BOARD WARGAME RACŁAWICE 1794

Contents.

1.0 Introduction.

On 24th March, 1794, General Thaddeus Kościuszko proclaimed an insurrection against Russian occupation on the Main Square in Kraków. It was very clear that success could only be gained if the insurrection could engulf the whole of Poland. It was vital to spread it into other regions of the Commonwealth and to take control of large cities. The focus, both economically and politically, of the plans for the insurrection was Warsaw. Kościuszko, leader and Commander-in-Chief of the insurrection, planned to capture Skalbmierz, Pińczów, Kielce and then Warsaw. While Kościuszko accepted the possibility of a field battle, he hoped to surprise the Russians and to force them to fight on favourable terms; by counting on inaction on the part of Prussia and Austria – he could concentrate on defeating the occupying Russian forces.

On 1st April, Kościuszko's Polish column, some 1,000 bayonets and sabers, with seven (7) artillery pieces, left Kraków and arrived in Luborzyca. Starting the very next day their numbers began to grow with the arrival of the first group under the command of General-Major Joseph Zajączek. Brigadier Jan Ludwig Manget arrived from Pińczów with the 2nd (Lesser Poland) National Cavalry Brigade (BKN) while Colonel Maciej Szyrer led the 6th Foot Regiment into camp. By April 3rd, the Polish force had grown into an army and reached Koniusza, He was joined here by the 1st (Greater Polish) National Cavalry Brigade, led by General Antoni Madaliński, while general major of proszowicki and księski poviat Jan Ślaski brought in two thousand local militia.

Meanwhile, the Russians were concentrating their forces. General Tormasov was already in Skalbmierz, waiting for General Rachmanov. On April 2nd, General-Major Fyodor Denisov arrived and took command as ordered by General Igelström. This decision deeply offended General Tormasov, as he despised Fyodor Denisov as a 'Don', a former Don Cossack, having gained most of his promotions through bravery alone. On April 3rd, the Russians captured a Polish emissary and learned that the Polish army was gathering in Koniusza. After a brief deliberation, General Denisov decided to divide his forces. During the night of April 3rd/4th, the Russians left Skalbmierz in two columns. General Tormasov led two battalions of infantry, nine squadrons of cavalry, six sotnia of Cossacks and 12 guns. He planned to follow the route from Skalbmierz through Winiary, Rzędowice and on to Przesławice, where he intended to form up and attack Kościuszko's camp from the north-west. At the same time, General Denisov with the main Russian column – four and half battalions of infantry, three squadrons, six sotnia, and six guns – was to follow a secondary road to Proszowice, bypass the Polish position by marching along the road leading to Luborzyca and attack from the south. Unaware of his enemy's intentions, at dawn on April 4th Kościuszko left Koniusza and marched his army to Przesławice and Rzędowice. He expected to fight a battle in the vicinity of Winiary.

Around 6:30 AM, a skirmish occurred close to Imbramowice between the Polish vanguard and some Cossacks under Major Adrian Denisov, General Fyodor's nephew. After a short struggle both sides withdrew but not without taking captives. General Kościuszko now comprehended the gravity of his situation and by means of a forced march he moved his army northwards along the Słomniki–Działoszyce road. General Tormasov knew that he must move quickly to block Kościuszko, in order to prevent the escape of the Polish army. Cavalry skirmishing continued in the area of Lelowice–Wrocimowice. Around 10 am, the Polish army took position next to Dziemierzyce, while General Tormasov blocked further Polish movement to the north by occupying the high ground dominating the neighbourhood of Wzgórza Kościejowskie. General Kościuszko found himself caught in a dilemma, since attacking the Russians on the high ground was likely to prove fruitless. On the other hand, retreating would make further movement to Mazowsze impossible and would eventually allow the Russians to combine their forces. Even worse, around 1 pm, a combined Russian grenadier battalion under the command of Lieutenant Colonel Tomatis arrived. In this situation, the Polish Commander-in-Chief decided to offer a defensive battle, with his forces posted between Dziemierzyce and Janowiczki.

The Battle.

At the extreme left of the Polish army stood the 2nd (Lesser Poland) National Cavalry Brigade. At the edge of woods there were the shooters of the 2nd Foot Regiment. Behind them, was a line of infantry from the 1st Battalion/2nd Foot Regiment and 2nd Battalion/3rd Foot Regiment. The Polish centre was occupied by the 1st Battalion/3rd Foot Regiment and 1st Battalion/6th Regiment. Just behind them, was the 2nd Battalion/6th Foot Regiment. General Kościuszko hid two thousand infantry with scythes behind a hill in the village of Dziemierzyce. General Tormasov could not see this unit, so he assumed that the Polish centre was weaker than it actually was. On the right wing, stood the 1st (Greater Poland) National Cavalry Brigade and the 4th Vanguard Regiment (Pulk). Here the cavalry was supported by infantrymen of the 2nd Battalion/7th Foot Regiment. The Polish artillery was placed on the right wing and in the centre, in front of the infantry lines. General Tormasov could feel secure as he held a good position and should have waited for the arrival of General Denisov's column. Instead he opted to defeat the Poles by himself, so that he would not have to share the glory with the hated Don Cossack, General Denisov.
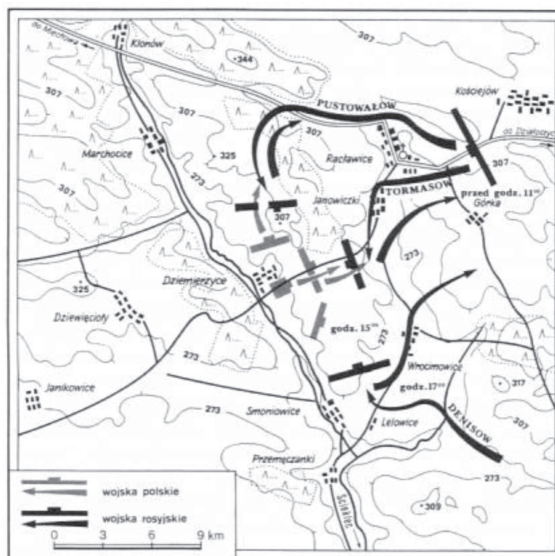
General Tormasov climbed down from his observation post at Wzgórza Kościejowskie and divided his available forces. The 3rd Jaeger battalion was positioned on the Russian right wing with three cavalry squadrons, a sotnia of Cossacks and two guns under the command of Lieutenant Colonel Pustovalov. He was given orders to outflank the enemy positions on the Polish left wing. The remaining forces under General Tormasov were to engage the Polish centre. General Tormasov anticipated that the Russian left wing would be reinforced

promptly by General Denisov, leaving him only a supporting role in the annihilation of the Polish army. Near 4 pm the manoeuvring Russian units became a target for the Polish artillery. Rapid and well-aimed fire seemed to halt the Russians in their tracks, forcing them to sidle off a little to the side. General Tormasov then attempted to silence the Polish guns by ordering his own artillery to open fire, thus initiating an artillery duel. At the same time, the Russian guns fired into the Polish left wing to make Pustovalov's flanking task easier. Russian fire created disarray in the ranks of the Polish cavalry. Madaliński's cavalry brigade rushed in to take the guns, but was halted both by heavy artillery fire and the bravery of Muromtsov's dragoons. In the meantime, Pustovalov arrived close to the Polish left flank, appearing, almost magically from the nearby woods. Pustovalov ordered his Cossacks under Major Adrian Denisov to attack the Polish rear. The 2nd BKN from Lesser Poland turned about and charged but was met by stiff resistance from the Cossacks, who promptly counter charged. Now the Polish cavalry began to waver – some soldiers even arrived in Kraków announcing a Polish defeat! The grave situation was retrieved by *chorąży* (Warrant Officer) Ignacy Neve. His squadron halted the Cossacks and then forced them to flee, giving the Polish Brigade time to recover. General Kościuszko now followed suit and supported his hard-pressed left wing with the Madaliński` cavalry. Once again, they clashed with the Russian dragoons of Lieutenant Colonel Muromtsov (which the Polish cavalry had fought before on the other wing). This combat was brutal and without mercy. The Poles charged three times. During one attempt, Vice Brigadier Port Jaźwiński wounded Muromtsov and captured him, which caused the morale of the Russian dragoons to plummet. Nevertheless, General Tormasov believed a Russian victory was still possible on the Polish left wing and sent in fresh reinforcements, consisting of two jaeger companies under Białowski. General Kościuszko had waited for just this moment.

Seeing, at first, enemy dragoons leaving the Russian centre, followed by jaegers, General Kościuszko ordered a general assault on the Russian guns. It was a big gamble as dusk was now falling and the columns of General Denisov were seen to be fast approaching from the direction of Wrocimowice. In the middle of the assault column were 320 scythe-men (*kosnierzy*). On their flanks they were supported by two companies of line infantry from 3rd and 6th Foot Regiments. Before the two opposing lines clashed, Polish artillery fire damaged one Russian gun and damaged two ammunition wagons. The Polish assault was so rapid that the Russian guns were only able to fire twice before they were overrun. Brutal hand-to-hand combat now followed. Polish long scythes, with blades set upright, caused terrible wounds. Two guns were captured by Wojciech Bartosz Głowacki from Rzędowice and Stanisław Świstacki from Zakrzów, a third one captured by the *chorąży* of the 3rd Regiment, Krzysztof Dębowski.

Russian grenadiers rushed to help their artillerymen, but faced vigorous resistance from the Polish infantry and Russian resistance quickly faltered. General Tormasov had lost the initiative. In just fifteen minutes, the Russian centre was destroyed. Russian jaegers sent to attack the Polish left wing returned only to witness for themselves, the power of a scythe as a shock weapon. Polish line infantry accompanied by General Kościuszko's cavalry volunteers now pursued the Russian troops fleeing in disarray.

Despite this success, the Polish Commander-in-Chief was still uncertain of victory. He personally led half a battalion of infantry and scythe infantry to attack on the left wing. Kościuszko's attack was pre-empted by Major Lucke, who led companies of I Battalion/2nd Regiment in an audacious attack on Pustovalov`s jaegers. The well-drilled Russians managed to form square and tried to withdraw from the battlefield, but their attempt to escape was prevented by the Polish scythe-armed infantry who shattered the entire III Jaeger Battalion. After this onslaught, only the Russian cavalry units were able to save themselves, shamefully leaving their infantry comrades behind. General Denisov, who arrived after 6 pm, restricted his force to firing a few artillery shells and forming infantry squares. Around 8 pm, General Denisov withdrew to Kazimierza Wielka. He decided not to engage the fatigued Polish soldiers because night was swiftly falling and his soldiers had lost heart after seeing the fate of their comrades commanded by General Tormasov.

The Battle of Racławice was not an operational victory for the Polish army, as General Kościuszko was unable to clear the way to Warsaw, forcing him to return to Kraków. On the other hand, the victory raised Polish hopes for a success and it quickened the pace of revolt in the Polish capital (17/18th of April 1794). This particular battle became a symbol of the struggle of the whole Polish nation against enemy occupation. The regular Polish infantry had proved their mettle but they shared their glory with the peasant militia. From a military viewpoint, the battle was quite innovative. General Kościuszko used a mass infantry formation in attack and managed to surprise General Tormasov, who had employed linear tactics together with a flanking manoeuvre. One should also mention the skilful use of cavalry in guarding flanks and the effective drill of the Polish artillery who were able to halt Russian attacks.

The boardgame that you have just opened will enable you to re-enact the famous Battle of Racławice on a table. It should be easy to assume the role of General Kościuszko, General Tormasov or even a rank-and-file soldier and relive the atmosphere of that tense afternoon on April 4th 1794. We wish you good fun!
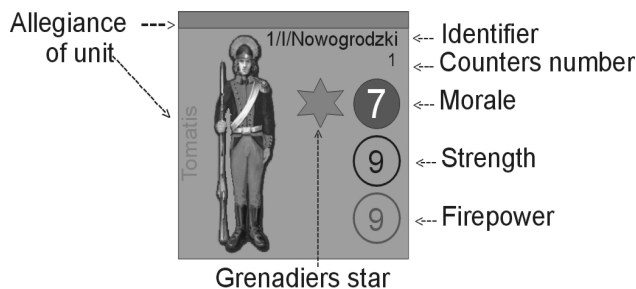
2.0 Components.

Each game of "Raclawice 1794" includes:

• one rule book;

• a map 48cm x 68 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. In case of any doubt about terrain type in any given hex, terrain which occupies more than half of the hex space is dominant;

• set of 468 counters consisting of both combat units participating in battle and markers. Before starting the game it is necessary to cut and assemble counters.

• a 10 sided-die

Below is the table of icons which can be found on the counters:

Russians - green background	Poles - blue background
gen. Tormasow	Commander-in-Chief Kościuszko
commander	commander
musketeer	infantry
jager	shooter
grenadier	kosynier (infantry armed with scythes)
hussar	cavalry
horse jager	cavalry
dragoon	artillery
cossack
artillery

The following illustration should explain markings present on the counters:

Allegiance of unit --->
1/I/Nowogrodzki <-- Identifier
1 <-- Counters number
7 <-- Morale
9 <-- Strength
9 <-- Firepower
Grenadiers star

[2.1]. Game Scale. One turn represents 10 minutes of the real time. One hex of the map represents area of approximately 100 meters. Counters depict three kinds of units, dominating the battlefield of that era - infantry, cavalry and artillery. Infantry units are organized into companies, cavalry in squadrons. One artillery counter represents one (1) gun. One strength point equals 15 soldiers.

[2.2]. In the game of "Raclawice 1794", all random events are decided by a ten-sided die. Results 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 the hexes designated by the scenario set-up inside the rule book. Activation markers (those with a question mark) are to be put in an opaque container, like a cup, which will serve as an Activation Pool.

[3.2]. To assist players, the game itself is divided into fifteen (15) Game Turns. Each Turn consists of several rounds during which players execute certain actions. When all described actions are completed, the "Etap gry" marker needs to be moved onto the next space on turn track. The game is finished, either at the end of the 15th Game Turn or if one of the players fulfills the conditions of automatic victory at any point during the game.

[3.3]. Each Game Turn consists of the following actions:

Round 1: Both players place their Overall Commander and two subordinate commander chits, of their choice, into the Activation Pool (opaque cup). 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 fire 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:

Unit identifier – A units' designation, within the historic organization of the given army.

Morale – The number on the counter representing the training and motivation of the unit. The higher the morale, the better that unit is. Morale can be lowered due to losses.

Strength – The number on the counter designating how many soldiers were present in that unit. Some units in this game are represented by two, or even three, counters. These "spare" counters represent successive losses suffered by the original unit (marked with a one [1]). When the original unit suffers a loss, "flip" it over to its weaker side, if it suffers another loss, replace it with the counter marked "2" (face up), when that counter suffers a loss, flip it over to its weaker side. Any further losses may mean the end of that unit on the battlefield, but if it has a "3" replacement counter, place that on the map board and use as before until/if it is removed, due to losses.

Note: Most "step" losses represent the loss of two (2) strength points.

Example: 1/Kosynier begins the game with the size/ strength of "9". This particular unit is represented by two (2) counters, which together have four varying size levels.

Firepower – The rating on the counter representing unit capabilities in ranged (fire) combat. This is not always it is equal to the unit size, because not every soldier in the unit had a rifle.

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

Morale Check. The player needs to roll a die and calculate the final result using applicable modifiers. If the final result is lesser or equal than Morale rating, test was passed. Artillery and commanders do not have to make Morale Check.

Note: It is possible for both players to check morale during a phase. If this occurs, players roll for their own units.

Movement Points – are a representation of a units' ability to move (see [8.0]).

Melee hex – a hex in which units from both sides are present.

Fractions. When calculations are necessary to the game, 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 color-coded strips on unit counters designate which commander can command a given unit. If a units' color coding is different from a Commanders', that Commander may not give orders to that unit.

[4.2]. A unit is considered as In Command if it is located **within four (4) hexes** of its commander. It is then eligible to perform actions in Phases 2 and 4.

[4.3]. If a commander is eliminated, units from his command are now under the control of the Overall Commander. In such cases, the Overall Commander (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, during OC activation, the player has to decide ([4.2] applies here) which units he will command in this activation. It is forbidden to command units from different Commands.

In case of Tormasov` deaths, his two jager companies and cossack "sotnia" remain Out of Command until the end of game.

[4.4]. Kościuszko and Tormasow. General's Kościuszko and Tormasov are the Overall Commanders of their armies – Polish and Russian respectively. Because of that, the special rules listed below apply:

A) When Tormasov is activated, the player leading the Russian army can perform actions in the order specified below:

- Activation of any Russian commander,

- Activation of Tormasov

B) When Kościuszko is activated, the player leading the Polish army can perform actions in the order specified below:

• Activation of any Polish commander,

• perform actions belonging to Phase 2 and Phase 4 **with any six units that are within 4 hexes** of the Kościuszko counter,

• Kościuszko may then move.

[4.5]. A Commander is permanently removed from map when:

• All units in his command are eliminated or

• The unit with which he was stacked is eliminated or

• The commander dies because of adverse Melee or Ranged Combat results.

[4.5.1]. If Ranged Combat is being resolved by an Infantry unit in the row "10 and more" - after applying the result the player has to check for possible Commander Casualty and roll a die:

• 0 – means death. The Commander counter is removed from map, never to return;

• 9 – contusion/wounded. The Commander counter should be removed from the Activation Pool. He cannot be activated that turn unless he was already activated; but can be activated in upcoming game turns.

• from 1 to 8 – no effect.

[4.5.2]. If Ranged Combat was resolved by Artillery from a **distance of 3 hexes or less** - after applying the results, the player has to roll a die and follow procedure listed above, in [4.5.1].

[4.5.3]. If during Melee resolution a 9 is rolled, after applying the results the player has to roll again and follow procedure listed above, in [4.5.1].

5.0 Facing.

In "Raclawice 1794" units have to be properly positioned on the map. The illustration below shows the proper positioning for counters within the hex.
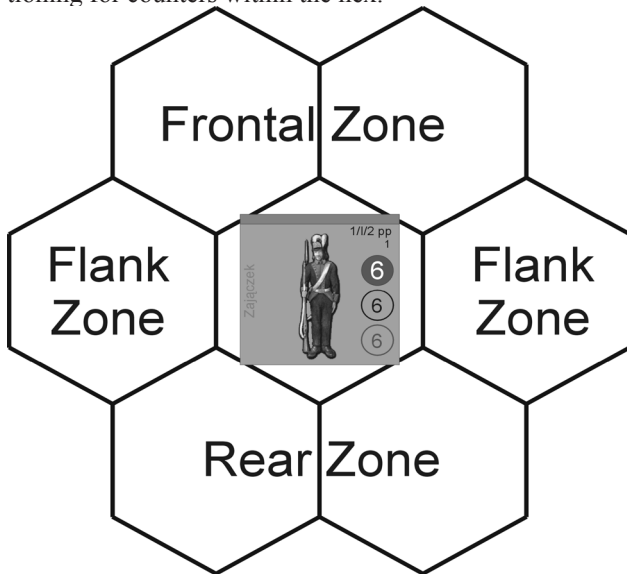
[5.1]. Commanders do not have facing, nor frontal, flank and rear zones.

6.0 Stacking.

Whenever units belonging to one army (Polish or Russian) are together in one hex, a stack is created. When a unit joins that stack, it should be placed at the bottom of the stack. The sequence of units can be changed only during the Movement Phase – whenever any unit(s) change their position within the stack , all units must pay one (1) Movement Point as the cost for making that change. All units in the stack must have the same facing. Exception: Artillery units can face any hexspine.

[6.1]. During the Movement Phase units can, by paying one additional Movement Point (1MP), pass through friendly units. They do not have to pay an additional MP when they:
• pass through a hex occupied solely by a commander or
• join an existing stack.

[6.2]. Stacking limits:
• four Infantry units, maximum, or
• two Cavalry units, maximum, or
• two Artillery cannon and one Infantry unit, maximum, or
• one Artillery cannon and one Cavalry unit, maximum, or
• six artillery cannon (one battery), maximum.

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

[6.4]. Markers have no effect on staking limits.

[6.5]. Units stacked together have to resolve Melee together - their strength must be added together. **[6.6].** Only the top unit of a stack can perform Rifle Fire. Exception - Artillery unit can always Fire, regardless of its position within the stack.

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

[6.8]. All units in a targeted hex must resolve Artillery Fire affects, separately.

Example 1: 1/I/3 pp 4/I/3 pp and 3/II/3 pp are stacked together. Artillery Fire results in 1M. Each unit, therefore, has to test its own morale, individually.

Example 2: The same units participate in Melee Combat and are victorious. However, they suffer one loss and owning player has to decide which unit will suffer the loss of the one (1) SP.

[6.9]. Units of both sides can be in the same hex. Entering a hex occupied by an enemy unit(s) will cost one additional Movement Point (1 MP).

[6.10]. All units retain their formation and facing within a Melee hex (see exception - [7.1]). Neither player can surpass the stacking limits, as per [6.2].

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

7.0 Formations.

In "Raclawice 1794" units are usually formed into lines. In some cases though, it is possible to use different formations.

[7.1]. It is forbidden to change formation in a Melee hex. The exceptions are:
 - Re-forming into "Skirmish Order" due to sustained losses (See [7.2])
 - Forming a square during a cavalry charge (see [7.3]).
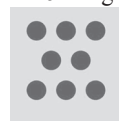
[7.2]. Skirmish Order. Skirmish order can be used by Polish shooters and Russian jaegers. Other units automatically assume "Skirmish Order" after their strength falls to **2 or less**. After assuming Skirmish Order and paying one Movement Point (1 MP) cost for doing so, the unit must be covered with the "Skirmish Order" marker.
The Effects of Skirmish Order are:
• The unit does not expend MPs for changing its facing;
• Line of Sight (LOS) can now cross through Flank Zones (see [10.2]).

[7.3]. Square. A square can be created by **four infantry companies with each having the strength of at least 4**, if in Clear terrain. The "Square" marker denotes units using this formation. Units wishing to form Square during their Movement Phase expend all their MPs in doing so. Exiting the square costs 1 MP - units exiting a square may change formation and adapt any facing without any further penalty.

[7.3.1]. A Square can also be created whenever enemy cavalry enters the hex. Friendly units must pass a Morale Check; if it is passed successfully, the square is created. If not, the unit/stack suffers one loss.

[7.3.2]. Square properties:
• all adjacent hexes are considered to be a frontal zone;
• squares can be treated as a line (see [8.10]), if they occupy adjacent hexes;
• during the owners Phase, it is possible to move a square one hex in clear terrain, by expending 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;

• During Melee the total strength of all units forming the square is used,

• in Ranged Fire only a quarter (1/4) of Firepower is used.

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

[7.5]. "Kosynierzy" units cannot form square or skirmish order.

8.0 Movement.

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

[8.2]. By entering each hex a unit must expend Movement Points (MPs), depending on type of terrain being entered. The costs for different types of terrain can be found in Terrain Effects Table. Commanders **always expend 1 MP** to enter a hex, regardless of terrain.

[8.3]. A unit may use all, some or none of its Movement Points during its turn, depending on what the unit's owner decides to do.

[8.4]. Unused MPs cannot be saved from one phase to the next, or transferred to other units.

[8.5]. A unit can always move at least one hex, even if the MP cost is larger than the Movement Allowance of the unit. Movement ends, however, immediately after entering that hex.

[8.6]. A unit can enter one of the hexes in its rear zone during its Movement Phase by paying the cost of **an additional movement point**.

[8.7]. If unit wants to change facing, it must turn. Turning by 60º costs 1 MP. Turning by 120º costs 2 MPs. Commanders do not change facing, as they do not have any facing.

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

• Infantry: 4 MPs,

• Cavalry: 8 MPs (Cossacks – 9 MPs),

• Commanders: 9 MPs.

[8.9]. Double Time. Before moving a given **Infantry unit**, the owning player can declare that the unit will use "Double Time" movement. The consequences are as follows:

• That units' Movement Allowance is increased by 2;

• The unit cannot Fire,

• The unit must expend all of its Movement Points, towards reaching its objective.

• The unit cannot change formation or facing,

• The unit cannot pass through friendly occupied hexes,

• The unit cannot pass through woods or village hexes.

[8.10]. Line. Four units (minimum) of **any one type** (infantry, cavalry), belonging to the same army, which begin their Movement Phase adjacent to hexes with units of the same type in their Flank Zones, constitute a Line. The owning player can, if he so desires, move all units in that Line "simultaneously", subject to all current rules and terrain costs. This is an exception to [8.15].

Note #1: Only units from the same command/commander may be controlled in such a manner.

Note #2: If various commands form one continuous line, the Overall Commander may cross subordinate boundaries and take command of that "Line". He may also command lines belonging to subordinate commanders who were killed or wounded in battle.

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

[8.11]. Movement of Artillery. During the Movement Phase, after its Commander's activation, artillery is able to:

• Change its facing, however the player wishes - but will not be allowed to Fire this Round;

• Move to an adjacent hex and assume any facing - but only if it did not fire or move this Turn.

After moving, artillery cannot Fire until the end of Turn.

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

[8.13]. Cavalry charge.

[8.13.1]. A Charge can take place if a cavalry unit (or stack):

• moved at least 3 hexes and during this move:

• did not change facing,

• did not pass through a stream, forest, village hexes or friendly units (including artillery).

[8.13.2]. To resolve a charge, one must follow the procedure as stated in Rule [11.7].

[8.13.3]. If charging cavalry is victorious, it may move further, as long as it has unused movement points (MPs) remaining. It can also charge into another hex.

[8.13.4]. Cavalry units may still attack, after performing a charge, regardless of that result, in Phase 4.

[8.14]. Counterattack.

[8.14.1]. If the opposing player can make a Counterattack (see [9.0]), a chosen unit must be moved into a hex occupied by an enemy unit, at the cost of one movement point (1MP) to the opposing player.

[8.14.2]. The current players' movement is temporarily halted (See [8.14.7], below) and the Melee is resolved before play resumes. Counterattacking units are considered attackers.

[8.14.3]. To resolve a Counterattack players must use the procedure from [11.7].

[8.14.4]. One unit (stack) may be a target of only one counterattack. One counterattack, however, may be performed by several enemy units (stacks).

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

[8.14.6]. Any and all opposing infantry units, meeting the pre-conditions, may Counterattack together, once.

Note: An infantry unit may only Counterattack, once during an enemy Movement phase. It is up to the player to

decide whether he wants that unit to Counterattack on its own, or with other units.

[8.14.7]. Cavalry units, meeting the pre-conditions, may Counterattack as many times as they wish during an enemy Movement phase. There are no limits.
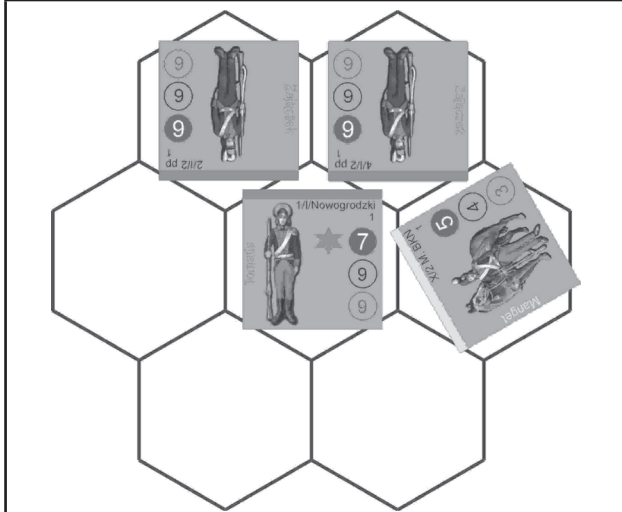
Example: The Russian unit cannot be counterattacked by all the Polish units, because rule [6.2] would be broken. A cavalry squadron can choose one option from [9.1C], but it would counterattack single-handedly. Two infantry units could counterattack together. Each of them would resolve procedure from [9.1A] separately.

[8.14.8]. Counterattack does not influence a Melee Phase in any way. All counterattacked units can attack and all counterattacking units can be attacked, during a regular Melee phase.

[8.14.9]. Only after the resolution of a counterattack can the active player resume moving his units.

[8.15]. A unit or stack must finish its Movement before another unit or stack can be moved. Once a unit has entered 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 at the beginning of its movement or if passing through.

[8.16]. Withdrawal. As a result of Fire or Melee combat, a unit may be forced to leave its hex; this is called a "Withdrawal".

[8.16.1]. Withdrawing units do not expend MPs. (There is no movement cost to Withdraw).

[8.16.2]. A unit that withdraws across a stream hexside (including bridges) or uphill (even along a road) suffers a single step loss. .

[8.16.3]. A unit cannot withdraw off-map or into an enemy occupied hex. If those are the only possibilities, that unit **is eliminated**.

[8.16.4]. A unit suffers one step loss if it is withdrawing into the Frontal Zone of an enemy unit that did not participate in Melee.

[8.16.5]. A unit forced to Withdraw because of Fire combat, **always** withdraws into a hex in its Rear Zone. The direction from which the Fire came is irrelevant.

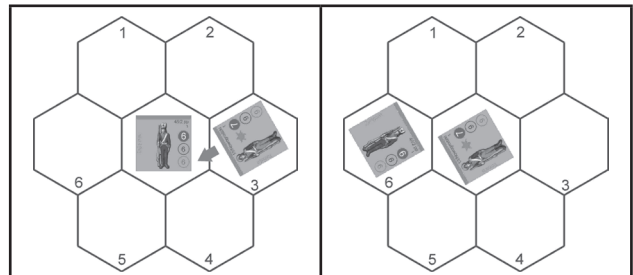**[8.16.6].** Pictures below present possible withdrawal

options after Melee depending on Zone from which attacking unit has entered and facing after Melee.
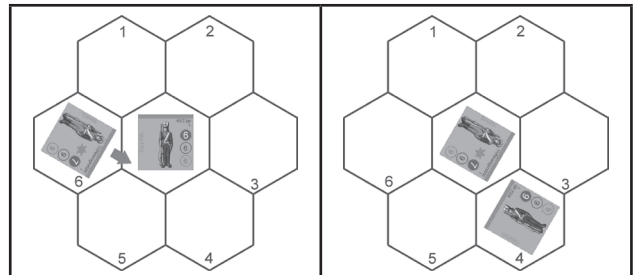
Situation 1:
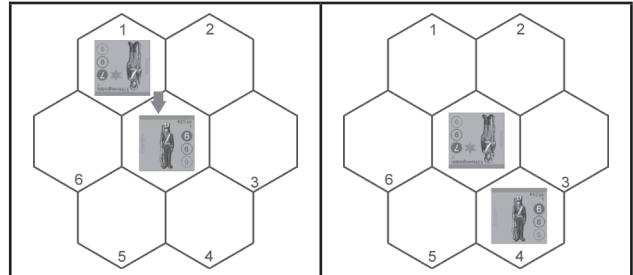
Russian unit is attacking. If it enters Melee hex from hexes 1 or 2, Polish defender after having lost Melee can withdraw into hex 4 or 5.
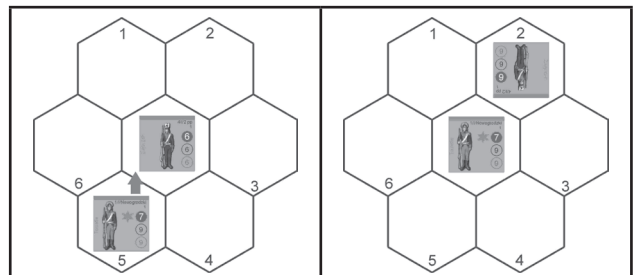
Situation 2:

Russian unit is attacking. If it enters Melee hex from hex 3, Polish defender after having lost Melee can withdraw into hex 5 or 6.

Situation 3:

Russian unit is attacking. If it enters Melee hex from hex 6, Polish defender after having lost Melee can withdraw into hex 3 or 4.

Situation 4:

Russian unit is attacking. If it enters Melee hex from hex 4 or 5, Polish defender after having lost Melee can withdraw into hex 1 or 2.

[8.16.7]. When two or three situations, as described in [8.16.6] occur simultaneously, the Withdrawing player must roll a die. Results of 0, 7, 8, 9 and numbers denoting spaces from which attackers had entered mean elimination of defenders. The remaining results denote the hex into which defeated units must withdraw, with a one step loss penalty.
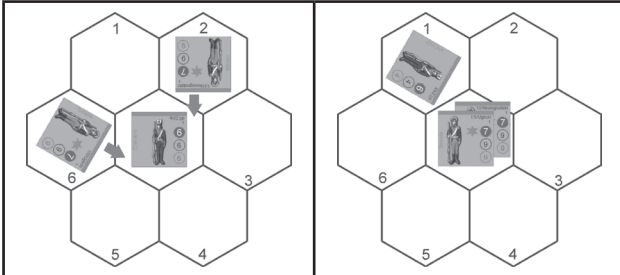
Example: Attacking Russian units enter Melee hex from hexes 2 and 6. If Polish unit would lose Melee, player must roll a die. Results 0, 7, 8, 9 and 2, 6 mean elimination for Poles. Let's say that result is 1. Polish unit suffers one loss and withdraws into hex 1. Facing must be assumed as given on picture.

[8.16.8]. If **all** situations described in [8.16.6] occur simultaneously, the unit/stack that was forced to Withdraw **is eliminated**, instead.

[8.16.9]. Attacking units, forced to withdraw, must withdraw into the hex from which they entered the Melee hex.

[8.16.10]. Withdrawing units can join already an existing stack (The withdrawing unit must be placed at the bottom of the stack and assumes the same facing as other units in that hex). This is an exception to [8.16.6], above. If a withdrawal should cause over-stacking [6.2], that unit must withdraw one hex more (and suffer any additional penalties that may occur in doing so).

[8.16.11]. A Commander can withdraw one hex, if he so desires, whenever an enemy unit enters a hex adjacent to it. If he is stacked with a friendly unit, he does not have to withdraw.

9.0 Reaction to Enemy Movement.

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

A. Infantry versus enemy infantry. The unit may:
• hold its ground and fire upon enemy or
• make a Morale Check. If passed, the unit may conduct a "Counterattack" (see [8.14], above); if the check fails, that (non-phasing) unit must retreat **two (2) hexes**.

B. Infantry versus enemy cavalry. The unit may:
• stand its ground and fire upon enemy.

C. Cavalry versus enemy infantry. The unit may:
• hold its ground and fire upon enemy or
• conduct a "Counterattack" (see [8.14], above) or
• retreat **two hexes** (without any further penalty).

D. Cavalry versus enemy cavalry. The unit may choose from the same options as offered under "A", (above).

E. Cossacks may always retreat **two hexes**, if they so desire.

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

[9.3]. In the case of stacks, the Morale Check for the chance to conduct a "Counterattack" is resolved once, using the Morale ratings of the top-most unit in the stack.

[9.4]. Artillery can only fire upon enemy units. It is not allowed to move, react or change facing/position) during the opposing player's turn.

[9.5]. Players should always move their units in such a manner, as to allow their opponent to react accordingly.

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

[10.1]. Visibility. It is generally assumed that two units can see each other if a line connecting a point in the middle each of their hexes does not pass through:
• A woods hex,
• A village hex,
• A hill hex,
• Other units (except artillery and commanders).
The Hexside of a blocking hex also blocks visibility

Between these two units there is no visibility.
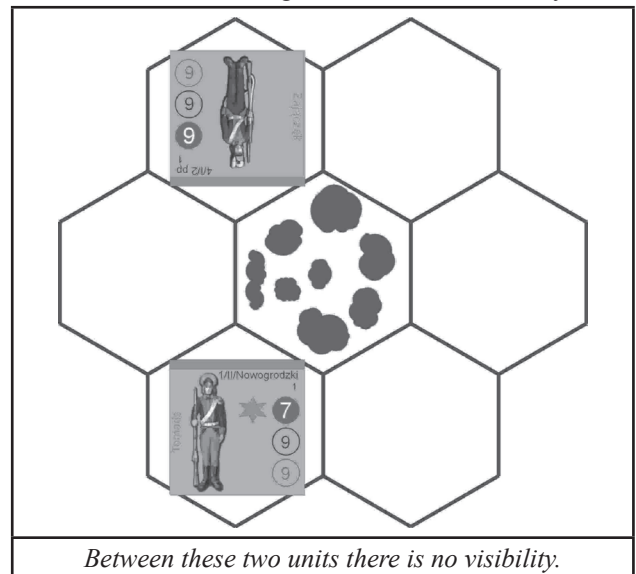
[10.1.1]. Slope hexes do not block visibility.

[10.1.2]. There is visibility between two units, regardless of any obstacles mentioned in [10.1], if both units are located on hills. In other words, objects in the valley below do not block visibility
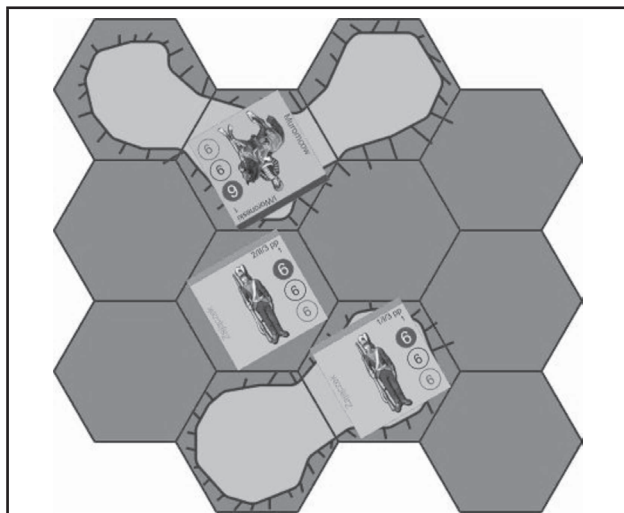
There is visibility between the Russian cavalry squadron and the Polish "kosynierzy" unit.

[10.2]. Line of Sight (LOS) is the line connecting the points in the middle of two hexes. One hex contains the "target" unit; the other contains the (opposing sides') firing unit. LOS exists when there is visibility (measured through the frontal zone of a firing unit). Exception: Units in skirmish order formation (see [7.2], above) also have an LOS extending through their flank zones.

[10.3]. Ranged combat is possible only when an LOS can be traced between two opposing hexes with no blocking terrain or units between them.

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

Example: [Historical scenario, "Battle of Raclawice"]. In the first Turn, Lt. Colonel Pustovalov is activated. The Polish Player can conduct fire combat with one or more units (see [10.9.6]) currently on the board, in range, etc. After resolving the affects of that fire, the Russian Player can now move another unit under Pustovalov's command or open fire with any other unit.

[10.5]. If there is enemy unit in the frontal zone of a friendly unit, that enemy unit **must be** the target of Fire combat (from the friendly unit).

[10.6]. Unit(s) within a Melee hex (see [3.4]) can neither Fire nor be Fired upon.

[10.7]. Unit(s) which must Retreat under Fire (see [10.11], below) **cannot** continue movement any further during this turn.

[10.8]. The Maximum range of Fire depends on the type of unit:
• Infantry: may fire at a target, up to 3 hexes away,
• Cavalry: may fire at a target, up to 2 hexes away,
• Artillery: may fire at a target, up to 10 hexes away.

[10.9]. Rifle Fire.
[10.9.1]. Each (non-artillery) unit can Fire **up to four times** per Turn. The phasing player must declare his decision to Fire during his Movement Phase and resolve the proce-

dure as explained in [10.9.4], below.

[10.9.2] A unit firing during its own Movement Phase must expend one movement point (1 MP) to conduct fire combat.

[10.9.3] Cossacks and "Kosynierzy" cannot conduct Fire combat, though they can be targets of Fire combat.

[10.9.4] Rifle Fire Procedure
a) Firepower should be divided by distance in hexes to the target;
b) Result should be rounded up or down in accordance with (Rule 3.4, [above]);
c) On the Ranged Combat Table, the player should find the row corresponding to the result from b) (above) and read the result of the Fire combat.
d) The result 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 of the following conditions are met:
• The distance between the target unit and firing unit is one (1) hex
• The Firepower (of the firing unit) is equal to or greater than 3
• And the die roll result is lower than Firepower (of the firing unit).

[10.9.6] Simultaneous Fire from several units at one target is possible. It is crucial, however, that **only units of one type occupy adjacent hexes in their Flank Zones (according to [8.10], above) and each unit has an LOS** to the target (according to [10.2], above). In accordance with [10.9.4a], the unit with the greatest Firepower from among the firing units is to be used. Next, the player should apply the result found down the Ranged Combat Table by as many rows as there are hexes from the Firing units to the target, minus one.
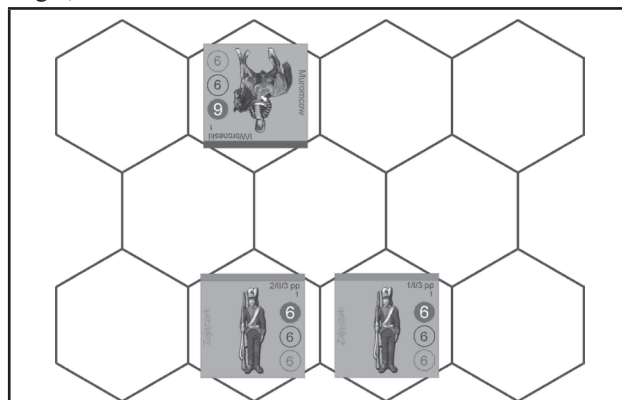
1/I/1 pp i 2/II/3 pp occupy adjacent hexes and they fire together at I/Woroneski. Both units have Firepower of 6. Basic row in Table is "3-5". Because two units are firing, the player should apply the result found one row down - "6-9". The effect of this fire is 1M. The Russian unit has to pass a Morale Check but to the die roll the player has to add one (+1).

[10.9.7]. Fire Effects.

-- - means No Effect

M – Morale Check (see [3.4], above). If unsuccessful, the unit must withdraw one hex.

#M – When rolling for a Morale Check, the number "#" must be used as a modifier. If unsuccessful, the unit must withdraw one hex.

Modifiers for Morale Checks

-1 (minus one) if defending unit is in a Woods hex

-1 if defending unit is in a Building hex

-1 if cavalry is firing

-1 if the defending unit is in Skirmish Order

+1 (plus one) if Polish shooters or Russian jaegers (without other units participating) are firing

+1 if defending units are in Square formation.

If a modified result is 9 or more, the defending unit must withdraw and suffer a step loss.

[10.10]. Artillery Fire.

[10.10.1]. All artillery units have the same field of fire and its effect is as depicted below.
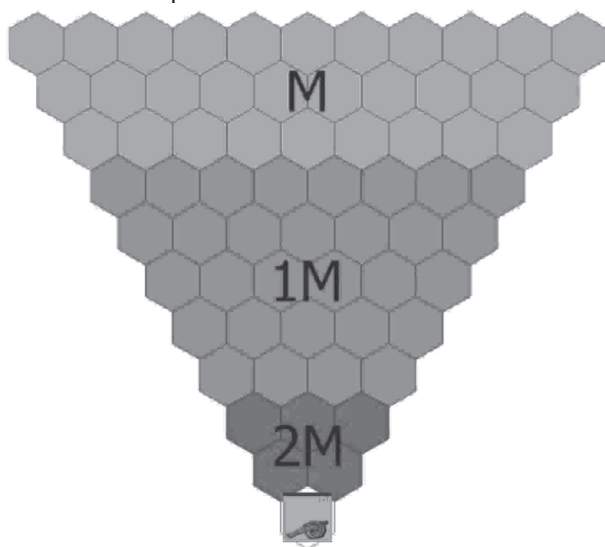
[10.10.2]. Artillery fire needs to be resolved, individually, on a unit by unit basis. A player cannot combine artillery fire together with fire from any other type of unit.

[10.10.3] All artillery units, from both sides, can **fire once** during the Movement Phase **after the activation of any commander.**

Note: One activation equals one shot for every artillery unit on map.

[10.10.4] 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 eliminated.

11.0 Melee Combat.

Melee Combat occurs either during Phase 4 of the round and/or during the Movement Phase (counterattack, charge).

[11.1]. Melee Combat takes place only when both enemy and friendly units occupy the same hex. The phasing player must melee **all enemy units** within a contested hex **with all of his friendly units** in the same hex. The strength/size of all opposing units must be totalled together:

[11.2]. All units under an Activated Commander, which fulfil the conditions from [11.1], above, must resolve Melee Combat. These activated units are considered to be the "Attacker".

[11.3]. Units can attack or be attacked **only once** during a given Phase – Exception: Cavalry charge (see [8.14], above).

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

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

[11.6]. The entire Melee Combat Phase is complete, only when the conditions. explained in ([11.2], above), are fulfilled.

[11.7]. Melee Combat Procedure:

a) the "Attacking" (active) player designates the Melee hex, where resolution will take place (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) the modified results must be compared to each other. The side with the lowest result loses the Melee. In the case of a tie, victory goes to the attacking side.

d) play now proceeds to the next Melee combat, if any remain.

[11.8]. Effects of Melee Combat:

• victorious units suffer one strength (SP) loss; they remain in the Melee hex and can change their facing, as per Rule [8.16.6].

• defeated units suffer two strength (SP) losses and Withdraw, as per Rule [8.16.6].

[11.9]. Charges and Counterattacks are a type of Melee Combat, resolved during Movement Phase.

[11.10]. Artillery being assaulted during the Melee Phase and alone in the hex, defends as Infantry, with the strength of one (1 SP).

[11.11]. If artillery is stacked with another friendly unit, it does not participate in the Melee taking place in its hex, it does, however, suffer all adverse results. If the, other, friendly unit(s) in the hex are forced to Withdraw, it is eliminated instead.

12.0 Victory Conditions.

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

• elimination of enemy units (VPs equal to the Morale ratings on all "#1" ID counters);

• elimination of enemy artillery units (8 VPs);

• death of an Enemy commander (10 VPs).

[12.2]. At the completion of the final game turn, Victory is awarded to the player who has gained the most victory points. The difference in Victory Points between the two sides also denotes the scale of the Victory:

• 1 to 8 VPs – Minor Victory
• 9 to 16 VPs – Decisive Victory
• 17 and more VPs – Total Victory

[12.3]. All scenarios in "Raclawice 1794" offer the chance of an "Automatic Victory". The conditions for such victories are specified in each scenario.

13.0 Scenarios.

Historical scenario.
This scenario depicts the situation at about 4 PM. Group of Lt.Col. Pustovalov finished flanking Polish left flank and Tormasov` main force just crossed Ścieklec stream and stopped next to the village of Janowiczki.

Starting positions.

Polish Army – First Variant

I/1 W.BKN, II/1 W.BKN	0715
III/1 W.BKN, IV/1 W.BKN	0815
V/1 W.BKN, VI/1 W.BKN	0915
VII/1 W.BKN, VIII/1 W.BKN	0714
IX/1 W.BKN, X/1 W.BKN	0814
I/4 psp	0711
II/4 psp	0811
III/4 psp	0710
gen. Madaliński	on any one of his units
1/I/7 pp	1113
2/I/7 pp	1112
1/I/6 pp, 2/I/6 pp	1212
3/I/6 pp, 4/I/6 pp	1312
1/II/6 pp, 2/II/6 pp	1111
3/II/6 pp, 4/II/6 pp	1110
płk Szyrer	on any one of his units
1/I/3 pp	1411
2/I/3 pp, 3/I/3 pp	1511
4/I/3 pp	1611
3/I/2 pp	1711
2/I/2 pp	1811
strz./2 pp	2211
1/I/2 pp	1809 (facing 1909 and 1810)
4/I/2 pp	1808 (facing 1908 and 1909)
1/II/3 pp, 2/II/3 pp	1608
3/II/3 pp, 4/II/3 pp	1707
strz./3 pp	2011
gen. Zajączek	on any one of his units
I/2 M.BKN	2301
II/2 M.BKN	2202
III/2 M.BKN	2203
IV/2 M.BKN	2104
V/2 M.BKN	2105
VI/2 M.BKN	2006
VII/2 M.BKN	2102
VIII/2 M.BKN	2103

IX/2 M.BKN	2004
X/2 M.BKN	2005
bryg. Manget	on any one of his units
1/ochotnicy, 2/ochotnicy	1507
1/kosynier, 2/kosynier	1406
3/kosynier, 4/kosynier	1306
5/kosynier, 6/kosynier	1206
7/kosynier, 8/kosynier	1106
9/kosynier, 10/kosynier	1405
11/kosynier, 12/kosynier	1305
13/kosynier, 14/kosynier	1205
15/kosynier	1105
gen. Ślaski	on any one of his units
Artillery:	
1 art., 2 art.	1214
3 art., 4 art.	1313
5 art., 6 art.	1413
7 art.	1412
8 art.	1512
9 art., 10 art.	1612
11 art., 12 art.	1710 (facing 1810 and 1809)
Commander-in-Chief Kościuszko	1509

However more than 200 years have passed since battle, it is still uncertain where Polish BKN Cavalry was positioned. Second Variant allows for different situation in which 1st Brigade of Greater Poland under command of general Madaliński occupied left flank. Right flank is guarded by 2nd Brigade of Lesser Poland under brigadier Manget;

Polish Army – Second Variant:

I/1 W.BKN	2301
II/1 W.BKN	2202
III/1 W.BKN	2203
IV/1 W.BKN	2104
V/1 W.BKN	2105
VI/1 W.BKN	2006
VII/1 W.BKN	2102
VIII/1 W.BKN	2103
IX/1 W.BKN	2004
X/1 W.BKN	2005
I/4 psp	1903
II/4 psp	1804
III/4 psp	1803
gen. Madaliński	on any one of his units
I/2 M.BKN, II/2 M.BKN	0715
III/2 M.BKN, IV/2 M.BKN	0815
V/2 M.BKN, VI/2 M.BKN	0915
VII/2 M.BKN, VIII/2 M.BKN	0714
IX/2 M.BKN, X/2 M.BKN	0814
bryg. Manget	on any one of his units

Rest of the units is setup in the same way as in First Variant.
Russian Army.

I/Woroneski	0823
II/Woroneski	0923
III/Woroneski	1023
IV/Woroneski	1123

V/Woroneski	0924
VI/Woroneski	1024
płk Muromcow	on any one of his units
6/kozak	1222
1/II/Jekatierynosławski	1321
2/II/Jekatierynosławski	1820
gen. Tormasow	1521
1/I/Nowogrodzki, 1/II Nowogrodzki, ppłk Tomatis	1621
1/I/Uglicki, 1/II/Uglicki	1721
1/III/Jekatierynosławski, 2/III/Jekatierynosławski	2706
3/III/Jekatierynosławski, 4/III/Jekatierynosławski	2707
ppłk Pustowałow	on any one of his units
I/Achtyrski	2803
II/Achtyrski	2704
I/Elizawetgradzki	2804
ppłk Obrezkow	on any one of his units
1/kozak, 2/kozak	2604
3/kozak, 4/kozak	2605
5/kozak	2705
mjr A. Denisow	on any one of his units

Artillery:

1 art., 2 art.	1421
3 art., 4 art.	1420
5 art., 6 art.	1520
7 art., 8 art.	1620
9 art., 10 art.	1720
11 art.	2607
12 art.	2606

Scenario Notes:

1 At the beginning, Russian Player has Activation Chits for Tormasov, Pustovalov and one chosen freely from remaining ones. Activation of Pustovalov begins the game.

2. Starting from 8th Game Turn, Polish Player can select gen. Ślaski` chit. Before then it is impossible to (even using special rules for Kościuszko) use units under Ślaski command... unless they will find themselves in Melee. Then Ślaski activation chit is available starting from following turn.

3. In 12th Game Turn Russian Player has following activations chits available: Tormasov, F. Denisov and one freely chosen from remaining ones. Units under Denisov accompanied by 6 guns (numbers 13-18) enter the map through hex 0126 in 12th Game Turn. If that hex is occupied by Poles, Russians can enter through the closest hex not occupied by enemy.

Automatic Victory: Prussians 167 VPs, Polish 159 VPs;

Hipothetical scenario

This scenario depicts situation from 1 PM. Russian side has all units ready because general Denisov managed to arrive to the battlefield early (not as in reality when only detached grenadiers of Lt. Col. Tomatis were ready and present). General Denisov, taking command from hands of Tormasov, decided to attack rebellious Poles and ordered his soldiers to engage.

Set Up

Polish Army – like in First or Second Variant of Historical Scenario (Player has to decide which will be used)

Russian Army – when in 1st Game Turn commander is activated, his units enter map from hexes between 1227 and 3427. At the entry hex unit expend MPs depending on the terrain type. There are no restrictions on number of units that can enter map through a single hex.

Scenario notes:

1. Overall Commander of Russian army is General Fyodor Denisov. Rule [4.4] must be used in regard to him.
Automatic victory: Russians 167 VPs, Poles 164 VPs.

Errata

3/II/6 pp Morale 5 Strength 2 Firepower 2 should have ID number 2
IV/Woroneski Morale 6 Strength 5 Firepower 5 should have ID number 2
Counters 2/II/Nowogrodzki (ID #2) and 3/II/Nowogrodzki (ID #1) are present in two copies. In game, players should use, naturally, only one.

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

Counters manifest.

Polish army

unit identifier	commander	quantity of counters
1/I/2 pp	Zajączek	2
2/I/2 pp	Zajączek	2
3/I/2 pp	Zajączek	2
4/I/2 pp	Zajączek	2
strz./2 pp	Zajączek	1
1/I/3 pp	Zajączek	2
2/I/3 pp	Zajączek	2
3/I/3 pp	Zajączek	2
4/I/3 pp	Zajączek	2
1/II/3 pp	Zajączek	2
2/II/3 pp	Zajączek	2
3/II/3 pp	Zajączek	2
4/II/3 pp	Zajączek	2
strz./3 pp	Zajączek	1
I/2 M. BKN	Manget	2
II/2 M. BKN	Manget	2
III/2 M. BKN	Manget	2
IV/2 M. BKN	Manget	2
V/2 M. BKN	Manget	2
VI/2 M. BKN	Manget	2
VII/2 M. BKN	Manget	2
VIII/2 M. BKN	Manget	2
IX/2 M. BKN	Manget	2
X/2 M. BKN	Manget	2
1/I/6 pp	Szyrer	2
2/I/6 pp	Szyrer	2
3/I/6 pp	Szyrer	2
4/I/6 pp	Szyrer	2
1/II/6 pp	Szyrer	2
2/II/6 pp	Szyrer	2
3/II/6 pp	Szyrer	2
4/II/6 pp	Szyrer	2
1/I/7 pp	Szyrer	2
2/I/7 pp	Szyrer	2
I/4 psp	Madaliński	1
II/4 psp	Madaliński	1
III/4 psp	Madaliński	1
I/1 W. BKN	Madaliński	2
II/1 W. BKN	Madaliński	2
III/1 W. BKN	Madaliński	2
IV/1 W. BKN	Madaliński	2
V/1 W. BKN	Madaliński	2
VI/1 W. BKN	Madaliński	2
VII/1 W. BKN	Madaliński	2
VIII/1 W. BKN	Madaliński	2
IX/1 W. BKN	Madaliński	2
X/1 W. BKN	Madaliński	2
1/kosynier	Śląski	2
2/kosynier	Śląski	2
3/kosynier	Śląski	2
4/kosynier	Śląski	2
5/kosynier	Śląski	2
6/kosynier	Śląski	2
7/kosynier	Śląski	2
8/kosynier	Śląski	2
9/kosynier	Śląski	2
10/kosynier	Śląski	2
11/kosynier	Śląski	2
12/kosynier	Śląski	2
13/kosynier	Śląski	2
14/kosynier	Śląski	2
15/kosynier	Śląski	2
1/ochotnicy	Śląski	2
2/ochotnicy	Śląski	2
1 art.		1
2 art.		1
3 art.		1
4 art.		1
5 art.		1
6 art.		1
7 art.		1
8 art.		1
9 art.		1
10 art.		1
11 art.		1
12 art.		1

Russian army

unit identifier	commander	quantity of counters
2/I/Nowogrodzki	F. Denisow	2
3/I/Nowogrodzki	F. Denisow	2
4/I/Nowogrodzki	F. Denisow	2
5/I/Nowogrodzki	F. Denisow	2
2/II/Nowogrodzki	F. Denisow	2
3/II/Nowogrodzki	F. Denisow	2
4/II/Nowogrodzki	F. Denisow	2
5/II/Nowogrodzki	F. Denisow	2
2/I/Uglicki	F. Denisow	2
3/I/Uglicki	F. Denisow	2
4/I/Uglicki	F. Denisow	2
5/I/Uglicki	F. Denisow	2
2/II/Uglicki	F. Denisow	2
3/II/Uglicki	F. Denisow	2
4/II/Uglicki	F. Denisow	2
5/II/Uglicki	F. Denisow	2
III/Achtyrski	F. Denisow	2
IV/Achtyrski	F. Denisow	2
V/Achtyrski	F. Denisow	2
7/kozak	F. Denisow	1
8/kozak	F. Denisow	1
9/kozak	F. Denisow	1
10/kozak	F. Denisow	1
11/kozak	F. Denisow	1
12/kozak	F. Denisow	1
1/I/Nowogrodzki	Tomatis	3
1/II/Nowogrodzki	Tomatis	3
1/I/Uglicki	Tomatis	3
1/II/Uglicki	Tomatis	3
1/II/Jekatierynosławski	Tormasow	3
2/II/Jekatierynosławski	Tormasow	3
6/kozak	Tormasow	1
1/III/Jekatierynosławski	Pustowałow	3
2/III/Jekatierynosławski	Pustowałow	3
3/III/Jekatierynosławski	Pustowałow	3
4/III/Jekatierynosławski	Pustowałow	3
I/Woroneski	Muromcow	2
II/Woroneski	Muromcow	2
III/Woroneski	Muromcow	2
IV/Woroneski	Muromcow	2
V/Woroneski	Muromcow	2
VI/Woroneski	Muromcow	2
I/Achtyrski	Obrezkow	2
II/Achtyrski	Obrezkow	2
I/Elizawetgradzki	Obrezkow	2
1/kozak	A. Denisow	1
2/kozak	A. Denisow	1
3/kozak	A. Denisow	1
4/kozak	A. Denisow	1
5/kozak	A. Denisow	1
1 art.		1
2 art.		1
3 art.		1
4 art.		1
5 art.		1
6 art.		1
7 art.		1
8 art.		1
9 art.		1
10 art.		1
11 art.		1
12 art.		1
13 art.		1
14 art.		1
15 art.		1
16 art.		1
17 art.		1
18 art.		1