VIENNA 1683

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2.0 PROPS

2.1 Tokens

There are three types of tokens in this game:
– Tokens representing commanders and banners
– Tokens representing units
– Auxiliary tokens

Cavalry units

number, name → A
unit →
strenght → 2
morale → 9
MP → 7

Infantry units

number, name → B
uni →
strenght → 2
morale → 8
MP → 4
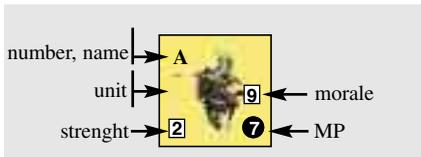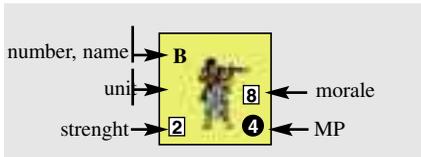
One token of cavalry units is representing 500-1000 soldiers, one infantry token represents 350-1000 soldiers (although there are possible changes for smaller skirmishes)

> Attention : Before first play tokens must be pushed from frames. Those that cannot be gently removed must be cut out with scissors or razor, carefully to not damage tokens.

2.2 Map

One hex represents 400 meters of real terrain.

2.3 Units

Polacy

Husaria   cavallry   Infantry

Artillery

Sprzymierzeni:

Cavallry

Infantry

Artillery

Tatarzy

Turcy

Sipahi

Artillery

Infantry   janczarzy
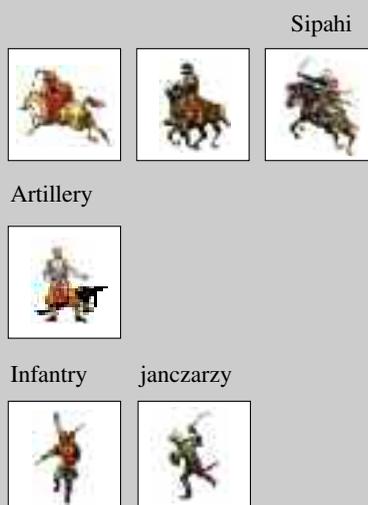
U   – Retry
MP   – Movement Points
ZoC – Zone of Control
SP   – Strength Points

3.0 PHASES AND STAGES

Games of „HUSSARS" system are divided on stages. During those stages players can or must perform several actions. Stages are marked on Stages Track with „Stages" token. For maintaining order of game, each stage was divided into 6 phases.

3.1 Phases
Players are obliged to perform actions accordingly to order of phases. Given phase can be skipped only when actions described by this phase are optional.
Phase 1 – Artillery assault phase (player A).
Artillery of player with initiative can perform artillery attack on enemy units.
Phase 2 – Movement phase (player A)
Player with initiative can move his units as far as their MP allows them. In this phase opposing player can perform artillery attack on units that are currently moving. There can be also performed fights during movement but only by cavalry units (see cavalry). In this phase counter charges can be performed.
Phase 3 – Attack phase (player A).
Units of player with initiative can (or must if such situation occurs) attack units of opposing player. In this phase both players can perform rifle firing.
Phase 4 – Artillery assault phase (player B).
Phase 5 – Movement phase (player B).
Phase 6 – Attack phase (player B).

4.0 MOVEMENT

4.1 Unit orientation

All units must be placed on hexes in that way so the top edge of token will face edge of hex. Three hexes in front of unit are its "front zone" (this zone limits movement of enemy units) Three hexes in back of unit are "back zone" unless additional rules states different (back zone is not limiting movement of enemy units).

4.2 Movement rules

4.21 Players move their units only during own phases of movement, counter charges, pursuits and retreats. Player can move any number of units in any order

Strefa przednia

Strefa tylnia

5. PR
4. PR za zwrot
6. i 7. PR za zwrot większy od 60
60°
120°
3. PR
8. PR
2. PR
1. PR

ZoC

and direction at distance limited by MP of used units.

4.22 At the beginning of own movement phase all units restore their MP to the maximum represented on the token (white number in blue background). Entering each hex causes unit to lose MP accordingly to the Terrain Characteristic Table. MP are also spent to perform turn maneuver

4,23 Unit cannot use more MP in one movement phase than it's maximum.

4.24 Unused MP cannot be used in next movement phase.

4.25 Unit don't have to spend all it's MP

4.26 Units can't share MP

4.27 During any stage of game one hex can be occupied by units of maximal strength

4.28 Unit cannot cross hex occupied by own or enemy unit with exception of unit with one SP moving through another unit with one SP.

4.29 Crossing own unit in movement phase costs 1 MP

4.30 Any number of units can cross one hex

4.31 When unit leaves battlefield is eliminated.

4.4 Movement of units

4.41 Unit perform movement by paying specified cost in MP (Terrain Characteistic) for crossing each hex.

4.42 After chasing or retreating unit can perform free turn.

4.43 Cost of performing turn maneuver by cavalry:
- 60 degrees turn costs 1 MP
-120 degrees turn costs 2MP
- 180 degrees turn costs 3 MP

4.44 Type of terrain influence cost of performing turn maneuver by cavalry. Cost of maneuver must be summed with cost of crossing terrain(exception: clear terrain and roads)
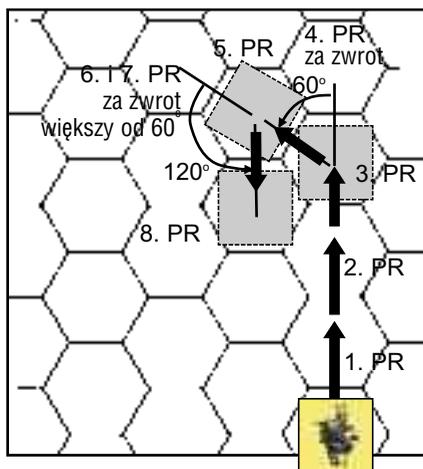
Example: Cavalry unit perform 120 turn maneuver in forest. Cost of that maneuver is 4 (forest) and 2 (turn) so in total 6 MP.

4.45 Performing turn maneuver in enemy ZoC is forbidden (exception: 4.32 and 5.23)

4.46 Calvary unit entering (at any stage of game) swamp terrain hex is eliminated unless it's moving on the road that crosses swamp.

**4.47** Performing turn maneuver by infantry unit costs 1 MP at any terrain.

4.5 Terrain effects on movement

4.51 Unit spends 1 MP for entering empty terrain hex. For entering different type of terrain units may spend more or less MP depending on type (check table CHARACTERISTIC OF TERRAIN)

4.52 Units can cross rivers only through bridge or ford. Unit must spend additional MP for crossing ford.

4.53 IF unit before performing movement has too few MP to perform turn maneuver or movement in given terrain it can move by one hex or turn by spending all its MP.

4.54 Units travelling on roads don't spend additional MP for turning.

5.0 ZONE OF CONTROL

5.1 General rules

5.11 ZoC are three hexes in front zone of unit.

5.12 Presence of several zones of control of enemy and allied units on one hex doesn't cause any consequences. Zones of control does not negate themselves or deny.
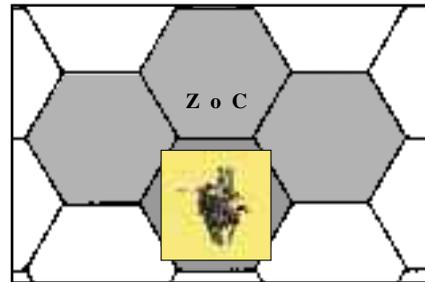
5.13 ZoC of unit does not affect allied units.

5.2 Effect of ZoC on movement

5.21 After entering enemy ZoC unit must stop

5.22 Unit entering ZoC does not suffer any additional MP cost.

5.23 Cavalry unit occupying hex in enemy ZoC can perform turn maneuver (before movement) by spending MP (terrain modifiers are not applied in this situation):
- 60 degrees turn costs **2** MP
- 120 degrees turn costs **3**MP
- 180 degrees turn costs **4** MP

5.24 Unit occupying hex in enemy ZoC can back away from enemy by spending all it's MP and moving to one of it's back zone hexes (this hex cannot be in enemy ZoC or occupied by enemy or allied unit) with possibility of performing free turn.

6.0 COMBAT

6.1 General rules

6.11 Units can fight only during attack phase or movement phase (counter charging). Battle can be performed when two units are stationed on neighboring hexes. Player is called attacker during his attack phase, other player is called defender (during counter charging attacker is player performing counter charge).

6.12 All units that during attack phase have enemy units in their ZoC must perform attack.

6.13 All units which are within ZoC of attacking units during opponent's attack phase must be attacked

6.14 Unit can be attacked simultaneously by several units. Several units can be attacked by one unit.

6.15 Several units cannot attack group of enemy units unless one of those

groups occupy only one hex.

6.16 Attacking from opposing sides gives attacker +1 modifier.

6.17 When enemy unit is destroyed during battle victorious unit can only move to hex that defeated unit occupied.

6.18 Unit protected by fences don't have to attack through fence

6.19 Cavalry unit attacking infantry (with no other types of units) doubles it's strength. It does not apply to units protected by fences.

6.2 Resolving battles

6.21 Order of Attack phase:

1) attacking player chooses attacking unit (or units) and one that will be attacked

2) calculating strength of attacking units and adding any terrain modifiers (e.g swamp)

3) Calculating strength of defender

4) Calculating ratio of strength: attacker/defender

5) Applying any modifiers e.g. terrain, commander, morale

Example: Ratio of attacker/defender is 1:1. Attacking player uses infantry with morale 8, defending player uses infantry with morale 6. Difference of modifiers is equal +2 for attacker. In table Battle Result ratio of attacker/defender is modified by two columns in attacker favor, so the final result of battle can be found in 3:1 column.

6) Next in table Battle Result player must find column with ratio of attacker and defender modified by stated in points 5 and 6 values and line with result of dice roll

7) 2D6 roll

8) Result of battle must found at crossing of column and line and immediately apply the effects in given order:

a) Retreat and chase

b) Suffering SP losses

9) When retreating occurs player must roll D6 and check result in Battle Dispersal table to determine if unit becomes dispersed.

Example: Unit of Cossack cavalry is forced to retreat by 3 hexes. Player rolls D6 and compares result with Battle Dispersal table (B3 line). Player rolled 2, that means unit dispersal.

6.22 Order of resolving battles is determined by player whose attack phase is currently played.

6.23 Next attack can be resolved only when the results of earlier battle was applied.

6.24 Attack phase ends when all battles has been resolved.

6.3 Terrain effects on battle

6.31 Check Terrain effects on battle and movement table.

6.32 When calculating battle modifier we apply one that is the most favorable for defender.

6.33 Woods and buildings cancel enemy modifier „kopie".

6.4 Strength points (SP)

6.41 Each fighting unit has strength points (SP). Those points represent number of troops and can be lowered when unit suffers loses.

6.42 When unit loses all SP it's eliminated. Losing 1 SP by unit with 2 SP means turning token on other side with new lowered by 1 strength attribute.

6.43 Unit attacked in back zone even by one enemy unit always fights with 1 SP.

6.6 Counter charges

6.61 Counter charging can be performed by cavalry units during enemy movement phase. Those battles are resolved immediately after performing counter charge (still in enemy's movement phase)
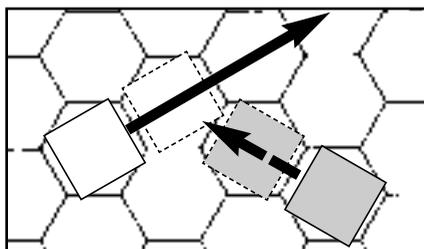
6.62 Cavalry unit can perform counter charge when during enemy movement phase any enemy unit comes close to cavalry's ZoC (2 hexes from occupied field).

Counter charging unit is considered attacker.

Counter charging cannot be performed on units that are fighting with allied forces.

6.63 Unit that wants to counter charge must at any moment of enemy movement enter hex in own ZoC (can perform only 60 degree maneuver). Enemy unit must end it's movement. Units in enemy ZoC cannot perform counter charging.

Example: K1 unit moves to attack P1 unit. P2 unit performs counter charge to stop K1 unit. Effects of that battle are applied immediately (e.g. B1)

Counter charging can be performed until next enemy unit moves. If player commanding K1 unit moves another unit (e.g. K2) counter charging on K1 is forbidden. Therefore opposing player must decide quickly if he wants to perform counter charge (he can ask for a moment to think if counter charging will be beneficial)

Attacking player moves another unit to attack P2 (result of battle applied during attack phase)
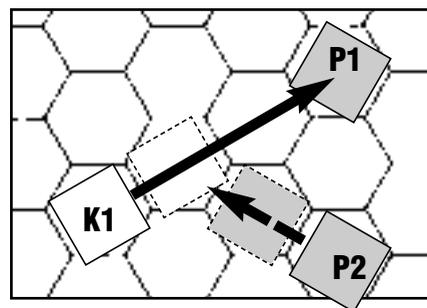
6.64 Regardless of battle result counter charging causes enemy unit to stop. However this unit can chase if attacking unit was forced to retreat.

6.65 It is possible to perform counter charge by several cavalry units simultaneously on one enemy unit. However each unit can counter charge only once during stage.

6.66 Counter charging allows defending player to actively counter enemy action, not just passively await for attack.

Example: Unit K1 wants to attack P1, at the beginning of it's movement K2 can be counter charged by P2 unit.

Example: Unit K1 attacked unit P1, at this point counter charging by P2 unit cannot be performed.
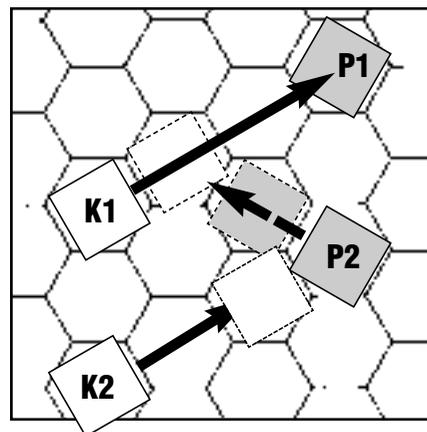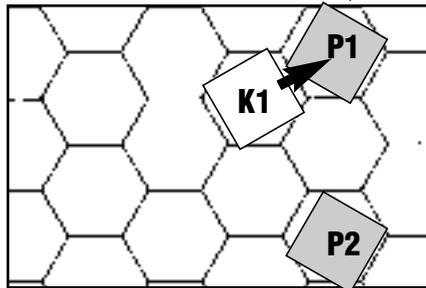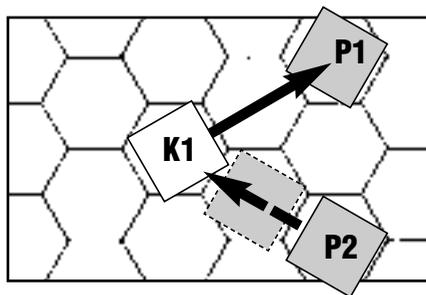
6.7 Using kopies

6.71 Every hussar unit can use lances during attack. To do so player must place "kopie" token on unit at the beginning of movement phase. That unit cannot be neighboring enemy unit
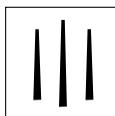
6.72 Using lance gives unit modifier:

+3 (unit with 2 SP)

+2 (unit with 1 SP)

After battle (regardless of result) kopie token is removed from unit.

6.73 Number of lance tokens is limited by scenario.

6.74 On board is place called "kopies in wagon". Lance tokens must be place on that field at the beginning of the game. Used lances must be placed on "used kopie" field.

6.75 Losing all wagons tokens means losing all kopies.

kopie w taborach   na mapie x 30   kopie zużyte
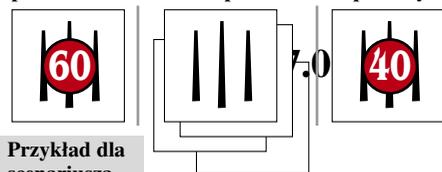
Przykład dla scenariusza z 130 kopiami

7.0 ATTACK EFFECTS

## 7.1 Explanation of symbols from Battle Result table

7.11 All results in Battle Results table are divided by line. Those on the left are for attacking units and those on the right side for defender.

7.12 Explanation of symbols

- no result

-1 side loses 1 SP from sum of attacking units

B1 – Defender units must retreat 1 hex away in any direction . If those units are forced to enter hex occupied by enemy unit or enter inaccessible terrain they lose 1 SP (from summed strength of units)

B2 - Defender units must retreat 2 hexes away in any direction . If those units are forced to enter hex occupied by enemy unit or enter inaccessible terrain they lose 2 SP

B3 - Defender units must retreat 3 hexes away in any direction. If those units are forced to enter hex occupied by enemy unit or enter inaccessible terrain they lose 3 SP

B4 - Defender units must retreat 4 hexes away in any direction . If those units are forced to enter hex occupied by enemy unit or enter inaccessible terrain they lose 4 SP

B5 - Defender units must retreat 5 hexes away in any direction . If those units are forced to enter hex occupied by enemy unit or enter inaccessible terrain they lose 5 SP

A1 - Attacker units must retreat 1 hex away in any direction . If those units are forced to enter hex occupied by enemy unit or enter inaccessible terrain they lose 1 SP

A2 - Attacker units must retreat 2 hexes away in any direction . If those units are forced to enter hex occupied by enemy unit or enter inaccessible terrain they lose 2 SP

Example: Result -1/B1 means that attacker loses 1 SP (from summed strength of attacking units) and defender units must retreat 1 hex away.

Example: Result A2-1 means that attacker loses 1 SP (from summed strength of attacking units) and attacker units must retreat 2 hexes away

7.13 Chasing retreating unit is optional

7.14 When enemy unit is destroyed only allowed action is to enter hex previously occupied by defeated unit.

7.2 Retreat

7.21 Retreat is possible only when unit have clear path of escape. Retreating unit cannot enter hex occupied by allied unit.

7.22 During retreat unit cannot enter enemy ZoC or inaccessible terrain. Unit that cannot retreat by the full number of hexes specified in battle result or is forced to enter inaccessible terrain is eliminated.

Example: When result of B2 must be applied it is possible to retreat by 1 hex and lose 1 SP but only when this is only option to retreat. When there is possibility for that unit to retreat by 2 hexes it must do so.

7.23 On one hex after applying results of all retreats can station units of summed strength of 2 SP and no more.

7.3 Chase

7.31 Chase must be performed on the exact escape route that fleeing unit chose. It is allowed that chasing unit can move away from that route by one hex

7.32 During chase ale ZoC are ignored

7.33 After resolved battle and performing chase or retreat all units can perform free turn.

8.0 MORALE

8.1 Detailed rules

8.11 11 In XVII century morale of troops had great influence on battle results. On the board there is Morale Track. It is divided on several dozen of fields. Those fields belong to several zones (0, +1, +2, +3, +4) for each side of conflict.

8.12 Morale token must be placed on middle field of track marked as "0" at the beginning of the game.

8.13 When unit is eliminated, "morale" token must be moved one field in adequate direction (one field for one unit)

8.14 When "morale" token enters zone of +1,+2,+3 of one of opposing sides each fighting unit of that player receives adequate modifier for determining battle result of own attacks.

Example: "Morale" token is in +1 zone of polish side. Polish units during own

attack phase modify their battle results by +1

Example: As the result of Polish attack two Russian units were eliminated. "Morale" token was moved by 2 fields and entered zone "Poles +1". From next stage all Pole and their allied units attack with +1 modifier.

8.15 Morale modifier is applied to all battles. If the modifier is +1 for Polish forces than result of battle in Battle table is moved by 1 in favor of the Poles.

8.16 Morale token is moved every time unit is destroyed but any change in value of modifier is applied from next stage. We assume that all battles are taking place simultaneously therefore it's impossible for the player to defeat several enemy units in one phase and gain new modifier for the rest of battles in the same stage.

9.0 COMMANDERS

9.1 Rules of movement

9.12 DCommanders are not units, they don't have ZoC or SP, they can also occupy hex with other unit.

9.13 Each commander can move by 10 hexes. Terrain is not affecting commanders movement.

9.14 commanders can move independently

9.15 Commanders moving without other units can enter enemy ZoC which can be ignored.
Commanders cannot enter:
- hex occupied by enemy
- terrain inaccessible for cavalry
In those cases there are automatically eliminated.

9.2 Effect on battle

9.21 Unit occupying hex with commander or in his ZoC obtains modifier 0, +1 or +2. This value is specified on commanders token.

9.22 When unit stationing on the same hex as commander is eliminated, commander can also be killed. 2D6 must be rolled:
12 – eliminated
2-11 – commander unit is moved to another allied unit (if there is path for such movement)

9.23 When unit stationing on the same hex as commander is forced to retreat (result of A1 or B1 etc.) 2D6 must be rolled, result of 12 means elimination of commander.

9.24 Elimination of commander causes movement of "morale" token by 4 fields for enemy favor.

10.0 DISPERSAL

10.1 Detailed rules

10.11 Unit can become dispersed "D" when:
- receives such result on Battle Table
- receives such result on Battle Dispersal Table

10.12 Unit that was dispersed is removed from boar and placed on "dispersed units" track

10.13 Units fighting with commander on one hex cannot be dispersed.

10.14 At the beginning of every own movement phase half of the units (rounding up) from the dispersed track can enter battlefield on fields neighboring with own commander. If commander died during this stage those units can be placed around chief commander but will be weakened by 1 SP (units with 1 SP are eliminated)

Example: During attack of polish units 9 Russian units were dispersed. During own movement phase 5 of those units can be placed around their commander.

10.15 If whole track of dispersed units is full than all of those units are eliminated.

10.16 Loses suffered by dispersal are not applied to "Morale" track

Attention: Dispersed units track is placed on board, each side of conflict has it's own.

11.0 WAGONS
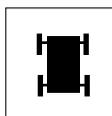
11.1 General rules

11.11 Wagons (W) don't have ZoC or SP

11.12 W increases units strength in defense by 1 and cancels "lance" modifier.

11.13 On wagon token can be placed

only artillery or infantry

11.14 During battle wagon token cannot be moved.

11.15 If during battle stack defending wagon receives B1 result it can stay on that hex but must loose 1 SP. B2 result or higher forces unit to retreat and wagon is destroyed.

11.16 Units moving with wagons ignore enemy ZoC

11.17 Cavalry cannot cross wagons

11.18 Wagon is destroyed when any enemy unit crosses it

11.19 Destroying all wagons of one side of conflict (e.g. Englishman) means that their units cannot perform rifle combat and firing combat.

12.0 RIFLE COMBAT (RC)

12.1 General rules

12.11 RC can be performed by all units allowed to do so (star on token). Strength of all units can be summed up (can't be more than 4) or units can shoot independently to chosen enemy units, but only to those that are about to be confronted.

12.12 RC can target only units in front zone.

12.2 Effectiveness of shooting

Every formation represents different level of training in performing RC. Appropriate units were marked with stars:
– ☆ (can shoot twice)
– ★ (can shoot once)
Attention: RC range is 1 hex.
Check Rifle Combat table

12.3 Procedure of resolving results of firing combat (FC) and artillery shooting

12.31 Player whose unit is performing FC points unit that shots and unit which his unit will be attacking. Next he rolls 2D6 and applies all modifiers and checks for result in Firing Combat Table.

12.4 Effects of firing combat

Results in table means:
D – Dispersal – unit becomes dispersed, is removed from board and placed on Dispersed Units Track
-1 – loosing 1 SP, **T** – Morale check

13.0 ARTILLERY

13.1 General rules

13.11 11Artillery units are represented by two kinds:
- „C" heavy and „L" light
Artillery can attack during artillery phase and during enemy movement phase. Maximal range of artillery is 4 (heavy), 3 (light)

13.12 Visibility between cannons and target is clear when a straight line marked between centers of hexes occupied by those units is not crossing hexes with:
- forests, orchards, vineyards
- built-up areas (cities, viliges)
- hills(if artillery and target are on opposing sides)
- units

13.13 a necessary condition for artillery to perform fire is visibility between target and artillery

13.14 Artillery can shoot to any unit in it's range as long as at the beginning of own artillery phase there are no enemy units on neighboring hexes.
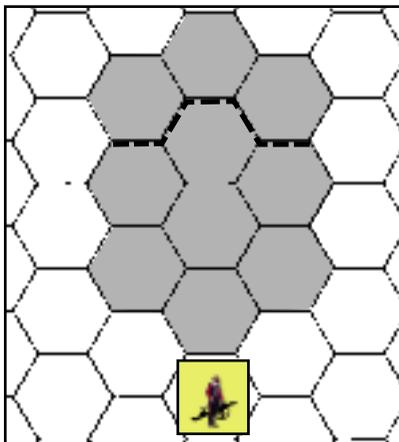
13.15 Artillery which at the beginning of own artillery phase has enemy unit at neighboring hex, it can fire only to that unit (and only when it's in artillery front zone)

13.16 During firing artillery can shoot to only one unit

13.17 If artillery unit attacked it cannot move in this phase

13.18 artillery that moved can shoot during next enemy's movement phase.

13.2 Firing combat (FC)

13.21 Effectiveness of artillery's FC depends on distance of enemy unit.

13.22 To shoot to enemy unit player must choose unit (or units) of artillery and target. Next player perform listed actions:

a) roll 2D6
b) apply terrain modifiers
c) find the result on Artillery Firing Combat Table.

13.3 Direct combat

13.31 At attack phase independently to preformed earlier FC whole artillery (in stack) fights using 1 SP

13.32 Artillery is destroyed (no matter what is it's actual combat effectiveness) while during battle it's forced to withdraw and victorious unit enters hex (as chasing) occupied by the artillery.

13.33 Artillery cannot perform chase.

13.34 Artillery can occupy field with other units raising maximal SP limit to 4

Example: On one hex there is infantry unit with 2 SP and artillery unit with 2 SP. All smaller combinations are allowed with limitation that infantry can have maximally 2 SP.

14.0 FENCES

At the beginning of the game on board are placed "fence" tokens. Detailed location of those tokens is described in scenarios.

14.11 Units attacking through edge of hex protected by fence have lowered strength to 1 SP

14.12 each fence token must be oriented

14.14 fences negate lance modifier

14.15 When enemy unit enters hex with fence token than fence is destroyed and token is removed from board.

15.0 PIKEMEN

15.11 Every player has pikemen units (P).

15.12 P can be placed at any time instead of your own infantry unit if the unit is within command range: commander range modifier

2:	4
1:	3
0:	2

This change can be made only once per turn.

15.13 P fights and moves on normal rules. Their strength and MP are described on token.

15.14 Allied units cannot go through units in pike formation.

15.15 Changing from pike formation to infantry formation during your movement phase costs 1 MP.

How to use pikemen.

A. Instead of own infantry unit P token is placed. Infantry unit must be removed from board.

B. P token fights with enemy units

C. If P were forced to retreat as a result of combat, they are automatically treated as a scattered unit.

If they also suffered any losses, then the infantry unit is placed on the "Scatter Track" as weakened.

16.0 TATARS

Tatars (T) are bound by all rules concerning cavalry units and can perform archery fire.

15.1 Archery fire

15.21 T can perform archery fire during their own movement phase or the opponent's movement phase.

15.22 Each unit can perform archery fire once in its own movement phase and once in the opponent's movement phase.

For a unit with strength **2**, roll **2d6**: results **10** and **11** cause the enemy unit to lose **1 SP**.

For a unit with strength **1**, roll **2d6**: results **11** and **12** cause the enemy unit to lose **1 SP**.

15.23 Performing archery fire in your own movement phase costs **1 MP**.

15.24 The maximum range of Tartar archers is **1** hex.

15.25 The results of archery fire is modified by the terrain or fortifications on the target's location.

E.g., if the target is located behind earthworks, subtract 1 from the die roll.

15.26 If there is a leader on the targeted hex, roll **2d6**. If you roll **12**, the leader is eliminated.

15.27 More than one mounted archer units can fire at a single unit.

NOTE: The targeted unit can lose no more than 1 SP during the same phase.

TERRAIN INFLUENCE FOR COMBAT AND MOOVE			
terrain :	**influence for moove**		**influence fo combat**
	infantry	**cavalry**	
„clear"	1	1	–
vineyards	+1	+3	1/2 SP of Attacking forces
road	1	1/2	–
turkenschanze	+1	+2	-1
forest	2	3	-2
town	2	3	-1
stream	+1	+1	-1
hills	2	2	-1
trenches	2	5	-1
Vienna	2	4	-1

Do ataku na winnice i tereny zabudowane nie można uzywac „kopii".

Battle Table												
Rzut kostką	**1:4**	**1:3**	**1:2**	**1:1**	**2:1**	**3:1**	**4:1**	**5:1**	**6:1**	**7:1**	**8:1**	**9:1**
2	-	-	B1-1	B2	B2	-1/B2	-1/B3R	-1/B4R	-1/B4R	-1/B5R	-1/B5R	-1/B5R
3	-1/-1	-	B1	B1-1	B2	B2	B3-1	B3	B4	-B5	B5	B5
4	-1/-	-1/-1	-	B1	B2-1	B2	B2	B3-1	B3	B4	B5	B5-1
5	A1	-1/-	-1/-1	B1	B1	B2-1	B2	B2	B3-1	B3	B4-1	B5
6	A1-1	A1	-1/-	-	B1	B1	B2-1	B2	B2	B3-1	B3	B4-1
7	A1R	A1-1	A1	-1/-1	B1	B1	B2	B2-1	B2-1	B2-1	B3-1	B3-1
8	A2	A1R	A1-1	-1/-	-	-1/B1	B1	B2	B2	B2	B2-1	B3
9	A2-1	A2	A1R	A1	-1/-1	-	B1	B1	B2	B2	B2	B2-1
10	A2-1	A2-1	A1-1	A1-1	-1/-	-1/-1	-1/B1	B1	B1-1	B2	B2	B2
11	A3-1	A3	A2-1	A1R	A1	-1/-	-	-1/B1	B1	B1	B2	B2
12	A4-1R	A3-1R	A2-1R	A1-1	A1-1	A1	-1/-1	-1/-1	-1/-1	-1/-1	-1/B1	-1/B2

Modifiers: morale, commander, terrain

Result on the left side of slash concerns attacker, on the right defender

Every time after applying retreat/chase it must be checked if units became dispersed. Roll D6

Battle Dispersal						
	Rodzaj oddziału					
	infantry morale 6	**infantry morale 7**	**infantry morale 8**	**cavalry morale 6**	**cavalry morale 7 i 8**	**husaria**
B1/A1	1-3	1	-	1-2	-	-
B2/A2	1-4	1-2	1	1-3	1	1
B3/A3	1-5	1-3	1-2	1-4	1-2	1
B4/A4	1-5	1-4	1-3	1-5	1-3	1-2
B5/A5	1-5	1-5	1-4	1-5	1-4	1-3

Artillery Firing Combat Table

Light Artillery

SP of artillery: 1 PS							
2xK6		**0-6**	**7**	**8**	**9**	**10**	**11**	**12**
odległość	**1-2**	-	-	-	-1	R	R	R
	3-4	-	-	-	-	-1	R	R
	5-6	-	-	-	-	-	-1	R

SP of artillery: 2 PS							
2xK6		**0-6**	**7**	**8**	**9**	**10**	**11**	**12**
odległość	**1-2**	-	-	-1	R	R	R	R
	3-4	-	-	-	-1	R	R	R
	5-6	-	-	-	-	-1	R	R

SP of artillery: 3 PS							
2xK6		**6**	**7**	**8**	**9**	**10**	**11**	**12**
odległość	**1-2**	-1	-1	R	R	R	R	R
	3-4	-	-1	-1	R	R	R	R
	5-6	-	-	-1	-1	R	R	R

Heavy Artillery

SP of artillery: 1 PS							
2xK6		**6**	**7**	**8**	**9**	**10**	**11**	**12**
odległość	**1**	-1	-1	-1	R	R	R	R
	2	-	-1	-1	-1	R	R	R
	3	-	-	-1	-1	-1	R	R
	4	-	-	-	-1	-1	-1	R

SP of artillery: 2 PS							
2xK6		**6**	**7**	**8**	**9**	**10**	**11**	**12**
odległość	**1**	-1	-1	R	R	R	R	R
	2	-	-1	-1	R	R	R	R
	3	-	-	-1	-1	R	R	R
	4	-	-	-	-1	-1	R	R

SP of artillery: 3 PS								
2xK6		**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
odległość	**1**	-1	-1	R	R	R	R	R	R
	2	-1	-1	-1	R	R	R	R	R
	3	-	-1	-1	-1	R	R	R	R
	4	-	-	-1	-1	-1	R	R	R

Fire Losses Table (WK) – muskets of infantry

2xK6		-6	7	8	9	10	11	12
siła strzela-jącego	**4+**	-	-1	-1	-1	R	R	R
	3	-	-	-1	-1	R	R	R
	2	-	-	-	-1	-1	R	R
	1	-	-	-	-	-1	-1	R

Fire Losses Table (WK) – cavalry

2xK6		8	9	10	11	12
siła strzela-jącego	**4+**	-1	-1	R	R	R
	3	-	-1	-1	R	R
	2	-	-	-1	-1	R
	1	-	-	-	-1	-1

R – dispersal
-1 – loss of one SP and Morale check(2D6 roll if result is higher than number on token unit becomes dispersed)