

# 1831

## For our freedom and yours

### Battle of Grochow

Rule book



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**Entry of Russian Army to Kingdom of Poland and actions of main forces until 25th February 1831.**

When on 29th November 1830 Polish rebels picked up their weapons, one thing was certain. Russia won't agree to cede their authority in rebellious province. Decree of Tsar Nicholas I from 13th of December listed the forces raised specifically with a purpose to pacify the Polish uprising. The army consisted of: I and VI Infantry Corps, III and V Cavalry Reserve Corps, Grenadier Corps and units under Grand Duke Konstantin. At a later time, they were to be reinforced by Guard units and II Infantry Corps. Ivan Dybich (officially Hans Karl Friedrich Anton von Diebitsch und Narden ) was appointed to be a commander of this force. His plan was simple. He intended to use the numerical advantage, crush the uprising in one decisive battle and occupy Warszawa. On 5th February 1831 the army of Dybich, 110 000 men strong, crossed the borders of Kingdom of Poland.

Polish plan for the campaign was based on the plan of lieutenant colonel Chrzanowski, with small modifications. Its goal was to concentrate the forces near Węgrów and placing small pickets in the vicinity of Siedlce and Ostrołęka.

The first engagement had place on 7th February, when 1st Uhlán Regiment clashed with Russian vanguard. Polish forces, however, successfully executed the plan of Chrzanowski and withdrew, avoiding further combat. Russians crossed Liwiec River, the last natural barrier before the city of Warszawa, unopposed. After the crossing, Dybich ordered his units to rest before a decisive action. The pause lasted for three days. In the meantime, first battle of that war took place. On 14th February, near Stoczek, a unit led by Dwernicki defeated Rifle Cavalry of Gejsmar. Dybich, however, advanced toward Warszawa. Poles tried to delay his march which resulted in battles of Kałuszyn and Dobro. Both end with Polish withdrawal.

Finally, on 19th February the first true battle occurs, which started as a meeting engagement. Neither side planned for this battle. It resulted from the decisions of Russian vanguard leader, Łopuchin, and Polish division commanders, Żymirski and Szembek. Polish infantry battalions routed the enemy with well-aimed rifle fire volleys. Our soldiers in comparison to Russians fared better when fighting in forest terrain, where what matters is not a plan of a division commander but rather the initiative of a soldier along with a company or battalion commander. Regardless of quick reaction of headquarters chief, Toll, and decision to commit to battle fresh battalions from I Corps, Polish units kept pushing forward. Around noon, Dybich arrives to the battlefield. Instantly, he throws 2nd Infantry Division at Poles. Yet Poles keep on coming. Russian overall commander had to use his personal guard. In the end, thanks to artillery support, Russian defense holds. At this point, the cavalry led by Łubieński finds itself in serious trouble, as it is almost cut off from the main body of Polish forces. Situation was saved by Chłopicki who personally led a regiment of grenadiers into the fight. This was the last event of the battle of Wawer. After that, Polish infantry withdrew to positions at Olszynka Grochowska. Polish losses are given as 2 500 soldiers, whereas Russians lost 3 700 men.

Next fight occurred on the following day. During a reconnaissance led by Dybich, artillery started firing and shortly afterwards Russian 25th Infantry Division was roused to attack on Olszynka. Polish positions were defended by 3rd Infantry Division led by Skrzynecki. In the afternoon Rosen stopped this fruitless assault, which ended up with 1 600 wounded and dead. Poles lost 500 men.

After this engagement, a lull lasting several days occurred. Russians were waiting for the arrival of Grenadier Corps (count Szachowski), so they could mount the attack on left Polish wing. Chłopicki, being a newly appointed commander of first line troops, didn't have a prepared plan of action. He refused to listen to the advice of Prądzyński and Chrzanowski about attacking Dybich or Szachowski. He probably thought of crossing the Vistula River but ultimately he conceded to the pressure of public opinion and his own earlier promises about fighting a battle on the right bank of Vistula.

Szachowski wasn't able to join the Russian main forces. The main reason for this was the activity of 1st Infantry Division of Krukowiecki, as this unit fought successfully twice against Szachowski near Białoleka on 23rd and 25th February.

**Forces and means of both sides.**

It is generally assumed that forces gathered on both sides near Olszynka Grochowska were as follows:

Russian army - 53 000 bayonets and sabers along with more than 200 guns (the majority of Russian force wasn't present at the beginning of battle, but arrived later during the combat).

Polish army - 32 000 bayonets and sabers, 130 guns.

This means 1,5:1 advantage in soldiers and 2:1 advantage in artillery guns for Russians.

Russian army was constituted of following units: I Corps led by Count Piotr Pahlen (1st Infantry Division, Gerwais; 2nd Infantry Division, Teslew; 3rd Infantry Division, Szkurin; 1st Hussar Division, Łopuchin), 3rd Cuirassier Division belonging to III Reserve Cavalry Corps, led personally by Count Iwan Witt, 2nd Grenadier Division (Polujek-tow) belonging to grenadier Corps of Count Iwan Szachowski, VI (Lithuanian) Corps led by Count Grigoriy Rosen (24th Infantry Division, Kiszkin; 25th Infantry Division, Reibnitz; Lithuanian Uhlán Division, Włodek; Lithuanian Grenadier Brigade, Murawjew), guard unit of Grand Duke Konstantin along with artillery reserve.

Polish army had: 2nd Infantry Division led by general Franciszek Żymirski, 3rd Infantry Division, general Jan Skrzynecki, 4th Infantry Division, general Piotr Szembek, II Cavalry Corps, general Tomasz Łubieński (1st Cavalry Division, general Stryjeński; 2nd Cavalry Division, general Ruttie). In later phase of the battle, new units arrived - I Cavalry

Corps led by general Jan Umiński (1st Cavalry Division, general Jankowski; 2nd Cavalry Division, general Tomicki) along with a brigade from 1st Division of general Jan Krukowiecki.

#### The battle of 25th February 1831.

The sounds of cannonade from the direction of Białoleka hastened the decision by Dybich to attack the rebel army. The battle started in such unexpected manner that not only reserves couldn't arrive on time but even battalions of I Corps hadn't been able to occupy their proper places in the battleline.

Around 9 am a cannonade of Russian artillery started and continued for 40 minutes. Shortly after, battalions of 24th Infantry Division commenced their attack. They were joined by 25th Infantry Division and supported by an ongoing artillery fire. 2nd Rifle Regiment, positioned in the first line, held for one hour in the face of enemy numerical superiority. After its withdrawal and Russian advance into alder forest, 7th Infantry Regiment counterattacked and expelled Russians from the newly gained positions. Fresh Russian units attacked again Polish positions. Defenders held, thanks to 7th Regiment but also to the efforts of 3th Infantry Regiment and rallied now 2nd Rifle Regiment. Dybich, seeing that he won't take Polish positions easily, decided to prepare the next attack more carefully. Around 11 am a new attack was mounted, this time not only by 24th and 25th Divisions but also with the help of battalions from 3rd Division and a brigade from 2nd grenadier Division. The assault was supported directly by 30 guns commanded by Toll. Żymirski Division broke and after a fierce fight was forced to withdraw from the forest. Its losses were as high as 33% of the initial manpower. This was the point during the battle when Chłopicki decided to use some of his reserves. Counterattack was performed by Polish grenadiers, led personally by Chłopicki, 4th Rifle Regiment led by Żymirski (who fell in this action) along with 4th and 8th Infantry Regiments under general Skrzynecki. "All that didn't run from the forest, died there". Counterattack shook the enemy force. Battalions of 3rd Infantry Division and VI Corps ran in utter dismay, among wounded there was also the leading officer, general Freigang.

Polish infantry expelled Russians from the forest and left it through its eastern edge. Straight ahead were the Russian batteries that started the battle several hours earlier. "Now is the moment when each one of us has to take care of himself" - Dybich was to shout to his officers. Unfortunately, Poles weren't able to capture Russian positions. Our infantry was exhausted whereas Russians still had fresh battalions to their disposal. By 2 pm, as many as 34 battalions fought already with Poles. At this moment in time, general Chłopicki had to leave the field because of the wound. The command was taken by general Skrzynecki. He organized few counterattacks but ultimately had to withdraw before the much stronger Russians. One of the reasons was lack of artillery munitions. At 3 pm, Poles were withdrawing all along the battleline. The biggest disadvantage was however the lack of overall commander. Radziwiłł was nowhere to be found. Therefore, each division commander had to command according to his abilities. Dybich resolved to mount a decisive attack with his cavalry, which didn't participate in fight so far. The command of this great charge was to belong to Toll. He was to lead personally cuirassiers of 3rd Division along with Guard Uhlans. Cavalry was to circle the forest from the north side and strike at retreating Poles of 3rd Division. Crossing the swamp terrain took much longer than expected and because of that Poles were able to prepare themselves for a charge. Good cooperation of all types of arms, including the rocket artillery, helped Poles to repulse the Russian charge. Only two cuirassier squadrons of Prince Albert crossed the line of Polish infantry but they were caught and dispersed near "the iron pole" (a road mark situated one mile away from the borders of the city, Warszawa) by Polish uhlans led by Kicki. Russian charge at the left wing was more successful. Their cavalry was able to rout a battalion of 1st Rifle Regiment, among others. Russians however didn't attack the main body of Polish army that was withdrawing in the direction of Praga. Toll was trying to convince Dybich to issue an order to attack the fortifications of Praga. Such order wasn't given because of the late time of the day and the fact that Polish units were able to redress their lines. The battle has ended after 5 pm.

#### The Aftermath.

The battle ended in tactical victory of Russians. They expelled Polish units from their positions and forced them to withdraw towards Praga. In operational terms, however, it was the Polish victory. Warsaw hadn't been captured and the Army of Congress Poland hadn't been routed. Dybich hadn't crushed the uprising in 3 weeks. War was going to continue for 8 months more.

The best commentary is to be found in the letter of Nicholas I to his marshal: *"(...) I expected greater, more conclusive results, and especially more decisive ones thanks to great advantage of our forces and superiority of our positions. It's really hard to believe that in face of such odds the enemy could save their whole artillery and cross the Vistula River through one single bridge."*

"Battle of Grochow" depicts one of the most famous battles of the Polish army. Successful defense of a small alder grove resulted in inability of the much more numerous Russian forces to array themselves properly and inflict the Polish army a decisive blow. With this game, players can check whether the history could have been different. The Russians have a larger army. In turn, the Poles can take advantage of the terrain and better training to fight in skirmish formation. Although the players have to deal with historical dilemmas, the result of the game depends on their decisions.

**1.0 Introduction.**

1.1. The contents of each game include a rule book, a scenario book, a map showing the area of battle, one 10-sided die and a set of 432 die-cut counters.

**1.2. Map and time scale.**

1.2.1. One hex corresponds to about 200 meters of the real terrain.

1.2.2. To facilitate the movement on map, hexagonal grid was imposed on the map. Hereafter, one field of this grid will be called a hex.

1.2.3. One game turn corresponds to 30 minutes of the real time.

**1.3. Basic definitions used in the game.**

1.3.1. **Morale** - value representing the training, experience, resilience to incurred losses and events taking place on the battlefield. The number on the back side is lowered by one compared to that on the front side.

1.3.2. **The level of combat efficiency** - each unit has one of four possible levels: fully effective, „disorganized”, „Demoralized” and routed.

1.3.3. **Unit’s strength** - the size of a unit expressed in points. Losses in combat and results of artillery fire may lower this rating. The maximum strength is 9 points. When a unit loses at least 50%, the counter is flipped to the back side.

1.3.4. **Melee** - it represents the direct combat that occurs between enemy units, no matter of their type, be it infantry, cavalry or artillery unit.

1.3.5. **Skirmishers** - the value present on every infantry unit. The greater the number of stars on the counter, the unit has more experience in a skirmish fight, or it was more predisposed to it, could detach more skirmishers from the main body of unit and had better training in use of ranged weapons. The cavalry units have flankers instead of infantry skirmishers. Their value is fixed at 0.

1.3.6. **Momentum** - possessed by every cavalry unit. The greater the number of stars on the counter, the more unit was predisposed to perform charge (better training and equipment).

1.3.7. **The type and size of the battery of artillery** - to be found on artillery units (as black stars). The value depends on the size and gauge of cannons included in the battery or half-battery.

**1.4. The die.**

1.4.1. The game uses a 10-sided die, with the result of „0” representing a result of “zero”, not “ten”.

1.4.2. If rules call for a die roll, it means that a 10-sided die must be rolled once.

**1.5. Counters.**

1.5.1. The game counters belong to three types: they can represent combat units (infantry, cavalry and artillery), commanders or provide information about the state that units are currently in. One strength point can represent about 90 foot soldiers, 60 cavalymen or 6 to 9 guns.

1.5.2. The infantry counters represent infantry battalions. Reverse side of a counter represents a unit which lost 50% or more of its initial strength.

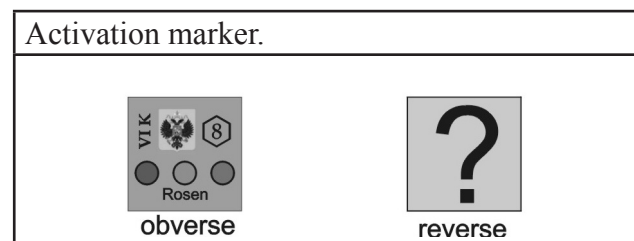
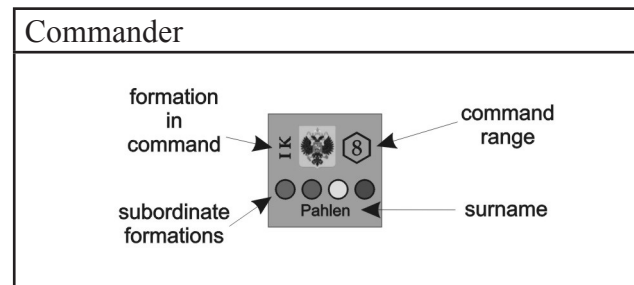
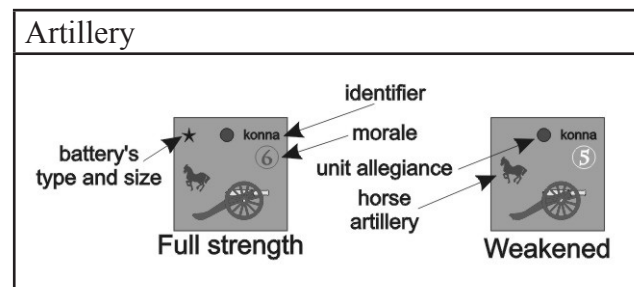
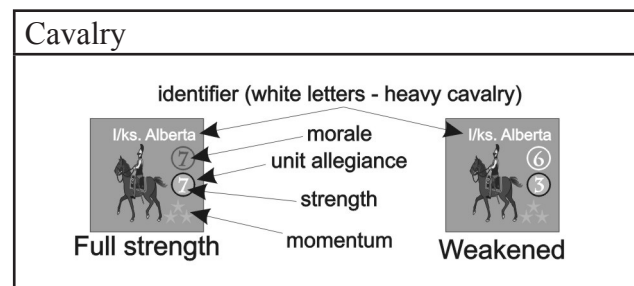
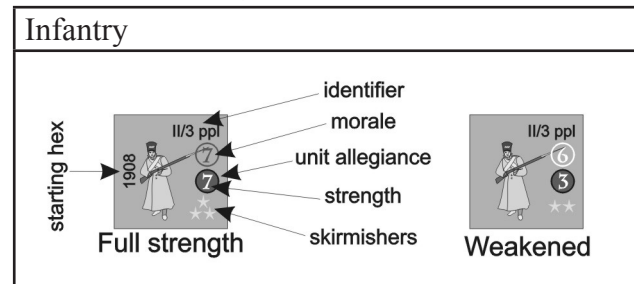
1.5.3. The cavalry counters represent cavalry regiments, divided into 2 divisions, as long as the given regiment consisted of at least 600 soldiers.

1.5.4. The artillery counters represent a grouping of 6 to 9 guns, divided by gauge into following categories:

lightweight (6-pounder and 10-pounder unicorns), heavy (12-pound and 20-pound unicorns) and horse (6-pounder and 10 - pounder unicorns). The front side of a counter shows a battery at full strength, and the reverse represents weakened battery.




















1.5.5. The counters of commanders represent commanders-in-chief, corps commanders and division commanders. The front side shows the commander that is ready for activation, while the reverse side shows that commander that has been already activated.

1.5.6. Examples of units and commanders counters shows the following sketches:





1.5.8. The silhouettes depict armaments and formations:

Russians – green background		Poles – blue background	
	marines		line infantry
	line infantry		riflemen
	jägers		grenadiers
	grenadiers		mounted rifles
	carabiniers		recruit cavalry
	hussars		uhlans
	horse carabiniers		horse carabiniers
	uhlans		artillery
	cuirassier		rocket artillery
	artillery		

## 1.6. Rounding of fractions.

1.6.1. Whenever the game rules refer to rounding of fractions, that should be done as follows:

- if the fraction is in the range from 0.01 to 0.49, it is rounded down,
- if the fraction is equal to 0.50 or more, it is rounded up.

## 1.7. Active/inactive player.

1.7.1. Active player is the one whose activation is currently being resolved. The opposing player is at this time inactive.

## 1.8. Morale check.

1.8.1. If at any time during the game you have to check the morale, roll the die and apply any necessary modifiers. Then compare the result with a morale factor of the unit. Result lesser than or equal to the factor means that the unit has passed the morale check. A result greater by 1 or 2 means that the unit has not passed the test, and loses 1 level of combat efficiency. The test result greater of 3 or more means that a unit is routed.

## 2.0 Game phases and game turns.

### 2.1. General rules..

2.1.1. Players can perform operations only in the following specific order.

2.1.2. The game is divided into turns. To

indicate current game turn the marker „Game Turn” should be placed in proper box of the Game Turn Track, which is located on the board.

2.2. **Initiative Phase** - is shared by both players.

2.2.1. Each player rolls a die. The player who rolled higher has the initiative. In case of a tie, the initiative remains with the player who possessed it in the previous game turn. The army having the initiative in the first turn is stated by the scenario rules.



2.3. **Activation Phase.** It is common for both players and is divided into individual activation phases of every formation.

2.3.1. The player with the initiative chooses one out of his own activation markers and activates the appropriate formation.

2.3.2. Other available markers should be placed in a common „Activation Pool” and players alternately draw one marker at a time. „Activation Pool” may be an opaque cup or other vessel.

2.3.3. Upon drawing a commander-in-chief activation marker his counter can be moved, and then you can activate:

- any division with artillery located within its commanders range or
- an artillery, belonging to one corps.

2.3.4. When a corps commander activation marker is drawn, his counter can be moved. Then, you can activate one of the divisions under the condition that the commander of the division is within the range of the corps commander. If the corps artillery is within the range of division commander, it also can be activated.

2.3.5. At the moment of drawing a division commander activation marker, activate its subordinate units and artillery located within the command range. Commander can move, when all the troops have finished their movement.

2.3.6. Each formation can be activated only once in a given game turn.

2.3.7. Activation of the division is carried out as follows and in the following order.

2.3.7.1. **Artillery fire.** Details - see 11.0.

2.3.7.2. **The movement of units (moving, changing units' orders).** Units move according to the general rules - see 7.0. Out-of-command units have half of their movement points.

2.3.7.3. **Artillery fire of inactive player.** Artillery units of inactive player can fire at enemy units whose activation is currently ongoing.

2.3.7.4. **Combat.** Details - see 9.0 and 10.0.

In this phase are resolved: the melee and charge, cavalry pursuit and continued charge.

2.3.7.5. **Return of reorganized troops.** Units reorganized in the previous turn which could not appear on the board earlier are to be placed in the hex adjacent to the commander.

### 2.3.8. Special activations.

2.3.8.1. The detailed rules of particular scenarios define special activations, which players can perform.

*Note: In „Battle of Grochow” there are no special activations.*

2.3.9. After completion of an activation, a commanders counter is flipped on a reverse side. This means



that it cannot be activated in this game turn again.

## 2.4. Reorganization phase.

2.4.1. It is common for both players. Players reorganize routed units, which are located in the „Routed units” box - for details see 12.8.2.

2.4.2. Units covered with markers „disorganization” and „Demoralization” reorganize themselves according to the point 12.8.1.

2.5. After completion of the Reorganization Phase, the marker „Game Turn” is moved to the next box on the Game Turn Track.

2.6. The game play ends when the last turn is finished, or when one of the players achieve an automatic win – for details, see „Scenario book”.

## 3.0 Command and commanders.

3.1. Each division commander is assigned a different formation, marked with a colored circle. Corps commanders have circles in colors of their divisions, which are part of the corps.

3.2. The front side shows the commander, who was not activated yet. Reverse side of the counter represents the commander whose activation phase is over.

3.3. The division commander must end its activation on a unit belonging to his own formation. This provision does not apply to corps and army commanders.

3.4. **Command range.** This is the value on the commander’s counter. It determines how far the commander’s influence on units or other commanders (corps commander, gen. Chłopicki) extends. While checking the distance you cannot go through hexes in an enemy zone of control unless they are occupied by friendly troops.

3.4.1 The unit is in command when it is within their division or corps commander (corps unit) command range. Unit is out-of-command when it is beyond the command range.

3.5. **The commander’s influence on morale.** Unit, stacked with the commander of their division or corps commander or commander-in-chief, has its morale increased by 1 compared to the value on the counter. The presence of several commanders does not cause additional bonuses.

3.6. **Loss of a commander.**  
3.6.1. His place is taken by the Replacement, who does not increase the morale of units and its command range is reduced

by 1. The marker symbolizing commander should be covered by the auxiliary marker „Repl.”

3.6.2. If during combat commander is stacked with the unit, which suffered losses in strength points, you need to roll the die. Result 0 means there is a need for another die roll:

- 0 - 4 - the death of the commander. Until the end of the game you must use the „Repl” marker.
- 5 - 9 - light wound. The leader counter should be covered by „Repl” marker. This marker is removed after turn defined by the value on the die. If that die roll would indicate a turn after the end of the scenario, the “Repl” marker must be used until the end of the game.

*Example: In turn 5, General Żymirski participated in the battle with a infantry battalion. After suffer-*

*ing strength losses, player checks what has happened to the commander. If the die roll would be 0, player rolls again. Suppose that result was 7 - a minor wound. Counter of General Żymirski should be covered by „Repl” marker. The marker will be removed after playing 12th game turn (5 + 7).*

3.6.3. When a commander, while alone within a hex, will be approached by an enemy unit, move it to the nearest unit under his command. If this is not possible, commander is transferred to the hex in the vicinity of the commander-in-chief and covered by „Repl” marker.

3.6.4. If the unit fought in the hex stacked with the commander and was Routed, commander himself is transferred onto the next unit of his own formation (or any friendly unit if it was the army commander). If there is no such a unit on the board, commander should be moved to the „Routed units” box with the unit.

3.6.5. The commander is removed from the game when:

- all units belonging to his formation are eliminated or
- was covered by „Repl” marker and subsequent event during the game will result in additional use of this marker.

3.6.6. The commander returns to the board or, in the case of a light wound, recovers the original factors at the start of its own activation.

## 4.0 Orders and facing of units.

### 4.1. Infantry.

4.1.1. The infantry does not have a specific order (exception: a square).

4.1.2. **Square** – type of dense order, used only in defense against cavalry. This order has a little mobility. It can be created only by fully effective or disorganized troops, whose strength is greater than 3. In addition, the infantry in this order has a zone of control on all six adjacent hexes, but cannot attack. Unit in this order may not enter the enemy’s zone of control.

4.1.2.1. Changing the infantry order from square is done by removing the auxiliary marker and payment of 1 movement point. Unit may adopt any facing.

4.1.2.2. In the case of attack by an enemy infantry unit, the friendly unit immediately changes the order and the opponent receives a +1 modifier to the die roll when resolving combat.

### 4.2. Orders of cavalry.

4.2.1. Cavalry does not have a specific order.

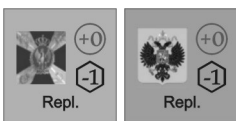
### 4.3. Orders of artillery.

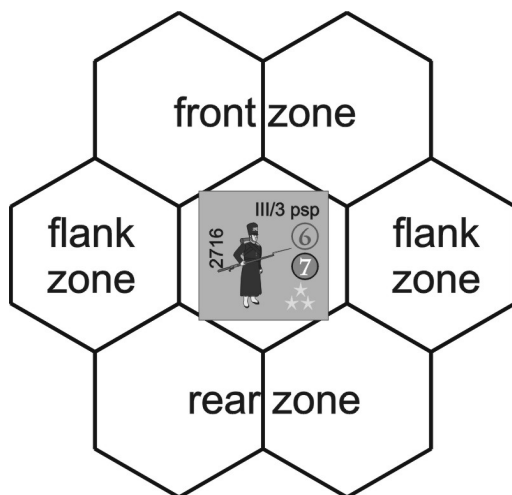
4.3.1. Artillery does not have a specific order. It can move and fire.

4.4. Each unit has to be facing the hex’s vertex as shown on the sketch.

4.5. A unit has a protected flank when its flank zone is in the zone of control of another friendly unit.

4.6. During the movement a unit can change facing. This evolution does not require the expending movement points, but within a given hex a unit may make only one pivot by 60 degrees. The exception to that is when joining to the stack - then the unit assume the same orientation as a unit that was already in the hex.





4.7. Changing facing as a reaction to the opponent's move - see section 5.5.4.

4.8. If the unit begins to move in the opponent's zone of control, it may leave it or change its facing as the owner sees fit. Then, check its morale in accordance with section 1.8.

4.9. Artillery fires only through the hexes in its frontal zone.

4.10. Cavalry charges and performs counter-charges into the hexes in its frontal zone.

#### 5.0 Zone of control and reaction to enemy movement.

5.1. Every infantry and cavalry unit has a zone of control, regardless of its strength. Artillery units and commanders do not have a zone of control.

5.2. Unit's zone of control are constituted by hexes in the frontal zone. Other hexes belong to rear and flank zone as it is shown on the sketch.

5.3. A unit must stop when it enters the enemy zone of control.

5.4. Demoralized units do not react to the movement of the enemy. Fully effective or disorganized units may react by choosing one of the following actions.

##### 5.5.1. Changing order to square when cavalry charges at infantry.

5.5.1.1. Forming a square requires a morale check at a time when the infantry is in zone of control of approaching enemy cavalry. A successful test means the formation of a square. The failed test means that the unit remains in its current order and loses level of combat efficiency according to rule 1.8.1. Following modifiers are applied to die roll:

- +1 if the infantry is disorganized;
- +2 if it is attacked from the rear or flank zone.

5.5.1.2. Square cannot be created if the unit is already in the zone of control of another enemy unit.

5.5.2. Cavalry counter-charge. When an enemy unit enters the hex adjacent to the friendly cavalry, the friendly unit may try to counter-charge. Successful morale check means the possibility to change facing, if necessary, and carry out counter-charge - while resolving combat take into account the momentum of counter-charging cavalry. The failed test means the loss of combat efficiency in accordance with rule 1.8.1. Such unit also must retain its facing and does not

contribute its momentum during combat resolution.

5.5.3. **Withdrawal of cavalry and horse artillery.** Cavalry or artillery unit may withdraw two hexes, whenever an enemy non-cavalry unit will move into an adjacent hex. After the withdrawal morale check should be made as stated in rule 1.8.

Cavalry or artillery may be withdrawn many times in one single enemy activation.

The horse artillery cannot withdraw if stacked with an infantry unit.

During the withdrawal rules relating to retreat should be applied - see 12.2.

5.5.4. **Facing change.** If an enemy unit enters a hex in the flank or rear zone of friendly unit, such a unit can make a morale check. A successful test allows to change facing of the inactive unit as the owner sees fit. Failed test precludes change facing and the inactive unit loses combat efficiency level under rule 1.8.1. Add one as modifier to the test if the inactive unit performs a change of facing by more than 60 degrees.

5.6. The unit can make only one reaction in one opponent's activation. Cavalry unit cannot continue with a counter-charge.

5.7. If infantry or foot artillery unit is at the beginning of their activation in the zone of control of the enemy, it may leave it:

- By entering the hex in the front zone - at the expense of an additional movement point. Then the unit has to test its morale.
- By entering the hex in the rear zone - at the expense of all movement points. Then the unit has to test its morale.

Infantry or foot artillery unit may not re-enter opponent's zone of control in this phase.

5.8. If a cavalry or horse artillery unit begins to move in the enemy zone of control, it can leave it:

- By entering the hex in the front zone - at the expense of an additional movement point. Then the unit has to test its morale.
- By entering the field in the rear zone - at the expense of the half of movement points. Then the unit has to test its morale.

Cavalry or horse artillery unit may re-enter the ZOC of another enemy unit.

#### 6.0 Stacking.

6.1. Troops occupying the same hex form a stack.

6.2. One hex cannot be occupied by infantry and cavalry units at the same time. You can combine artillery and infantry or artillery and cavalry.

6.3. At any time during the game the same hex may be occupied only by: units belonging to one division and/or units not included in any division (corps and army units), or corps unit and division unit belonging to that corps.

6.4. Creation of and moving from the stack does not require spending additional movement points.

6.5. Changing the order in the stack also does not require spending additional movement points. You can make such a change at any time during the activation, even after the resolution of a combat.

6.6. Unit located on the top of the stack is considered

to be located in the first line, unless this is an artillery unit. Then, player has to take into account the non-artillery unit that occupies the highest position within the stack.

6.7. At any moment in a single hex there cannot be a stack of units with total strength points **greater than 18**. For game purposes, artillery units are treated as having a strength of 9 (8 if there is no stars on the counter), and 4 if battery is weakened. Each strength point of cavalry is treated as 2 for the purposes of determining the size of the stack.

It is only temporarily allowed to exceed the stacking limit when passing through a stack of other units (in the course of the movement, withdrawal or retreat).

6.8. You can move through the stack without spending extra movement points.

6.9. If at the end of the activation stack is formed by units with different combat efficiency levels, units will automatically reduce their level to the lowest level among involved units, so that all units have the same level of combat efficiency.

6.10. Temporary presence of the units with different combat efficiency levels (eg. during the movement) within one hex does not change the combat efficiency level.

6.11. The whole stack is always the subject of combat effects. If the artillery is in the stack, the loss is suffered by the first non-artillery unit. The unit located at the top of the stack loses the first strength point, unless the attack had been made from the rear or flank zone. Then the first strength point loss is suffered by the bottom unit of the stack.

6.12. Morale check is performed for the unit standing on top of the stack. If this is the artillery, the morale is checked for the top non-artillery unit.

6.13. In the combat all units are involved (regardless of their position in the stack) and their strength points are added up.

6.14. Artillery stacked with infantry or cavalry units can shoot regardless of its position in the stack.

## 7.0 Movement.

7.1. Each unit has a limit of movement points used for movement and changing its order.

7.2. **Infantry** has 4 movement points.

Movement points limit for cavalry depends on the type of cavalry:

- Heavy (cuirassiers and carabinieri - white identifier on the counter) - **6 movement points**,
- other cavalry units - **7 movement points**.

Foot artillery and rocket artillery has **4 movement points**.

The horse artillery has **5 MPs**.

Commanders have **8 movement points** and **always pay 1 MP** per hex, regardless of terrain in the hex that is being entered.

7.3. A unit is required to move hex-by-hex, spending for each of them the appropriate amount of movement points. The cost of entering a hex should be read from the „Terrain effect” chart, located on the board.

It is not allowed to jump over hexes.

It is not allowed to save movement points for the next activation nor transfer them to other units.

7.4. During the movement, unit cannot move into the hex if it requires spending more movement points than it currently has. It does not apply to the first hex of the move. Unit can enter such a hex and conclude its movement, provided at the start of movement phase the unit had its whole limit of movement points.

7.5. A unit cannot enter the hex unavailable for that particular type of unit and/or order which it currently has.

7.6. A unit cannot enter a hex occupied by an enemy unit.

7.7. Units (stacks) have to be moved one after the other. Correction of movement is possible only in agreement with one`s opponent.

7.8. Another unit (stack) can be moved only after the end of the movement of the previous unit.

7.9. **Forced march**. For each unit (stack) player must roll the die:

- the result of more than a morale - 0 extra movement points;
- equal to morale - one extra movement point;
- result of less than morale - two additional movement points.

Cavalry and horse artillery acquire one additional movement point.

7.9.1. Forced march cannot be performed when the unit starts the movement phase adjacent to the enemy unit or will enter such a hex during its movement. Artillery cannot fire before resolving their own forced march.

Artillery cannot fire before forced march.

Only fully effective units and in command can perform a forced march.

7.10. **Move backwards - infantry and foot artillery**. At the expense of the entire movement points limit the unit may enter the hex in the rear zone.

7.11. **Move backwards – horse artillery and cavalry**. Spending movement points according to the „Terrain effects” chart plus extra half of movement points, the unit may enter the hex in the rear zone.

## 8.0 Visibility.

8.1. The line of sight is used to determine whether the artillery unit can fire at the enemy unit or a cavalry unit may charge.

8.2. Line of sight is a line stretched between the middle of the hex occupied by a friendly unit and the middle of the hex to be observed.

8.3. There is no visibility where the line runs through a hex or along its edge which contains:

- village,
- forest,
- hill,
- another unit (hostile or allied) other than artillery - exception: see 8.5.

8.4. These types of terrain do not block visibility when they are occupied by the viewer or observed.

8.5. A unit does not block visibility when:

- it is closer to the hex from which the line of sight is being drawn and
- observing unit is located higher than the unit observed.

8.6. Units see each other. It means that if your own unit sees the enemy unit, it is also true that the en-



emy sees your unit. The exception to this rule is the rule 8.5.

**Visibility.**

1 - Units see each other. Line of sight is not blocked.  
 2 - Polish horse artillery sees a battalion of Russian infantry. The line of sight runs through the Polish infantry, but the artillery unit is located on a hill and the Polish infantry is closer to artillery. Russian unit does not see Polish artillery - under 8.5. Visibility would be blocked if the Polish infantry would be present in the "X" hex – that is, it would not be closer to the artillery, but exactly half the distance between the firer and the target.  
 3 - There is no visibility. The line runs through the woods terrain that blocks visibility. The fact that the Polish infantry is on the hill does not affect visibility.

## 9.0 Infantry combat.

9.1. The infantry combat is conducted in the combat phase and represents more than one type of combat (volleys of fire and possible melee that could ensue afterward).

9.2. You can attack only an enemy unit located in the zone of control of a friendly unit.

9.3. The attack is mandatory. All units activated (exception: 9.7), which after the movement have enemy troops in their zones of control, must attack. Similarly, all enemy units which are located in the zones of control of activated units, must be attacked. The active player determines the sequence of resolving the combats.

9.4. It is allowed to attack from one hex to another, or from many hexes to a single hex.

9.5. The attack procedure is carried out after the movements of all activated units.

9.6. All units, regardless of the combat efficiency level, must attack if they meet the requirement specified in rule 9.3.

9.7. Infantry in the square cannot attack.

9.8. The attack consists of identifying the attackers and the attacked hex, checking the results of the combat and implementing it on the map board.

9.9. A unit (stack) can be attacked only once in a given activation.

9.10. A unit (stack) can attack only once in a given activation.

1 - 10: - 1	31+: - 4	9.11. The combat is resolved according to the following procedure: 1) The attacker indicates the
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units taking part in the combat, both his/hers own and belonging to the opponent.

2) Both players determine the unit whose morale is taken into account. It must be a unit on the top of the stack, non-artillery and fully effective. If there is no such a unit, it must be a disorganized unit. This unit will also be the first to suffer losses.

3) The strength points of attacker are divided by the strength points of defender.

4) Calculate all modifiers (up to +/- 5).

5) The attacker roll the die and checks the result in the „Combat” table.

6) Players reduce the combat efficiency level and suffer losses as a result of the combat.

*Note. Auxiliary marker, corresponding to the strength of the attacker or the defender (depending on which side is stronger) should be placed in the „Units’ strength” box.*

## 9.12. Determining losses.

9.12.1. The value on the auxiliary marker means losses that may be incurred by fighting troops.

9.12.2. In the case where the effect of combat requires increased loss, value on the counter must be multiplied by 1.5 or 2.

*Example: If an attacker or defender has 21 to 30 strength points and effect of combat is a „loss • 1.5”, after the combat resolution, reduce the strength of affected units by 5 (3 • 1.5 = 4.5, and rounded up to 5).*

## 9.13. Outcome of the combat.

9.13.1. **Commander’s fate.** Procedure is performed in accordance with the rule 3.6.2.

9.13.2. **Lowering the combat efficiency level.** Each unit reduces its combat efficiency in accordance with the result of the combat.

9.13.3. **Loss of strength points.** Fighting troops reduce their strength according to the effect of combat.

9.13.4. **Retreat.** Depending on who won the melee, retreat is performed as follows:

- victory of the attacker - all defending units retreat two hexes;
- victory of the defender - all attacking units retreat one hex;
- draw - all fighting troops remain on the previously occupied hexes.

During the retreat, the unit does not expend movement points and enters one of the hexes in its rear zone. Changing facing is forbidden.

9.13.5. **Rout of a unit.** The units are transferred to the „Routed units” box, the commander to the nearest subordinate unit.

9.13.6. **Pursuit.** If the attacker wins the combat, the unit **must** enter the hex occupied by the defending unit.

During the pursuit, you can break or create stacks.

After finishing the pursuit, you can change the facing of units as you see fit.

## 10.0 Cavalry combat.

10.1. Cavalry may charge in their own combat phase or counter-charge in the enemy combat phase.

### 10.2. Cavalry charge.

10.2.1. Cavalry cannot attack together with the infantry.

10.2.2. Charge is possible, if at the start of movement

by the cavalry:

- there is visibility between the target of the charge and a unit trying to perform the charge, and
- movement cost is not higher than 1 movement point for each hex, including the hex occupied by enemy unit.

Additionally, you cannot cross a hex side which crossing costs an additional movement point.

10.2.3. If those conditions were not met, cavalry fights without using momentum. In addition, if the enemy unit is located in a forest, in the village or in the swamp hex, a -2 modifier must be applied during combat resolution. It is used along with the modifier from „Terrain effects” chart.

10.2.4. Cavalry unit, which starts movement phase in zone of control of enemy unit, instead of the normal movement, can immediately try to execute the charge. Prior to that, player has to pass the morale check:

- success - cavalry can perform charge or retreat 2 hexes – decision is up to the player,
- failure - cavalry retreats 2 hexes and moreover bears the consequences in accordance with rule 1.8.

10.2.5. **Charge - cavalry vs. cavalry.** Apply identical results as in infantry clashes. Both sides consider the momentum of the cavalry, if the cavalry defending passed the morale check before counter-charge - see 5.5.2.

10.2.6. **Charge - cavalry vs. infantry.**

10.2.6.1 **Infantry in the square.** If the cavalry attacks infantry in the square, during combat resolution do not take the momentum into account.

10.2.6.2 **Infantry not in square.** During combat resolution the cavalry momentum and other modifiers has to be taken into account.

10.2.7. **Continuation of charge.** For every cavalry unit (stack), which routed the enemy and made pursuit, roll the die and add the morale value. If the obtained result is less than 9, cavalry must attack enemy unit, which is located in its zone of control. In the case of 9 or more, you can attack your opponent but it is not mandatory.

10.2.7.1. In a single activation, a unit may continue the charge only once.

10.3. **Countercharge.**

10.3.1. If the enemy unit starts its movement phase in zone of control of cavalry or during movement enters such a hex, cavalry may try to countercharge.

10.3.2. After a successful morale check take into account momentum of cavalry. Failure means that the momentum equals 0 and the combat efficiency level is to be lowered as written in 1.8.

10.3.3. When the cavalry has been attacked from the rear or flank zone, it can perform countercharge, but the morale check is affected by +2 modifier. A successful test allows the unit to pivot and to take into account the momentum of cavalry during combat resolution. Failed morale check prevents the pivot and use of the momentum. Moreover, it reduces the combat efficiency level as written in 1.8.

10.3.4. **Cavalry countercharge against infantry.** When the infantry enters the adjacent hex, cavalry tests morale according to the rules of point 10.3.2 and 10.3.3, except that the failed test allows the cavalry to withdraw two hexes.

If cavalry withdraws, infantry can continue its movement. If the cavalry performs countercharge, combat is resolved using general rules of the charge. Infantry can try to create a square in accordance with section 5.5.1. If infantry succeeds, the combat does not occur. *Note: There are no combat due to the properties of the square - see 4.1.2. This situation should be considered beneficial for countercharging cavalry, because it stopped the infantry attack.*

Countercharge cannot be continued.

11.0 **Fire and direct combat of artillery units.**

11.1. Each artillery unit has 1 strength point. If the artillery is on the hex with another non-artillery unit, its strength is not taken during combat resolution into consideration.

Losses in the strength points are suffered by non-artillery units. Only when all non-artillery units will be eliminated, losses may be incurred by artillery. The counter must be flipped on the back side and if the battery is already weakened, it is eliminated.

A rout of the stack causes the elimination for all artillery units.

11.2. If the artillery is on hex without any other non-artillery units, melee is resolved in accordance with general rules of combat against infantry. Artillery suffers loss of combat efficiency level and strength points.

11.3. Artillery fires in their own activation and during the activation of an opponent, after resolving all enemy movement.

11.4. The maximum distance at which the artillery can shoot is 5 hexes.

11.5. Artillery fires to the nearest target.

11.6. Only fully effective or disorganized artillery unit may fire.

11.7. Each battery conducts artillery fire separately, even if it is stacked with other artillery unit.

11.8. During the activation (its own or enemy) artillery may fire only once.

11.9. If the artillery fired, it can use:

- foot artillery - 1 movement point;
- horse artillery - 2 movement points.

11.10. The effect of fire should be read in the „Artillery fire” table.

12.0 **Units after combat.**



12.1. The loss of strength points results from the artillery fire or combat.

12.1.1. The loss is marked by a suitable auxiliary marker or by flipping the counter to the other side.

12.1.2. Loss of strength points is permanent.

12.1.3. Losses as a result of artillery fire are incurred by an unit on top of the stack.

12.1.4. First loss in a combat must be taken by a unit whose morale has been used. The second loss and any subsequent ones can be taken by any unit.

Troops suffer losses according to the following diagram:

Starting strength	Marking losses
1	obverse
2	obverse -- reverse
3	obverse „-1” reverse
4	obverse „-1” reverse „-1”
5	obverse „-1” „-2” reverse „-1”
6	obverse „-1” „-2” reverse „-1” „-2”
7	obverse „-1” „-2” „-3” reverse „-1” „-2”
8	obverse „-1” „-2” „-3” reverse „-1” „-2” „-3”
9	obverse „-1” „-2” „-3” „-4” reverse „-1” „-2” „-3”

**12.2. Retreat.**

12.2.1. The unit may be forced to retreat as a result of combat or artillery fire.

12.2.2. The retreat means the withdrawal of 2 hexes when the defender has lost combat or 1 hex when the attacker has lost combat.

12.2.3. The retreat can be done only by going into the hex in the rear zone. If the unit/stack cannot perform retreat (the presence of the enemy units, inaccessible terrain or movement would place the unit off the map), it loses 1 strength point for each unrealized hex of retreat. In the case of the stack, each involved unit loses the strength point separately.

12.2.4. It is permitted to retreat through the hexes in the zone of control of the enemy unit. For each such hex retreating unit loses one strength point.

12.2.5. A unit may retreat or withdraw through a friendly unit. Subsequently, a standing unit checks morale.

It is possible to stack such units. If the stacking limit is exceeded, the moving unit should be withdrawn one more hex.

**12.3. Pursuit.**

12.3.1. In case of retreat or rout of defender, attacking units must pursuit. Defender can never pursuit.

12.3.2. A unit whose morale was used during the combat must pursuit. Participation in the pursuit by other units is decided by owning player.

12.3.3. Pursuit is the entrance into the hex occupied by the defender.

12.3.4. A unit performing the pursuit does not cause opponent's reaction.

**12.4. Levels of combat efficiency.**

12.4.1. Each unit has one of the four levels of combat efficiency: fully effective, „disorganization”, „Demoralization”, „Routed” (outside the board, on the „Routed units” box).

**12.5. Disorganization.**

**d** 12.5.1. It means that ranks of unit are somewhat shaken. It is more likely that it will go into a state of „Demoralization” and „Routed”.

12.5.2. Movement points, morale, opportunity to react and fight remain unchanged.

12.5.3. „Disorganization” of a unit may be the result of combat, artillery fire or failed morale check - see 1.8.

12.5.4. A disorganized unit is covered with an auxiliary marker.

12.5.5. Disorganized unit receives a +1 modifier when

trying to form a square - see 5.5.1.

**12.6. A demoralized unit.**

**D** 12.6.1. „Demoralization” of a unit may be the result of combat, artillery fire or failed morale check - see 1.8.

12.6.2. A demoralized unit is covered with an auxiliary marker.

12.6.3. A demoralized unit has a zone of control.

12.6.4. A demoralized unit has morale lowered by 1.

12.6.5. A demoralized unit has a half of its movement points.

12.6.6. A demoralized units fights just as well as a fully effective unit.

12.6.7. A demoralized unit may voluntarily enter a hex adjacent to enemy unit.

12.6.8. Demoralized infantry does not have skirmishers and cannot form a square.

Demoralized cavalry does not have momentum and cannot charge or countercharge.

Demoralized artillery cannot fire.

12.6.9. A demoralized unit cannot react to the movement of enemy troops.

**12.7. Rout.**

12.7.1. A routed unit is transferred to the „Routed units” box, shared by both players.

**12.8. Reorganization.**

12.8.1. During reorganization phase, the combat efficiency of all troops that are not adjacent to the enemy unit increases automatically by one level. If division commander, corps commander or commander-in-chief (not substitute) is stacked with such a unit, that unit automatically raises its combat efficiency level to a fully effective state.

**12.8.2. Reorganization of troops in the „Routed units” box.**

12.8.2.1. The following procedure is performed for each unit separately. Check unit's morale. If the test is successful, the reorganization is also successful. If the result was higher by 1 or 2, the unit remains in the „Routed units” box. If the result was higher by 3 or more, the unit is eliminated.

12.8.2.2. If the reorganization is successful, a unit is placed with a combat efficiency level of „Demoralization” in the hex occupied by their commander or the adjacent hex and within a minimum of 3 hexes from an enemy unit. If this is not possible, it returns to map on the next turn - no need to repeat the die roll, however all the other conditions in regards to placement that are mentioned above must be met.

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