

BOARD WARGAME SZCZEKOCINY 1794



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1.0 Introduction.

After his victory at the battle of Raclawice on 4th of April 1794, the Polish Command-in-Chief, General Kościuszko, returned to Kraków. On 25th of April, he set off along the Vistula riverside, trying to get to Mazovian voivodeship. The Russian General, Fyodor Denisov, correctly guessed the intentions of General Kościuszko. After combining with the troops of Colonel Apraksin and General Khrushchev, General Denisov decided to block the march of the insurgent army. On May 5th, Kościuszko arrived at Połaniec. Taking advantage of favourable terrain around the town, he decided to set up the camp. The Russians were already in the vicinity but neither of the opposing armies had sufficient advantage on the ground they held to engage in battle. Both armies chosen to wait and see. General Denisov was counting on the active participation of the Prussians, centered around Żarnowiec, and General Kościuszko expected the arrival of Polish troops from the right bank of the river under the command of General Grochowski. On May 12th, the division of Grochowski stood in Annopol, but failed to cross the Vistula. Denisov decided to take a risk and on 13th May attacked Kościuszko in Połaniec, but without success. Grochowski devised a plan to deceive his enemy - he appeared to prepare a crossing next to Janowiec and Puławy. Soon afterwards, the Russian troops that had arrived on the night of 14th to 15th May under the command of Brigadier Bagrejev found the bridge half built. Meanwhile, on the night of May 16th and 17th the army of General Grochowski crossed the river at Annopol.

On May 17th, Grochowski reached Opatów. Russian General Denisov understood the threat to his rear and decided to break away from the Poles. He left tents in the camp and at dawn on May 18th he led his troops out. On the night of 19th to 20th May they arrived at Pińczów, and after that on 21st of May the Russians reached Pilica. Thus, General Denisov made a contact with the Prussian troops of General Favrat. Within 4 days, Russian troops covered the distance of more than 100 kilometers, which illustrates the quality of the tsarist troops. The Poles did not realise that the Russians were gone, and it was only on May 19th that Polish General Kościuszko ordered a late pursuit. On May 20th, General Kościuszko reached Sieczków – General Grochowski was stationed in Szydłów with his forces. Insurgent groups joined them the next day in Gorlatowice. It was impossible to hunt down General Denisov, but the Poles regained operational freedom. General Kościuszko received reports of the march of the next column of Russians under General Zagriażski, moving from Wołyń to Lublin province. Acting from a central position, General Kościuszko had an opportunity to defeat the enemy groups one by one. At the same time he had to decide where to make the first attack. His choice was to hit Denisov's command, whose camp was closer. Unfortunately, the Polish Commander-in-Chief sought protection from all directions and so he positioned some troops on the right bank of the Vistula. Due to the inexperience of Polish troops, their pursuit was not swift enough. Finally on May 26th General Kościuszko arrived in Jędrzejów. Two days later, General Denisov tried to surprise the Poles with sudden attack. His forces appeared unexpectedly, lined up for a battle, but fortunately the Polish commanders also managed to form their army in battle formation in time. General Denisov did not accept the battle and retreated. On May 29th, General Kościuszko started to pursue the Russians, finally catching them on 30th or 31st May during the crossing of the marshy Mierzawa river in the village of Tarnawa. After some cavalry skirmishes, Russian General Denisov and his forces continued on to Szczekociny. General Kościuszko did not pursue his enemy, and even allowed the distance between the two armies to increase. General Kościuszko with his forces returned to Jędrzejów. It is possible that he decided to wait for reinforcements from Warsaw, which were on the march. This missed opportunity to defeat General Denisov's isolated army turned out to be a huge mistake for the insurgent Polish army. Without waiting for reinforcements, the Polish Commander-in-Chief went from Jędrzejów on June 5th in the direction of Szczekociny with the intention of breaking Denisov's corps. General Kościuszko hoped that the Prussian King Wilhelm II would remain neutral on the battlefield and that the Russians would be left isolated. General Kościuszko had received misleading information from captured Cossack prisoners on the evening of June 5th. No doubt this influenced his decision to strike at what he thought would be just the Russian army. Unfortunately, the reality turned out to be different and on June 6th, the Polish army stood in front of numerous Russian and Prussian forces.

The battle.

The Russian and Prussian battle plan was devised by General Jacob Pistor, a German in the Russian service. On the right wing stood Prussian army; the Russians held the left wing. The suburbs of the village of Przybyszów occupied the centre of their commands. At the edge of the Allied right wing stood the vanguard force, which was formed from three battalions of fusiliers, four squadrons of hussars and horse artillery with four guns. A little behind them was the Prussian's army first line. It consisted, starting from the right wing, of ten squadrons of hussars supported by a horse battery, nine infantry battalions with heavy batteries led by Generals Faber and Doring. Before Przybyszów village stood eight squadrons of hussars and a battery of horse artillery under Lieutenant von Scheffer. The second Prussian line consisted of five squadrons of hussars and six infantry battalions. The Russian army was also formed in two lines. In the first there was eight infantry battalions and 14 squadrons of cavalry. In the second line, situated closest to Przybyszów, stood jagers, Hussars and Mounted Carabinieri - a total of 14 squadrons. Right next to them were six infantry battalions. Artillery was located about 100 meters in front of the infantry. Despite General Pistor's attempts, the Russians had kept a distinction between corps that were led by individual generals. The Russian right wing was commanded by General Chruszow, the centre by Colonel Apraksin, with General Rachmanow commanding on the left wing.

The Polish Army stood in three parts across the ridge, to the west of the villages of Chebdzie and Rawka. On the right wing, just before the village of Chebdzie, there were 47 squadrons of cavalry under the command of General Eustachy Sanguszko. The first line consisted of six regular infantry battalions and a battalion of Kosynierzy (infantry armed only with scythes) of 1st Regiment, supported by artillery batteries deployed in the gaps. The second line was created by five infantry battalions and Kosynierzy from Kraków. The third line consisted of five battalions armed with scythes. The left wing was based on a small forest, filled with the shooters. The most forward position on the edge of Przybyszów village was taken by the 9th Regiment of Infantry Battalion. In the village Wywła the 4th Infantry Regiment took their position. The right wing was commanded by General Adam Poniński, with General Jan Grochowski leading troops in the centre of the Polish position. General Kościuszko placed himself and his staff in the centre of the Polish army in order to be able to intervene and respond to threatened parts of the battle-line.

General Pistor's plan designated the Allied right wing to attack Wywła with the right wing and then to bypass the left wing of the Polish cavalry, while the masses of infantry would engage Polish centre.

Around 11.00am, the Prussian vanguard began to move towards Wywła. Ahead of the vanguard came a horse half battery

with the order to fire upon the village. Immediately after the half-battery had opened fire, the fusiliers began their attack. After a brief struggle, they pushed out the Polish battalion from Wywła. This gave the Prussians the opportunity to attack the Polish left wing with Prussian infantry. However the Prussian infantry assault soldiers was delayed by a Polish six gun battery located on the edge of the woods. To eliminate this threat, the commander of the Prussian artillery, captain Pontanus, formed a 12 gun horse artillery battery. Riding bravely up to within grapeshot distance, this Prussian battery pinned the Polish battery. To avoid destruction, the Poles had to withdraw. Now Polish infantry in the centre found themselves under fire from Prussian artillery. The Kosynierzy from the 1st regiment were the first soldiers that began to fall back. General Grochowski tried to halt the retreating troops, but was fatally hit by a cannon ball. As a result, the entire Polish centre and left wing began to retreat. At this critical moment, Prussian coordination of their artillery and infantry failed, as the Prussian infantry held back and did not attack the faltering Polish troops. Thanks to the efforts of Polish commanders, especially General Poniński, the Polish army recovered and managed to re-organise the line. Polish troops occupied an advantageous position a few hundred yards further back. The cannons were brought to the front again, which raised the morale of the infantry. When battalions of Prussian grenadiers of the regiment under von Klinkowström rushed to the front, they were greeted with grapeshot fire - in just a few minutes 200 Prussian soldiers died, and the whole regiment began to retreat. General Kościuszko seized this moment to launch an attack with the forces of II Infantry Regiment and Kraków Grenadier Regiment on the Prussian von Schwerin` regiment. The Prussian infantry could not hold their ground and started to fall back, leaving three 3 - pounder cannons. Further Polish attacks were halted by heavy fire from a 12 gun battery. Polish infantry had to leave the captured cannons and withdraw.

General Kościuszko decided to break contact with the enemy. He had discovered that the opposing army was too strong, had better and more numerous artillery. Kościuszko realised that complete destruction of his insurgent army was only a matter of time. Some of the Polish infantry and artillery began to withdraw at about 13.00 hours. Suddenly, a second opportunity appeared for a counterattack. Russian troops failed to keep pace with the Prussian army and a gap opened up between the two armies. Into this gap General Kosciuszko sent the Polish 3rd and 6th infantry regiments, striking at the Prussian left. The Poles quickly broke the resistance of the Prussian regiment under von Hollweda. Soon the whole Prussian left wing began to retreat. The King of Prussia sent a few squadrons of hussars led by von Wurtemberg as reinforcements. General Denisov supported his Prussian ally with 14 reserve squadrons, which had so far been held in reserve near Przybyszow. General Kościuszko responded, ordering to the front the pikemen and infantry with scythes to confront the enemy cavalry. The soldiers of these formations were mostly from rural areas and were familiar with the horses. They engaged the Prussian and Russian cavalry with scythes and forced them to flee. General Sanguszko decided to use the confusion among the enemy cavalry, caused by the heroic stand of irregular formation. He led the entire cavalry of the right wing to charge. Their opponents were dragoons of Smolensk, hussars and jagers from Voronezh. The cavalry clashed to the north of Chebdzie village. Suddenly, Cossacks charged out of nearby woods and attacked Polish cavalry from behind. This gave the Russians the upper hand. The Poles, taking the wounded General Madaliński with them, retreated towards their own infantry in the centre. The Polish infantry formed squares and fired upon enemy cavalry with rifle fire. Many cavalymen were killed and were galloping between squares, but were unable to break them down. The Russian cavalry charge had also threatened the Polish artillery, which stopped their retreat for a moment and opened fire with grapeshot. The fire stopped the Russian cavalry, but it also disrupted the squares of Polish infantry who did not expect to be bombarded by their own side. The Russian cavalry immediately exploited the new gaps in the Polish lines. The 1st regiment lost both banners and retreated with heavy losses. The 3rd and 6th regiments followed suit. Now the Polish army continued its retreat in the face of an advancing enemy. The Prussian infantry was well supported by a 12 gun artillery battery. However, it was vulnerable as its cannons had to be placed several meters in front of infantry. General Kościuszko decided to exploit this opportunity and sent a 2000 strong "Kosynierzy" unit to attack the Prussian artillery. At a distance of 600 meters, the attackers were met with grapeshot fire. The assault column divided into eight smaller groups. Four of them stubbornly pushed onto the Prussian battery, but were kept in check by continuous fire. The other four groups of "Kosynierzy" moved to the right, ready to attack the left side of the battery. The Prussian infantry opened fire on them, yet they still continued to walk toward the cannons. Some cannons managed to change their front and the Polish attackers were brought under artillery fire again. They would have probably captured the Prussian guns, but on their flank appeared three more cannons from the regiment of von Schwerin. This event was the turning point of the battle. The Polish infantry staggered and began to retreat with heavy losses - among the wounded ones was the hero from Raclawice, Bartosz Głowacki, who died several days later in Kielce. Destruction was made complete by the charging hussars of von Czetrizt and dragoons of von Bieberstein. The Polish attack failed through lack of fire support from the artillery and infantry, which were too far back to give support from their defensive positions. Meanwhile, the Russian infantry finally formed a line with the Prussian infantry. The Polish Commander-in-Chief, General Kościuszko, ordered the general retreat, to avoid the inevitable - a massive, combined attack by Prussian and Russian forces. Unfortunately, among the inexperienced Polish troops panic began to set in. There were not enough officers to exert control quickly enough. The only cohesive Polish formations were the I Wielkopolska National Cavalry Brigade and the 5th regiment under the command of Generals Kamiński and Sanguszko. The Polish cavalry was protecting the retreat of the other troops. Many Russian and Prussian troops were also disorganised, which delayed their pursuit. Three kilometers from the battlefield Polish artillery took up firing positions and delayed the pursuit of several Russian battalions and a few detachments of cavalry. The Insurgent Polish army retreated towards Małogoszcz. Within a few days, many soldiers returned to the ranks. After the battle, the strategic initiative passed to the Prussian and Russian invaders. The Poles could only contemplate offensive actions on a larger scale after the effective defence of Warsaw, between 27 July - 7 September 1794.

During the battle of Szczekociny Polish infantry and cavalry demonstrated that they could confront as their equals troops from the best European armies of the era. However, artillery had played a decisive role and, unfortunately, the combined Prussian - Russian army's artillery outnumbered the Polish artillery 4 to 1. The tactics used by the Prussians and Russians during this battle - attack in echelons to the left - helped them to outmanoeuvre the Polish left wing. Their weakness lay in poor close cooperation between Prussian and the Russian infantry. General Kościuszko exploited this to counterattack with "Kosynierzy", but did not support them with fire. Perhaps the decision to retreat was taken too early? Maybe the cavalry on the right wing should have attacked more aggressively against the opponent? Thanks to the board game 'Szczekociny 1794', players themselves can try to answer these and the many other tactical questions of this famous battle for Polish freedom. I wish you a challenging time and many exciting games.

2.0 Components.

Each game of „Szczekociny 1794” contains:

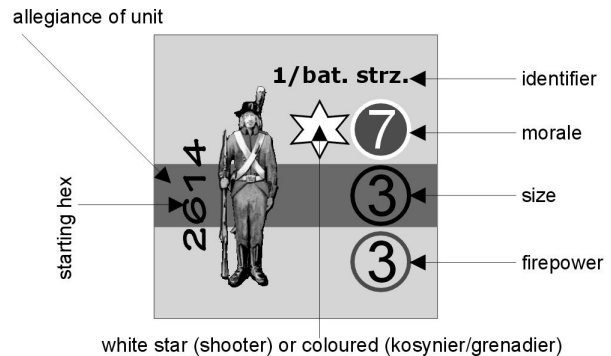
- a rule book;
- a map 68 x 98 cm representing terrain of the battle with road network and buildings existing then. There is a hex grid imposed on a map to regulate movement of units and to distinguish distances between them.
- set of 648 counters consisting of both combat units participating in battle and markers;
- 10 - sided dice.

Table of icons which can be found on the counters:

Russians - green background Prussians - dark green background

	commander		Friedrich Wilhelm II
	grenadier		commander
	musketeer		grenadier
	jager		musketeer
	dragoon		fusilier
	hussar		hussar
	horse jager		dragoon
	carabineer		artillery
	cosack		horse artillery
	artillery		
Poles - blue background			
	Commander-in-Chief Kościuszko		
	commander		
	infantry		
	shooter		
	kosynier (infantry armed with scythes)		
	cavalry		
	artillery		

Following picture should explain markings present on the counters:



[2.1]. Scale of the game. One turn represents 12 minutes of the real time. One hex of the map represents area of ca. 100 meters. Counters depict three kinds of units, dominating the battlefield of that era - infantry, cavalry and artillery. Infantry units are organised in companies, cavalry in squadrons. One artillery counter represents from 2 to 8 guns. One size point equals 35 soldiers.

[2.2]. In the game of „Szczekociny 1794” all the random events are decided by a ten sided dice. A result of “0” should be treated as “0”, not “10”.

3.0 Gameplay.

[3.1]. Players should agree on who will lead which side - there are two armies: Polish and Allied. Before beginning the game, units should be set up on hexes designated by the numbers present on the counters. Activation markers (those with question mark) should be put in an opaque container, like cup, as they will serve as Activation Pool.

[3.2]. To help players, game is divided into 22 Game Turns. Each Turn consists of several rounds during which players execute certain actions. When all the described actions are finished, the “Etap gry” marker needs to be moved onto the next space on the turn track. The game finishes at the end of 22nd Game Turn or if one of the players fulfils conditions of an automatic victory.

[3.3]. Each Game Turn consists of the following actions:
Round 1: Creaction of Activation Pool (see 13.0 Scenarios). The remaining commander counters are to be retained by their respective owners and kept hidden from the other player.

Round 2: Either player draws a Commander chit from the Activation Pool and performs the actions described below in Phases One through Five.

Note: Players can decide for themselves who draws first.

Phase 1. Commander Activation.

Phase 2. The “Activated Commander” may now move any and all units belonging to his formation. During this phase, ranged combat, charges and counter-charges may also be conducted.

Phase 3. Movement of the Activated Commander.

Phase 4. Resolution of Melee Combat.

Phase 5. If any “Activation Chits” remain within the Activation Pool, play returns to Round 2. Once the Activation

Pool is empty, proceed to Round 3.

Round 3. Victory conditions check. If any victory conditions were fulfilled by either one of the players, the game ends.

A Game Turn is finished when there are no more markers remaining in the, current, Activation Pool; the Game Turn (“Etap gry”) marker is then moved onto the next space on the turn record track. The sequence of play now returns to the Round 1 segment.

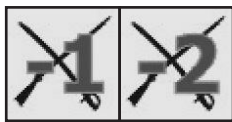
[3.4]. Definitions used in the rulebook.

Identifier - designation of the unit in accordance with historic organisation of the given army.

Morale - number on the counter representing training and motivation of the unit. The higher morale, the better unit is. Morale can be lowered because of losses.

Size - number on the counter designating how many soldiers were present in the unit.

Firepower - rating on the counter representing unit capabilities in ranged combat. It is not always equal to Size as sometimes some soldiers in certain units did not have rifles.



Losses. As result of Melee or Ranged Combat a unit can sustain losses. To designate current Size and Firepower, players need to use markers -1/-2.

Units suffer losses as explained below.

Size	Losses assertion
6	front side -- „-1” -- „-2” -- back side -- „-1” -- „-2”
5	front side -- „-1” -- „-2” -- back side -- „-1”
4	front side -- „-1” -- back side -- „-1”
3	front side -- „-1” -- back side
2	front side -- back side
1	front side

Front side is always printed with unit’s starting hex.

When unit cannot sustain any more losses, it is eliminated and removed from the play. Markers themselves do not reduce Morale rating.

Example: 1/1/22 pp, with ratings of 7 for Morale, 5 for Size and 5 for Firepower, suffered a loss. It is covered with a -1 marker and its Size and Firepower becomes 4 (5-1=4). Morale is left unchanged.

Modifier - a number deducted or added to the result of a die roll.

Morale Check. the player should roll a die and calculate the final result using applicable modifiers. If the final result is lesser or equal to the Morale rating, the morale test is passed. Artillery and commanders do not take Morale Checks.

Movement Points - representation of unit’s ability to move (see [8.0]).

Melee hex - a hex in which units from opposing sides are present. They are assumed to be in close combat.

Rounding. During calculations necessary for gameplay, fractions should be rounded as follows. Fractions from

0,01 to 0,49 are rounded down - from 0,5 they are rounded up.

4.0 Commanders.

[4.1]. The coloured strip on the unit counter designates which commander can command any given unit.

[4.2]. A unit is considered as ‘In Command’ if it is located no further than 4 (four) hexes away from its commander. An ‘In Command’ unit is eligible to perform actions in Phases 2 and 4.

[4.3]. If a commander is eliminated, units from his command are placed under the command of the Overall Commander. In such cases, the OC loses the ability to activate any other commander (see [4.4]) and HAS to command the units of the fallen commander. If two or more commanders are eliminated, the player has to decide during OC activation ([4.2] applies here) which units he will command in this activation. Commanders cannot command units from different Commands.

[4.4]. Kościuszko, Denisov, Frederick Wilhelm II. These three commanders are Overall Commanders of their armies - Polish, Russian and Prussian, respectively. Special rules apply to these commanders, as set out below:

- a) when Frederick Wilhelm II is activated, the player leading the Allied side can choose ANY Prussian commander;
- b) when Fyodor Denisov is activated, the player leading the Allied side can choose ANY Russian commander;
- c) when Kościuszko is activated, the player leading the Polish army can perform actions in order specified below:

- activation of ANY Polish commander,
- perform actions belonging to Phase 2 and 4 with **any six units within 4 hexes** from Kościuszko counter,
- perform movement of Kościuszko.

[4.5]. The following special rules also apply to General Jakub Pistor. When he is activated, the Allied Player can activate **ANY single Russian AND ANY single Prussian commander** – the sequence of activations is up to player. At the end of those activations, the Allied Player needs to roll a die and add 3 to the result – the result determines the Turn on which general Pistor’s counter should be placed in the Activation Pool again.

Example: In Turn 3 General Pistor is activated. Player rolls a die and adds 3. Let’s assume that the result was 5. That means that Pistor will return to Pool in Turn 11 (3+5+3=11).

[4.6]. A commander is permanently removed from map when:

- all units in his command will be eliminated or
- unit with which he was stacked is eliminated or
- the commander is killed in Melee or Ranged Combat.

[4.6.1]. If Ranged Combat is being resolved by an Infantry unit using row “4-5” or row “6 and more” against a hex with a commander present, after applying the result the player must check for possible Commander Casualty and roll a die:

- 0 – means death. Commander counter is removed from map, never to return;
- 9 – contusion. Commander counter should be removed

from Activation Pool. He cannot be activated that turn unless he was activated already;

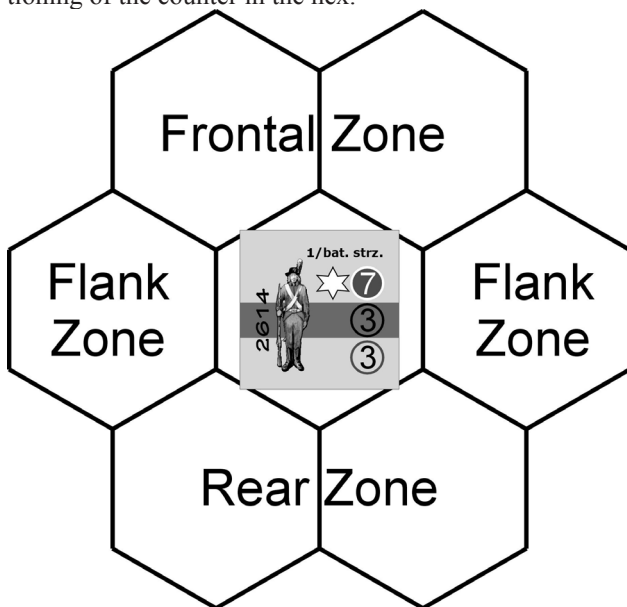
- from 1 to 8 – no effect.

[4.6.2]. If Ranged Combat was resolved by Artillery from distance of **3 spaces or less** against a hex with a commander present, after applying the result the player must roll a die and follow the procedure explained in [4.6.1].

[4.6.3]. If a 9 is rolled on the die during Melee resolution against a hex with a commander present, after applying the results, the player must roll a die again and follow the procedure explained in [4.6.1].

5.0 Facing.

In “Szczekociny 1794” units must be properly positioned on the map. The illustration below shows the proper positioning of the counter in the hex.



[5.1]. Commanders do not have a facing, nor frontal, flank and rear zones.

6.0 Stacking.

Whenever units belonging to one army (Polish, Russian or Prussian) are in one hex, a stack is created. A unit that joins the stack should be placed at the bottom of the stack. The sequence of units in the stack can only be changed in the Movement Phase - it costs all units 1 Movement Point. All units in a stack must have the same facing. Exception: Artillery units, which can face any hexspine.

[6.1]. Cavalry and infantry units cannot be stacked together at any moment.

[6.2]. Stacking limits:

- Infantry with Size of 20 or
- Cavalry with Size of 4 or
- Artillery and Infantry with Size of 10 or
- Artillery and Cavalry with Size of 2.

[6.3]. In the Movement Phase units can pass through friendly units but must pay 1 additional Movement Point. They do not have to pay additional MP when they:

- pass through a hex occupied solely by commander or
- join an existing stack.

[6.4]. Units cannot pass through hexes if by entering them stacking limits would be exceeded [6.2].

[6.5]. Commanders are not restricted by stacking limits - they can pass through or enter any hex occupied by friendly units.

[6.6]. Markers have no effect on stacking limits.

[6.7]. Units stacked together **have** to resolve Melee together - their Size should be added together.

[6.8]. Only the unit at the top of the stack can perform Rifle Fire. Exception - Artillery unit can always Fire, regardless of its position in the stack.

[6.9]. Only a unit at the top of the stack can be the target of Rifle Fire.

[6.10]. All units in the hex must resolve effects of Artillery Fire separately.

Example 1: 1/1/1 pp and 1/1/3 pp are stacked together. Artillery Fire results in 1M. Each unit has to test their morale.

Example 2: The same units participate in Melee Combat and are victorious. They suffer one loss and player has to decide which unit will be weakened.

[6.11]. Units of opposing sides can be in the same hex. Entering a hex occupied by enemy unit(s) cost an additional 1 Movement Point.

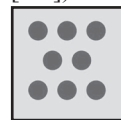
[6.12]. All units retain their formation and facing in a Melee hex. Neither player can exceed the stacking limits [6.2].

[6.13]. Exit from a Melee hex is possible **only** as result of Melee resolution (see [11.0])

7.0 Formations.

In “Szczekociny 1794” units are usually formed in lines. In some cases, though, it is possible to use different formations.

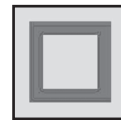
[7.1]. Units cannot change their formation in Melee hex. Exception - forming a square during cavalry charge (see [7.3]).



[7.2]. **Skirmish Order.** This formation can be used by Polish shooters, Russian jagers and Prussian fusiliers. After assuming Skirmish Order and paying 1 Movement Point, a unit must be covered with a “Skirmish Order” marker.

The properties of a Skirmish Order are:

- a moving unit expends 1 Movement Point regardless of the terrain (but still pays +1 MP for entering enemy occupied hex);
- unit does not expends MPs for changing facing;
- a LoS can now pass through the unit’s Flank Zones (see [10.2]).



[7.3]. **Square.** This formation can be created by four infantry companies with total Size of at least 8, if in Clear terrain. The “Square” marker denotes units using this formation. A Square can only be formed in the player’s own Movement Phase and the units forming the Square expend all their MPs. Exiting a Square costs 1 MP - units change formation and adopt any facing.

[7.3.1]. A Square can be created at the moment when enemy cavalry enters the hex. In such cases, friendly units must pass a Morale Check. If it is passed successfully, a Square is created. If not, the unit/stack suffers one loss.

[7.3.2]. Square properties:

- all adjacent hexes are considered to be in frontal zone;
- squares can be treated as line (see [8.10]) if they occupy adjacent hexes;
- in the owners Phase it is possible to move a square by one space in clear terrain (using all MPs);
- Infantry in square cannot attack;
- when defending in Melee **against Cavalry**, there is a +3 modifier;
- when defending in Melee **against Infantry**, there is a -1 modifier;
- in Melee total Size is used,
- in Rifle Fire only quarter of Firepower is used.

[7.4]. Cossack's Lava. If a Cossack unit entered an enemy occupied hex through the enemy frontal zone and at least one of the flank hexes are empty, there is a chance of a flank attack. Before resolving Melee, the Cossack unit must pass a Morale Check. If a infantry unit is being attacked, the die roll should be modified by -2. If the test is passed successfully, the modifier for an attack through a flank zone should be applied (see Melee Combat Modifiers Table).

[7.5]. "Kosynierzy" units cannot create squares. When they defend against cavalry, players need to use +2 modifier.

8.0 Movement.

[8.1]. Generally speaking, a unit moves by entering one of two hexes in its Frontal Zone.

[8.2]. On entering each hex a unit expends Movement Points (MPs) depending on the types of terrain present in each hex. The cost of different types of terrain can be found in the Terrain Effects Table. Commanders **always expend 1 MP**, regardless of terrain.

[8.3]. A unit can use all of its Movement Points or some.

[8.4]. MPs cannot be saved for the next Phase or transferred to other units.

[8.5]. Unit can always move by one space, even if MP cost is larger than Movement Allowance of the unit. Move ends after entering such space, though.

[8.6]. A unit can enter, in friendly Movement Phase with cost of **additional movement point**, one of the hexes in its rear zone.

[8.7]. If a unit wants to change its facing, it must turn. Turning by 60° cost 1 MP. Turning by 120° cost 2 MPs. Commanders do not change their facing since they have none.

[8.8]. Movement Allowance for different types of units are as follows:

- Infantry: 4 MPs,
- cavalry: 8 MPs (Cossack – 9 MPs),
- Commanders: 9 MPs.

[8.9]. Double time. Before moving an **Infantry unit**, the player may declare that the unit will use double time. The consequences of double time movement are:

- Movement Allowance is increased by 2;
- unit cannot Fire,
- unit must expend all Movement Points,
- unit cannot change formation or facing,
- unit cannot pass through friendly occupied hexes,
- unit cannot pass through woods or village hexes.

[8.10]. Line. Units of **one type** that begin their Movement Phase on adjacent hexes in their Flank Zones constitute a Line. A player can "simultaneously" move all units in a

Line. This is an exception to [8.16].

Explanation: This rule allows players to coordinate movement and fire of several units at the same time.

[8.11]. Movement of Foot Artillery. In the Movement Phase, after a Commander activation, a unit of foot artillery is able to:

- change facing however the player wishes - but the unit cannot Fire this Round;
- move to an adjacent space and assume any facing - but only if the unit did not fire or move this Turn. After moving, it cannot Fire until the end of Turn.

[8.12]. Movement of Horse Artillery. In Movement Phase, after a Commander activation, a unit of horse artillery is able to:

- change facing however the player wishes – a unit can Fire this Round;
- move to an adjacent hex and assume any facing. After moving, it can Fire normally.

[8.13]. In the Movement Phase there is a possibility of Melee. Attacking units are charging cavalry or counterattacking units.

[8.14]. Cavalry charge.

[8.14.1]. A charge can take place if cavalry unit (stack):

- moved at least 3 hexes and during this move:
- did not change facing,
- did not pass through a forest, village hexes or friendly units (also artillery).

[8.14.2]. To resolve a charge, the player must follow the procedure explained in [11.7].

[8.14.3]. If charging cavalry is victorious, it can move further on the condition that it has MPs remaining. It can also charge into another hex.

[8.14.4]. A cavalry unit may attack after performing a charge, regardless of its result, in Phase 4.

[8.15]. Counterattack.

[8.15.1]. If a player decides and is able to make a counterattack (see [9.0]), a chosen unit must be moved into a hex occupied by an enemy unit.

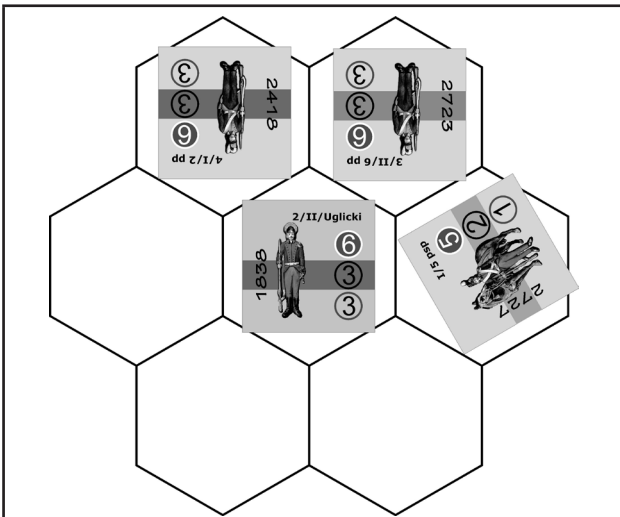
[8.15.2]. Enemy movement is finished and a Melee must be resolved. Counterattacking units are considered attackers.

[8.15.3]. To resolve a counterattack, players use the procedure explained in [11.7].

[8.15.4]. One unit (or stack) may be the target of only one counterattack. One counterattack, however, may be performed in combination by several enemy units (stacks).

[8.15.5]. Any opposing **infantry** units, meeting the pre-conditions, may Counterattack **only once** during an enemy Movement Phase.

[8.15.6]. Cavalry units, meeting the pre-conditions, may Counterattack as **many times** as they wish during an enemy Movement phase. There are no limits.



The Russian unit cannot be counterattacked by all the Polish units, because rule [6.1] would be broken. A cavalry squadron can choose one option from [9.1C], but it would counterattack single-handedly. Two infantry units could counterattack together. Each of them would resolve procedure from [9.1A] separately.

[8.15.6]. A counterattack does not influence a Melee Phase in any way. All counterattacked units can attack and all counterattacking units can be attacked.

[8.15.7]. Other units can be moved only after the resolution of a counterattack.

[8.16]. A unit or stack must finish its movement before another unit or stack can be moved. Once a unit has joined a stack, it must end its movement or continue to move separately. A unit can only move out of a stack which has not moved only at the beginning of its movement or if passing through.

9.0 Reaction on Enemy Movement.

[9.1]. When an enemy enters a hex in the **Frontal Zone** of a friendly unit during its Movement Phase, the non-phasing player may choose one option from the following options:

A. Infantry versus enemy infantry. The unit may:

- hold its ground and fire upon enemy or
- take a Morale Check. If it is passed, the unit performs counterattack (see [8.15]). If the Morale Check is failed, the unit must retreat **two hexes**.

B. Infantry versus enemy cavalry. The unit may:

- hold its ground and fire upon enemy.

C. Cavalry versus enemy infantry. The unit may:

- hold its ground and fire upon enemy or
- perform counterattack (see [8.15]) or
- retreat **two hexes**.

D. Cavalry versus enemy cavalry. The cavalry unit may choose from the options available under point [9.1A].

E. Cossacks can always retreat two hexes.

[9.2]. Unit in the Melee hex cannot choose any option from [9.1].

[9.3]. In the case of stacks, a Morale Check for counterattack possibility is resolved once, using only the ratings of the unit on top of the stack.

[9.4]. Artillery unit can fire upon only enemy units. Any kind of Movement in the enemy's Movement Phase is not allowed.

[9.5]. Players should move their units in a way that permits w their oppponent to react accordingly.



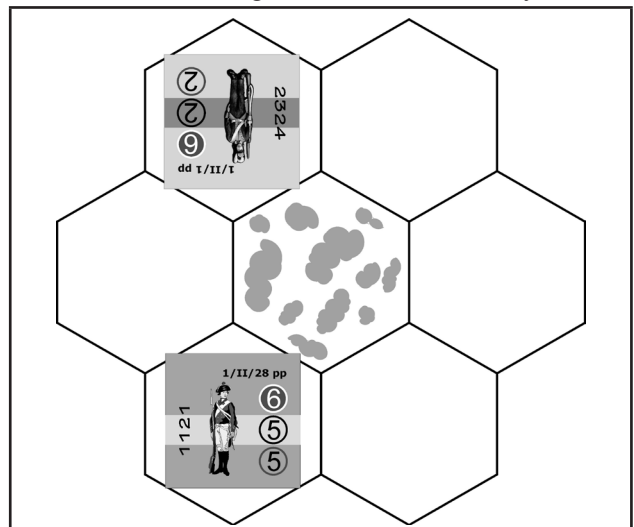
10.0 Ranged Combat.

In 'Szczekociny 1794' there are two types of Ranged Combat: Rifle (from infantry and cavalry units) and Artillery Fire.

[10.1]. **Visibility**, which is generally assumed to be possible, is established between two units if a line connecting the point in the middle of their hexes is not passing through:

- a woods hex,
- a village hex,
- a hill hex,
- other units (except artillery and commanders).

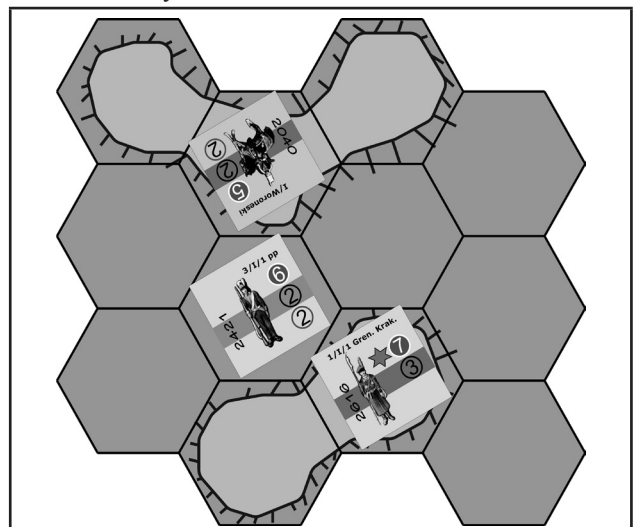
Hexside of the blocking hex also blocks visibility.



Between those two units there are no visibility.

[10.1.1]. Slope do not block visibility.

[10.1.2]. There is visibility between two units, regardless of any obstacles mentioned in [10.1], if both of them are located on hills. In other words, objects in the valley do not block visibility.



There is a visibility between Russian cavalry squadron and Polish „kosynierzy” unit.

[10.2]. The Line of Sight (LoS) is a line connecting points in the middle of two hexes. One hex contains the target unit, the other hex contains the firing unit. A LoS exists when there is visibility (measuring through the frontal zone of a firing unit). Exception: units in open order formation (see [7.2]) which have LoS extending through their flank zones also.

[10.3]. Ranged combat is possible only when LoS can be traced.

[10.4]. Players resolve ranged combat taking turns, alternately. The non-phasing player fires first with any of his unit(s) – see [10.9.6]. After that, enemy can move or fire.

Example: [Scenario „Battle of Szczekociny”]. In the first Turn gen. mjr von Elsner is activated. Polish Player can make one salvo with one unit or units (see [10.9.6]) currently on board. After resolving the effects of that fire, Allied Player can move unit under Elsner` command or open fire with any other unit.

[10.5]. If there is an enemy in a frontal zone of a friendly unit, only that enemy can be the target of Fire.

[10.6]. A unit in a Melee hex (see [3.4]) cannot Fire or be Fired upon.

[10.7]. A unit which must Retreat under Fire (see [10.11]) cannot continue its movement.

[10.8]. Maximum range of Fire depends on type of the unit:

- Infantry: 3 hexes,
- Cavalry: 2 hexes,
- Artillery: 10 hexes.

[10.9]. Rifle Fire.

[10.9.1]. Each unit can Fire four times per Turn. The player must declare his decision to Fire during the Movement Phase and resolve the procedure explained in [10.9.4].

[10.9.2]. A unit firing in its own Movement Phase expend 1 MP.

[10.9.3]. Cossacks and “kosynierzy” cannot Fire.

[10.9.4]. Rifle Fire Procedure:

- Firepower should be divided by distance in hexes to the target;
- Result should be rounded in accordance with [3.4];
- On the Ranged Combat Table, the player should find the row corresponding to the result from b) and read the result of the Fire
- Effect of Fire should be applied immediately.

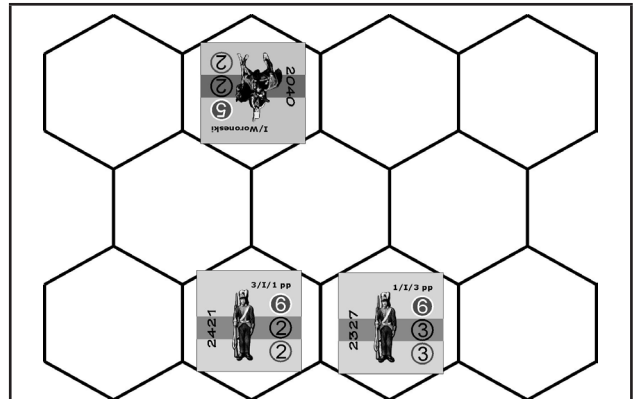
After firing, the unit should be marked with the appropriate marker – “1”/”2”/”3”/”4” – to denote how many times the unit has fired this Turn.

[10.9.5]. The procedure explained above is not used if the target is an enemy artillery unit not stacked with any non-artillery unit. In such a case, the artillery unit is eliminated if all the following conditions are fulfilled:

- distance between target and firer is one hex
- Firepower is equal to or higher than 3,
- die roll result is **lower** than Firepower.

[10.9.6]. Simultaneous Fire from several units at one target is possible. It is crucial, however, that **units of one type only occupy adjacent hexes in their Flank Zones and each unit has LoS to the target (according to [10.2])**. In accordance with [10.9.4A], the highest Firepower among the firing units should be considered. Next, the player

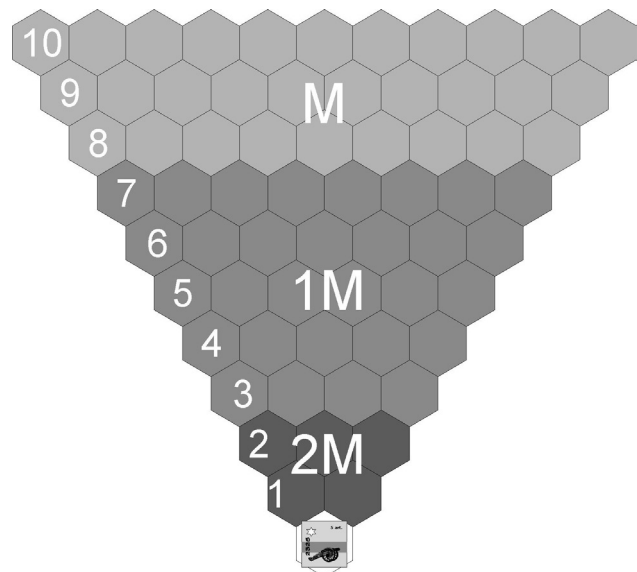
should apply the result found down the Ranged Combat Table by as many rows as there are hexes from the Ffiring units to the target, minus one.



1/1/1 pp i 1/1/3 pp occupy adjacent hexes and they fire together at I/Woroneski. Basic row in Table is “2-3”. Because two units are firing, the player should apply the result found one row down - “4-5”. The effect of this fire is 1M. The Russian unit has to pass a Morale Check but to the die roll the player has to add one (+1).

[10.10]. Artillery Fire.

[10.10.1]. Every unit of artillery has the same field of fire and its effect is as depicted below.



[10.10.2]. The fire of every artillery unit needs to be resolved separately. A player cannot use artillery fire together with fire from any other type of unit.

[10.10.3]. Every unit of artillery **can fire once in the Movement Phase** after the activation of its own side’s **appropriate commander** and **once in the Movement Phase after the activation of any enemy commander**. The player declares artillery fire and its effect is immediately resolved. The player should designate which artillery units have fired by flipping the artillery counter. At the conclusion of the Movement Phase artillery units should be flipped to their “not-fired” side. The only exception to this is in the case of foot artillery that have moved – see [8.11]. They should

be flipped at the end of the Turn.

[10.10.4]. Batteries consisting of several guns are depicted with white stars on their counters. Each star modifies the Morale Check by one (+1). This modifier is cumulative with other modifiers.

Example: 2nd Polish artillery unit (two stars) fires upon Prussian infantry 1/I/22 pp in Village hex from the distance of 6 hexes. Prussian unit checks its morale – with following modifiers: +1 for distance, +2 for white stars and -1 for Village hex. The final modifier would be +2.

[10.10.5]. If the target of artillery fire, at a range of 6 hexes away or less, is a single artillery unit – that is, not stacked with any other type of unit – the player must roll a die. For Polish artillery, the player applies a +1 modifier. If the final result is higher than the distance between the firing unit and the target unit, the player must roll the die again. If the second result is a '0', the artillery unit that was fired at should be considered as captured (for Victory Points calculation; see [10.10.8]).

[10.10.6]. A single artillery unit in a hex defends like an infantry unit with a Size of 1. If the attacking player wins the Melee, any guns in the Melee hex are captured (see [10.10.8]).

[10.10.7]. If an artillery unit is stacked with a friendly unit, it does not influence Melee Combat in any way. If those friendly units have to Withdraw, the guns will be captured [10.10.8].

[10.10.8]. Players receive 2 Victory Points (plus the number of any white stars) for capturing the guns and 2 Victory Points for recapturing of one's own guns. Neither player can use captured or recaptured guns – it is assumed that enemy had enough time to damage them.

[10.11]. Retreat. A unit retreats under fire into one of two hexes in its rear zone.

[10.11.1]. During a retreat, unit does not expend Movement Points nor it can change facing.

[10.11.2]. During a retreat unit can join a friendly stack (the counter must be placed at the bottom of the stack) – the unit must assume the facing of the stack.

[10.11.3]. Unit retreating up the slope must suffer one loss, even if it retreats by the road.

[10.11.4]. A unit suffers one loss if it retreats into a hex in an enemy unit's frontal zone.

[10.11.5]. A unit cannot retreat off the map or into a hex occupied by an enemy unit. If those are the only possibilities, **it is eliminated**.

[10.11.6]. A unit is **eliminated** if it cannot fulfil the conditions specified in [6.1] or [6.2].

[10.11.7]. A commander can retreat by one hex, if an enemy unit is about to move into an adjacent hex.

11.0 Melee Combat.

Melee Combat happens in Phase 4 of the round and/or in the Movement Phase (counterattack, charge).

[11.1]. Melee Combat can take place only when both enemy and friendly units occupy the same hex. The player must attack **all enemy** units with **all friendly** units – Sizes should be added together.

[11.2]. All units under an activated commander, which fulfil conditions from [11.1], must resolve Melee Combat. They are considered to be an attacker.

[11.3]. Any unit can attack or be attacked **only once in a given Phase** – exceptions: cavalry charge (see [8.14]) and cavalry counterattack (see [8.15.16]).

[11.4]. The active player decides the sequence in which Melees are to be resolved.

[11.5]. The next Melee can be resolved only when the procedure explained in [11.7] has been finished.

[11.6]. Melee Combat Phase is over when the conditions explained in [11.2] are fulfilled.

[11.7]. Melee Combat Procedure:

a) the attacking player designates the Melee hex, where resolution will take place (and remember [11.1] and [11.2])

b) **both players** roll a die and apply all possible modifiers – these are found on the Melee Combat Modifiers Table

c) modified results must be compared to each other. The side with the lower result loses the Melee. In the case of a tie, victory goes to the attacking side (players have to assume that the difference between die rolls was equal to 1 for purpose of Withdrawal).

[11.8]. Effects of Melee Combat:

- victorious units suffer one loss, they remain in the Melee hex and can change their facing however they wish,
- defeated units suffer two losses and Withdraw (see [11.11]).

[11.9]. If as the result of Melee a victorious unit is eliminated, the owning player must resolve a Morale Check. If it is passed successfully, the unit does not suffer any losses and remains in the hex. This rule is not applied when victorious unit(s) had Size of at least 2 before the Melee began.

[11.10]. Charge and counterattack are a type of Melee Combat, resolved during Movement Phase.

[11.11]. Withdrawal. Because of defeat in Melee Combat, losing units must Withdraw as explained below:

[11.11.1]. A unit (or stack) must be removed from map and put onto the Turn/VP Track.

[11.11.2]. On the Withdrawal Table the player should find the row with the difference between the die rolls from [11.7.c]. The second column shows when the losing unit can return to the map.

Example: 1/I/13 pp and 1/kos/13 pp have lost Melee in 3rd Turn with difference of 4. They will return in 5th Turn.

[11.11.3]. A unit returns to the map at the moment when its commander is activated. A returning unit cannot move. If its commander was not activated, the unit must be moved into the next space of Turn/VP Track.

[11.11.4]. A returning unit must be put into the hex occupied by commander or into any adjacent hex. It cannot be put into Melee hex. If the unit's commander is not on the map, units return on hexes specified below:

- Polish Army - hex 3913 or 3924;
- Prussian Army - hex 0119;
- Russian Army - hex 0127.

If those hexes are occupied by enemy units, the returning unit must be moved into the next space of Turn/VP Track.

[11.11.5]. A unit is considered to be eliminated when it has to return after 22nd Turn.

Example: 1/I/13 pp and 1/kos/13 pp lost Melee in 20 th Turn with difference of 7. They will not return to the map and are eliminated.

12.0 Victory Conditions.

[12.1]. Players gain Victory Points (VPs) for:

- elimination of enemy units by Ranged Combat – 1 VP;
- victorious Melee Combat – 1 VP;
- capture of enemy artillery unit – 2 VP plus one for each white star on artillery counter;
- recapture of player's own artillery – 2 VP;
- killing of an enemy commander – 3 VP.

[12.2]. The current VP tally should be shown on the Turn/VP Track using "PZ" counter.

Example: Allied Army has 3 VP. Should Allies lose 4 Melees, PZ counter should be put on space „1”, upside down.

[12.3]. After the resolving last game turn victory goes to the Army whose side is shown on the PZ counter. If VP marker isn't present on Turn Track, the battle is considered to be won by Polish Army.

[12.4]. It is possible to end battle earlier than in last turn. The Allied Army wins if it gained 11 VPs in second round of any turn. The Polish Army wins after gaining 7 VPs in second round of any turn. Before starting the game players can arrange other limits for Victory Points.

13.0 Scenarios.

[13.1]. Fight for Wywła.

This scenario depicts the situation at about 12 noon. The Prussian advance guard begins its attack on Polish forces in the village of Wywła. In this scenario there are the following Prussian units:

- 8th Fusilier Battalion - 4 companies;
- 16th Fusilier Battalion - 4 companies;
- 7th Hussar Regiment - two squadrons;
- 4th Hussar Regiment - two squadrons;
- Horse Artillery 2/von Scheffer;
- general major von Elsner.

On Polish side there are following units:

- 1st Battalion, 4th Foot Regiment - 4 companies;
- Cavalry ("Towarzysze Kawalerii Narodowej") - two squadrons;
- 1 art;
- general major Poniński.

The units specified above should be set-up using the **yellow** hex numbers that are on the counters.

Scenario Notes:

- Polish cavalry squadrons are subordinate to general Poniński;
- in one activation both players can move and fight with either cavalry and artillery either with infantry and artillery;
- Game lasts 7 Turns;
- In each Turn in Activation Pool there are two markers - gen. mjr. von Elsner and gen. mjr. Poniński;

- Automatic Victory: Prussians 5 VPs, Polish 2 VPs;

- No unit can cross hexrow 22xx;

- Because of low counter density this scenario should be considered as an introductory one.

In historical papers (about this battle) one cannot find a single mention about the exploits of Polish cavalry. Their units were added for the sake of gameplay.

[13.2]. Battle of Szczekociny.

Scenario depicts situation from 1 PM. Prussian units succeeded in pushing the Poles away from Wywła. The Prussian general attack commences.

The starting setup should be done using the hex numbers given on each unit.

In first Turn in Activation Pool there should be general major von Elsner.

In second Turn there should be:

- Polish army: Naczelnik Kościuszko, gen. mjr Poniński and gen. mjr Grochowski;
- Prussian army: all commanders except Prince Louis Charles of Prussia.

Starting from 3rd Turn players create Activation Pool by rules given below:

- Polish army: Naczelnik Kościuszko and any two chosen commanders;
- Prussian army: Friedrich Wilhelm II and any four chosen commanders;
- Russian army: Gen. mjr Fyodor Denisov and any two chosen commanders;
- General Jakub Pistor - see [4.5] for special rules on this general.

Commanders that are not in Activation Pool should be kept secret from the other player.

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Cover art: Katarzyna Tretyn - Zecevic. <http://kt-z.pl>

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