

BOARD WARGAME MACIEJOWICE 1794



Contents.

1.0 Introduction.....	2
2.0 Components.....	4
3.0 Gameplay.....	4
4.0 Commanders.....	5
5.0 Facing.....	5
6.0 Stacking.....	6
7.0 Formations.....	6
8.0 Movement.....	7
9.0 Reaction on Enemy Movement.....	8
10.0 Ranged Combat.....	8
11.0 Melee Combat.....	10
12.0 Victory Conditions.....	11
13.0 Scenario.....	11



1.0 Introduction.

Campaign background.

During the night of the 5th and 6th September 1794 allied armies began to retreat from Warsaw. So ended the siege of the Polish capital that had been underway since 14th July 1794. The main cause of that retreat was an uprising in Greater Poland, which endangered the Prussian army's lines of communication. The Prussians withdrew to the Bzura river. The Russian Corps led by General Ivan Fersen went in the direction of Piaseczno and after four days crossed the Pilica River. The Russian General planned to cross the Vistula River over to its right bank - to join with General Otto Derfelden's forces that were active in Lithuania. In the middle of September a new threat to the rebel cause appeared. General Alexandr Suvorov was marching west with new units from the Ukraine. At first, the rebels supposed that the Russians would pass Dubienka and Chełm on their way to Lublin. The target, however, was in fact Brześć. Using that area as a starting point, Suvorov could either attack Warsaw or join other forces in Lithuania. The important crossing on the Bug River was guarded by a Division of General Karol Sierakowski. On 17th September, the Battle of Krupczyce was fought. The Poles fought with courage and repulsed several frontal attacks in the face of overwhelming enemy forces. They were forced to leave their defensive position because of a Russian cavalry flanking manoeuvre. The rebels withdrew in good order to Terespol. But General Sierakowski mistakenly issued a rest order, instead of continuing the retreat. Suvorov decided to attack. Despite their initial surprise, the Poles managed to form a battleline. Sierakowski, realising the danger, ordered his forces to withdraw once again. This time, however, the Russians were able to divide the rebel forces into smaller parts and - in the end - to smash the Polish Division. By 19th September, Commander Kościuszko realised the difficult situation of the rebel forces. He correctly predicted that Suvorov would try to join with Fersen's forces and attack the Polish capital city. Commander Kościuszko decided to replenish and re-organise Sierakowski's Division by sending reinforcements from Warsaw. On 24th September, the Russians were still in Brześć. Their freedom of action was constricted by their limited objectives, as set by Catherine II. The Warsaw garrison was strengthened by units of General Józef Zajączek and Prince Józef Poniatowski. Owing to the Russian inaction, the Poles were able to reinforce Sierakowski even further without weakening their garrison forces in the capital. The Sierakowski Division moved to the south along the banks of the Liwiec River in an attempt to flank Suvorov's western approach. At the beginning of October, General Sierakowski commanded more than 6,000 soldiers. Even more importantly, his force was not harassed by the enemy and he could therefore act more offensively.

On the left bank of the Vistula River, in the vicinity of Kozienice, General Fersen's Corps was stationed. In second half of September the Russians attempted several times to find fords across the river and to check the readiness of Polish forces. On 17th September, General Adam Poniński took command of Polish forces near the Vistula River. His units consisted mostly of irregular soldiers. On 4th October, the Russians made a breakthrough from Czerwona Karczma to Wargocin. The Polish commander decided not to counterattack, though he could have gathered 2,000 soldiers from adjacent posts to attack enemy forces disorganised by their river crossing. Instead, the Polish commander decided to withdraw to Kock to join forces with Sierakowski, who was showing more initiative. By 5th October Sierakowski issued orders to march towards Okrzeja. Thus, he was accomplishing all his objectives: he was approaching Poniński, flanking the potential advance of Suvorov and acting actively against Fersen at the same time. However, Sierakowski's initial actions were not exploited. While Sierakowski could have attacked the Russians by 7th October, he held back as he was still separated from Poniński and considered his own forces to be too weak. In the meantime, the Russians finished crossing the river on 9th October and set up camps in the region between Wróble and Wargocin. Kościuszko received a message about the breakthrough at night between 4th and 5th October. The strategic objective was quickly decided - to destroy Ivan Fersen's Corps.

Movement of forces before the battle.

On 6th October, Commander Thaddeus Kościuszko and his secretary Julian Ursyn Niemcewicz left camp in Mokotów to reach General Sierakowski's force. Along the way they met Józef Drzewiecki, who brought news from Galicia. Around 4 PM they arrived at Okrzeja and arranged a war council meeting. Sierakowski, Kamiński and Radziwiński were present, and in the evening Poniński also joined the council, as he had left his Corps near Baranów. Kościuszko planned to combine Sierakowski's and Poniński's units to mount a joint action against Fersen. However, the decisions made during the council only increased the distance between the Polish units. Poniński had to cross the Wieprz River in area of Drażów and establish a defensive position there. In the meantime, Kościuszko, taking the command of Sierakowski's force, had to march towards Żelechów. Such a disposition of troops was meant to safeguard all the possible roads that Fersen could use on his way to Suvorov. On 7th October, rebel forces arrived at Korytnica, after passing through Żelechów. Both towns had already been plundered by Cossacks, but the main Russian force was nowhere to be seen - the Russians had not yet finished crossing the Vistula River. The armies were separated by 20 kilometres. Kościuszko issued an order to encourage his soldiers for the impending battle. He also established a network of posts and made his force ready to march. However, he did not call for Poniński - though his safeguarding of the fords on Wieprz River was not necessary by then - Kościuszko's Division effectively blocked a Russian advance to east. Rebel forces spent 8th October in camp, awaiting reinforcements from Warsaw. By the evening of that day, a Major from the 7th Brigade of the National Cavalry arrived with a report from General Jan Henryk Dąbrowski about the taking of Bydgoszcz. This news raised the rebels' morale. The next morning, reinforcements led by General Karol Kniaziewicz and Colonel Jan Krzycki arrived. At 9 am, the rebel army started to march on to Maciejowice. Near the village of Uchacze, the cavalry forces of both sides clashed. The Poles routed the Cossacks, but their numbers and resolution provided evidence that the main Russian force was somewhere nearby. Soon, Uchacze was garrisoned by two Jager battalions and four Hussar squadrons led by Colonel Tolstoy. Kościuszko occupied the castle in Maciejowice and his soldiers took up positions on the hill, from the castle to the village of Oronne. The Russian troops also started to prepare defensive ditches and increased their patrolling activities. On the right wing, led by General Kamiński, stood the 5th Regiment as an advance guard. Podzámcze manor was occupied by a battalion of 2nd Foot Regiment. Behind it, were a battalion of 5th Fusillers and the Royal Horse Guard. The centre, led by General Karol Sierakowski, consisted of two battalions of the 7th Foot, a combined regiment from the Royal Foot Guard, 15th Foot and a battalion of Rafałowicz. Nearby, a battalion of the 3rd Foot and the 10th Foot Regiment took up their positions. The left wing was commanded by Karol Kniaziewicz. Here stood cavalrymen from the Wojciechowski combined regiment and shooters, who garrisoned Oronne. In reserve, were "kosynierzy" from the battalion of the Kraków Grenadiers, footmen from the combined regiment of Colonel Szuszkowski and cavalry from the Pińsk brigade, led by Józef Kopeć. By 1.30 pm, a messenger from Poniński arrived. His division was still positioned next to the Wieprz River, 40 kilometres from other rebel forces. Kościuszko instantly ordered him to march to Maciejowice. Time was against the Poles. On 10th October, their forces were scattered and enemy was very close. Even worse, Fersen saw the opportunity and decided to go on the offensive.

Battle.

At 3 am on 10th October, Russian forces were at their starting positions. The presence of General Fyodor Denisov was of key importance. His units - four and half battalions, ten squadrons, ten guns and Cossacks - had to attack the Polish left wing, engage reserves and

enable the units of General Alexander Tormasov to deliver their decisive blow. Tormasov formed the Russian left wing –five battalions, ten squadrons and 16 guns. In the centre, General Alexiey Khrushchev's five battalions, ten squadrons and 17 guns advanced slowly through the Duży Las swamp. The Poles had not even considered an attack possible from that direction as they thought the terrain inaccessible to cavalry and artillery. The Russian reserves, standing behind Tormasov, consisted of General Gavril Rachmanov's Division of six battalions and nine squadrons – and Colonel Dmitriy Tolstoy's force of two battalions and four squadrons.

At 5.45 am, an artillery gun opened fire. It was a signal that Denisov had successfully flanked the Polish position and was ready to attack. The Poles, though surprised, quickly formed a 'refused' battle line. The Polish Commander-in-Chief himself rushed to the left wing and reinforced it with a combined regiment led by Szuszkowski. At this early stage of the battle, it weakened the Polish reserves, but was in fact the only possible solution. The first clashes were fought by the Cossacks of Adrian Denisov and the cavalymen of Wojciechowski. The Poles drove the Cossacks before them but during the pursuit they rode into an ambush as part of the Cossack force was hidden in a forest. The Russians countercharged, extending their line in an attempt to outflank the Poles. The Polish cavalry stopped and retreated. Although it had not suffered heavy losses, the Polish cavalry was disorganised and had to recover behind their infantry lines in the vicinity of Oronne. The Cossack advance was repulsed but then regular Russian units entered the fray. Horse Jagers from Yelizavetgrad attacked the Kopeć brigade and forced it to retreat. Now the infantry and artillery began to fight. The village of Oronne found itself under artillery barrage. As a consequence, fire started to spread amongst the buildings in the village. Units of both sides struggled for control of the forest. Accurate fire by Dembowski's shooters caused considerable losses in the Jager ranks. Nevertheless, Dembowski's shooters had to withdraw to Oronne as the Cossacks advanced with the support of Russian musketeer companies. Denisov attacked three Polish battalions with four of his battalions. Russian soldiers approached within rifle range and fire was exchanged, causing losses to both sides.

In the meantime, Fersen's main force entered the plain adjacent to Podzamcze manor. Artillery fire forced the Polish cavalry to withdraw. Soon, Polish infantry were also forced back Russian Grenadiers. The whole Russian line approached, under Polish artillery fire, towards the castle on the hill. Fersen knew that he was facing a Polish strongpoint. A frontal attack would bring huge losses without the promise of success. To retain the initiative, Fersen ordered Rachmanov, until then waiting in the second line, to cross the Okrzejka stream and flank the Polish right wing. Units led by Tolstoy were to march even further and arrive in the Polish rear. At that moment, Kościuszko was able to attack either the columns of Tormasov or Denisov - as they were both separated. He did not. The exchange of fire lasted for a few hours in which the Russians slowly gained an upper hand. Around noon, Khrushchev crossed finally the Duży Las swamp. Denisov used this opportunity to send his infantry into melee combat with their bayonets. The Poles bravely repulsed three such charges. Nevertheless, all the Russian formations finished their manoeuvres: Rachmanov was attacking through swamps on the flank, Tolstoy's guns were firing into the Polish rear and at the same moment Khrushchev's artillery was exiting the forest. Denisov's and Tormasov's infantry were keeping up the fire. The Poles were surrounded.

Kościuszko still declined to order a retreat of his Polish forces. He is reported to have said: "This is not a time to retreat. We are to lay here or be victorious". But the National Polish cavalry soon panicked. Wojciechowski, on his own initiative, decided to leave the field of battle "to save for a king his uhłans". The infantry remained steadfastly in their positions. Kościuszko intended to make last, desperate attack on Denisov forces, but the Russians acted first. They made their fourth charge with infantry, this time supporting it with cavalry. Colonel Szuszkowski started to form a square with his infantry but the Russian cavalry caught them before they could complete their maneuver and the Poles were defeated. At the same time, the Russians attacked the right wing. Two infantry attacks were repulsed but the third shattered the Polish line of defence. The Poles withdrew towards the castle, where they prepared themselves for a last stand. A fierce and desperate fight occurred in the the castle's basements.

On the left wing, the battle raged on. For the fifth time Denisov ordered his infantry to attack. The advance was supported by Dragoons from Smolensk and Grenadiers from Petersburg. The Kniaziewicz redoubt was taken. But the losses on both wings endangered the Polish center, where Khrushchev was preparing his units to attack. Colonel Krzycki led an irregular infantry charge to foil Russian plans. Their attack was repulsed by artillery fire, which also killed Krzycki. During the retreat, the "kosynierzy" disrupted regular infantry as they tried to form a square in the face of oncoming Russian Dragoons. The Poles were not able to fire their rifles and had to receive the charge. After fierce combat, the Poles were shattered. Soon, the Russian cavalry was supported by Khrushchev's infantry. The Poles, attacked from all sides, were defending themselves desperately. But the Polish cavalry fled, the 5th Horse Regiment leaving the field of battle. The Polish Commander attempted to rally his routing soldiers, but he was pursued by Cossacks and Kharkov Hussars. When he jumped over a ditch, Kościuszko was wounded by a lance and fell with his horse to the ground. Though Kościuszko was wounded, a soldier, called Łysenko, cut him several times with his sabre. Nearby, pretending to be dead, a certain Polish uhlan cried suddenly that their Commander had been killed. The Cossacks panicked and dispersed, though they returned moments later. The identity of Kościuszko was confirmed by Drzewiecki, who was also caught. The wounded Commander was taken off from the field.

Now the fighting was slowly coming to an end on the hill. Small groups of Poles continued to resist. The battle finally ended sometime between 1 and 2 pm. The Russians had achieved complete victory. Their ranks were mixed together as all their formations took part in the battle. General Poniński and his Polish forces finally arrived on the battlefield but it was too late, and he decided not to attack. The apparent enemy superiority in numbers and the grim news coming from survivors undermined the morale of his soldiers, already fatigued by their long march.

Consequences of the battle.

When the Russians routed the Polish Division and captured Commander Kościuszko, the morale of the whole rebel army collapsed. The Russians acted quickly to exploit their opportunity. Instead of waiting for the Spring of 1795, Suvorov ordered a march on Warsaw. By 4th November, he captured Praga by storm. The bloodshed inflicted by Russian soldiers so terrorised Warsaw's citizens and the rebel Polish leadership that any thought of defending the capital was abandoned. The Polish army withdrew to the south. With desertions, more and more soldiers and officers left the ranks, leading to the disappearance of whole units. Ultimately, on 18th November, Polish Commander-in-Chief Tomasz Wawrzecki along with his accompanying Generals were captured by the Russian General Fyodor Denisov in Radoszyce. This was the end of the first Polish uprising that had sought to regain national independence.

The "Maciejowice 1794" game recreates the the events of the battle and gives players the opportunity to achieve a different outcome. Among the Polish counters there is a force led by General Poniński. If his forces had arrived during the battle, he may have been able to reverse the outcome completely. However, even without his intervention, the Polish side has a chance of victory as the terrain severely limits the coordination of Russian forces. I wish you all an enjoyable game as it is my belief that time spent at the table will remain in players' memories for some time.

2.0 Components.

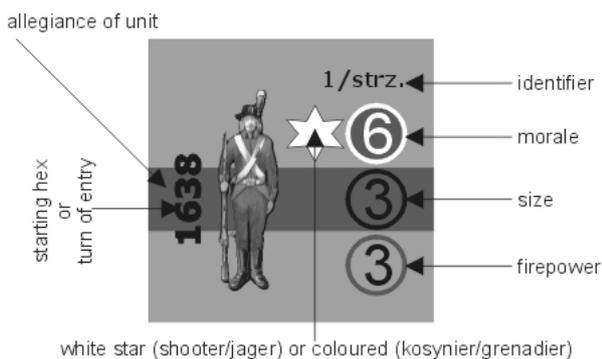
Each game of „Maciejowice 1794” contains:

- 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 432 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	Poles - blue background
 general Fersen	 Commander-in-Chief Kościuszko
 commander	 commander
 grenadier	 infantry
 musketeer	 shooter
 jager	 kosynier (infantry armed with scythes)
 dragoon	 volunteer
 hussar	 cavalry
 horse jager	 horse volunteer
 carabineer	 artillery
 cossack	
 artillery	

Following picture should explain markings present on the counters:



[2.1]. Scale of the game. One turn represents 15 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 „Maciejowice 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 Russian. 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 24 Game Turns. Each Turn consists of several rounds during which players execute certain actions. When all the described actions are finished, the TURN marker needs to be moved onto the next space on the turn track. The game finishes at the end of 24th 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 counterattacks 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 are fulfilled by either one of the players, the game ends. In this Phase, players also change ”Fire” markers – see [10.9.10].

A Game Turn is finished when there are no more markers remaining in the, current, Activation Pool; the TURN 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.

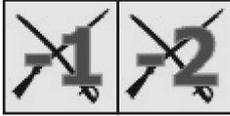
Identifier - designation of the unit in accordance with historic organisation of the given army.

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: 1/1/15 pp, with ratings of 5 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. When calculating this distance, hexes occupied by enemy units cannot be used (though Melee hexes can be used). 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 Com-

mander. 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 and Ivan Fersen. These two commanders are Overall Commanders of their armies - Polish and Russian, respectively. Special rules apply to these commanders, as set out below:

- when Ivan Fersen is activated, the player leading the Russian army can choose ANY Russian commander;
- 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]. Polish reserve. Polish units belonging to the reserve are subject to special rules. Their formation bar is multi-colored. All Polish Leaders can command them (though see [4.2]) with the exception of General Poniński. A Leader can command all or some of the units in reserve.

[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:

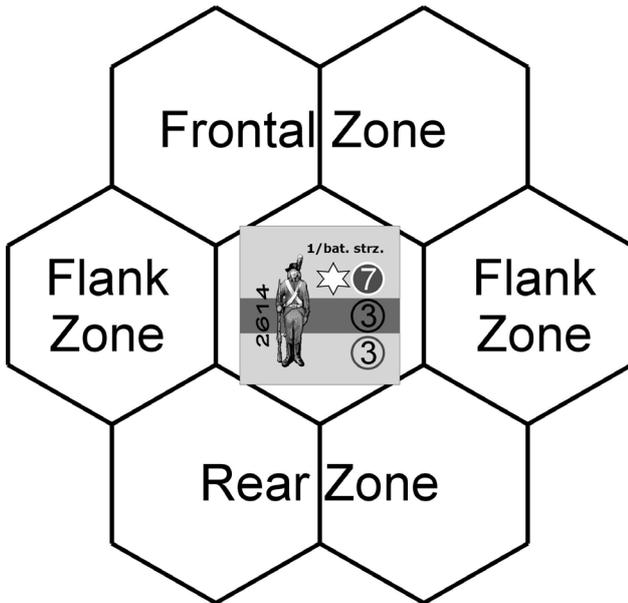
- 0 – means death. Commander counter is removed from map, never to return;
- 9 – contusion. Commander counter should be removed from Activation Pool. He cannot be activated that turn unless he was activated already;
- from 1 to 8 – no effect.

[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 "Maciejowice 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 or Russian) 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.

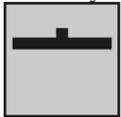
[6.1]. After each Phase of the Round 2 is finished, no hex can be occupied by both infantry and cavalry units.

[6.1.1]. Cavalry units can move through hexes occupied by infantry (reverse is also true) – the only exception is [6.4]

[6.1.2]. Infantry and cavalry units cannot counterattack together – see [8.15]

[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.



[6.2.1]. If a stack of **infantry** units have Size **from 6 to 10** and stack of **cavalry 4**, then player can decide that those units stack together. Such a stack must be covered by a "Line"

marker. Properties of a "Line" are as follows:

- when resolving Fire, Firepower ratings are added together – this is an exception to [6.8];
- when the stack is a target of Fire or Artillery Fire, only the unit at the top of the stack is subject to the effects of that Fire - this is an exception to [6.10].

[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 - see [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 staking 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. Exceptions - Artillery unit can always Fire, regardless of its position in the stack and units in Line, see [6.2.1]

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

[6.10]. All units in a hex are subject to effects of Artillery Fire (exception - see [6.2.1]).

Example 1: 1/II/2 pp and 2/II/2 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 (exception - see [7.1]) 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 "Maciejowice 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.** Can be formed by expending 1 Movement Point by Polish Shooters, some volunteer units and Russian Jagers – this ability is denoted by presence of white star on the counter. After forming Skirmish Order, the unit receives a "Skirmish" marker. The abilities of such a unit are as follows:

- unit expends one Movement Point regardless of the terrain (+1 MP when entering hex occupied by enemy);
- unit does not expend any MPs for changing facing;
- after finishing movement, the facing of the unit must be declared;
- 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, 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 one of the hexes in its rear zone by expending an **additional Movement Point**. A unit cannot enter a hex occupied by an enemy in this way.

[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 to 6;
- unit cannot Fire,
- unit must expend all Movement Points,
- unit cannot change formation or facing,
- unit cannot pass through friendly occupied hexes,
- unit cannot enter Woods, Village hexes or go across River hexsides.

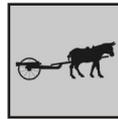
[8.10]. **Line.** Units of **one type** that begin their Movement Phase on adjacent hexes in their Flank Zones constitute a Line. A player can "simultaneously" move all units in a Line. This is an exception to [8.16].

Explanation: This rule allows players to coordinate move-

ment 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. A hex forbidden to infantry units cannot be entered this way. After moving, it cannot Fire until the end of Turn.



[8.12]. **Limbered Artillery.** To enable faster movement, a player can Limber Artillery. Such an artillery unit receives a "Limber" marker. Further movement in that Activation is forbidden. Characteristics of Limbered Artillery are as follows:

- cannot Fire;
- has 3 MPs;
- terrain costs are the same as for cavalry units;
- cannot enter hexes occupied by enemy;
- change of facing does not cost anything but after concluding movement, facing must be declared;
- unlimbering, that is returning to firing order, costs 1 MP. Artillery can Fire in the next Turn.
- if attacked in Melee, the unit should be treated in accordance with normal rules for artillery units.

[8.12.1]. An artillery unit entering the map during a game (see 13.0 Scenario) is considered to be Limbered.

[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 during its move;
- did not change facing or Fire
- did not pass through a woods, marsh or village hexes;
- did not pass through friendly units (also artillery);
- did not cross river hexsides.

[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.

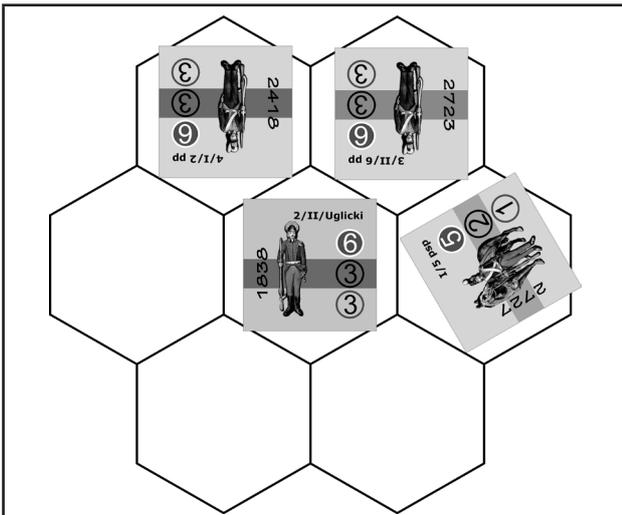
[8.15.2]. Enemy movement is finished and a Melee must be resolved immediately. Counterattacking units are considered attackers.

[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 unit enters, during its Movement, the Frontal Zone of a friendly unit, the non-phasing player may choose one 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 a counterattack (see [8.15]). If the Morale Check is failed, the unit must retreat **two hexes and suffers one Loss**.
- infantry in Skirmish Order can make a Morale Check. If the test is successful, the unit can Fire upon the enemy unit and remain in the hex or retreat by one hex – the owner decides after Fire. If test is failed, unit retreats by **two hexes and suffers one Loss**.

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]. A 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 opponent to react accordingly.

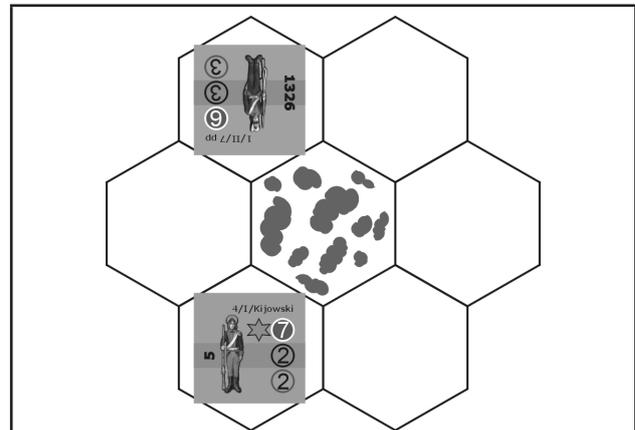
10.0 Ranged Combat.

In "Maciejowice 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,
- a castle hex,
- other units (except artillery and commanders).

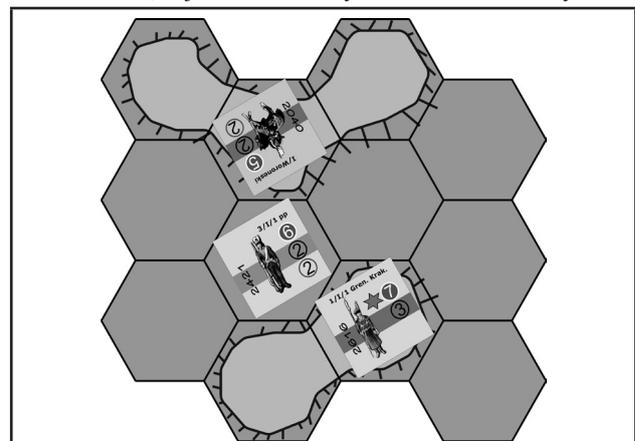
Hexside of the blocking hex also blocks visibility.



Between those two units there is 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.

[10.3.1]. When the LoS crosses a flank zone or rear of the Target unit, the Morale Check is performed with +1 modifier.

[10.3.2]. When the LoS goes through a hexside **between frontal and flank zone**, modifier mentioned above is not used.

[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: In the 3rd Turn General Tormasov is activated. The Polish player can fire one salvo with one unit or units (see [10.9.6]) currently on board. After the effects of that fire have been resolved, the Russian Player can move or fire with a unit under Tormasov's command or open fire with any infantry or cavalry unit from the Russian army.

[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. It receives a "Stop" marker.

[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]. Units that do not have a Firepower rating 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 Rifle Fire Table, the player should find the row corresponding to the result from b) and read the effect of the Fire
- Effect of Fire should be applied immediately.

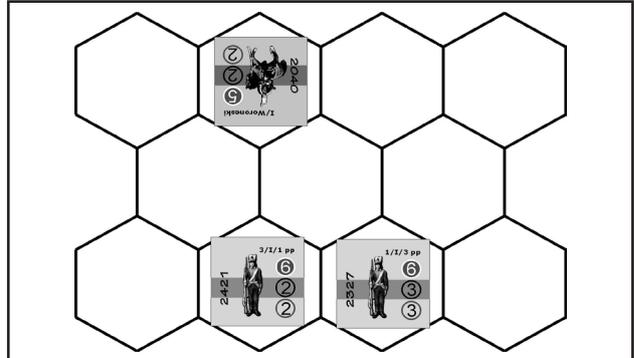
After firing, the unit should be marked with the appropriate marker – "1"/"2"/"3"/"4" – to denote how many times the unit has fired this Turn.

[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 destroyed and the player receives Victory Points 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 Rifle Fire Table by as many rows as there are hexes from the firing units to the target, minus one.



1/1/1 pp i 1/1/3 pp occupy adjacent hexes and they fire together at 1/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).

[10.9.7]. If infantry or cavalry units Fire for the **first time**, the Morale Check receives +1 modifier.

[10.9.8]. If infantry or cavalry units Fire for the **second time**, no modifier is used.

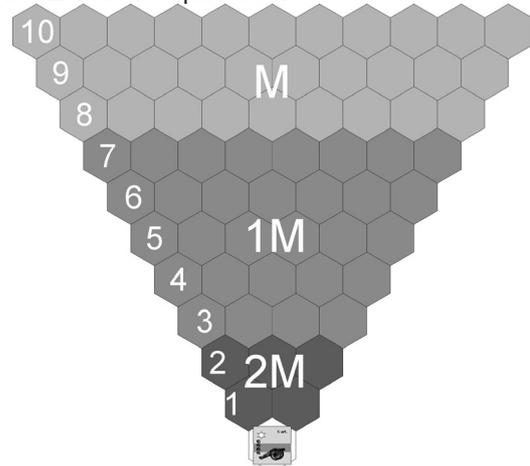
[10.9.9]. If infantry or cavalry units Fire for the **third or fourth time**, the Morale Check receives -1 modifier.

Example, continued: Lets assume that 1/1/1 pp was with marked with a Fire 3 marker and 1/1/3 pp with Fire 1 marker. We use the most beneficial modifier when resolving Fire. 1/Woroneski has to test its Morale. Final modifier in this case is 0 (1{1M}- 1=0).

[10.9.10]. In Round 3 of every Turn, infantry and cavalry units that Fired that Turn receive a Fire 1 marker. To remove that marker in a subsequent Turn, the unit must expend 1 MP in its movement segment **after the first activation of the Leader** commanding that unit.

[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 each activation of any enemy commander.**

In other words, the number of possible Fires depends on number of Leaders in the Activation Pool.

[10.10.4]. As soon as the player declares artillery fire, its effect is immediately resolved. If the result during a Morale test is a "0" (not taking any modifiers into consideration), the artillery unit cannot Fire anymore that particular Turn. This rule simulates technical difficulties of artillery units.

[10.10.5]. To mark an artillery unit that Fired, its counter must be flipped to the reverse side. At the conclusion of the Movement Phase, artillery units should be flipped to their "not-fired" side. The only exception is Foot Artillery units that moved during that Activation – see [8.11] and guns suffering from technical problems – see [10.10.4]. Those units can be flipped back at the end of the Turn.

[10.10.6]. **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: A Polish two star artillery unit Fires upon a Russian infantry unit 1/I/Kijowski in a village hex from a range of 6 hexes. The Russian unit has to test its Morale with the following modifier +2 (+1 for distance +2 for two stars -1 for village hex).

[10.10.7]. If the target of the 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 0 or less, the artillery unit that was fired at should be considered as captured (for Victory Points calculation; see [10.10.10]). In case of multi-gun batteries, from the second die roll the player has to deduct the number of white stars.

[10.10.8]. 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 [10.10.10]).

[10.10.9]. 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 [10.10.10].

[10.10.10]. 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 fire using captured or recaptured guns – it is assumed that enemy had enough time to damage them.

[10.11]. **Retreat.** A unit retreats under fire, reaction to enemy movement (see [9.1]) or Morale Crisis (see [11.12]) 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 into a marsh hex, across a river hexside or up a slope must suffer one loss, even if it retreats by a 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, during any phase, 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 hex and can change their facing however they wish. If the difference from [11.7c] is "6 or more", attackers do not suffer a Loss at all.
- 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 applied when victorious unit has Size of 1 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 from [11.7.c]. The second column shows when the losing unit can return to the map.

Example: 1/I/7 pp and 3/II/7 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 2024, 1401 for units under Poniński;
- Russian Army - hex 0146, 0125 for units under Chruszczow, 0301 for units under Denisow.

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 24th Turn.

Example: 1/I/7 pp and 3/II/7 pp lost Melee in 22nd Turn with difference of 7. They will not return to the map and are eliminated.

[11.12]. **Morale Crisis.** The unit has to take a Morale Check when a friendly unit/stack in an adjacent hex is withdrawn from a Melee Hex. If the check is successful, the unit remains in place. If not, it retreats by one hex, in accordance with [10.11].

[11.12.1]. Artillery, Leaders and units occupying a Melee Hex are not subject to the above rule.

12.0 Victory Conditions.

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

- elimination of enemy units by Ranged Combat or Morale Crisis – 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: The Russian player has 3 VPs. If he loses the next four Melees, the VP marker has to be placed on space 1, on the reverse (Polish) side.

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

[12.4]. It is possible to end the game before the last Turn. Whoever has 15 VPs at Round 3 of any Turn, wins. Before starting the game, players can arrange other limits for the Victory Points.

13.0 Scenario.

The scenario starts with the situation from just before 7 am. The Poles have noticed that the Russian force of General Fyodor Denisov has entered the open space before the Polish left wing. The reserves, the 10th Foot Regiment and combined regiment led by Colonel Antoni Szuszkowski, are quickly transferred to this side of the battlefield. The Russians are attacking.

The starting positions of the Polish units and the units under Denisov are shown on their counters.

In the **First Turn's** Activation Pool there should be only the chit of General Major Denisov.

In the **Second Turn**, the Activation Pool consists of:

- Poles: General Major Kniaziewicz;
- Russians: General Major Denisov;

In the **Third Turn**, the Activation Pool consists of:

- Poles: General Major Kniaziewicz, Commander Kościuszko;
- Russians: General Major Denisov, General Major Tormasow and General Fersen – entry hexes 0144-0149;

In the **Fourth Turn**, the Activation Pool consists of:

- Poles: General Major Kniaziewicz, General Major Kamiński, Commander Kościuszko;
- Russians: General Major Denisov, General Major Tormasow, General Fersen;

In the **Fifth Turn**, the Activation Pool consists of:

- Poles: Commander Kościuszko and any two Leaders chosen by Polish player;
- Russians: General Fersen, General Major Rachmanow (entry hexes 0144- 0149), General Major Chruszczow (entry hexes 0120-0130) and any one Leader chosen by Russian player;

In the **Sixth Turn**, the Activation Pool consists of:

- Poles: Commander Kościuszko and any two Leaders chosen by Polish player;
- Russians: General Fersen, General Major Chruszczow and any two Leaders chosen by Russian player;

In the **Seventh Turn**, the Activation Pool consists of:

- Poles: Commander Kościuszko and any two Leaders chosen by Polish player;
- Russians: General Fersen, General Major Chruszczow, płk Tolstoj (entry hexes 0144-0149) and any two Leaders chosen by Russian player;

In the **Eighth Turn**, the Activation Pool consists of:

- Poles: Commander Kościuszko and any two Leaders chosen by Polish player;
- Russians: General Fersen, General Major Chruszczow and any two Leaders chosen by Russian player;

In the **Ninth Turn and subsequent Turns**, the Activation Pool consists of:

- Poles: Commander Kościuszko and any two Leaders chosen by Polish player;
- Russian: General Fersen and any four Leaders chosen by Russian player;

Leaders that were not chosen to Activation Pool must not be shown to the opponent.

The entry of General Poniński. The units under General Poniński enter the game map on any hex from 0101 to 3901. Each unit pays for the first hex entered according to Terrain Effects Chart. All units enter in one Turn, chosen as follows:

a) in the First Turn, a die must be rolled. The die result plus 3 denotes the space on the Game Turn track where the Polish player places the Activation Chit for General Poniński.

b) at the beginning of the Game Turn determined by point a) above, the Polish player must roll a die and add the number of the current Turn to the result. If the total result is below 12, General Poniński and his units will not appear in the game. Any other result, denotes the Turn when the Activation Chit for General Poniński will be placed in the Activation Pool.

c) if the Polish player decides not to bring General Poniński and his units onto the map in the Turn determined by point b) above, the Activation Marker for General Poniński should be moved to next space on the Game Turn Track.

Design: Adam Niechwiej

Counter design: Jacek Grzesiowski, Katarzyna Tretyn - Zecevič.

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

Special thanks to Brendan Clark and Ryszard Tokarczuk for their contributions in English version of rules.

Please send all questions to the following e-mail address:
strategemata@o2.pl

©2013 STRATEGEMATA and Adam Niechwiej