

# SZARUTY, 2 II 1863

The night was beautiful. The sky was sparkling with stars and in the forest you could hear the sounds of nature. Snow covered trees with its romantic wrap. And the only sound that interrupted this idle atmosphere was the crunch of the snow under insurgents' feet. Commander Jabłonowski personally led his soldiers to attack Szarauta, a village controlled by Russians. The task seemed to be quite simple: to approach the village secretly, under the cover of the woods and to attack it with one assault from three sides at once. But their opponent learned to not disregard Polish insurgents. Last days experience made colonel Papaafanasopuło more cautious, he put some guards on the outskirts of the village to not be surprised. So when insurgents attacked, right before midnight, they were welcomed with well organised rifle fire. Despite the losses Poles attacked further, mostly armed with scythes and melee weapons. Fate of the battle was decided by the Russian artillery. Two guns were enough to cause attackers heavy losses. Jabłonowski was also injured. The Poles withdrew towards Węgrów.

## Set up:

### POLES:

|                    |                               |
|--------------------|-------------------------------|
| <b>Jabłonowski</b> | 1117                          |
| 11-18 K Matliński  | 7009(1),<br>9011(1), 9016 (1) |
| 1-4 S Matliński    | 7009(1),<br>9011(1), 9016 (1) |

### RUSSIANS

|                        |         |
|------------------------|---------|
| <b>Papaafanasopuło</b> | Szaruty |
| 1, 2, 3 komp. smol.    | Szeruty |
| 1 Art.                 | Szaruty |

## Notes:

- Game starts with the turn 16 and ends at the conclusion of the turn 20 (2.II.1863).
- Polish player has an initiative in the turn 16.
- Artillery fires once per each hex in it's range (e.g. artillery may fire at the enemy unit when it enters it's range and the fire again when this units survives and moves closer). It has to fire to the first unit that enters its range.
- Losses from this scenario have to be

copied to the second scenario.

## Victory conditions:

- Polish instant victory if all Szaruty hexes are controlled by Polish units.
- Russian victory if at the end of 20 turn not a single hex of Szaruty is in the Polish zone of control.
- 1 VP for each destroyed enemy SP.
- If none of the sides achieves victory goals, player with a higher number of VP is a winner.

## Russians

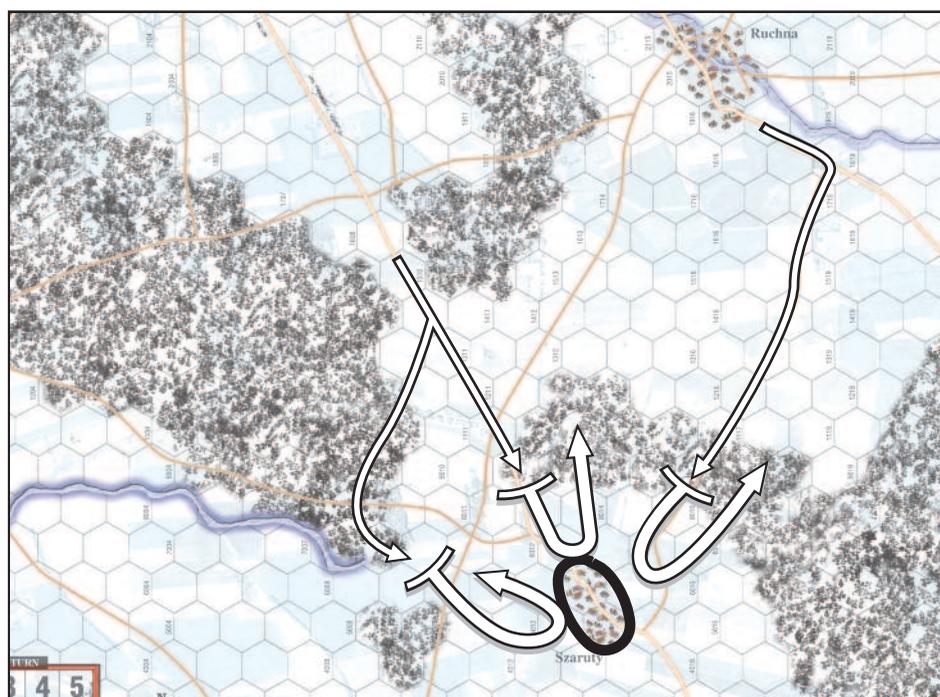
### Papaafanasopuło

|         |   |   |   |
|---------|---|---|---|
| 1 smol. | 3 | 2 | 1 |
| 2 smol. | 3 | 2 | 1 |
| 3 smol. | 3 | 2 | 1 |
| 1 Art.  |   |   | 1 |

## Poles

### Jabłonowski

|      |   |
|------|---|
| 11 K | 1 |
| 12 K | 1 |
| 13 K | 1 |
| 14 K | 1 |
| 15 K | 1 |
| 16 K | 1 |
| 17 K | 1 |
| 18 K | 1 |
| 1 S  | 1 |
| 2 S  | 1 |
| 3 S  | 1 |
| 4 S  | 1 |



# WĘGRÓW, 3 II 1863

At dawn Russian units started their march from Szaruty towards Węgrów. Polish commanders in Węgrów still hadn't precise plans for upcoming battle. Wounded Jabłonowski passed the command to Jan Matliński. He instantly sent some of his units to the outskirts of the town to prepare defensive positions. They had to improvise, but thanks to their efforts Russians failed to capture Węgrów by surprise. Marski's recon unit kept the contact with upcoming enemy and alarmed about their approach, losing many men because of the Russian fire. Unable to take Węgrów with one, quick attack, Russians decided to use their artillery. Russian cannons begun to fire at Węgrów, causing many fires and loses among insurgents and civilians. Having no other choice, Poles decided to attack. Scythe armed infantry assaulted furiously Russian positions, capturing the cannons and fighting the way out of the city.

## Set up:

| POLES:   |        | UZUPEŁNIENIA:     |         | RUSSIANS               |      |
|--|--------|-------------------|---------|------------------------|------|
| Jabłonowski (ranny)                              | Węgrów |                   |         | Papaafanasopuło        | 2107 |
| Wyszyński  | Węgrów |                   | TURN 12 | 1-4 U                  | 2107 |
| Kędrzyński                                       | Węgrów | Elżanowski        | 3803    | 5-6 U                  | 2116 |
| Męczyński  | Węgrów | 1-10 K Matliński* | 3803    | 1, 2, 3 comp. smol.    | 1709 |
| Matliński  | Węgrów |                   | TURN 14 | 1, 2 Art.              | 1709 |
| 11-18 K Matliński*                               | Węgrów | Kuczowski         | 1522    | 1, 2, 3, 4 comp. kost. | 1410 |
| 1-4 S Matliński*                                 | Węgrów | 1-4 K Kuczowski   | 1522    |                        |      |
| * including the losses from the Szaruty scenario |        | 1-4 S Kuczowski   | 1522    |                        |      |
| 1-9 K / W  | Węgrów |                   |         | UZUPEŁNIENIA:          |      |
| 1-18 S / W                                       | Węgrów |                   |         | TURN 14                |      |
| Marski, Marski                                   | 2405   |                   |         | Bontemps               | 3803 |
|  |        |                   |         | 1-4 Bontemps           | 3803 |
|  |        |                   |         | 1-6 koz.               | 3803 |
|  |        |                   |         | 3 Art.                 | 3803 |

## Notes :

- Game starts with the turn 1 and ends with the conclusion of the turn 20 of the same day.
- Russian player has an initiative in the turn 1.
- Artillery units not mentioned in the SP tables have 1 SP.
- Artillery fires once per each hex in it's range (e.g. artillery may fire at the enemy unit when it enters it's range and the fire again when this units survives and moves closer). It has to fire to the first unit that enters its range.
- Each Polish unit has 1 SP.

## Victory conditions:

- Polish instant victory if there is no Russian units on the board.
- Russian instant victory if in any turn after 15 turn all Węgrów hexes are controlled by Russians.
- 1 Victory Point for each destroyed enemy SP (losses suffered in the first scenario doesn't count to the total number of VP in the second scenario)
- If neither of the sides achieves victory goals, player with a higher number of VP is a winner.

| Russians (Krudener) |   |   |   |            |   |   |   |                 |   |   |   |
|---------------------|---|---|---|------------|---|---|---|-----------------|---|---|---|
| Bontemps            |   |   |   | Kirwonosow |   |   |   | Papaafanasopuło |   |   |   |
| 1                   | 3 | 2 | 1 | 1          | 3 | 2 | 1 | 1 smol.         | 3 | 2 | 1 |
| 2                   | 3 | 2 | 1 | 2          | 3 | 2 | 1 | 2 smol.         | 3 | 2 | 1 |
| 3                   | 3 | 2 | 1 | 3          | 3 | 2 | 1 | 3 smol.         | 3 | 2 | 1 |
| 4                   | 3 | 2 | 1 | 4          | 3 | 2 | 1 | 1 Art.          |   |   | 1 |
| 3 Art.              |   |   | 1 | 5          | 3 | 2 | 1 | 2 Art.          |   |   | 1 |
| 1 koz.              |   | 2 | 1 | 6          | 3 | 2 | 1 | 1 kost.         | 3 | 2 | 1 |
| 2 koz.              |   | 2 | 1 | 7          | 3 | 2 | 1 | 2 kost.         | 3 | 2 | 1 |
| 3 koz.              |   | 2 | 1 | 8          | 3 | 2 | 1 | 3 kost.         | 3 | 2 | 1 |
| 4 koz.              |   | 2 | 1 |            |   |   |   | 4 kost.         | 3 | 2 | 1 |
| 5 koz.              |   | 2 | 1 |            |   |   |   | 1 U             |   | 2 | 1 |
| 6 koz.              |   | 2 | 1 |            |   |   |   | 2 U             |   | 2 | 1 |
|                     |   |   |   |            |   |   |   | 3 U             |   | 2 | 1 |
|                     |   |   |   |            |   |   |   | 4 U             |   | 2 | 1 |
|                     |   |   |   |            |   |   |   | 5 U             |   | 2 | 1 |
|                     |   |   |   |            |   |   |   | 6 U             |   | 2 | 1 |