Battle of Racławice 1794

2nd edition

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1.0 Introduction.

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

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

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

Around 6:30 a.m., a skirmish occurred close to Imbramowice between the Polish vanguard and some cossacks under Major Adrian Denisov, General Fyodor's nephew. After a short struggle both sides withdrew taking captives. General Kościuszko now comprehended the gravity of his situation and by means of a forced march he moved his army northwards along the Słomniki–Działoszyce road. General Tormasov knew that he must move quickly to block Kościuszko, in order to prevent the escape of the Polish army. Cavalry skirmishing continued in the area of Lelowice–Wrocimowice. Around 10:00 a.m., the Polish army took position next to Dziemierzyce, while General Tormasov blocked further Polish movement to the north by occupying the high ground dominating the neighbourhood of Kościejowskie Hills. General Kościuszko found himself caught in a dilemma, since attacking the Russians on the high ground was likely to prove fruitless. On the other hand, retreating would make further movement to Mazowsze impossible and would eventually allow the Russians to combine their forces. Even worse, around 1 p.m., a combined Russian grenadier battalion under the command of Lieutenant Colonel Tomatis arrived. In this situation, the Polish Commander-in-Chief decided to offer a defensive battle, with his forces posted between Dziemierzyce and Janowiczki.

The Battle.
At the extreme left of the Polish army stood the 2nd (Lesser Poland) National Cavalry Brigade. At the edge of woods there were the shooters of the 2nd Foot Regiment. Behind them, was a line of infantry from the 1st Battalion/2nd Foot Regiment and 2nd Battalion/3rd Foot Regiment. The Polish centre was occupied by the 1st Battalion/3rd Foot Regiment and 1st Battalion/6th Regiment. Just behind them, was the 2nd Battalion/6th Foot Regiment. General Kościuszko hid two thousand infantry with scythes behind a hill in the village of Dziemierzyce. General Tormasov could not see this unit, so he assumed that the Polish centre was weaker than it actually was. On the right wing, stood the 1st (Greater Poland) National Cavalry Brigade and the 4th Vanguard Regiment (Pulk). Here the cavalry was supported by infantrymen of the 2nd Battalion/7th Foot Regiment. The Polish artillery was placed on the right wing and in the centre, in front of the infantry lines. General Tormasov could feel secure as he held a good position and should have waited for the arrival of General Denisov's column. Instead he opted to defeat the Poles by himself, so that he would not have to share the glory with the hated Don Cossack, General Denisov.

General Tormasov climbed down from his observation post at Kościejowskie Hills and divided his available forces. The 3rd Jaeger battalion was positioned on the Russian right wing with three cavalry squadrons, a sotnia of Cossacks and two guns under the command of Lieutenant Colonel Pustovalov. He was given orders to outflank the enemy positions on the Polish left wing. The remaining forces under General Tormasov were to engage the Polish centre. General Tormasov anticipated that the Russian left wing would be reinforced

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

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

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

Despite this success, the Polish Commander-in-Chief was still uncertain of victory. He personally led half a battalion of infantry and scythe infantry to attack on the left wing. Kościuszko's attack was pre-empted by Major Lucke, who led companies of 1st Battalion/2nd Foot Regiment in an audacious attack on Pustovalov`s jaegers. The well-drilled Russians managed to form square and tried to withdraw from the battlefield, but their attempt to escape was prevented by the Polish scythe-armed infantry who shattered the entire 3rd Jaeger Battalion. After this onslaught, only the Russian cavalry units were able to save themselves, shamefully leaving their infantry comrades behind. General Denisov, who arrived after 6 p.m., restricted his force to firing a few artillery shells and forming infantry squares. Around 8 p.m., General Denisov withdrew to Kazimierza Wielka. He decided not to engage the fatigued Polish soldiers, because night was swiftly falling and his soldiers had lost heart after seeing the fate of their comrades commanded by General Tormasov.

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

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

2.0 Components.

Each game of „Battle of Raclawice 1794" contains:
• a rule book;
• a map 48 x 68 cm representing terrain of the battle with road network and buildings existing then. There is a hex grid imposed on a map to regulate movement of units and to calculate distances between them.
• set of 216 counters consisting of both combat units participating in battle and markers;
• 10 - sided dice.

Table of icons which can be found on the counters:

Russians - green background		Poles - blue background	
	general Tormasov		Commander-in-Chief Kościuszko
	commander		commander
	grenadier		infantry
	musketeer		shooter
	jaeger		kosynier (infantry armed with scythes)
	dragoon		cavalry
	hussar		horse volunteer
	horse jaeger		artillery
	cossack		
	artillery		

Following picture explains markings present on the counters:

white star (shooter/jager) or colored (kosynier/grenadier)
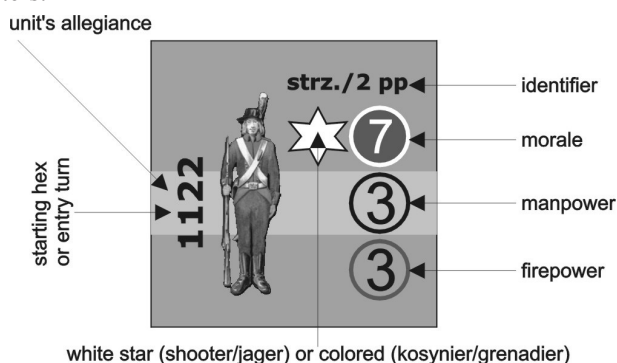
[2.1]. Scale of the game. One turn represents 15 minutes of the real time. One hex represents area of ca. 100 meters. Counters depict three kinds of units, dominating the battlefield of that era - infantry, cavalry and artillery. Infantry units are organised in

companies, cavalry in squadrons. One artillery counter represents from 2 to 8 guns. One manpower point equals 35 soldiers.

[2.2]. In the game of „Battle of Raclawice 1794" all the random events are decided by a ten sided dice. A result of "0" should be treated as zero, not ten.

3.0 Gameplay.

[3.1]. Players should agree who will lead which army - 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 12 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/Victory Points Track. The game finishes at the end of 12th 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 Activaction 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 and alternately draw in following turns.
Phase 1. Commander Activation.
Phase 2. Units' Movement. Units belonging to activated commander's formation may move. During this phase, ranged combat, charges and counterattacks may also be conducted.
Phase 3. Commander's Movement.
Phase 4. Resolution of Melee Combat.
Phase 5. If any Activation Chit 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 remove all Fire Markers – see [10.9.10].
A Game Turn is finished when there are no more markers remaining in the Activation Pool and neither player fulfilled conditions of an automatic vicotry. The TURN marker is then moved onto the next space on the Turn/Victory Points 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.
Manpower - 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 Manpower as sometimes some soldiers in certain units did not have rifles.
Modifier - a number deducted or added to the result of a die roll.

 Losses. As a result of Melee or Ranged Combat a unit can sustain losses. To indicate current Manpower and Firepower, players need to use markers -1/-2.
Units suffer losses as explained below.

Manpower	Losses markings
6	fornt 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 play. Markers themselves do not reduce Morale rating.

Example: 1/I/2 pp with the initial parameters Morale 6 and Manpower and Firepower equal to 4 suffered losses. It is covered with a "-1" marker - its Manpower and Firepower are 3 (4-1=3), and Morale remains unchanged (6).

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 armies are present. They are assumed to be in close combat.

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

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

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

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

[4.4]. Kościuszko and Tormasov. These two commanders are Commanders-in-Chief of the opposing armies. They are therefore subject to special rules.
a) When Tormasov is drawn, the Russian player can activate ANY Russian commander.
b) When Kosciuszko is drawn, the Polish player may perform the following actions in the listed order:
• Activate ANY Polish commander,
• apply procedures in phase 2 and phase 4 for any **six units within 4 hexes of Kościuszko**,
• perform Kościuszko's move.

[4.5]. Polish reserve. Polish *kosynier* units are also subject to special rules - their allegiance is defined by a two-colored stripe. General Zajączek and colonel Szyrer may command these units (remembering [4.2]). The commander can command all or some of the reserve troops starting from the 5th Game Turn. It is allowed that in a particular Game Turn a kosynier unit will move

and fight after Zajączek's activation and/or Szyrer's activation and/or Kościuszko's activation. Always remember the rule [4.2].

[4.5.1]. A horse volunteers unit is subject to similar rules. Starting from the 1st Game Turn it can be commanded (remembering [4.2]) by Brigadier Manget and General Madaliński. It is possible that in a particular Game Turn the unit will move and fight after Manget's activation and/or Madaliński's activation and/or Kościuszko's activation. Players must always observe the rule [4.2].

[4.6]. A commander is permanently removed from map when:
• all units in his command will be eliminated or
• unit with which he was stacked is eliminated or
• the commander is killed in Melee or Ranged Combat.

[4.6.1]. If Ranged Combat is being resolved **by an infantry** unit using row "4-5" or row "6 and more" against a hex with a commander present, after applying the result the player must check for possible Commander Casualty and roll a die:
• 0 – means death. Commander counter is removed from map, never to return;
• 9 – contusion. Commander counter should be removed from Activation Pool. He cannot be activated that turn unless he was activated already;
• from 1 to 8 – no effect.

[4.6.2]. If Ranged Combat was resolved **by artillery** from distance of **3 hexes or less** against a hex with a commander present, after applying the result the player must roll a die and apply results given in [4.6.1].

[4.6.3]. If a 9 is rolled during Melee resolution against a hex with a commander present (or 6 - see special rule in [11.7]), after applying the results, the player must roll a die again and apply results given in [4.6.1].

5.0 Facing.
In "Battle of Raclawice 1794" units must be properly positioned on the map. The illustration below shows the proper positioning of the counter in the hex.
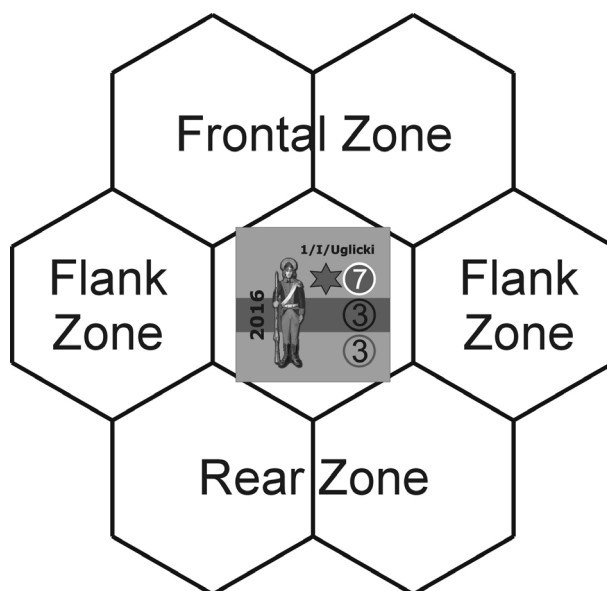
[5.1]. Commanders do not have a facing, nor frontal, flank and rear zones.

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 - all units pay 1 Movement Point. All units in a stack must have the same facing. A unit that joins the stack automatically adopts the facing of other units in a hex, even if it has not sufficient Movement Points. Exception: artillery units can face in any direction regardless of other units present in a hex.

**[6.1].** At the end of any Phase of the Round 2, hex cannot 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 - Manpower of 20 or
• Cavalry - Manpower of 4 or
• Artillery and Infantry - Manpower of 10 or
• Artillery and Cavalry - Manpower of 2.

This limitations must be observed at all the times. A unit cannot enter a hex (during movement or retreat), if this limits would be violated.
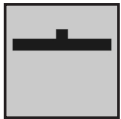
[6.2.1]. If a stack of **infantry** units have Manpower **from 6 to 10** and stack of **cavalry 4**, then the player can decide that the troops are positioned next to each other. Such a stack must be covered by a LINE MARKER. Properties of a "Line" are as follows:
• when resolving Fire, Firepower ratings are added together – this is an exception to [6.8];
• when the stack is a target of Rifle 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 a 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 Manpower should be added together.

[6.8]. Only the unit at the top of the stack can perform Rifle Fire. Exception 1 - artillery unit can always fire, regardless of its position in the stack.
Exception 2 - 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 - units in "Line" - see [6.2.1]).

Example 1: 1/I/6 pp and 2/I/6 pp are stacked together. Result of Arillery Fire is 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 armies 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 given in [6.2].

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

7.0 Formations.

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

[7.1]. Units cannot change their formation in Melee hex. Exception - forming a square during cavalry charge (see [7.3]).
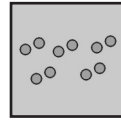
[7.2]. Skirmish Order. Can be formed by expending 1 Movement Point by Polish Shooters and Russian Jaegers – this ability is denoted by presence of white star on the counter. After forming Skirmish Order, the unit receives a SKIRMISH MARKER.

The abilities of such a unit are as follows:
• unit expends one Movement Point regardless of the terrain (+1 MP when entering hex occupied by enemy);
• unit does not expend any MPs to change facing;
• after finishing movement, the facing of the unit must be specified;
• a LoS can now pass through the unit's Flank Zones (see [10.2]).
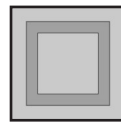
[7.3]. Square. This formation can be created **by four infantry companies**, if in clear terrain. The SQUARE MARKER denotes units using this formation. A "Square" can be formed in the player's own Movement Phase. Units forming the "Square" expend all their MPs. Exiting a "Square" costs 1 MP - units change formation and adopt any facing.

[7.3.1]. A "Square" can be created at the moment when enemy cavalry enters the hex. In such a case, **all friendly infantry units** must pass a Morale Check. If successful, a "Square" is created. If not, the unit suffers one loss and all infantry units remain in its own formation.

[7.3.2]. "Square" properties:
• all adjacent hexes are considered to be in frontal zone;
• squares can be treated as line (see [8.10]) if they occupy adjacent hexes;
• in the owners Phase it is possible to move a square by one hex 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 Manpower is used,
• in Rifle Fire only quarter of Firepower is used.

[7.3.3]. *Kosynier* units cannot form a square.

[7.4]. Cossack's Lava. If a Cossack unit has entered an enemy occupied hex through the enemy frontal zone and at least one of the flank hexes are not occupied by any unit, there is a chance of a flank attack. Before resolving Melee, the Cossack unit must pass a Morale Check. If an infantry unit is being attacked, the die roll is modified by -2. If successful, 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 some or all of its Movement Points.

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

[8.5]. Unit can always move by one hex, even if MP cost is larger

than Movement Allowance of the unit. Move ends after entering such a hex, though.

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

[8.7]. If a unit wants to change its facing, it must turn. Turning by 60º cost 1 MP. Turning by 120º 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 conduct Rifle Fire,
• unit must expend all 6 Movement Points,
• unit cannot change formation or facing,
• unit cannot pass through friendly occupied hexes,
• unit cannot enter woods, village hexes or go across creek 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 a unit of foot artillery is able to:
• change facing however the player wishes - but the unit cannot Fire this Round;
• move into an adjacent hex and adopt any facing - but only if the unit did not fire or move this Turn. A hex forbidden to infantry units cannot be entered this way. After moving, it cannot Fire until the end of Turn.

[8.12]. Limbered Artillery. To enable faster movement, a player can Limber Artillery. Such an artillery unit receives a "Limber" marker. Further movement in that Activation is forbidden. Characteristics of Limbered Artillery are as follows:
• cannot Fire;
• has 3 MPs;
• terrain costs are the same as for cavalry units;
• cannot enter hexes occupied by enemy;
• change of facing does not cost anything, but after concluding movement, facing must be adopted;
• unlimbering, that is returning to firing mode, costs 1 MP. Artillery can Fire in the next Turn.
• if attacked in Melee, the unit should be treated in accordance with normal rules for artillery units.

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

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

[8.14]. Cavalry charge.

[8.14.1]. A charge can take place if cavalry unit (stack) moved at least 3 hexes and during this move:
• did not change facing or perform Rifle Fire,
• did not pass through a woods or village hex;
• did not pass through friendly units (also artillery);
• did not crossed creek 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, if it has MPs remaining. It can also charge into another hex.

[8.14.4]. A cavalry unit may attack in Phase 4 after performing a charge in Phase 2, regardless of its result.

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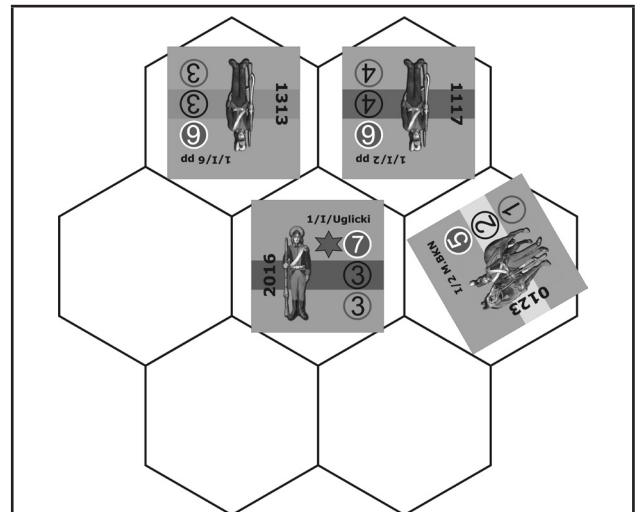
The Russian unit cannot be counterattacked by all the Polish units, because rule [6.1] would be violated. A cavalry squadron can choose one option from [9.1C], but it would counterattack alone. Two infantry units could counterattack together. Each of them would resolve procedure from [9.1A] separately.

[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. A unit can move out of a stack which has not moved only at the beginning of its movement.

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 coun-

terattack (see [8.15]). If the Morale Check is failed, the unit must retreat **two hexes and suffers one Loss**.

• infantry in Skirmish Order can make a Morale Check. If the test is successful, the unit can Fire upon the enemy unit and remain in the hex or retreat one hex – the owner decides after Fire. If test is failed, unit retreats **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 a 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 the Morale factor of the unit on the top of the stack.

[9.4]. Artillery unit can only fire upon 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 their opponent to react accordingly.

10.0 Ranged Combat.

In "Battle of Raclawice 1794" there are two types of Ranged Combat: Rifle (performed by infantry and cavalry) and Artillery Fire.

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

• a woods hex,

• a village hex,

• a hill hex (for instance hexes 1315 and 1316 block visibility between 1215 and 1415),

• other units (except artillery and commanders).

Hexside of the blocking hex also blocks visibility.
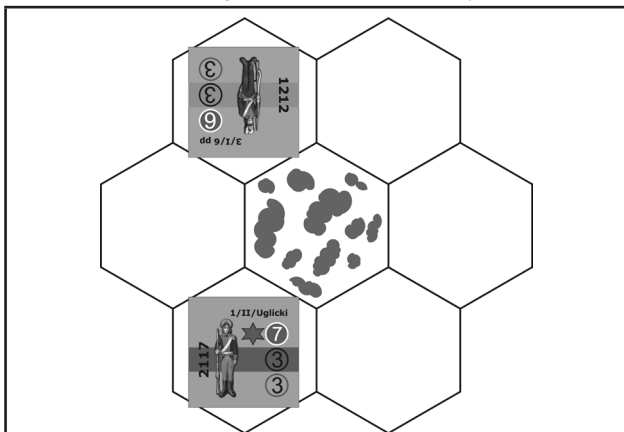
Between those two units there is no visibility.

[10.1.1]. Slope do not block visibility.

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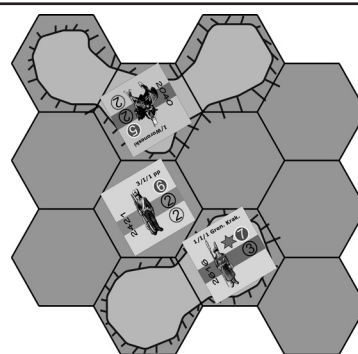
There is a visibility between Russian cavalry squadron and Polish „kosynier" unit.

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

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

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

[10.3.2]. When the LoS goes **exactly** 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: Tomatis is activated in the 3rd Turn. 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 Tomatis 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, only that unit can be the target of Fire.

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

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

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

• Infantry: 3 hexes,

• Cavalry: 2 hexes,

• Artillery: 10 hexes.

[10.9]. Rifle Fire.

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

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

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

[10.9.4]. Rifle Fire procedure:

a) Firepower should be divided by distance in hexes to the target;

b) Result should be rounded in accordance with rule [3.4];

c) In the Rifle Fire Table, the player should find the row corresponding to the result from b) and read the effect of the Fire;

d) Effect of Fire should be applied immediately.

After firing, the unit should be marked with the appropriate FIRE 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 not stacked with any non-artillery unit. In such

a case, the artillery 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.
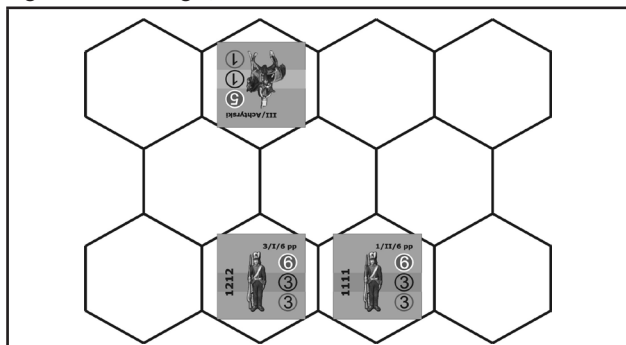
3/I/6 pp i 1/II/6 pp occupy adjacent hexes and they fire together at III/Achtyrski. Basic row in Rifle Fire Table is "2-3". Because two units are firing, the player should apply the result found one row down - "4-5". The effect of this fire is 1M. The Russian unit has to pass a Morale Check, but to the 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 3/I/6 pp was denoted with a FIRE 3 marker and 1/II/6 pp with FIRE 1 marker. We use the most beneficial modifier when resolving ranged combat. III/Achtyrski has to test its Morale. Final modifier in this case is 0 (1{1M} - 1=0).

[10.9.10]. In Round 3 of every Game Turn all FIRE MARKERS must be removed from units.

[10.10]. Artillery Fire.

[10.10.1]. Every unit of artillery has the same field of fire and its effect is as depicted below.
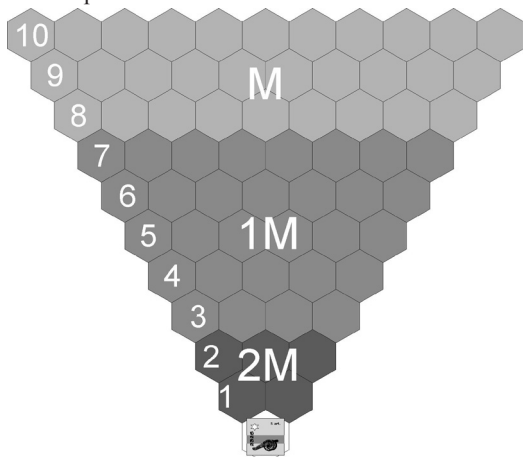
[10.10.2]. The fire of every artillery unit has to be resolved separately. A player cannot use artillery fire together with fire from any other type of unit.

[10.10.3]. Every unit of artillery can fire:
· **once in the Movement Phase** after the activation of its own **appriopriate 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 die roll result of Morale Check is a "0" (not taking any modifiers into consideration), the artillery unit cannot fire anymore that Game Turn. This rule simulates technical issues 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 Unit's 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 Game Turn.

[10.10.6]. Batteries consisting of several guns are depicted with white stars on their counters. Each star modifies the Morale Check by one (+1). This modifier is cumulative with other modifiers.
Example: A Polish one star artillery unit fires upon a Russian infantry unit 1/I/Uglicki in a woods hex from a range of 6 hexes. The Russian unit has to test its Morale with the modifier +1 (+1 [distance] +1 [one star] -1 [woods hex]).

[10.10.7]. If the target of the Artillery Fire, at a range of **6 hexes or less**, is a single artillery unit – that is, not stacked with any other type of unit – the player must roll a die. For Polish artillery, the player applies a +1 modifier. If the final result is higher than the distance between the firing unit and the target unit, the player must roll the die again. If the second result is 0 or less, the artillery unit that was fired at should be considered as destroyed (for Victory Points calculation; see [10.10.10]). In case of multigun batteries, from the second dieroll the player has to deduct the number of white stars.

[10.10.8]. A single artillery unit in a hex defends like an infantry unit with Manpower of 1. If the attacking player wins the Melee, any guns in the Melee hex are captured (see [10.10.10]).

[10.10.9]. If an artillery unit is stacked with a friendly unit, it has no effect on the Melee Combat. If those friendly units have to Withdraw, the guns will be captured [10.10.10].

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

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

[10.11.1]. During retreat, a unit does not expend Movement Points nor it can change facing. The unit must retreat to increase the distance from an enemy unit which had caused the retreat. Possible hexes of retreat should be seen strictly in the order given :
1) rear hexes;
2) flank hexes;
3) front hexes.
Note. During the retreat, the priority is to increase the distance from the opponent. When there are several possibilities, the unit should retreat in a hex located in the first of these.

[10.11.2]. During a retreat unit can join a friendly stack (the coun-

ter must be placed at the bottom of the stack) – the unit must adopt the facing of the stack.

[10.11.3]. Unit retreating across a creek hexside or up a slope must **suffer one loss**, even if it retreats along the road.

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

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

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

[10.11.7]. A commander can retreat by one hex, during any phase, if an enemy unit is on the adjacent hex.

11.0 Melee Combat.

Melee Combat take place in Phase 4 and/or in the Unit's 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 – Manpower should be added together.

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

[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 in 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).

Optional rule. If players consider the combat results too random, they can use a six-sided die.

Explanation. Ten-sided die reflects the way the armies fought. Due to better control of their own troops, firing was preferred. The attack on bayonets and cavalry charges caused chaos and the risk of losing control over the unit, even if successful. Being aware of the wide range of results, players must calculate the chance of a successful Melee Combat.

[11.8]. Effects of Melee Combat:

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

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

Players distribute losses among own units in his own discretion.

[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 **only** when victorious unit has Manpower of 1 before the Melee began.

[11.10]. Charge and counterattack are types of Melee Combat, resolved during Unit's 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/Victory Points 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 on the map.

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

[11.11.3]. A unit returns on 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 onto the next space of Turn/Victory Points Track.

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

• Polish Army - hex 0101;

• Russian Army - hex 2334 or 2601 for units subordinate to general Denisov.

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

[11.11.5]. A unit is considered to be eliminated when it has to return after 12th Game Turn.

Example: 1/I/2 pp and 4/I/2 pp lost Melee in 10th Game 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 Morale Check is successful, the unit remains in place. If not, it retreates one hex, in accordance with [10.11].

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

12.0 Victory Conditions.

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

• elimination of enemy units by Ranged Combat or Morale Crisis – 1 VP;

• victorious Melee Combat – 1 VP;

• capture of enemy artillery unit – 2 VP plus one for each white star on artillery counter;

• recapture of player`s own artillery – 2 VP;

• killing of an enemy commander – 3 VP.

[12.2]. The current VP tally should be shown on the Turn/Victory Points Track using VP MARKER.

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 completing the last Game Turn victory goes to the army whose side is shown by the VP MARKER. If VP MARKER is not present on Turn/Victory Points Track, the battle is considered to be won by Polish army.

[12.4]. It is possible to end the game before the last turn. Whoever has 6 VPs at Round 3 of any Game Turn, wins. Before starting the game, players can arrange other limits for automatic victory.