

## 1.0 INTRODUCTION

Borodino 1812 is a strategic game recreating biggest battle during Napoleon's camping in Russia. Game includes all historical facts allowing players to precisely recreate the encounter.

## 2.0 PROPS

### 2.1 Board

Board (100x60cm) shows terrain, where in 1812 battle of Borodino took place. It includes all characteristic elements of landscape: hills, rivers, roads, forests etc. Map is divided on hexes to regulate movement and location of units.

### 2.2 Tokens

There are three types of tokens:

Tokens representing commanders (army, corp, division, brigade)



Tokens representing units (divisions, regiments, brigade)



Auxiliary tokens

### 2.3 Definitions of basic terms in game

**ID** – Name of brigade or name of brigade's commander or division and division's number, corp.

**Unit strength** – actual strength of unit described in number. All data about unit located in tables.

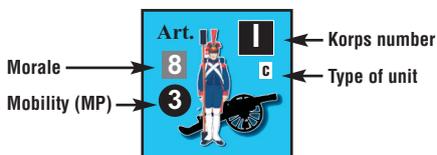
**Mobility** – unit's ability to move. It's described in Movement Points and shows unit's potential to move during movement phase. Unit has a certain number of MP and pays with that points for every hex that it enters. Cost of entering hex depends of it's terrain type and of unit. Costs are described in detail in "Terrain Characteristic" table.

**Morale** – describes endurance of unit  
Influence of commanders on initiative and battle – describes commanders organizational abilities by points, check [11.2]

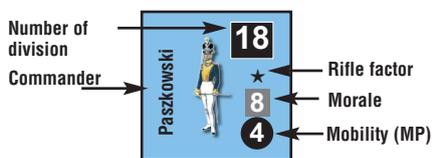
**Type of cannon** – „L” light, „H” heavy, „H” horse.

**Range of fire** – maximal range (in hexes) of artillery

### Artillery unit



### Non artillery unit



### 2.4 Game scale

One hex is representation of 350 m of real terrain.

1 SP of infantry unit represents 300 soldiers, Russian militia 1 SP = 400 people

1 SP of cavalry is 150 soldiers

1 SP of artillery is 5-6 cannons

Each stage of game is 1 hour of real time.

## 3.0 PHASES AND STAGES

Games of „Napoleon” system are divided on stages. During those stages players can or must perform several actions. Stages are marked on Stages Track with “Stages” token. For maintaining order of game, each stage was divided into 9 phases.

### 3.1 Phases

Players are obliged to perform actions accordingly to order of phases. Given phase can be skipped only when actions described by this phase are optional.

#### Phase 1 – Initiative

Each player rolls a D6 die. Player with highest roll has initiative in this stage (from now called player A).

Roll modifiers:

+ commander in chief modifier, if there is one on board (11.22)

+1 for player who had initiative in previous stage.

#### Phase 2 – Command phase

Players check if all units are within command range. If not, units outside that range are marked with token “no command”.



#### Phase 3 – Unit reorganization phase

Players can try to reorganize their troops

#### Phase 4 – Artillery assault phase (player A)

Artillery of player with initiative can perform artillery attack on enemy units. Phase 5 – Movement phase (player A) Player with initiative can move his units as far as their MP allows them. In this phase opposing player can perform artillery attack on units that are currently moving. There can be also performed fights during movement but only by cavalry units (see cavalry). In this phase counter charges can be performed.

#### Phase 6 – Attack phase (player A)

Units of player with initiative can (or must if such situation occurs) attack units of opposing player. In this phase both players can perform rifle firing.

#### Phase 7 - Artillery assault phase (player B)

#### Phase 8 - Movement phase (player B)

#### Phase 9 - Attack phase (player B)

**MP** – movement points

**SP** – Strength points

**ZoC** – zone of control

**RC** – rifle combat (infantry)

**FC** – firing combat (artillery)

## 4.0 MOVEMENT

### 4.1 Direct Rules

During movement phase each unit can be moved in any direction. Order of moving units is determined by player. Units must perform continuous movement and skipping is not allowed. At beginning of every own movement phase all units have their movement points limits restored. When unit enters each hex it must pay in MP. Unit can move until all it's MP are used. Unit movement can be performed only during movement phase, chase or withdrawing. Player don't have to move his units.

### 4.2 Movement limits

**4.21** Unit can't enter hex occupied by enemy unit.

**4.22** Unit can leave hex in enemy ZoC spending additional +1 MP

**4.23** Unit cannot use more MP than it's limit

**4.24** Unit don't have to spend all it's MP

**4.25** Unused MP cannot be transferred to another stage

**4.26** Units can't share MP

„**Morale check**” is performed by rolling two dices. If sum of result is higher than morale characteristic of unit described on token:

White number on red background  
Red number on white background (for disorganized units)

Than the roll is considered a failure and unit becomes Disorganized or Shattered (if already disorganized).

If result is lower than morale characteristic than unit is not affected.

When many units fight in one battle morale check is performed for every unit.

When creating quadrangle (by stack) morale check is performed only for unit with lowest morale. If roll is failed whole stack cannot create quadrangle.

**4.27** When player release token of unit from his hand it is considered that this unit finished it's movement. Correction of units location can be performed in this phase only if opposing player agrees.

#### 4.3 Terrain effects on movement

**4.31** Unit spends 1 MP for entering empty hex. For entering different type of terrain units may spend more or less MP depending on formation (check table CHARACTERISTIC OF TERRAIN)

**4.32** Some hexes are not accessible for certain formations. Unit entering inaccessible terrain is eliminated.

**4.33** Units traveling through roads always spend MP accordingly to table CHARACTERISTIC OF TERRAIN – Road, regardless if it crosses forest, swamp or empty terrain. Units traveling on roads does not suffer any costs for performing turn.

**4.34** Unit that leaves road spends MP accordingly to type of terrain on which road is located.

**4.35** Units can cross rivers only through bridge or ford. Streams can be crossed in any place but unit crossing stream must spend additional 1 MP (check table CHARACTERISTIC OF TERRAIN)

#### Example:

If infantry unit crosses stream (+1) in forest (+1) spends 3 MP in total.

**4.36** Every turn of unit cost 1 MP, commanders does not suffer any costs for performing turn.

**4.37** Unit entering hillside spends +1 MP only if moving from bottom to top. More information on effects of terrain

on units movement for different formations shows table CHARACTERISTIC OF TERRAIN.

#### 4.4 Effects of allied units

– Unit can move through hex occupied by allied unit or under its ZoC without suffering any additional costs of MP.

– When phase of movement ends, on one hex can stay maximum 15 SP, but only 10 SP can fight (from one hex).

– Commanders can occupy hexes with allied units but can also stand on their own

– One hex can be crossed by any number of units during movement phase.

– Quadrangle can't be crossed by other unit (with exception for commanders) but movement can end on that hex.

#### 4.5 Forceful march

Forceful march doubles units MP.

**4.51** Only unit which starts its movement in range of it's commander, corp commander or commander-in-chief can perform forceful march under condition that whole movement is performed more than 10 hexes from enemy unit (shattered units are not taken under consideration).

**4.52** Unit can perform this kind of movement only once during whole stage. Unit performing forceful march can't enter on hex occupied by allied unit.

**4.53** Unit that performed forceful march and was attacked by enemy fights with only half of it's strength (rounding down)

**4.54** When stage ends auxiliary token „forceful march” is removed from unit, unless this unit will perform another forceful march.

## 5.0 ORIENTATION AND ZONE OF CONTROL

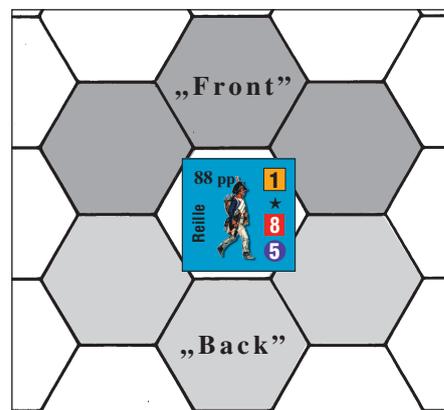
#### 5.1 Orientation of unit

All units must be placed on hexes in that way so the top edge will face edge of hex.

**5.11** Unit at every moment of game must be oriented. Orientation defines where is front zone and where is back zone of unit.

**5.12** Unit fighting with enemy in it's front zone does not suffer any negative modifiers.

**5.13** Unit attacking enemy through enemy's back zone gains +2 modifier to dice rolls.

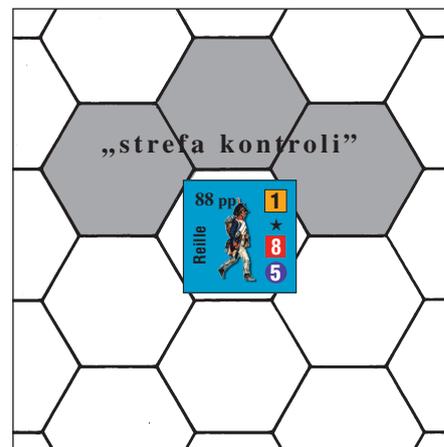


#### Attention:

When fighting with multiple enemy units modifier depends on “majority” of attacking units. If majority of units attack through back zone than modifier +2 is applied.

**5.14** Rifle combat cannot be performed in back zone.

**5.15** It's possible to have two units oriented differently on one hex.



#### 5.2 Zone of control (ZoC)

**5.21** ZoC are three hexes in front zone of unit

**5.22** All units during all stages, phases and whole game have ZoC. This rule does not apply to shattered units.

**5.23** Commanders doesn't have and are not affected by ZoC.

**5.24** Presence of several zones of control of enemy and allied units on one hex doesn't cause any consequences. Zones of control does not negate themselves or deny. In that situation given hex is controlled by several units (allied and enemy).

**5.25** ZoC of unit does not affect allied units.

#### 5.3 Effect of ZoC on movement

**5.31** After entering enemy ZoC unit must stop independently to it's unused number of MP.

**5.32** Unit entering ZoC does not suffer any additional MP cost.

**5.33** Movement of own unit within enemy ZoC is possible only as result of battle (chase of defeated unit)

**5.34** Movement from ZoC of one unit to another is possible.

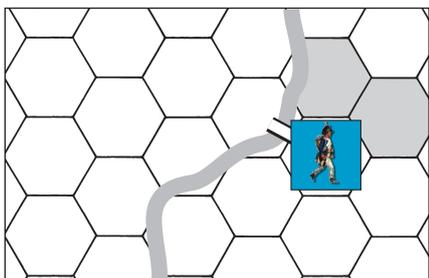
#### 5.4 Effect of ZoC on battle

**5.41** Beside of artillery and infantry fire that can affect units on distant, only way to attack enemy is to enter it's neighboring hex.

**5.42** During own attack phase unit must attack enemy units in it's ZoC.

#### 5.5 ZoC restrictions

**5.51** Some types of terrain block ZoC. ZoC never includes hexes on the other side of big river, even when bridge is in that place.



**5.52** ZoC does not include hexes with forests or buildings.

**5.53** Artillery, shattered units, Quadrangles and units stationing in cities don't have ZoC.

## 6.0 UNIT CONCENTRATION/ STACKING

#### 6.1 General Rules

In "Napoleon" system it is possible for several units to occupy one hex, however their number is limited. On one hex can stay units of maximal total strength of 15 (look 4.4).

**6.11** Commanders and auxiliary tokens have no effect on stack size.

**6.12** one hex can be occupied by infantry and cavalry units.

**6.13** Shattered units can't stack with normal and disorganized units.

#### 6.2 Stack effect on battle

**6.21** units in stack fight together.

**6.22** Result of battle apply to whole stack.

**6.23** Result of RC and FC applies only to attacked unit. When attacked unit is forced to retreat, other units in stack can stay or voluntarily move with that unit.

## 7.0 RIFLE COMBAT (RC)

#### 7.1 General Rules

**7.11** RC can be performed by all units allowed to do so. Strength of all units can be summed up (can't be more than 10) or units can shoot independently to chosen enemy units, but only to those that are about to be confronted.

#### Example:

On one hex there is 12. Pp (5 SP) and 4. Pp (8 SP). Together their strength is equal 13 SP but the maximum for RC is 10. If units will shoot independently that strength of both units will be equal 5 and 5 SP.

**7.12** If on one stack there is two or more units and that stack suffered losses during RC than losses must be subtracted from unit that performed RC or was shot at.

**7.13** RC can target only units in front zone

#### 7.2 Effectiveness of shooting

Every formation represents different level of training in performing RC. Appropriate units were marked with stars:

– riflemen ☆ (can shoot twice)

– infantry ★ (one shot)

– cavalry ★ (one shot)

**Attention:** Range of RC is one hex.

Check table: Rifle Combat

#### 7.3 Procedure of resolving results of RC and FC

**7.31** Player whose unit is performing RC points unit that shots and unit which his unit will be attacking. Next he rolls 2D6 and applies all modifiers and checks for result in RC Table.

#### 7.4 Effects of firing combat.

Results in table means:

**T** – Morale check, if test is positive, nothing happens if not unit becomes disorganized (if unit is already disorganized becomes shattered and moves two hexes away from enemy in chosen direction.)

**D** – Automatic disorganization (if unit is already disorganized becomes shattered and moves two hexes away from enemy in chosen direction but cannot enter enemy ZoC. If retreat cannot be performed unit is destroyed. .)

**-1** – loosing of 1 SP.

## 8.0 BATTLE

#### 8.1 General Rules

**8.11** Units can fight only during attack phase (cavalry also during movement). Battle can be performed when two units are stationed on neighboring hexes. Player is called attacker during his attack phase, other player is called defender.

**8.12** Enemy unit can be attacked by entering it's front or back zone. To resolve the battle, strength ratio of units is compared, rounded for favor of defender. For example strength of attacker is equal 5 and defender 2 so ratio is equal **2.5:1** so after rounding it's **2:1**. In case where defender would attack and attacker would defend ratio would be equal to **0,4:1** and after rounding **1:3**. Knowing the ratio of strength we can check in Battle Table how the dice roll will be modified.

#### 8.2 Possibilities and restrictions of attacking

**8.21** All enemy units which are within ZoC of attacking units must be attacked

**8.22** All own units which at the beginning of their phase have enemy units in their ZoC must attack unless they were covert by token "Defense" – than they don't have to (but only when they didn't move in their last movement phase)

**8.23** Enemy unit can be attacked simultaneously by several units. In this case unit's strength is compared with strength of summed defending units.

**8.24** Single unit can attack many enemy units (if those units are within it's ZoC). Strength of attacking unit is compared with summed strength of defending units.

**8.25** Attacking player resolve all battles in chosen order

**8.26** Unit can attack only once during own attack and movement phase.

**8.27** Unit can be attacked only once during each phase.

**8.28** Attacking several stacks of units with own several stack simultaneously is forbidden. Only simultaneous attack of several (or one) units on one stack or attack of one stack on several stacks is allowed.

**8.29** Strength of attacker cannot be divided through defending units.

#### 8.3 Order of Attack phase

**a)** attacking player chooses attacking unit (or units) and one that will be attacked

- b) calculating strength ratio: attacker/defender
  - c) D6 roll + modifiers
  - d) checking table Battle Result for battle result
  - e) applying battle result
  - f) 2D6 roll for casualty check after battle (see table: Battle casualties).
- Next, chose another attacking and defending unit until all battles are resolved.

**Example:**

Attack phase of player with initiative: attacking player is player A, player B is defending.

Units 1, 2, 4, 5, 8, 9 must be attacked because they are within ZoC of player A.

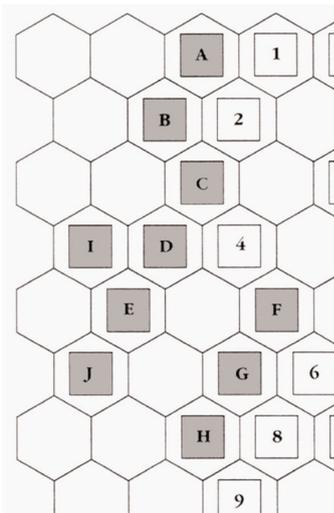
Units that must attack are: A, B, C, D, F, G, H because they have enemy units in their ZoC.

Player A can decide that unit 4 will be attacked by three units: C,D,F

Unit H can simultaneously attack units 8 and 9

Forbidden attacks: Units A+B+C attack units 1+2.

Attack must be divided in two separate fights e.g. A attacks 1 and B+C attacks 2.

**8.4 Battle effects**

- 1** – unit withdraws one hex
- D** – disorganization
- T** – morale check, if failed = D
- T/1** – morale check, 1 hex withdrawal
- 1** – losing 1 SP

**8.41 DEZORGANIZACJA**

Disorganized unit must be turn to other side. If it will become disorganized again it becomes shattered. That unit is covert with “shattered” token. If shattered unit becomes disorganized again it is eliminated and taken from the board.

**R**

**Disorganization effect:**

Unit can't:

- perform forceful march
- create quadrangle

Disorganized unit spends +1 MP while entering enemy ZoC

**8.411** When disorganized unit becomes shattered (is covered with “shattered” token) must withdraw 2 hexes away from enemy, if this move cannot be performed unit losses SP in number equal to hexes that unit was supposed to move.

**8.412** Disorganized unit of artillery cannot perform FC.

**8.42 Shattered units:**

Disorganized unit of artillery cannot be shattered but is immediately eliminated.

**Effects:**

**8.421** shattered unit can't perform RC or attack

**8.422** shattered unit doesn't have ZoC

**8.423** If shattered unit is attacked, aggressor receives +3 modifier to dice roll

**8.425** If shattered unit leaves board is eliminated.

**8.43 Withdrawal:**

**8.431** Unit forced to withdrawal must move away from attacker by given number of hexes.

**8.432** Withdrawing unit cannot enter on inaccessible terrain (cross the river without bridge or out from the board) or enemy ZoC. If unit (units) cannot withdraw they suffer one additional 1 SP loss (each unit)

**8.433** Unit can withdraw on allied units but only if their summed strength is not higher than 15 SP.

**8.434** Defeated units withdraw independently from their MP and type of terrain (with exception of inaccessible terrain)

**8.435** Unit forced to withdrawn must after it's movement ends turn towards attacking unit.

**8.5 Chase**

**8.51** Chase can be performed by those units which in given battle forced enemy to retreat and passed the morale check (if that check was necessary)

**8.52** Victorious unit can, but doesn't has to enter the hex from which enemy had to withdrawn (also when enemy was eliminated)

**8.53** Victorious unit performing chase is obliged to to enter hex that defeated unit was occupying (or any other hex if there were multiple units)

**8.54** Unit performing chase moves independently to its MP and type of terrain (except inaccessible)

**8.55** Chase can be performed by every unit with exception of artillery

**8.57** Defeated unit can move through hexes occupied by allied units but only when this is only way of escape (see 8.433)

**8.58** If attacking unit was disorganized during battle it cannot perform chase

**8.59** Chasing unit can orient itself in any direction.

**9.0 CAVALRY**

In napoleon's age there were many kinds of cavalry: hussars, lancers, Cuirassiers etc. However whole cavalry of that age can be divided into two groups: light and heavy. Heavy cavalry have a **C** symbol on token

**9.1 Cavalry charge**

Units that were designed to charge must be marked with “Charge” token.

**9.11** All cavalry units can perform charge. Charge is attack performed from distance of at least two hexes but cannot cross any other terrain than empty.

Example:

Unit A can perform charge because it is one hex away from enemy unit. Unit B cannot perform charge from that position. To perform charge it must first perform “backing” maneuver (to speed up) and only after that maneuver it could perform charge.

**9.12** Charging unit increases its SP tree times (maximal 30 on stack)

**9.13** Charges can be performed:

- during attack phase when cavalry strength is added to another units
- during movement phase when we use only cavalry units. Cost of performing charge during movement phase is +1 MP. During movement phase one unit can perform one charge.

**9.14** If charging units during movement phase didn't cause enemy to withdraw than auxiliary token „Charge” is removed from attacking unit and this unit cannot participate in attack phase. In that case charging unit must be withdrawn 1 hex in direction from which it arrived.

**9.15** If charge forced enemy to withdraw “charge” token remains on unit

until end of own attack phase because it can be used again during that turn. If it wasn't used it remains until end of enemy movement phase, or – if unit didn't fight – to end of enemy attack phase. After that phase token must be removed.

**9.16** One enemy unit may be charged at by several units and one cavalry unit can charge on several enemy units.

**9.17** Charges cannot be performed:

- on terrain other than empty
- On other side of bridge
- through rivers, streams

**9.18** Charging units cannot perform RC

**9.19** During charges unit can perform turn – 1 MP

## 9.2 Charge modifiers

Dice rolls modifiers affecting result of charge:

**+3** – if at least 6 SP of heavy cavalry perform charge

**+2** – if at least 4 SP of heavy cavalry perform charge

**+1** – if at least 2 SP of heavy cavalry perform charge

**+2** – if at least 5 SP of light cavalry perform charge

**+1** – if at least 2 SP of light cavalry perform charge

**+2** – if charge is targeted at shattered infantry

**9.21** Listed modifiers do not cumulates, the best one is applied.

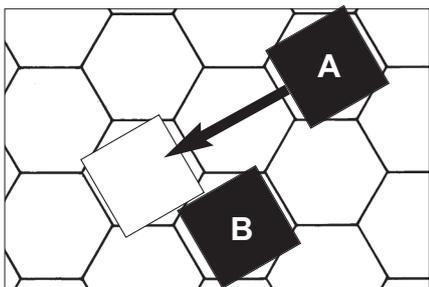
**Attention:** all listed strengths are stated before multiplication

## 9.3 Counter charges

**9.31** Counter charge can only units that are not in enemy ZoC

**9.32** Counter charges are performed during enemy's movement phase (at any moment of that phase) but one unit can perform one counter charge during that phase.

**9.33** Counter charge is performed by moving unit by one hex into hex neighboring with enemy. When this move is performed all units in ZoC of counter charging cavalry must be attacked. If



counter charged unit wasn't forced to retreat or wasn't disorganized may perform normal movement using half of its remaining MP (rounding up)

**9.34** If counter charge is performed with success and attacked unit withdraws it is allowed to chase that unit. Counter charging can't take part in any other fight during that phase unless it is attacked.

**9.35** Counter charges can be performed only on front zone hexes.

**9.36** Counter charging units are not automatically covert with "Charge" token, only when this token was put on that unit during own movement phase

**9.37** Turn during counter charge does not cause unit to lose MP.

## 9.4 Cavalry movement

**9.41** Range of cavalry movement is restricted only by MP, terrain and turns.

**9.42** Cavalry entering hex spends MP accordingly to terrain type (see table: Effect of Terrain on Battle and Movement)

**9.43** Performing turns during movement cavalry spends 1 MP

## 9.7. Withdrawing before battle

**9.71** If infantry unit attacks cavalry than cavalry can withdraw before battle. Player commanding cavalry must inform other player that he is withdrawing after enemy movement (on hexes neighboring with cavalry) but before battle. Attacking player may move on hex previously occupied by cavalry only if he still have MP. This maneuver cannot be performed by shattered cavalry.

**9.72** Cavalry can perform any number of those „dodges”

# 10.0 ARTYLLERY

## 10.1 General rules

**10.11** Artillery units are represented by two kinds:

- foot artillery („C” heavy and „L” light)
- horse artillery

Artillery can fire during artillery phase and during enemy movement phase. Maximal range of heavy artillery is 4 hexes.

**10.12** Visibility between cannons and target is clear when a straight line marked between centers of hexes occupied by those units is not crossing hexes with:

- forests, orchards, vineyards
- built-up areas (cities, viliges)

– hills (if artillery and target are on opposing sides)

– units

**10.13** a necessary condition for artillery to perform fire is visibility between target and artillery

**10.14** Artillery can shoot to any unit in it's range as long as at the beginning of own artillery phase there are no enemy units on neighboring hexes.

**10.15** Artillery which at the beginning of own artillery phase has enemy unit at neighboring hex, it can fire only to that unit ( and only when it's in artillery front zone)

**10.16** During firing artillery can shoot to only one unit

**10.17** Unit of foot artillery cannot move in that phase if it attacked.

**10.18** Foot artillery that moved cannot shoot during next enemy's movement phase

**10.19** Horse artillery that moved can shoot during next enemy's movement phase

**10.20** Horse artillery that shoot during artillery phase can move spending 3 MP

## 10.2 Firing Combat

**10.21** Effectiveness of artillery's FC depends on distance of enemy unit.

**10.22** To shoot to enemy unit player must choose unit (or units) of artillery and target. Next player perform listed actions:

a) roll 2D6

b) apply terrain modifiers

c) find the result on Artillery Firing Combat Table.

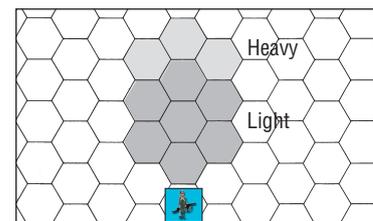
## 10.3 Range of fire

**10.31** Effectiveness of artillery's fire depends on distance from cannons to target.

Heavy artillery – range up to 4 hexes

Light artillery – range up to 3 hexes

Horse artillery – range up to 3 hexes



## 10.4 Direct combat

**10.41** At attack phase independently to preformed earlier FC whole artillery (in stack) fights using 1 SP

**10.42** Artillery is destroyed (no matter

what is it's actual combat effectiveness) while during battle it's forced to withdraw and victorious unit enters hex (as chasing) occupied by the artillery  
**10.42** Artillery cannot perform chase.

## 11.0 COMMANDERS



### 11.1 General rules

**11.11** Players have commander tokens. These tokens don't have ZoC and SP. What they have is a modifier to battle engagement (white number on black background)

**11.12** Commander increases chance to reorganize units

**-2** to dice roll – when commander stays on the same hex with unit which player is trying to reorganize

**-1** to dice roll – when commander stays on neighboring hex with unit which player is trying to reorganize

**11.13** Commanders don't spend MP for turns, their orientation is not relevant

**11.14** Commanders have 10 MP

### 11.2 Commanders effect on battle and initiative

**11.21** If commander fights with unit (units) in stack then commander modifier is applied to the roll and after that check for result in Battle Table (commander modifiers does not cumulate)

**11.22** when checking the initiative the modifier of commander in chief is added to roll (if commander dies his lieutenant's)

### 11.3 Range of command

**11.31** Each commander affect battles and reorganization of his troops on maximum two hexes.

### 11.4 Effects of command

Unit moves and fight with its full strength only if during command phase it was in range of command of his commander, or commander's in chief.

### 11.5 No Command

If unit at the beginning of own movement phase was outside of range of command (see 11.14) than;

- It's mobility is reduced by **1**
- During attack it has **-1** modifier to roll
- During RC and FC has **-1** modifier to

roll

**d)** When creating quadrangle **-1** on morale check

### 11.6 Commander elimination

**11.61** If enemy unit enter hex occupied only by commander, he is eliminated.

**11.62** If unit standing on one hex with commander, had suffered losses during battle or must withdraw, must be performed check what had happened to commander (2D6 roll):

**- 2-9** – no effect

**- 10-11** – commander is wounded, his token must be flipped, and his statistics are lowered until end of game. His range of command is reduced to one hex. Second wound means elimination.

**- 12** – commander died

### 11.7 Command factor (CF)

**11.71** each commander have it's own CF (described in scenario)

**11.72** This factor means how many corps can be moved during own movement phase (or counter charge). Each movement of compound units or even single unit means that one point was used.

**Example:** Beresford has command factor of 3, which means that during one stage he can give orders 3 of his compound units.

**11.74** CF is not affecting withdrawing units

**11.75** To simplify game, auxiliary tokens of CF with numbers were included. Tokens must be placed at the beginning of own movement phase (or during counter charge phase) on commanders whose units will be moved.

## 12.0 REORGANIZATION

fighting capacity of units that were disorganized during battle may be restored during phase of reorganization.

Each player during own reorganization phase can try to reorganize own units.

### 12.1 Conditions of reorganization

**12.11** reorganizing unit cannot stand in enemy ZoC

**12.12** During one reorganization phase one unit can be attempted to be reorganized only once.

**12.13** During one reorganization phase many units can be attempted to reorganize. Their order is unrestricted.

## 12.2 Ways of reorganization

**12.21** Reorganization attempt is based on 2D6 roll, if result is lower than current morale than reorganization was successful, unit moves to higher level. Look 11.12 and 11.31

## 13.0 QUADRANGLES

### 13.1 Creating quadrangles

**13.11** Infantry units on empty terrain single or in stack which are target for the cavalry charge and are not shattered can try to create quadrangle.



Artillery cannot form quadrangle unless it's on the same hex with infantry unit. In that case it adjust to infantry unit. When player wants to create quadrangle he roll two D6 when enemy cavalry is 2 hexes away from his unit's location:

– If result is lesser or equal to the lowest morale statistic in the stack, units can create quadrangle. Auxiliary token „quadrangle” is placed on that stack.

– If result is higher than lowest morale statistic in the stack, units cannot create quadrangle. In own movement phase, player can create quadrangle without rolling dices, but must spend all MP.

**13.12** Quadrangle cannot enter hex that is already occupied by other allied units, it also cannot perform chase. Other units can join the quadrangle but only to the maximal SP.

**13.13** Quadrangle can be also created in enemy movement phase. Morale check must be performed, if it's positive quadrangle was created.

**13.14** When quadrangle becomes disorganized unit automatically must leave that formation.

**13.15** When quadrangle is forced to withdraw units leave that formation.

**13.16** Quadrangle created in enemy movement phase, cannot be created in ZoC of charging cavalry.

**13.16** Quadrangle don't have ZoC

**13.17** Quadrangle can be created only by units with command

**13.18** At own movement phase quadrangle can move one hex in empty terrain.

**13.19** When leaving quadrangle formation at own movement phase player must spend 1 MP (each unit in formation). From that moment any movement is resolved as usual.

### 13.2 Quadrangle battles

**13.21** Cavalry charging at quadrangle don't receive any modifiers from [9.2] and [9.12]. Additionally dice roll is modified by -2

**13.22** Artillery fire targeting units while they try to create quadrangle is modified by -2 to dice roll.

**13.23** Cavalry units don't suffer any additional costs of movement on hexes neighboring with quadrangle.

**13.24** when quadrangle was created it can perform RC during enemy's movement phase on any enemy unit moving through quadrangle's ZoC. Such RC can be performed only once during

stage. This RC is independent from shooting before direct combat.

**13.25** Units that created quadrangle modify their RC 2D6 roll by -2

**13.26** Quadrangle cannot attack.

Tabela Charakterystyki Terenu

| Terrain           | commander | Infantry | Cavallry | Artillery | WO, WK <sup>1</sup> | Combat influece    |
|-------------------|-----------|----------|----------|-----------|---------------------|--------------------|
| clear             | 1         | 1        | 1        | 1         | -                   | -                  |
| forest            | +1        | +1       | +2       | +2        | -1                  | -2/-4 <sup>3</sup> |
| villaga           | +1        | +1       | +1       | +1        | -1                  | -2                 |
| main road         | 1/3       | 1/2      | 1/3      | 1/2       | depend of terrain   | depend of terrain  |
| second road       | 1/2       | 1        | 1        | 1         | depend of terrain   | depend of terrain  |
| bridge            | -         | -        | -        | -         | -                   | depend of river    |
| steream           | -         | +1       | +1       | +1        | -1                  | -1                 |
| copse             | -         | +1       | +1       | +2        | -2                  | -1                 |
| swamp             | +3        | +2       | +6       | N         | N                   | 1/2                |
| hill <sup>4</sup> | -         | +1       | +1       | +1        | -1                  | -1                 |
| shaft             | -         | +1       | +4       | +2        | -3/- <sup>2</sup>   | -3                 |
| gorge             | +3        | W        | W        | N         | -2/- <sup>2</sup>   | -2                 |
|                   | -         | -        | -        | +1        | -1                  | -1                 |
| <b>MP</b>         |           |          |          |           |                     |                    |

Before game begins, player commanding Russian forces informs, which bridges had been destroyed. Player commanding French forces may rebuild two bridges by placing HQ of his corp, at neighboring hex. At next own movement phase bridge is considered as rebuild („bridge” token is placed).

<sup>1</sup> – subtract from dice roll.

<sup>2</sup> – number before line is an attacker modifier, number after line is defender's.

<sup>3</sup> number before line is an infantry modifier, number after line is cavalry modifier. When both of this kinds of troops are fighting we use modifier of the more numerous type of unit.

<sup>4</sup> – up hill.

**1/2 G** – s1/2G strength of attacker is divided by 2 (rounding up).

**N** – inaccessible.

**W** – all MP.

**Tabela: Combat Modification**

| Atack/Defence | Dice rolls modifiers:<br>(K6) |
|---------------|-------------------------------|
| 4:1 i więcej  | +4                            |
| 3:1           | +3                            |
| 2:1           | +2                            |
| 1,5: 1        | +1                            |
| 1:1           | 0                             |
| 1 : 1,5       | -1                            |
| 1:2           | -2                            |
| 1:3           | -3                            |
| 1:4 i mniej   | -4                            |

**Modyfikacje do rzutu kostką:**

- commander modifier
- terrain modifier (see Terrain Influence on Movement and Battle Table)
- +2 when unit performing forced march is attacked
- +2 when disorganized unit is attacked
- + 3 when shattered unit is attacked
- +1,2,3 when cavalry is attacking infantry or artillery
- +1 when attacking from higher ground
- +1 when defender is attacked from 3 directions
- +2 when defender is attacked from 4 directions
- +3 when defender is attacked from 5 directions
- +4 when defender is attacked from 6 directions

**Tabela Walki**

| Dice rolls K6 | Obrońca   | Atakujący |
|---------------|-----------|-----------|
| 10 lub więcej | 1 + D + T | TP        |
| 8-9           | 1 D       | TP        |
| 6-7           | 1 T       | T         |
| 4-5           | T         | T         |
| 0-3           | T         | 1 + T     |
| Mniej niż 0   | TP        | 1 + D +T  |

**D** – desorganisation,  
**T** – morale check.

**1** – one hex withdrawal if impossible to perform, each unit in stack loose 1 SP,  
**TP** – morale check, but **only** when chase is declared.

**Tabela: Battle loses**

| Attacker<br>SP | Two dice rolls (2D6) |   |   |   |   |   |   |   |    |    |    |
|----------------|----------------------|---|---|---|---|---|---|---|----|----|----|
|                | 2                    | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 1-2            | -                    | - | - | - | - | - | - | - | 1  | 1  | 1  |
| 3-4            | -                    | - | - | - | - | - | - | 1 | 1  | 1  | 2  |
| 5-6            | -                    | - | - | - | - | - | 1 | 1 | 1  | 1  | 2  |
| 7-8            | -                    | - | - | - | - | 1 | 1 | 1 | 1  | 2  | 3  |
| 9-10           | -                    | - | - | - | 1 | 1 | 1 | 1 | 2  | 2  | 3  |
| 11-12          | -                    | - | - | 1 | 1 | 1 | 2 | 2 | 2  | 2  | 3  |
| 13-15          | -                    | - | 1 | 1 | 1 | 2 | 2 | 2 | 2  | 2  | 3  |
| 16-18          | -                    | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2  | 3  | 4  |
| 19-23          | 1                    | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3  | 3  | 4  |
| 24-26          | 1                    | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3  | 3  | 4  |
| 27-30          | 1                    | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3  | 3  | 4  |
| 31-35          | 2                    | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3  | 4  | 4  |
| 36-40          | 2                    | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 4  | 4  | 4  |
| 41-            | 2                    | 2 | 2 | 3 | 3 | 3 | 3 | 4 | 4  | 4  | 5  |

**Battle procedure:**

Strength of attacker – 15 SP  
Strength of defender – 4 SP  
Strength ratio (15:4) – 4:1  
modifier from Table “battle modifiers” +4

Result of dice roll 3  
To received result (3) player add modifier of +4, that give him result of 7

Let’s assume that defender is stationing in village. That gives him bonus of -2 to the dice roll, so the result is equal 5.

Other modifiers are not applied in this battle

**Attention:** If before that battle RC would occur and SP would be lost, that loses must be taken under consideration when calculating strength ratio of attacker/defender.

Result **7** is located in row **6-7**. That means that defender is withdrawing 1 hex and must perform morale check. Attacker also performs morale check, if successful he may chase defender. (we roll once for all attacking units)

After all possible withdrawals and disorganization are applied players must roll 2D6 to check if units suffered any SP losses. Each player roll to determine opponent’s loses. Those loses depend on initial strength of fighting units.

In our case we check for defender loses in row 13-15, than modifier is applied (village -2) which means defender loses can be found in row 9-10. Loses of attacker can be found in row 7-8 (village modifier +2).

**Attention:** When checking for loses of units attacked by charging cavalry we check in row using cavalry’s modified strength.

### Artillery Fire Tables (WO)

#### Light and horse artillery:

| Artillery Strength |   | 1 PS |   |   |    |    |     |     |
|--------------------|---|------|---|---|----|----|-----|-----|
| 2xD6               |   | 0-6  | 7 | 8 | 9  | 10 | 11  | 12  |
| range              | 1 | -    | - | - | -1 | T  | T-1 | T-2 |
|                    | 2 | -    | - | - | -  | -1 | T   | T-1 |
|                    | 3 | -    | - | - | -  | -  | -1  | T   |
|                    | 4 | -    | - | - | -  | -  | -   | -1  |

| Artillery Strength |   | 2 PS |   |    |    |     |     |     |
|--------------------|---|------|---|----|----|-----|-----|-----|
| 2xK6               |   | 0-6  | 7 | 8  | 9  | 10  | 11  | 12  |
| range              | 1 | -    | - | -1 | T  | T-1 | T-1 | T-2 |
|                    | 2 | -    | - | -  | -1 | T   | T-1 | T-1 |
|                    | 3 | -    | - | -  | -  | -1  | T   | T-1 |
|                    | 4 | -    | - | -  | -  | -   | -1  | T   |

| Artillery Strength |   | 3 PS |    |    |     |     |     |     |
|--------------------|---|------|----|----|-----|-----|-----|-----|
| 2xD6               |   | 0-6  | 7  | 8  | 9   | 10  | 11  | 12  |
| range              | 1 | -    | -1 | T  | T-1 | T-1 | T-1 | T-2 |
|                    | 2 | -    | -  | -1 | T   | T-1 | T-1 | T-1 |
|                    | 3 | -    | -  | -  | -1  | T   | T-1 | T-1 |
|                    | 4 | -    | -  | -  | -   | -1  | T   | T-1 |

#### Heavy Artillery:

| Artillery Strength |   | 1 PS |   |    |    |     |     |     |
|--------------------|---|------|---|----|----|-----|-----|-----|
| 2xD6               |   | 0-6  | 7 | 8  | 9  | 10  | 11  | 12  |
| range              | 1 | -    | - | -1 | -1 | T-1 | T-1 | D   |
|                    | 2 | -    | - | -  | -1 | -1  | T-1 | T-1 |
|                    | 3 | -    | - | -  | -  | -1  | -1  | T-1 |
|                    | 4 | -    | - | -  | -  | -   | -1  | -1  |
|                    | 5 | -    | - | -  | -  | -   | -   | -1  |

| Artillery Strength |   | 2 PS |    |    |     |     |     |     |
|--------------------|---|------|----|----|-----|-----|-----|-----|
| 2xD6               |   | 0-6  | 7  | 8  | 9   | 10  | 11  | 12  |
| range              | 1 | -    | -1 | -1 | T-1 | T-1 | T-1 | D   |
|                    | 2 | -    | -  | -1 | -1  | T-1 | T-1 | T-1 |
|                    | 3 | -    | -  | -  | -1  | -1  | T-1 | T-1 |
|                    | 4 | -    | -  | -  | -   | -1  | -1  | T-1 |
|                    | 5 | -    | -  | -  | -   | -   | -1  | T-1 |

| Artillery Strength |   | 3 PS |    |    |     |     |     |     |
|--------------------|---|------|----|----|-----|-----|-----|-----|
| 2xD6               |   | 0-6  | 7  | 8  | 9   | 10  | 11  | 12  |
| range              | 1 | -    | -1 | T  | T-1 | T-1 | D   | D   |
|                    | 2 | -    | -1 | -1 | T   | T-1 | T-1 | D   |
|                    | 3 | -    | -  | -1 | -1  | T   | T-1 | T-1 |
|                    | 4 | -    | -  | -  | -1  | -1  | T   | T-1 |
|                    | 5 | -    | -  | -  | -   | -1  | -1  | T-1 |

#### Artillery Fire dice roll Modifiers:

- 1 Target is moving cavalry
  - +1 Firing artillery has 4 or more SP.
  - +1 Target is a stack with 8-15 SP.
  - +2 Target is a stack with 16 or more SP
  - +1 Target is disorganized or chased.
  - 1 Night fire at 1 hex range.
  - 3 Night fire at 2 hex range.
  - 6 Night fire at 3 hex rane.
  - 10 Night fire at 4+ hex range.
- Terrain Modifiers – see Terrain Table.

#### Infantry Fire Table: (WK)

| 2xD6        |      | 0-6 | 7  | 8  | 9  | 10 | 11  | 12  | 13  |
|-------------|------|-----|----|----|----|----|-----|-----|-----|
| Firer's SP: | 10-8 | -   | -1 | -1 | -1 | T  | T-1 | T-1 | T-2 |
|             | 7-5  | -   | -  | -1 | -1 | -1 | T   | T-1 | T-1 |
|             | 4-3  | -   | -  | -  | -  | -1 | -1  | T   | T-1 |
|             | 2-1  | -   | -  | -  | -  | -  | -1  | -1  | T-1 |

#### Cavalry Fire Table: (WK)

| 2xD6        |      | 0-8 | 9  | 10 | 11 | 12  | 13  |
|-------------|------|-----|----|----|----|-----|-----|
| Firer's SP: | 10-8 | -   | -1 | -1 | -1 | T-1 | T-1 |
|             | 7-5  | -   | -  | -1 | -1 | -1  | T-1 |
|             | 4-3  | -   | -  | -  | -1 | -1  | T   |
|             | 2-1  | -   | -  | -  | -  | -1  | -1  |

- T – Morale Check, if passed – no effect, if failed – unit disorganized.
- D – Unit disorganized, if already disorganized then chased and must withdraw two hexes.
- 1 – loss of 1 SP.

# GROCHÓW 25-26 IV 1809

Despite the archduke Ferdinand's hopes, the battle of Raszyn wasn't the end of the war. Polish army disappeared somewhere on the Praga's bank, so the fight had to go on. The Austrian's army HQ prepared a plan of advancing on the other bank of the Wistula. There were two main goals: to catch a bridgehead at Praga and to seize disrupted (as Austrians thought) Polish army that was probably somewhere between the Bug and the Narew rivers, licking it's wounds after the bloody battle of Raszyn. After the end of the armistice (April 23), general's Mohr group crossed the Wistula, heading to the Praga. And everything would go smoothly, if not the Poles, who suddenly appeared in front of the Austrian army, crossing it's way on the road to Jabłonna.

## Setup:

### POLES:

|                    |          |
|--------------------|----------|
| 1, 2, 3 Hornowski  | 1728 (2) |
| Art. 1, 2, 3, 4, 5 | 1728 (2) |
| Sokolnicki         | 121      |
| I/8 pp             | 121 (1)  |
| I/12 pp, II/12 pp  | 121 (1)  |
| Ochotnik           | 121 (1)  |
| 2 uł               | 121 (1)  |
| Art. 1, 2 (L)      | 121 (1)  |

### Reinforcement (25 IV):

#### Turn 17

|        |      |
|--------|------|
| A/2 uł | 2400 |
|--------|------|

### Uzupełnienia (26 kwietnia):

#### Turn 1

|              |      |
|--------------|------|
| Kamieński    | 3800 |
| 1 sk, A/3 uł | 3800 |
| art. 1 (K)   | 3800 |

#### Turn 2

|                  |      |
|------------------|------|
| <b>Dąbrowski</b> | 3800 |
| II/6 pp          | 3800 |
| 5 sk, 6 uł       | 3800 |
| B/3 uł           | 3800 |
| art. 3 (L)       | 3800 |
| art. 2 (K)       | 3800 |

### Austriacy:

|             |          |
|-------------|----------|
| <b>Mohr</b> | 3717     |
| I/16 grz.   | 2022     |
| I/48 pp     | 1826 (1) |
| Art. 1 (L)  | 1826 (1) |
| A/1 H       | 609 (1)  |
| B/2 H       | 1818 (1) |
| II/48 pp    | 3717     |
| III/48 pp   | 4910     |
| Art. 1 (K)  | 4910     |

### Uzupełnienia (26 kwietnia):

#### Turn 1

|           |      |
|-----------|------|
| I/17 grz. | 3800 |
|-----------|------|

### Notes:

– The game starts at the first turn of the April 25 and ends at the Turn 19 of the April 26; or earlier, if all the Austrian units are forced out of the board or destroyed.

– (1) means that unit can be set up in the 1 hex range from it's base set up hex.

– Abbreviations (for all scenarios): PP – line infantry regiment, PSP – rifles regiment, jegr – Jagers, pm – sea infantry, gren – Grenadiers, SK – mounted rifles, Uł – Uhlans, Art – artillery, karab – Carabinier, Maz – Mazurs,

– Polish player has an initiative at the Turn 1 of the April 25.

– At the turn 1 of the April 26 both players roll a D6. The one that gets higher result, has an initiative.

– Poniatowski appears in any turn (player's choice) of the April 26. Player can place him on any Polish unit that is not at the Praga.

– If any Polish unit moves at the range 5 hexes from the Praga, Polish player can move one infantry unit of the Praga's garrison. Otherwise, Praga's garrison units can't move.

### Victory Points:

- Praga (each hex) – 1 VP
- Targówek – 1 VP
- Szmulowizna – 1 VP
- Kawęczyn – 1 VP
- Grochów Wielki – 2 VP

### Notes:

- Artillery units not mention in the tables have 1 SP.
- C – heavy artillery, K – horse artillery

### SP Tables:

| Poles       |   |   |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|---|---|
| Sokolnicki  |   |   |   |   |   |   |   |   |   |
| I / 12 pp   | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| II / 12 pp  | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| I / 8pp     |   |   |   |   |   |   |   | 2 | 1 |
| II / 6 pp   | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| ochotnicy   |   |   |   | 5 | 4 | 3 | 2 | 1 |   |
| 1 Hornowski |   |   |   |   |   |   |   | 2 | 1 |
| 2 Hornowski |   |   |   |   |   |   |   | 2 | 1 |
| 3 Hornowski |   |   |   |   |   |   |   | 2 | 1 |
| 1 sk        |   | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 5 sk        |   | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 2 uł.       |   | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| A / 2 uł    |   |   |   |   |   |   |   | 2 | 1 |
| A / 3 uł.   |   |   |   |   |   |   |   | 2 | 1 |
| B / 3 uł.   |   |   |   | 5 | 4 | 3 | 2 | 1 |   |
| 6 uł.       |   | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 1 Art. (K)  |   |   |   |   |   |   |   |   | 1 |
| 2 Art. (K)  |   |   |   |   |   |   |   |   | 1 |
| 1 Art. (C)  |   |   |   |   |   |   | 3 | 2 | 1 |
| 2 Art. (C)  |   |   |   |   |   |   | 3 | 2 | 1 |
| 3 Art. (C)  |   |   |   |   |   |   | 3 | 2 | 1 |
| 4 Art. (C)  |   |   |   |   |   |   | 3 | 2 | 1 |
| 5 Art. (C)  |   |   |   |   |   |   | 2 | 1 |   |

| Austro-Hungarian |    |    |   |   |   |   |   |   |   |   |   |
|------------------|----|----|---|---|---|---|---|---|---|---|---|
| Mohr             |    |    |   |   |   |   |   |   |   |   |   |
| I/48 pp          |    |    |   |   | 6 | 5 | 4 | 3 | 2 | 1 |   |
| II/48 pp         |    |    |   |   | 6 | 5 | 4 | 3 | 2 | 1 |   |
| III/48 pp        |    |    |   |   | 6 | 5 | 4 | 3 | 2 | 1 |   |
| I/16 grenz.      | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| I/17 grenz.      | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 1 Huz. A         |    |    |   |   |   |   |   | 4 | 3 | 2 | 1 |
| 1 Huz. B         |    |    |   |   |   |   |   | 4 | 3 | 2 | 1 |
| 1 Art. (K)       |    |    |   |   |   |   |   |   |   | 1 |   |
| 2 Art. (L)       |    |    |   |   |   |   |   |   |   | 1 |   |



# GROCHÓW 25 II 1831

Battles fought February 19-20 made Rosen aware that the Polish army is indeed a worthy opponent. He almost lost the entire I Corps at the Wawer and every single tree of the Olszynka Grochowska was still in Polish hands. Russians stood in front of the Warsaw, waiting for a command to attack, eager to wash away the shame after the humiliating defeats. A plan was ready, but once again, Poles surprised Russians, starting the battle first.

## Setup :

|  |                                    |          |  |          |
|--|------------------------------------|----------|--|----------|
| <b>POLES:</b>                          | 1, 2, 3, 4 kosynier                | 2025 (1) | Art. 1, 2 Szachowski   | 303 (1)  |
| <b>Chłopicki</b>                       | Art. Skalski, Art. Rylski          | 2125     | At the Turn <b>8</b> all the units of the Szachowski's Group are removed from the board. They're returning to the board at the Turn 17 (including previous losses) as the reinforcements..         |          |
| <b>1 ID, Krukowiecki</b>               | Art. Koryzna, Art. Nieszkoć        | 3912     |  |          |
| 1 pp                                   | Art. Rychter, Art. Łapiński        | 4214     |  |          |
| 2 pp                                   | Art. Piętka                        | 4315     |  |          |
| 5 pp                                   | Art. Rzepecki, Naymanowski, Turski | 4516 (1) |  |          |
| 6 pp                                   |                                    |          |  |          |
| 19 pp                                  |                                    |          |  |          |
| Art. Grabowski                         |                                    |          |  |          |
| Art. Bielecki                          |                                    |          |  |          |
| <b>I Cavalry Corps</b>                 |                                    |          | <b>Reinforcement:</b>  |          |
| <b>Umiński</b>                         |                                    |          | <b>5 Turn</b>  |          |
| <b>1 CD, Jankowski</b>                 |                                    |          | Pahlen   | 5514     |
| 3 sk, Płock, 1 sk, Augustów            |                                    |          | <b>1 ID, Gerwais</b>   | 5514     |
| <b>2 CD, Tomicki</b>                   |                                    |          | 3 pM, 4 pM, 1, 2 jegr,   | 5514     |
| 5 sk, 1 Kalisz, 2 Kalisz, 1 uł.        |                                    |          | 1, 2 art. Gervais  | 5514     |
| A Lublin, Art. Konarski                |                                    |          | <b>1 CD, Łopuchin</b>  | 5512 (1) |
| Art. Narzymski                         |                                    |          | Sumski, Klast. A, Oliwiop.   | 5512 (1) |
| <b>II Cavalry Corps</b>                |                                    |          | <b>2 CD, Geismar</b>   |          |
| <b>Łubiński</b>                        |                                    |          | Perejesł, Wirtem   | 5509     |
| <b>1 CD, Stryjeński</b>                |                                    |          | <b>3 CD</b>  |          |
| 2 sk, 3 uł, Poznań, 4 sk, 5 uł, karab. |                                    |          | Ukrain, Nowoar   | 5509     |
|  |                                    |          | <b>7 Turn</b>  |          |
| <b>2 CD, Ruttieg</b>                   |                                    |          | <b>2 DGren, Polujektow</b>   | 5508     |
| 1 Maz                                  |                                    |          | 3 kb, 4 kb, Kijow., Wirt., Jekat.,   |          |
| 4 uł                                   |                                    |          | Mekl., Art. 1, 2, 3 Polujektow   | 5508     |
| 2 uł                                   |                                    |          | <b>III Cavalry Corps</b>   |          |
| 2 Maz                                  |                                    |          | <b>Witt</b>  | 5504     |
| Art. Jaszowski                         |                                    |          | <b>3 Kirajer Div., Kabłukow</b>  | 5504     |
| Art. Chorzowski                        |                                    |          | GC, Nowogr., ks Alb, Starod  | 5504     |
| <b>2 ID, Żymirski</b>                  |                                    |          | art. 1, 2, 3/III   | 5504     |
| 7 pp                                   |                                    |          | <b>Guards:</b>   |          |
| 2 psp                                  |                                    |          | WK   | 5504     |
| 3 pp                                   |                                    |          | Since that Turn the Russian player may try to use the Guards. Roll 2 D6 at the start of each turn, result 2 or 3 – following units appear on the next turn and may start moving from the hex 5514: |          |
| 4 psp                                  |                                    |          | <b>Konstanty</b>   |          |
| <b>3 ID, Skrzynecki</b>                |                                    |          | Litewski, Wołyński (piech gward)   |          |
| 20 pp                                  |                                    |          | Podolski, Grodziński (kaw. gward)  |          |
| Weterani                               |                                    |          | Art. Konstanty   |          |
| 5 psp                                  |                                    |          | <b>17 Turn</b>   |          |
| 4 pp                                   |                                    |          | <b>Szachowski</b>  | 2400     |
| 8 pp                                   |                                    |          | 1 pM, 2 pM, Klast B, Donski,   |          |
| <b>4 ID, Szembek</b>                   |                                    |          | Suworow, Astrach, 2 kb, 5 kb, 6 kb,  |          |
| 3 psp                                  |                                    |          | Łubieński B, Atamański,  |          |
| 1 psp                                  |                                    |          | Czarnomorski, Art. 1,2,3,4   |          |
| podol.                                 |                                    |          |  |          |
| 1, 2, 3, 4 gren                        |                                    |          |  |          |

# WAWER 31 III 1831

**Bloody and unresolved battle of Grochów made both sides to lay down and rest for a while. Russians, impressed by the Polish stiff defense, decided to wait a bit longer and regroup at their winter camps. In the same time Poles reorganized their army and prepared for the offensive operation. The goal was to make an attack through the Brzeska high road and to destroy Russian IV Corps. At the end of the March everything was ready and at the night of the March 31 Polish army left Praga shore and silently approached unprepared Russians, to attack them with a battle cries “Bagnet na broń!” (“Bayonets on weapons!”) and “Bij Moskala!” (“Fight the Moscow!”).**

## Setup :

| POLES:                |         |
|-----------------------|---------|
| 1 ID, Rybiński        | 804     |
| 2 pp, 6 pp            | 906     |
| 1 pp, 5 pp            | 905     |
| 1 Maz, 4 sk           | 804 (1) |
| art. 1/Bielecki       | 804     |
| art. Łapiński         | 804     |
| <b>Reinforcement:</b> |         |
| <b>Turn 2</b>         |         |
| 2 uł, 3 uł            | 114 (1) |
| <b>Turn 3</b>         |         |
| 2 ID, Giełgud         | 111 (1) |
| 2 psp, 4 psp          | 111 (1) |
| 3 pp, 7 pp            | 111 (1) |
| Sandomierz            | 111 (1) |
| Art. 2/Bielecki       | 111 (1) |
| Art. Ryłski           | 111 (1) |

## Victory Points:

|          |      |
|----------|------|
| Wawer    | 1 VP |
| Gocławek | 1 VP |
| Wygoda   | 1 VP |
| 1913     | 2 VP |

| RUSIANS:        |      |
|-----------------|------|
| Geismar         | 1215 |
| 24 ID           |      |
| Wileński        | 814  |
| Litewski        | 812  |
| 47 jegr         | 1209 |
| Art. 1 Kiszkin  | 813  |
| Art. 2 Kiszkin  | 815  |
| Wołyński (ułan) | 911  |
| Doński (kozak)  | 414  |

## Notes:

- Board “Wawer” is used.
- Game starts at the Turn 1 and ends with a Turn 7.
- Polish player has the initiative at the Turn 1.

| Russians        |                   |
|-----------------|-------------------|
| Geismar         |                   |
| 47 jegr.        | 8 7 6 5 4 3 2 1   |
| koz. Doński     | 7 6 5 4 3 2       |
| pp Wileński     | 8 7 6 5 4 3 2 1   |
| pp Litewski     | 8 7 6 5 4 3 2 1   |
| uł Wołyński     | 9 8 7 6 5 4 3 2 1 |
| art. 1/ Kiszkin | 1                 |
| art. 2/ Kiszkin | 2 1               |

| Poles         |                            |
|---------------|----------------------------|
| 1 ID Rybiński |                            |
| 1 pp          | 12 11 10 9 8 7 6 5 4 3 2 1 |
| 5 pp          | 12 11 10 9 8 7 6 5 4 3 2 1 |
| 2pp           | 12 11 10 9 8 7 6 5 4 3 2 1 |
| 6 pp          | 12 11 10 9 8 7 6 5 4 3 2 1 |
| Art. Bielecki | 1                          |
| Art. Łapiński | 3 2 1                      |

| 2 ID Giełgut    |                            |
|-----------------|----------------------------|
| 2 psp           | 10 9 8 7 6 5 4 3 2 1       |
| 4 psp           | 10 9 8 7 6 5 4 3 2 1       |
| 3 pp            | 12 11 10 9 8 7 6 5 4 3 2 1 |
| 7 pp            | 12 11 10 9 8 7 6 5 4 3 2 1 |
| Sandomierz      | 3 2 1                      |
| Art. 2 Bielecki | 1                          |
| Art. Ryłski     | 3 2 1                      |

| 3 ID Małachowski |                            |
|------------------|----------------------------|
| 4 pp             | 11 10 9 8 7 6 5 4 3 2 1    |
| 8 pp             | 12 11 10 9 8 7 6 5 4 3 2 1 |
| Weterani         | 8 7 6 5 4 3 2 1            |
| 5 psp            | 10 9 8 7 6 5 4 3 2 1       |
| 20 pp            | 12 11 10 9 8 7 6 5 4 3 2 1 |
| Art. Turski      | 2 1                        |
| Art. Koryzna     | 3 2 1                      |

| CB Dembowski |             |
|--------------|-------------|
| 4 psk        | 5 4 3 2 1   |
| 1 Maz.       | 6 5 4 3 2 1 |

| CD Skarżyński |               |
|---------------|---------------|
| 2 psk         | 7 6 5 4 3 2 1 |
| Karab.        | 3 2 1         |
| 5 uł.         | 5 4 3 2 1     |
| Poznań        | 3 2 1         |
| Art. Konarski | 2 1           |

Szachowski 2400  
**3 CD, Sacken** 2400  
 Nowom, Jelizaw. 2400  
 III/ 5 jegr 2400  
 Units of the Szachowski’s Group are entering the board with the losses they suffered before. Order of their entering the board depends on the player’s choice.

## Notes:

- Game starts at the Turn 1 and ends at the Turn 21.
- Polish player has the initiative at the

Turn 1.  
 – During the Turns 1, 2, 3, 4, 5, 6 players may move a following units only:  
 Poles: 1 Infantry Division (Krukowiecki) and Cavalry Division (I cavalry Corps, Jankowski)  
 Russians: Sacken, Nowom, Jelizaw, III/5 jegr, 2 kb, 5 kb, 6 kb, Łubieński B, Klast B, Doński, Atamański, Czarnomorski,  
 Art. Szachowski 1, 2  
 – Since the Turn 7 all the other units may move freely.

– Russian player has the initiative at the Turn 7.

– Units fighting in the forest hexes can use half of their SP only (rounded down)

## Victory Points:

1 VP for each of the hexes:  
 3417, 3617, 4024, 4123, 4216, 2608,  
 2510, 2310, 1818, 1918, 2022,  
 3309, 3710

Russian instant victory if any of the Russian units (not chased) will move two hexes or closer of the Praga’s fortifications.

# DĘBE WIELKIE 31 III

Wawer was just a beginning. Polish soldiers, driven by the victory, were eager to follow the routing enemy. Their commander wasn't sure if the success was really decisive and tried to keep cautious, but Poles eventually caught the Russian at evening. The night wasn't far, but the blood on bayonets was still wet and the guns were still hot, so Polish army attacked the enemy for the second time that day.

## Setup :

|                          |                     |          |               |      |
|--------------------------|---------------------|----------|---------------|------|
| <b>POLES:</b>            | art. Koryzna        | 719 (1)  | <b>2 CD</b>   |      |
| Skrzynecki               | art. Turski         | 719 (1)  | Tyrans, Arzam | 1517 |
| <b>CD, Skarżynski</b>    |                     |          |               |      |
| Poznań, 5 uł             |                     |          |               |      |
| Karab, 2 sk              |                     |          |               |      |
| Art. Konarski            |                     |          |               |      |
| <b>Dembiński</b>         |                     |          |               |      |
| 4 sk, 1 Maz              |                     |          |               |      |
| <b>2 ID, Gielgut</b>     |                     |          |               |      |
| 2 psp, 4 psp             |                     |          |               |      |
| 3 pp, 7 pp               |                     |          |               |      |
| Sandomierz               |                     |          |               |      |
| art. 2/Bielecki          |                     |          |               |      |
| art. Rylski              |                     |          |               |      |
| <b>3 ID, Małachowski</b> |                     |          |               |      |
| 4 pp, 8 pp               |                     |          |               |      |
| 5 psp, 20 pp, Wet.       |                     |          |               |      |
|                          | <b>RUSSIANS:</b>    |          |               |      |
|                          | <b>Rosen</b>        | 1719     |               |      |
|                          | Donski              | 1521     |               |      |
|                          | A/Brzeski           | 1320     |               |      |
|                          | Litewski (ułan)     | 1319     |               |      |
|                          | B/Brzeski           | 1318     |               |      |
|                          | Białostocki (24 ID) | 1317     |               |      |
|                          | 50 jegr (25 ID)     | 1316     |               |      |
|                          | 48 jegr (24 ID)     | 1417     |               |      |
|                          | art. 1/Rosen        | 1317     |               |      |
|                          | art. 2/Rosen        | 1316     |               |      |
|                          | art. 3/Rosen        | 1318     |               |      |
|                          | art. 4/Rosen        | 1319     |               |      |
|                          | <b>Geismar</b>      | 1820     |               |      |
|                          | Wilenski (24 ID)    | 1820 (1) |               |      |
|                          | 47 jegr (24 ID)     | 1820 (1) |               |      |
|                          | Wołyński (ułan)     | 1820 (1) |               |      |

## Notes :

- Game starts at the Turn 1 and ends at the Turn 7.
- Polish player has the initiative at the Turn 1.
- “Dębe Wielkie” scenario should be played right after the “Wawer 31 III 1831” scenario. Loses from the scenario “Wawer 31 III 1831” should be included in this scenario.

## Victory Points:

|              |   |
|--------------|---|
| Dębe Wielkie | 2 |
| 1620         | 1 |
| 1317         | 1 |

## Russians

### Rosen

|                 |   |   |   |   |   |   |   |   |   |
|-----------------|---|---|---|---|---|---|---|---|---|
| 48 jegr.        |   | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 50 jegr.        |   |   |   |   |   | 4 | 3 | 2 | 1 |
| koz. Doński     |   |   |   | 7 | 6 | 5 | 4 | 3 | 2 |
| pp Wileński     |   | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| pp Litewski     |   | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 48 jegr.        |   | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| uł Wołyński     | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| art. 1/ Kiszkin |   |   |   |   |   |   |   |   | 1 |
| art. 2/ Kiszkin |   |   |   |   |   |   |   |   | 2 |
| pp A/Brzeski    |   |   |   |   |   |   | 3 | 2 | 1 |
| pp B/Brzeski    |   |   |   |   |   |   | 3 | 2 | 1 |
| pp Białostocki  |   |   |   | 6 | 5 | 4 | 3 | 2 | 1 |
| uł Litweski     | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| sk Tyraspol.    |   |   |   |   |   |   | 3 | 2 | 1 |
| sk Arzamski     |   |   |   |   |   |   | 3 | 2 | 1 |
| Art. 1/ Rosen   |   |   |   |   |   |   |   |   | 1 |
| Art. 2/ Rosen   |   |   |   |   |   |   |   |   | 1 |
| Art. 3/ Rosen   |   |   |   |   |   |   |   |   | 1 |
| Art. 4/ Rosen   |   |   |   |   |   |   |   |   | 1 |

## Poles

### 1 ID Rybiński

|               |    |    |    |   |   |   |   |   |   |   |   |   |
|---------------|----|----|----|---|---|---|---|---|---|---|---|---|
| 1 pp          | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 5 pp          | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 2pp           | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 6 pp          | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Art. Bielecki |    |    |    |   |   |   |   |   |   |   |   | 1 |
| Art. Łapiński |    |    |    |   |   |   |   |   |   | 3 | 2 | 1 |

### 2 ID Gielgut

|                 |    |    |    |   |   |   |   |   |   |   |   |   |
|-----------------|----|----|----|---|---|---|---|---|---|---|---|---|
| 2 psp           |    |    | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 4 psp           |    |    | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 3 pp            | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 7 pp            | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Sandomierz      |    |    |    |   |   |   |   |   |   | 3 | 2 | 1 |
| Art. 2 Bielecki |    |    |    |   |   |   |   |   |   |   |   | 1 |
| Art. Rylski     |    |    |    |   |   |   |   |   |   | 3 | 2 | 1 |

### 3 ID Małachowski

|              |    |    |    |   |   |   |   |   |   |   |   |   |
|--------------|----|----|----|---|---|---|---|---|---|---|---|---|
| 4 pp         |    | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 8 pp         | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Weterani     |    |    |    |   | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 5 psp        |    |    | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 20 pp        | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Art. Turski  |    |    |    |   |   |   |   |   |   |   |   | 2 |
| Art. Koryzna |    |    |    |   |   |   |   |   |   | 3 | 2 | 1 |

### BK Dembowski

|        |  |  |  |  |  |  |   |   |   |   |   |   |
|--------|--|--|--|--|--|--|---|---|---|---|---|---|
| 4 psk  |  |  |  |  |  |  | 5 | 4 | 3 | 2 | 1 |   |
| 1 Maz. |  |  |  |  |  |  | 6 | 5 | 4 | 3 | 2 | 1 |

### CD Skarżynski

|               |  |  |  |  |  |   |   |   |   |   |   |   |
|---------------|--|--|--|--|--|---|---|---|---|---|---|---|
| 2 psk         |  |  |  |  |  | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Karab.        |  |  |  |  |  |   |   |   |   | 3 | 2 | 1 |
| 5 uł.         |  |  |  |  |  |   |   | 5 | 4 | 3 | 2 | 1 |
| Poznań        |  |  |  |  |  |   |   |   |   | 3 | 2 | 1 |
| Art. Konarski |  |  |  |  |  |   |   |   |   |   |   | 2 |
| 2 puł         |  |  |  |  |  | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 3 puł.        |  |  |  |  |  | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

# IGANIE 10 IV 1831

A więc jeszcze tylko jeden skok i mamy most, odcinamy Rosjanom drogę odwrotu a naczelny wódz ze swą grupą zamyka ich od tyłu, na koniec urządzamy Rosjanom rzeź i kończymy całą sprawę wspaniałym zwycięstwem. Taki był plan, ale ów rewelacyjny plan nie przewidział dwóch rzeczy: po pierwsze po drugiej stronie rzeki nadal stacjonowali Rosjanie, a po drugie – ważniejsze – czy nasz dzielny wódz dotrze na pole bitwy?

Potem będziemy się tym martwić, czas ucieka a i przeciwnik zaraz pewnie też. A więc do ataku!

## Setup :

| POLES:  |          | 13 jegr, B/14 jegr              |     | 1701     |  | Notes:   |      |
|---|----------|---------------------------------|-----|----------|--|--|------|
| Prądyński   | dowolnie | A/14 jegr                       |     | 1204 (1) |  | – Gra rozpoczyna się w 1 etapie a kończy w etapie 8  |      |
| Art. Łapiński   | 909      | <b>Sivers</b>                   |     | 804      |  | – W 1 etapie inicjatywę posiadają Polacy   |      |
| 1 Maz   | 909      | Irkucki, Jekater                |     | 804 (1)  |  | – Rosyjskie jednostki:   |      |
| 5 pp  | 1108     | Polski (ułan)                   |     | 804 (1)  |  | Syberyjski, Rumiancew, Wołyński  |      |
| 1 pp  | 1209     | Pawłograd                       |     | 804 (1)  |  | (ułan), Taras, Arzam, mogą się poruszać dopiero gdy dowolna jednostka polska przekroczy most |      |
| 2 uł, art. Bem  | 1308     | Art. 1 Rosen                    |     | 1702     |  | – Artyleria 1/Rosen i 3/Rosen (będące za rzeką) mogą prowadzić ostrzał od 1.                 |      |
| 8 pp  | 1409     | Art. 2 Rosen                    |     | 1204 (1) |  | – Rzekę można przekroczyć jedynie po moście.   |      |
|   |          | Art. 3 Rosen                    |     | 1803     |  |  |      |
|   |          | Art. 4 Rosen                    |     | 804 (1)  |  |  |      |
| Reinforcement:  |          | Reinforcement :                 |     |          |  |  |      |
| Turn 7  |          | Turn 5                          |     |          |  |  |      |
| Od tego etapu można sprowadzić na planszę 4 pp.   |          | Dobrowolski                     |     |          |  |  |      |
| W fazie ruchu gracz polski rzuca kostką 2xK6, wynik 2, 3 oznacza, że 4 pp może wejść na planszę na polu 1810. |          | 13 jegr, B/14 jegr              |     |          |  |  |      |
|   |          | w/w jednostki mogą się poruszać |     |          |  |  |      |
| RUSSIANS:   |          | Turn 6                          |     |          |  |  |      |
| <b>Rosen</b>  | 2004     | <b>Fasi</b>                     |     |          |  | <b>Victory Points:</b>   |      |
| Wołyński (ułan)/6   | 2004     | Miński, Wołyński/25             | 299 |          |  | Iganie (each hex)  | 1 VP |
| Arzam, Tyran (2CD)/2  | 2006     | Turn 7                          |     |          |  | 1501   | 1 VP |
| Syberyjski, Ruman   | 2003     | Żytomierski, Podolski/25        | 299 |          |  | Za każdą zniszczoną jednostkę  | 1 VP |
| <b>Dobrowolski</b>  | 1701     | Turn 8                          |     |          |  |  |      |
|   |          | 48 jegr, 47 jegr/24             | 299 |          |  |  |      |
|   |          | Litewski (ułan)/6               | 299 |          |  |  |      |

| Poles         |    |    |    |   |   |   |   |   |   |   |   |   |
|---------------|----|----|----|---|---|---|---|---|---|---|---|---|
| Prądyński     |    |    |    |   |   |   |   |   |   |   |   |   |
| 1 pp          | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 4 pp          |    |    | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 5 pp          |    | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 8 pp          |    |    | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 2 uł.         |    |    |    |   |   |   | 6 | 5 | 4 | 3 | 2 | 1 |
| 1 Maz.        |    |    |    |   |   |   |   |   | 4 | 3 | 2 | 1 |
| Art. Bem      |    |    |    |   |   |   |   |   |   | 3 | 2 | 1 |
| Art. Łapiński |    |    |    |   |   |   |   |   |   |   | 2 | 1 |

| Russians          |   |   |   |   |   |   |   |   |   |   |   |   |
|-------------------|---|---|---|---|---|---|---|---|---|---|---|---|
| Rosen             |   |   |   |   |   |   |   |   |   |   |   |   |
| 13 jegr.          |   |   |   |   |   | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| A/14 jegr.        |   |   |   |   |   |   |   |   |   | 4 | 3 | 2 |
| B/14 jegr         |   |   |   |   |   |   |   |   |   |   | 3 | 2 |
| sk Tyraspolski    |   |   |   |   |   |   |   |   |   |   | 3 | 2 |
| sk Arzamski       |   |   |   |   |   |   |   |   |   |   | 3 | 2 |
| huz. Pawłogradz.  |   |   |   |   |   |   |   |   |   |   |   | 2 |
| gren Sybirski     | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |   |   |
| gren Rumiancow    | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |   |   |
| 6 jegr.           |   |   |   |   |   |   | 6 | 5 | 4 | 3 | 2 | 1 |
| uł Wołyński       |   |   |   |   |   |   | 6 | 5 | 4 | 3 | 2 | 1 |
| huz Jekaterinosł. |   |   |   |   |   |   | 6 | 5 | 4 | 3 | 2 | 1 |
| huz Irkucki       |   |   |   |   |   |   | 6 | 5 | 4 | 3 | 2 | 1 |
| uł Polski         |   |   |   |   |   |   | 6 | 5 | 4 | 3 | 2 | 1 |
| pp Wołyński       |   |   |   |   |   |   |   |   |   |   | 3 | 2 |
| pp Miński         |   |   |   |   |   |   |   |   |   |   |   | 2 |
| pp Żytomierski    |   |   |   |   |   |   |   |   |   | 4 | 3 | 2 |
| pp Podolski       |   |   |   |   |   |   |   |   |   | 4 | 3 | 2 |
| 48 jegr.          |   |   |   |   |   |   |   |   |   |   |   | 2 |
| 47 jegr.          |   |   |   |   |   |   |   |   |   |   |   | 2 |
| uł Litewski       |   |   |   |   |   |   |   |   |   | 4 | 3 | 2 |
| art. 1 Rosen      |   |   |   |   |   |   |   |   |   |   |   | 1 |
| art. 2 Rosen      |   |   |   |   |   |   |   |   |   |   |   | 1 |
| art. 3 Rosen      |   |   |   |   |   |   |   |   |   |   |   | 1 |
| art. 3 Rosen      |   |   |   |   |   |   |   |   |   |   |   | 1 |

# Wawer 19 II 1831 – Grochów 25 II 1831

## Chłopi

### 1 ID (Krukowiecki)

|          |    |    |   |   |   |   |   |   |   |   |   |
|----------|----|----|---|---|---|---|---|---|---|---|---|
| 1 pp     | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 5 pp     | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 2 pp     | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 6 pp     | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 19 pp    |    |    |   |   | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| III/1 pp |    |    |   |   |   |   |   | 4 | 3 | 2 | 1 |

### 2 ID (Żymirski)

|       |  |  |  |  |   |   |   |   |   |   |   |   |   |
|-------|--|--|--|--|---|---|---|---|---|---|---|---|---|
| 3 pp  |  |  |  |  | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 7 pp  |  |  |  |  | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 2 psp |  |  |  |  | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 4 psp |  |  |  |  | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

### 3 ID (Skrzynecki)

|          |    |    |   |   |   |   |   |   |   |   |   |   |
|----------|----|----|---|---|---|---|---|---|---|---|---|---|
| 4 pp     | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 8 pp     | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Weterani |    |    |   |   | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 5 psp    |    |    |   |   |   |   |   |   | 4 | 3 | 2 | 1 |
| 20 pp    |    |    |   |   |   |   |   |   | 4 | 3 | 2 | 1 |

### 4 ID (Szembek)

|             |    |   |   |   |   |   |   |   |   |   |   |
|-------------|----|---|---|---|---|---|---|---|---|---|---|
| 1 psp       | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 3 psp       | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| strz. podl. |    |   |   |   |   |   |   |   | 3 | 2 | 1 |
| 1,2 gren.   |    |   |   |   | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 3,4 gren.   |    |   |   |   | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

|            |    |   |   |   |   |   |   |   |   |   |
|------------|----|---|---|---|---|---|---|---|---|---|
| 1 Kosynier | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 2 Kosynier | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 3 Kosynier | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 4 Kosynier | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

## Artillery

|                |   |   |   |
|----------------|---|---|---|
| Bielecki       | 3 | 2 | 1 |
| Piętka         | 3 | 2 | 1 |
| Turski         | 2 | 1 |   |
| Rzepecki       | 2 | 1 |   |
| Rychter        | 2 | 1 |   |
| Nieszkoć       | 2 | 1 |   |
| Łapiński       | 3 | 2 | 1 |
| Rylski         | 3 | 2 | 1 |
| Koryzna        | 3 | 2 | 1 |
| Naymanowski    | 2 | 1 |   |
| Grabowski      | 2 | 1 |   |
| Skalski (rak.) | 2 | 1 |   |

## I Cavalry Corps

### 1 CD (Jankowski)

|          |   |   |   |   |   |
|----------|---|---|---|---|---|
| 1 sk     | 5 | 4 | 3 | 2 | 1 |
| Augustów | 5 | 4 | 3 | 2 | 1 |
| 3 sk     | 5 | 4 | 3 | 2 | 1 |
| Płock    | 5 | 4 | 3 | 2 | 1 |

### 2 CD (Tomicki)

|          |   |   |   |   |   |   |   |
|----------|---|---|---|---|---|---|---|
| 5 sk     |   |   | 5 | 4 | 3 | 2 | 1 |
| 1 kalisz |   |   | 5 | 4 | 3 | 2 | 1 |
| 2 Kalisz |   |   | 5 | 4 | 3 | 2 | 1 |
| 1 uł.    |   |   | 5 | 4 | 3 | 2 | 1 |
| Lublin A | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Lublin B |   |   |   |   |   | 2 | 1 |

## Artillery

|            |   |   |
|------------|---|---|
| Konarski   | 2 | 1 |
| Narzymiski | 2 | 1 |

## II Cavalry Corps

### 1 CD (Stryjeński)

|            |  |  |   |   |   |   |   |
|------------|--|--|---|---|---|---|---|
| 2 sk       |  |  | 4 | 3 | 2 | 1 |   |
| Poznań     |  |  |   |   | 2 | 1 |   |
| 3 uł.      |  |  | 4 | 3 | 2 | 1 |   |
| 5 uł.      |  |  |   |   | 3 | 2 | 1 |
| 4 sk       |  |  | 4 | 3 | 2 | 1 |   |
| Karabinier |  |  |   |   |   | 2 | 1 |

### 2 CD (Ruttieg)

|          |  |  |   |   |   |   |
|----------|--|--|---|---|---|---|
| 2 uł.    |  |  | 4 | 3 | 2 | 1 |
| Mazury 1 |  |  | 4 | 3 | 2 | 1 |
| 4 uł.    |  |  | 4 | 3 | 2 | 1 |
| Mazury 2 |  |  | 4 | 3 | 2 | 1 |

## Artillery

|            |   |   |   |
|------------|---|---|---|
| Jaszowski  | 2 | 1 |   |
| Chorzowski | 3 | 2 | 1 |

# POLES RUSSIANS

## VI Cavalry Corps (Rosen) WD

### 24 ID (Kiszkín)

|             |   |   |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|---|---|
| Brzeski     | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Białostocki | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Litewski    |   |   |   |   |   | 4 | 3 | 2 | 1 |
| Wileński    | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 47 jegr.    | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 48 jegr.    | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 1 Art.      |   |   |   |   |   |   |   | 1 |   |
| 2 Art.      |   |   |   |   |   |   |   | 2 | 1 |

### 25 ID (Reibnitz)

|             |   |   |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|---|---|
| Wołyński    | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Miński      | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Żytomierski | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Podolski    | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 49 jegr.    | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 50 jegr.    | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 1 Art.      |   |   |   |   |   |   |   | 2 | 1 |
| 2 Art.      |   |   |   |   |   |   |   | 2 | 1 |

### Grenadiers Brigade (Murajew)

|                |   |   |   |   |   |   |   |   |   |
|----------------|---|---|---|---|---|---|---|---|---|
| Gren. Żmudzki  | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Gren. Łucki    | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Kb Nieświerski | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Art.           |   |   |   |   |   |   |   | 2 | 1 |

### 1 CD (Lanciers) (Włodek)

|                  |   |   |   |   |   |   |   |   |
|------------------|---|---|---|---|---|---|---|---|
| Polski           | 6 | 5 | 4 | 3 | 2 | 1 |   |   |
| Litewski         | 6 | 5 | 4 | 3 | 2 | 1 |   |   |
| Wołyński         |   |   |   |   |   | 3 | 2 | 1 |
| <b>Artillery</b> |   |   |   |   |   |   |   |   |
| 1 Art.           |   |   |   |   |   |   |   | 1 |
| 2 Art.           |   |   |   |   |   |   |   | 1 |

### Szachowski

|                 |   |   |   |   |   |   |   |
|-----------------|---|---|---|---|---|---|---|
| 1 Morski        | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 2 Morski        | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Klasycki B      |   |   |   |   |   | 2 | 1 |
| Doński          |   |   | 5 | 4 | 3 | 2 | 1 |
| Gren.Suworowa   | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Gren.Astrachań. | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 2 Karabinier    | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 5 Karabinier    | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 6 Karabinier    |   |   |   | 4 | 3 | 2 | 1 |
| Łubieński B     |   |   |   | 4 | 3 | 2 | 1 |
| Atamański       |   |   | 5 | 4 | 3 | 2 | 1 |
| Czarnomorski    |   |   | 5 | 4 | 3 | 2 | 1 |
| III/5 jegr.     |   |   |   | 4 | 3 | 2 | 1 |

## Artillery

|        |  |  |  |   |   |   |   |   |
|--------|--|--|--|---|---|---|---|---|
| 1 Art. |  |  |  | 3 | 2 | 1 |   |   |
| 2 Art. |  |  |  | 3 | 2 | 1 |   |   |
| 3 Art. |  |  |  |   |   | 2 | 1 |   |
| 4 Art. |  |  |  |   |   |   | 2 | 1 |

## I Corps (Pahlen) WD

### 1 ID (Gervais)

|          |   |   |   |   |   |   |   |   |
|----------|---|---|---|---|---|---|---|---|
| 3 Morski | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 4 Morski | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 1 jeger  | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 2 jeger  | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| 1 Art.   |   |   |   |   |   |   |   | 1 |
| 2 Art.   |   |   |   |   |   |   |   | 1 |

### 2 ID (Teslew)

|            |   |   |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|---|---|
| Ks Wilhelm | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Ks Karol   | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Rewelski   | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Estlandzki | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 3 jegr.    | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 4 jegr.    |   |   |   |   |   | 4 | 3 | 2 | 1 |
| 1 Art.     |   |   |   |   |   |   |   | 2 | 1 |
| 2 Art.     |   |   |   |   |   |   |   |   | 1 |

### 3 ID (Szkuryn)

|                  |   |   |   |   |   |   |   |   |   |
|------------------|---|---|---|---|---|---|---|---|---|
| Staroingermanski | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Nowoingermanski  | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Kutuzowa         | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Wielkołucki      | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 5 jegr.          | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 1 Art.           |   |   |   |   |   |   |   | 2 | 1 |
| 2 Art.           |   |   |   |   |   |   |   |   | 1 |

### 2 Grenadier Division (Polujektow)

|                 |   |   |   |   |   |   |   |   |   |
|-----------------|---|---|---|---|---|---|---|---|---|
| Kijowski        | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Wirtemberski    | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Jekaterinburski | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Meklemburski    | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 3 Karabinierów  | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 4 Karabinierów  | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| 1 Art.          |   |   |   |   |   |   |   | 2 | 1 |
| 2 Art.          |   |   |   |   |   |   |   | 2 | 1 |
| 3 Art.          |   |   |   |   |   |   |   |   | 1 |

### 1 CD (Huzars) (Łopuchin)

|             |   |   |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|---|---|
| Sumski      | 6 | 5 | 4 | 3 | 2 | 1 |   |   |   |
| Oliwopolski | 6 | 5 | 4 | 3 | 2 | 1 |   |   |   |
| Klasycki A  |   |   |   |   | 3 | 2 | 1 |   |   |
| Łubieński A |   |   |   |   |   |   | 3 | 2 | 1 |

### 2 CD (Teslew)

|               |   |   |   |   |   |   |
|---------------|---|---|---|---|---|---|
| Wirtemberski  | 6 | 5 | 4 | 3 | 2 | 1 |
| Perejesławski | 6 | 5 | 4 | 3 | 2 | 1 |
| Tyraspolski   | 6 | 5 | 4 | 3 | 2 | 1 |
| Arzamski      | 6 | 5 | 4 | 3 | 2 | 1 |

### CD (Konstanty)

|             |   |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|---|
| Podolski    | 6 | 5 | 4 | 3 | 2 | 1 |   |   |
| Wk księcia  | 6 | 5 | 4 | 3 | 2 | 1 |   |   |
| Grodzieński | 6 | 5 | 4 | 3 | 2 | 1 |   |   |
| Wołyński    | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Litewski    | 7 | 6 | 5 | 4 | 3 | 2 | 1 |   |
| Art.        |   |   |   |   |   |   | 2 | 1 |

## III Cavalry Corps (Witt)

### 3 CD (Kirasjerów) (Geismar)

|                |   |   |   |   |   |   |
|----------------|---|---|---|---|---|---|
| Garde du Corps | 6 | 5 | 4 | 3 | 2 | 1 |
| Starodubski    | 6 | 5 | 4 | 3 | 2 | 1 |
| Ks Alberta     | 6 | 5 | 4 | 3 | 2 | 1 |
| Nowogrodzki    | 6 | 5 | 4 | 3 | 2 | 1 |

### 3 CD (Sacken)

|                  |   |   |   |   |   |   |
|------------------|---|---|---|---|---|---|
| Ukraiński        | 5 | 4 | 3 | 2 | 1 |   |
| Nowoarchangiel.  | 5 | 4 | 3 | 2 | 1 |   |
| Nowoingermanski  | 6 | 5 | 4 | 3 | 2 | 1 |
| Elizawietgradzki | 6 | 5 | 4 | 3 | 2 | 1 |

## Artillery

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