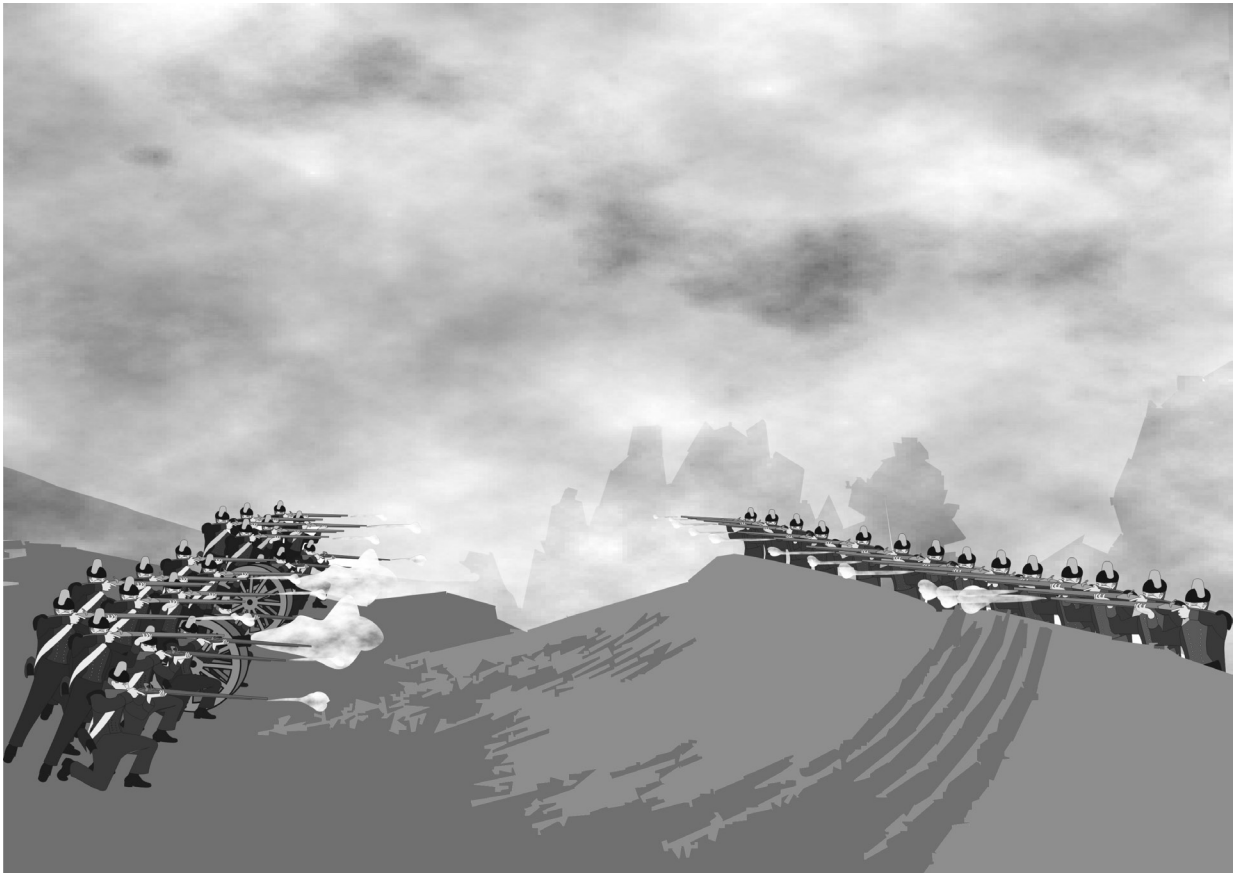


BOARD WARGAME NIEMENCZYN 1794



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1.0 Introduction.

The Vilnius uprising began during the night of 22nd and 23rd April of 1794. Polish units, with the support of armed citizenry, attacked Russian soldiers within the city. The Russians, taken by surprise, surrendered after a short fight. More vicious combat took place around the city gates. Here, the brunt of the combat fell on the civilians. Unfortunately, they lacked sufficient firearms so they were unable to overcome the Russian troops quartered in the suburbs. They were able to evacuate from the city. The majority of the Russians marched towards the artillery park of captain Mikołaj Tuczko, in Pohulanka. Two companies of Pskovian Musketeers' retreated toward Niemenczyn.



Stefan Grabowski (1759 – 1847). Son of Tomasz Grabowski, General Major of Lithuanian forces. In years 1771 - 1774 he was a student of Corps of Cadets in Warsaw. He served in 7th Lithuanian Foot Regiment, where he participated in war between Poland and Russia (1792) in rank of colonel. He remained in military, when the Government was seized by Targowica. By the 1793 he joined insurgent conspiracy. He led rebel forces during diversionary campaign of Mińsk. On 4th September he lost the battle of Lubań and Słuck and was captured. He returned from Siberian exile in 1796. In 1812 he was promoted to Brigade General and participated in the Napoleonic campaign on Moscow, leading 12th Regiment of the Great Duchy of Warsaw. In 1813 he became a Russian prisoner again after the battle of Leipzig. From 1815 on, he commanded a brigade of foot in the army of Kingdom of Poland. In 1826 he earned a rank of Division General and participated in Turkish-Russian war of 1828. In 1830 he did not support the Uprising. After its fall, Stefan Grabowski was a member of Temporary Government of Kingdom of Poland. During his military service he had received two major distinctions - Order Świętego Stanisława and Order Orła Białego.

Nevertheless, the rebels succeeded in their uprising. After over two hours of struggle, the capital of Lithuania was liberated. The Russians suffered 1013 casualties, and two of their 6 – pound guns were captured as well as full warehouses. Losses amongst the Polish military were not substantial, just nine soldiers, but the civilian insurgents suffered more heavily. The only threat in the area to the rebel cause was inspired by Russian Captain Tuczko, who on his own initiative gathered more than 1000 soldiers and threatened to bombard the city with artillery fire. He ordered the city districts of Łukiszki, Trockie and Rudnickie to be sacked and razed. The insurgents forced the imprisoned Russian commander of Vilnius, General Arseniew, to issue an order to Tuczko to stop the bombardment of the city. However Tuczko refused to obey as he felt his position, on a higher ground, was quite secure. Two insurgent attacks were driven back by grapeshot fire. Russian reinforcements arrived on the morning of 23rd April, led by Lieutenant Colonel Fiodor Lewiz, appearing on the right bank of River Vilia, with three units of Narev Musketeers' under his command. He also had two 3 – pound guns. But as the ferry ropes were cut, he could only harass the rebels with musket fire. After two hours and the loss of 13 soldiers, he marched his force up river, where he was able to cross the Vilia and join the Cossacks of Colonel Kirejew and the musketeers of Pskov. All in all, he had 870 soldiers (though 120 were unfit for combat) and two guns. Lewiz sent a messenger requesting Tuczko to hold his position until the evening. However, the two Russian forces did not manage to combine. Lewiz returned to right bank of Vilia and marched on toward Niemenczyn. Along the way, he was harassed by peasants that were killing any marauders out of hatred toward the Russians.

In the meantime, other rebel forces were coming to Vilnius. Colonel Jan Jakub Meyen led the 4th Regiment and by noon Lieutenant Colonel Stefan Grabowski arrived triumphantly in the capital of Lithuania with 6 companies of 7th Regiment and two guns. Tuczko was informed of these reinforcements. He ordered the bombardment to stop and started preparations for a withdrawal. By 9 pm, the Russians had withdrawn and the city was safe.

On 25th of April, rebel commander of Vilnius and leader of Lithuanian uprising, Colonel Jakub Jasiński, was informed that remnants of the Russian city garrison were in the vicinity of Niemenczyn. In fact, it was the force of Lieutenant Colonel Lewiz. Jasiński ordered Lieutenant Colonel Grabowski to defeat the enemy completely. However, acting on the unconfirmed intelligence from a parish priest in Niemenczyn, Marcin

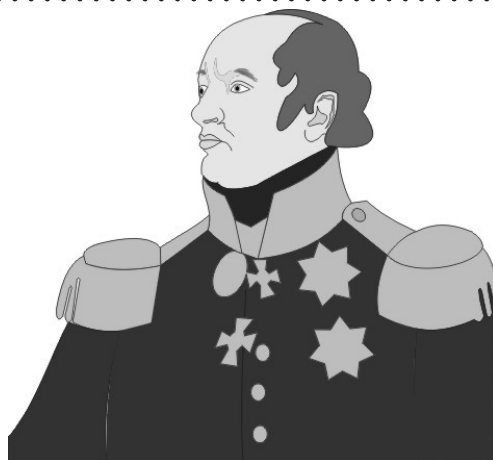
Steckiewicz, Grabowski assigned insufficient forces for that task. From another direction, from Widze, Major Ignacy Eydziatowicz was supposed to lead another attack with a cavalry force (1st Regiment of Lithuanian Vanguard), but coordination between the two rebel forces was ineffective.

On 26th of April, Grabowski marched with 300 picked soldiers of the 7th Foot Regiment, 60 cavalrymen of the 2nd Brigade of Lithuanian National Cavalry, 90 cavalry volunteers of Józef Narbutt, and 30 artillery men with two guns (one, taken from the Russians, 6 – pounder and one 3 - pounder). He had 480 men, 150 horses and two guns. By the evening, the Polish force arrived at Niemenczyn. An emissary with a request for surrender was sent to the Russians, but the offer was refused. As a second attempt failed, Grabowski decided to attack on the morning of 27th. He was sure of success, because he thought that the enemy was demoralized, but he did not perform any reconnaissance. In fact, the Russians had twice as many soldiers as the Polish force and during the night they improved their position by preparing earthenworks on both sides of the road leading to Sużany.

The Poles left Niemenczyn before dawn. They were arrayed as usual - infantry and artillery in the centre, cavalry on both flanks. They reached a long and narrow gully. Infantry advanced to the front with guns, cavalry stayed in the rear. By dawn, the insurgents reached the end of the gully, which was blocked by enemy fortifications of the Russian left wing. Under strong enemy fire, Grabowski led a brave bayonet charge. Lewiz counterattacked with two musketeer companies and moments later supported them with third company from Narew and one from Pskov. The Polish infantry faltered and begun a disordered retreat, losing both guns. Volunteers led by Józef Narbutt attempted to flank right wing of the Russians but they were dispersed by a decisive counterattack of Kirejew` Cossacks. The weakened Russian centre was attacked by cavalry from 2nd Brigade of National Cavalry, its troopers performing a dashing charge, even reaching the enemy camp. Colonel Kirejew stopped pursuing Narbutt and turned back toward the camp. By now the Polish cavalrymen were in difficult position - they were attacked from the rear by Cossacks and from the flank they were fired on by Pskov musketeers. However, they were able to capture 60 horses from the camp. Pressed by enemy, the Poles withdrew to Niemenczyn. A few moments after that, Major Eydziatowicz arrived with his cavalry. Maybe this intervention halted Lewiz`s attack on town and saved Grabowski from total defeat. Lewiz went east to join a regiment of musketeers of Tambov led by Colonel Michaił Iwanowicz Diejew, coming from direction of Dyneburg.

The battle was bloody. The Poles lost 98 killed and 36 captured. The loss of the guns was also a heavy blow. The Russians lost 280 killed, 46 wounded and 11 Cossacks and Musketeers were captured. 46 horses were killed and 60 taken by the Poles. The rebels failed to crush the Russian force, with the lack of reconnaissance of the enemy being a major error. It is probable that Lieutenant Colonel Grabowski rushed his decision to attack, without the support from Eydziatowicz. Paradoxically, the situation for the Poles improved - as the Russians had to withdraw further from Vilnius. The capital of Lithuania was safeguarded from danger.

The board game “Niemenczyn 1794” gives you the opportunity to lead Polish and Russian forces that fought against each other on 27th April 1794. An alternative scenario allows players to see how the battle could have turned out if more cavalry had taken part. Will the Poles enter the enemy camp? Or will the Polish attacks be stopped by Russian musket and artillery fire? The outcome of that battle is in your hands.




Fiodor Fiodorowicz Lewiz (1767 – 1824). His family came from Scotland and received a nobility title in second half of XVIII century. In 1792 Fiodor Lewiz was Major of Narew Musketeers` Regiment. In 1793, he was promoted to Lieutenant Colonel. In 1799 he became a General Major, and a Lieutenant General in 1807.

2.0 Components.

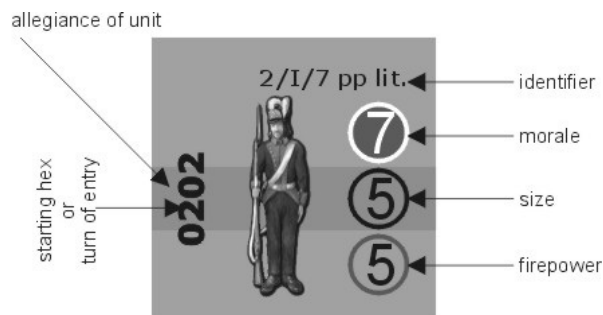
Each game of „Niemenczyn 1794” contains:

- a rule book;
 - a map 21 x 31 cm representing terrain of the battle.
- There is a hex grid imposed on a map to regulate movement of units and to distinguish distances between them.
- set of 54 die - cut counters consisting of both combat units participating in battle and markers;
 - 10 - sided dice.

Table of icons which can be found on the counters:

Russians - green background	Poles - blue background
 pplk Lewiz	 pplk Grabowski
 commander	 commander
 musketeer	 infantry
 cossack	 horse volunteer
 artillery	 cavalry
	 artillery

Following picture should explain markings present on the counters:



[2.1]. Scale of the game. One turn represents 15 minutes of the real time. One hex of the map represents area of ca. 100 meters. Counters depict three kinds of units, dominating the battlefield of that era - infantry, cavalry and artillery. Infantry units are organised in companies, cavalry in squadrons. One artillery counter represents from 2 to 8 guns. One size point equals 35 soldiers.

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

3.0 Gameplay.

[3.1]. Players should agree on who will lead which side - there are two armies: Polish and Russian. Before beginning the game, units should be set up on hexes designated

by the numbers present on the counters. Activation markers (those with question mark) should be put in an opaque container, like cup, as they will serve as Activation Pool.

[3.2]. To help players, game is divided into 6 Game Turns. Each Turn consists of several rounds during which players execute certain actions. When all the described actions are finished, the TURN marker needs to be moved onto the next space on the turn track. The game finishes at the end of 6th Game Turn or if one of the players fulfils conditions of an automatic victory.

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

Round 1: Creaction of Activation Pool (see 13.0 Scenarios). The remaining commander counters are to be retained by their respective owners and kept hidden from the other player.

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

Note: Players can decide for themselves who draws first.

Phase 1. Commander Activation. In this phase withdrawn units return to mapboard - see [11.11.3].

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

Phase 3. Movement of the Activated Commander.

Phase 4. Resolution of Melee Combat.

Phase 5. If any “Activation Chits” remain within the Activation Pool, play returns to Round 2. Once the Activation Pool is empty, proceed to Round 3.

Round 3. Victory conditions check. If any victory conditions are fulfilled by either one of the players, the game ends. In this Phase, players also change “Fire” markers – see [10.9.10].

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

[3.4]. Definitions used in the rule book.

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

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

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

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



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

Units suffer losses as explained below.

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

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

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

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

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

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

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

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

Rounding. During calculations necessary for gameplay, fractions should be rounded as follows. Fractions from 0,01 to 0,49 are rounded down - from 0,5 they are rounded up.

4.0 Commanders.

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

[4.2]. A unit is considered as 'In Command' if it is located **no further than 4 (four) hexes** away from its commander. When calculating this distance, hexes occupied by enemy units cannot be used (though Melee hexes can be used). An 'In Command' unit is eligible to perform actions in Phases 2 and 4.

[4.3]. If a leader is eliminated, his units remain Out Of Command until the end of game. They cannot move, but they can fire and defend themselves in Melee normally.

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

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

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

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

- 9 – contusion. Commander counter should be removed from Activation Pool. He cannot be activated that turn unless he was activated already;

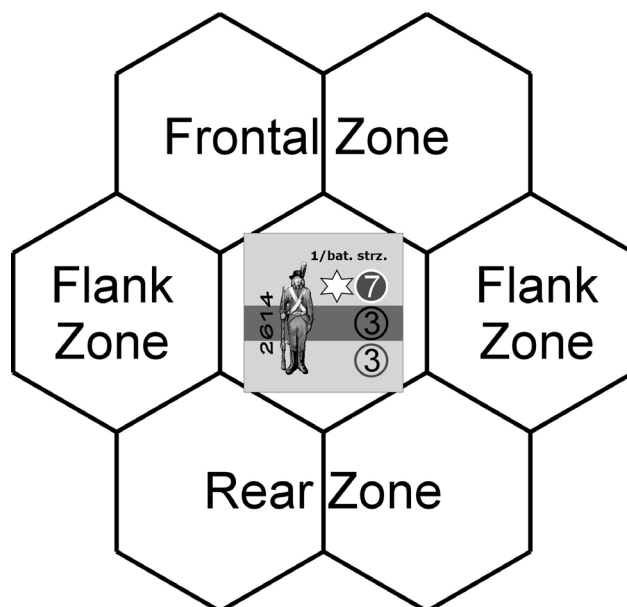
- from 1 to 8 – no effect.

[4.4.2]. If Ranged Combat was resolved by Artillery from distance of **3 spaces or less** against a hex with a commander present, after applying the result the player must roll a die and follow the procedure explained in [4.4.1].

[4.4.3]. If a 9 is rolled on the die during Melee resolution against a hex with a commander present, after applying the results, the player must roll a die again and follow the procedure explained in [4.4.1].

5.0 Facing.

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



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

6.0 Stacking.

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

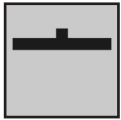
[6.1]. After each Phase of the Round 2 is finished, no hex can be occupied by both infantry and cavalry units.

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

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

[6.2]. Stacking limits:

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



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

Properties of a "Line" are as follows:

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

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

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

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

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

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

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

[6.8]. Only the unit at the top of the stack can perform Rifle Fire. Exceptions - Artillery unit can always Fire, regardless of its position in the stack and units in Line, see [6.2.1]

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

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

Example 1: 1/I/7 pp lit. and 2/I/7 pp lit. are stacked together. Artillery Fire results in 1M. Each unit has to test their morale.

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

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

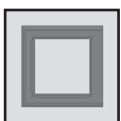
[6.12]. All units retain their formation (exception - see [7.1]) and facing in a Melee hex. Neither player can exceed the stacking limits [6.2].

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

7.0 Formations.

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

[7.1]. Units cannot change their formation in Melee hex. Exception - forming a square during cavalry charge (see [7.2]).



[7.2]. **Square**. This formation can be created by four infantry companies, if in Clear terrain. The "Square" marker denotes units using this formation. A Square can only be formed in the player's own Movement Phase and the units

forming the Square expend all their MPs. Exiting a Square costs 1 MP - units change formation and adopt any facing.

[7.2.1]. A Square can be created at the moment when en-

emy cavalry enters the hex. In such cases, friendly units must pass a Morale Check. If it is passed successfully, a Square is created. If not, the unit/stack suffers one loss.

[7.2.2]. Square properties:

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

Note: In "Niemenczyn 1794" only the Russians can form the Square. The Poles do not have enough infantrymen.

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

8.0 Movement.

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

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

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

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

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

[8.6]. A unit can enter one of the hexes in its rear zone by expending an **additional Movement Point**. A unit cannot enter a hex occupied by an enemy in this way.

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

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

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

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

- Movement Allowance is increased to 6;
- unit cannot Fire,

- unit must expend all Movement Points,
 - unit cannot change formation or facing,
 - unit cannot pass through friendly occupied hexes,
 - unit cannot enter woods or go across escarpment hexsides.
- [8.10]. Line.** Units of **one type** that begin their Movement Phase on adjacent hexes in their Flank Zones constitute a Line. A player can “simultaneously” move all units in a Line. This is an exception to [8.16].

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

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

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



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

- cannot Fire;
- has 3 MPs;
- terrain costs are the same as for cavalry units [Drafter’s note: seems odd. A Limbered artillery unit would still not be quite as mobile as a cavalry unit];
- cannot enter hexes occupied by enemy;
- change of facing does not cost anything but after concluding movement, facing must be declared;
- unlimbering, that is returning to firing order, costs 1 MP. Artillery can Fire in the next Turn.
- if attacked in Melee, the unit should be treated in accordance with normal rules for artillery units.

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

[8.14]. Cavalry charge.

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

- moved at least 3 hexes during its move;
- did not change facing or Fire
- did not pass through a woods hex;
- did not pass through friendly units (also artillery);
- did not cross escarpment hexsides.

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

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

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

[8.15]. Counterattack.

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

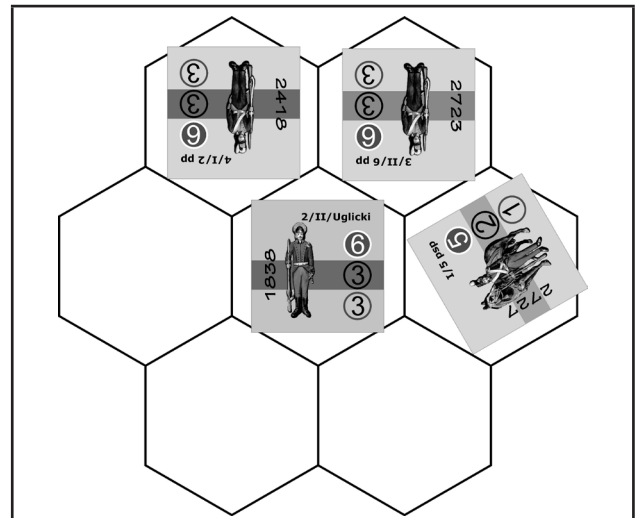
[8.15.2]. Enemy movement is finished and a Melee must be resolved immediately. Counterattacking units are considered attackers.

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

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

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

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



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

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

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

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

9.0 Reaction on Enemy Movement.

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

A. Infantry versus enemy infantry. The unit may:

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

B. Infantry versus enemy cavalry. The unit may:

- hold its ground and fire upon enemy.

C. Cavalry versus enemy infantry. The unit may:

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

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

E. Cossacks can always retreat two hexes.

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

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

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

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

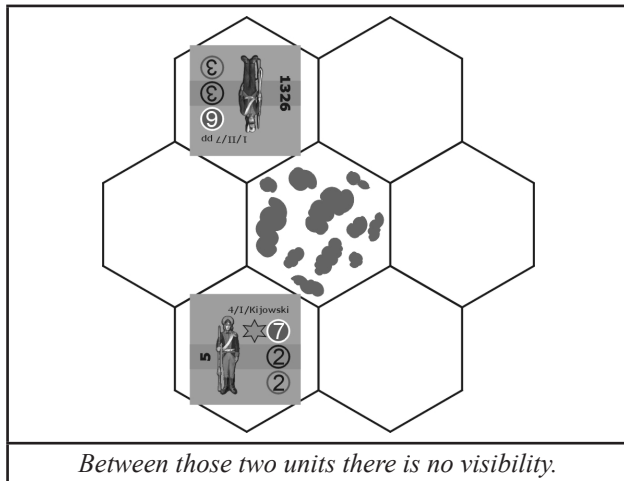


10.0 Ranged Combat.

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

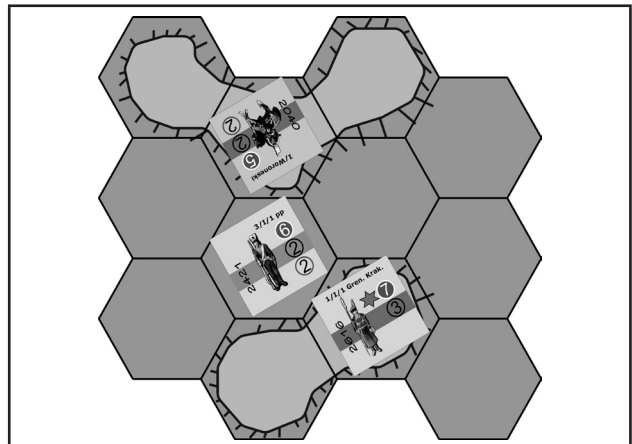
[10.1]. **Visibility**, which is generally assumed to be possible, is established between two units if a line connecting the point in the middle of their hexes is not passing through:

- a woods hex,
 - other units (except artillery and commanders).
- Hexside of the blocking hex also blocks visibility.



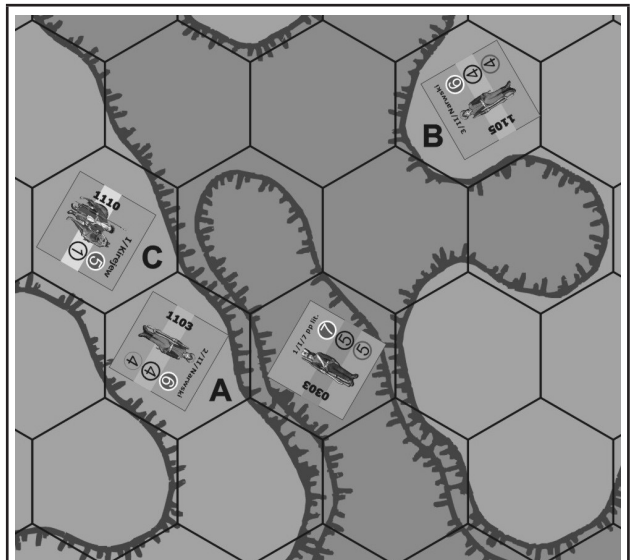
[10.1.1]. Slope do not block visibility.

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



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

[10.1.3]. Escarpment does not block visibility when both units are adjacent to each other. In other situations, visibility is blocked.



Russian units on A and B hexes can see Polish unit. Russian Cossacks on hex C cannot see Polish infantry.

[10.2]. The Line of Sight (LoS) is a line connecting points in the middle of two hexes. One hex contains the target unit, the other hex contains the firing unit. A LoS exists when there is visibility (measuring through the frontal zone of a firing unit).

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

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

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

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

Example: In the 2nd Turn pulkownik Kirejew is activated. The Polish player can fire one salvo with one unit or units (see [10.9.6]) currently on board. After the effects of that fire have been resolved, the Russian Player can move or fire with a unit under Kirejew's command or open fire with any infantry or cavalry unit from the Russian army.

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

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

STOP

[10.7]. A unit which must Retreat under Fire (see [10.11]) **cannot** continue its movement. It receives a "Stop" marker.

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

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

[10.9]. Rifle Fire.

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

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

[10.9.3]. Units that do not have a Firepower rating cannot Fire.

[10.9.4]. Rifle Fire Procedure:

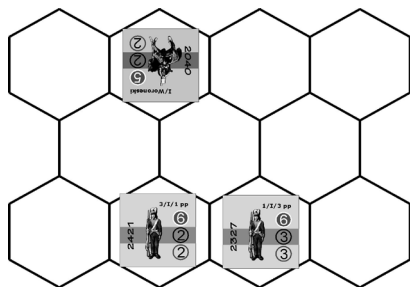
- Firepower should be divided by distance in hexes to the target;
- Result should be rounded in accordance with [3.4];
- On the Rifle Fire Table, the player should find the row corresponding to the result from b) and read the effect of the Fire
- Effect of Fire should be applied immediately.

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

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

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

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



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

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

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

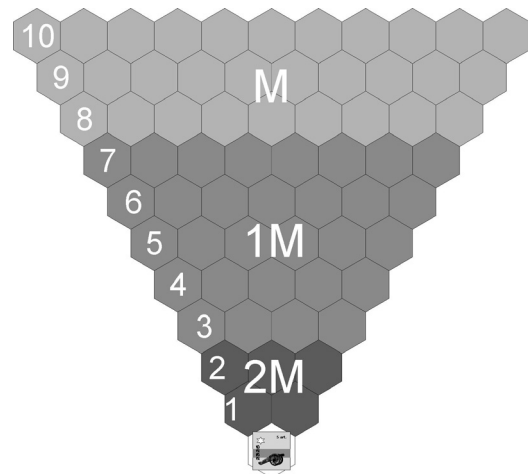
[10.9.9]. If infantry or cavalry units Fire for the **third or fourth time**, the Morale Check receives -1 modifier.

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

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

[10.10]. Artillery Fire.

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



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

[10.10.3]. Every unit of artillery can fire:

- **once in the Movement Phase** after the activation of its own side's **appropriate commander**, and
- **once in the Movement Phase after each activation of any enemy commander.**

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

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

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

[10.10.6]. If the target of the artillery fire, at a range of **6 hexes away or less**, is a single artillery unit – that is, not

stacked with any other type of unit – the player must roll a die. For Polish artillery, the player applies a +1 modifier. If the final result is higher than the distance between the firing unit and the target unit, the player must roll the die again. If the second result is 0, the artillery unit that was fired at should be considered as captured (for Victory Points calculation; see [10.10.9]).

[10.10.7]. A single artillery unit in a hex defends like an infantry unit with a Size of 1. If the attacking player wins the Melee, any guns in the Melee hex are captured (see [10.10.9]).

[10.10.8]. If an artillery unit is stacked with a friendly unit, it does not influence Melee Combat in any way. If those friendly units have to Withdraw, the guns will be captured [10.10.9].

[10.10.9]. Players receive 2 Victory Points for capturing the guns and 2 Victory Points for recapturing of one's own guns. Neither player can fire using captured or recaptured guns – it is assumed that enemy had enough time to damage them.

[10.11]. Retreat. A unit retreats under fire, reaction to enemy movement (see [9.1]) or Morale Crisis (see [11.12]) into one of two hexes in its rear zone.

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

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

[10.11.3]. Unit retreating across escarpment hexside or up a slope must suffer one loss, even if it retreats by a road.

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

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

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

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

11.0 Melee Combat.

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

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

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

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

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

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

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

[11.7]. Melee Combat Procedure:

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

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

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

[11.8]. Effects of Melee Combat:

- victorious units suffer one loss, they remain in the hex and can change their facing however they wish. If the difference from [11.7c] is "6 or more", attackers do not suffer a Loss at all.

- defeated units suffer two losses and Withdraw (see [11.11]).

[11.9]. If as the result of Melee a victorious unit is eliminated, the owning player must resolve a Morale Check. If it is passed successfully, the unit does not suffer any losses and remains in the hex. This rule is applied when victorious unit has Size of 1 before the Melee began.

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

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

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

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

Example: 1/1/7 pp lit. and 2/1/7 pp lit. have lost Melee in 3rd Turn with difference of 4. They will return in 5th Turn.

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

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

- Polish Army - hex 0109,

- Russian Army - hex 1108,

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

[11.11.5]. A unit is considered to be eliminated when it has to return after 6th Turn.

Example: 1/1/7 pp lit. and 2/1/7 pp lit. lost Melee in 5th Turn with difference of 7. They will not return to the map and are eliminated.

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

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

12.0 Victory Conditions.

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

- elimination of enemy units by Ranged Combat or Morale Crisis – 1 VP;
- victorious Melee Combat – 1 VP;
- capture of enemy artillery unit – 2 VP;
- recapture of player's own artillery – 2 VP;
- killing of an enemy commander – 3 VP.

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

Example: The Russian player has 3 VPs. If he loses the next four Melees, the VP marker has to be placed on space 1, on the reverse (Polish) side.

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

[12.4]. It is possible to end the game before the last Turn. Whoever has 4 VPs at Round 3 of any Turn, wins. Before starting the game, players can arrange other limits for the Victory Points.

13.0 Scenarios.

[13.1]. Scenario I - historical.

Setup presents the situation at dawn. Polish units are inside the gully. Infantry and artillery are in marching column protected from flanks by cavalry. Lieutenant Colonel Stefan Grabowski orders the attack on Russian earthworks.

Starting positions of Polish and Russian units are given on the counters.

Polish guns are marked with counters "Limbered".

Note: In this variant, the units led by Major Ignacy Eydziatowicz do not appear.

In the **first** Turn in the Activation Pool there is only a marker for Grabowski.

In the **second** Turn in the Activation Pool:

- Poles - Grabowski
- Russians - Lewiz

From **third** Turn onwards:

- Poles - Grabowski
- Russians - Lewiz or Kirejew - Russian player picks one leader in secret.

Undecided battle. If at any given moment, any Polish unit is in hex 1108 (marked with blue star), it is considered that, regardless of Victory Points, the Poles were able to enter the enemy camp. If subsequently the Russians achieve an automatic victory or have more VPs at the end of play - the final result is in fact a draw.

[13.2]. Scenario II – alternative.

In this scenario both players can check how the battle could turn out if Lieutenant Colonel Grabowski had delayed his

attack to wait for Major Eydziatowicz's force.

The Russian starting positions are given on their counters. The Polish starting positions - any hex on southern edge of the map. Artillery begins the game with a "Limbered" marker.

In the **first** Turn in the Activation Pool there are only Polish leaders (Grabowski and Eydziatowicz)

From the **second** Turn onwards:

- Poles - Grabowski or Eydziatowicz - picked by Polish player;
- Russians - Lewiz or Kirejew – the choice is up to Russian player.

Undecided battle - identical conditions, as in Scenario I.

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Terrain Effects Table.

	Infantry	Cavalry
Clear	1	1
Up slope	+1	+1
Down slope	no effect	no effect
Escarpment, upwards	+2	+3
Escarpment, downwards	+1	+1
Rampart	+1	+1
Road	always 1	always 1
Woods	2	3

Withdrawal.

Difference in melee	Turn of return
1 - 2	+1
3 - 5	+2
6 and more*	+3

* - victorious units do not suffer any Losses

Melee Combat Modifiers.

Terrain modifiers
+1 – Defender is in Woods hex - 1 – attacking unit entering the Melee hex, going upwards through escarpment or slope hexside
Formation modifiers
-1 – defender in square, against attacking infantry +3 – defender in square, against attacking cavalry
Facing modifiers
+4 – attacker enter melee hex from defender rear zone +2 – attacker entered melee hex from defender flank zone
Weapon system modifiers
+2 – charge of cavalry -4 – if standing alone artillery unit participate in combat
Size modifiers (beneficial for larger side)
+1 – size ratio 2:1 advantage +2 – size ratio 3:1 advantage +3 – size ratio 4:1 and above
Leadership modifiers
+1 – unit is In Command during Melee (see [4.2])

Rifle Fire.

Result	Effect
0 - 1	--
2 - 3	M
4 - 5	1M
6 and more	2M

Explanations:

-- - no effect

M – Morale Check (see [3.4]). If test fails, unit has to retreat one hex.

#M – Player needs to add to the die roll #. If test fails, unit has to retreat one space.

Modifiers for Morale Check:

-1 – target unit(s) is in Woods hex or LoS cross Rampart hexside (*)

-1 – cavalry unit is firing

+1 – when firing at unit(s) in square (*)

+1 – LoS to target is coming through flank or rear zone of target unit (*)

+1 – unit is Firing for the first time in Turn

- 1 – unit is Firing for the third or fourth time in Turn

(*) – modifier applies to Artillery Fire

If modified die roll equals 9 or more, unit suffers a loss and must retreat one hex.