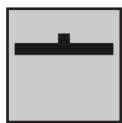


Below one can find the rules which had appeared in „Maciejowice 1794” game. They can be used in „Szczekociny 1794” for a greater dose of realism. Those rules are not numbered, because they are supposed to be treated as an addition, they do not replace any rules in „Szczekociny 1794” game.

#### *Stack as a line:*



[x.x.x]. If a stack of **infantry** units have Size **from 6 to 10** or stack of **cavalry 4**, then player can decide that those units stack together. Such a stack must be covered by a ”Line” marker. Properties of a ”Line” are as follows:

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

You can find counters in „Maciejowice 1794” game or please, contact publisher using form on [www.strategemata.pl](http://www.strategemata.pl)

#### *Reaction of infantry units in skirmish order on movement of enemy's infantry:*

Infantry in Skirmish Order can make a Morale Check. If the test is successful, the unit can Fire upon the enemy unit and remain in the hex or retreat by one hex – the owner decides after Fire. If test is failed, unit retreats by **two hexes and suffers one Loss**.

#### *Fire through flank or rear zone:*

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

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

#### *Effect of first salvo:*

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

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

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

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

#### *Technical difficulties of artillery:*

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

#### *Contrbattery fire:*

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

#### *Effects of Melee Combat:*

- victorious units suffer one loss, they remain in the hex and can change their facing however they wish. If the difference from [11.7c] is ”6 or more”, attackers do not suffer a Loss at all.
- defeated units suffer two losses and Withdraw (see [11.11]).

#### *Morale Crisis:*

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

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

#### *Remark about Limbered Artillery.*

In „Maciejowice 1794” rules regarding towed artillery were introduced. They are intended to allow for faster movement of artillery. Introduction of those rules resulted from the circumstances of historical situation. Only small part of Russian army begins the game on map and the rest enters play in later turns. Also possible Polish reinforcements (under command of general Poniński) enter the map with artillery. Thanks to those rules, players can form battle lines and support them with artillery, which is slower compared to other arms, but the difference isn't that significant itself. On the other hand, in „Szczekociny 1794” in main scenario, game begins when both armies are already arrayed against each other, guns occupy the posts within the lines. Players can use the rules for Limbered Artillery, though the choice is their responsibility. As the author of that game, I DO NOT recommend using that rule in this particular game. In immediate vicinity of enemy forces guns weren't limbered but towed by means of special ropes.