
Kropotov’s Horse Grenadiers, 1st Squadron	Regular Cavalry	Carbine, swords	6	1	4+	3	Tough fighters
Kropotov’s Horse Grenadiers, 2nd Squadron	Regular Cavalry	Carbine, swords	6	1	4+	3	Tough fighters

Unit	Type	Armament	HtH	Shooting	Morale	Stamina	Special
9pdr battery 1	Smoothbore foot artillery	Big boomen shooten	1	3-2-1	4+	2	Ranges 6” - 18” - 36”
9pdr battery 2	Smoothbore foot artillery	Big boomen shooten	1	3-2-1	4+	2	Ranges 6” - 18” - 36”