

Game “**Poland 1920**” allows players to recreate the the major battles that took place on the Polish territory in the years 1919-1921.

A full set of counters contains Polish, Soviet, German, Ukrainian and Lithuanian units.

Map covers the major part of the Poland along with it’s neighbors. To allow movement of the units, it was divided into zones between which units may move.

Fortifications and fortresses are also marked on the map.

Definitions:

Zone – an area which borders are marked with black dotted line, blue dotted line, river, sea of country’s border. Only one player’s units may occupy one zone.

MP – movement points.

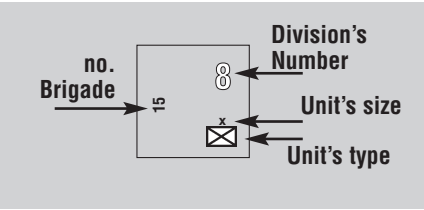
SP – Strength points. These are marked with the markers placed below the unit’s counters. If there is no SP marker below, the unit has 1 SP. Units SP may be hidden in secret from the other player (camouflage), but have to be revealed when the combat starts.



Counter’s reverse – shows unit’s nationality.

Players may choose to use this side to hide unit’s identity and SP from each other (camouflage).

Counter’s obverse – shows unit’s icon, it’s affiliation and number of the division. If players decide to use camouflage option, then the unit’s identity is always revealed at the start of the combat.



1.0 SCALE

Most of the units use brigade or division scale. There are also several regiment units along with garrisons of the fortresses, independent groups or special units.

2.0 UNIT'S TYPES

- Infantry



- Cavalry



3.0 PHASES AND TURNS OF THE GAME

3.1 General rules

3.11 Each turns covers one full day.

3.12 Each day is divided into phases that belongs to the:

- A – player with an initiative
- B – second player

Phase 1: Player’s A combat

Player’s A units that have enemy units in the neighboring zones, may attack them.

Phase 2: Player’s A movement

Player’s A units that weren’t involved in combat in the Phase 1, may move.

Phase 3: Player’s B combat

Player’s B units that have enemy units in the neighboring zones, may attack them.

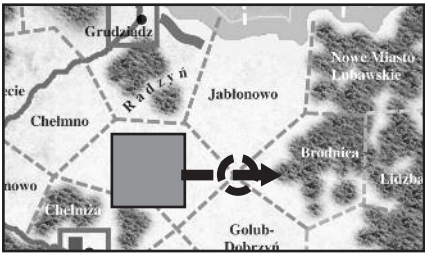
Phase 4: Player’s B movement

Player’s B units that weren’t involved in combat in the Phase 3, may move.

4.0 MOVEMENT

4.1 General rules

4.11 In the movement phase units may move from zone to zone by crossing their borders or their junctions.



4.12 Each unit may from from one zone to another, using it’s movement points. Each kind of unit has it’s MP limit:

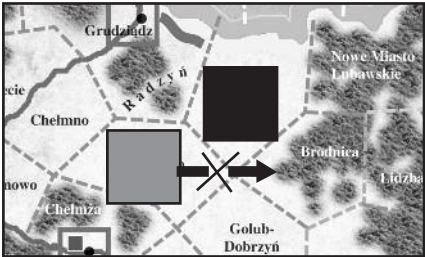
- Infantry - 1 MP
- Cavalry - 2 MP
- HQ – 6 MP

4.13 Moving by zone’s borders is not limited by anything.

4.14 Unit may move by junction, but it is limited by the presence of the enemy units. Crossing junction is prohibited if there is an enemy unit in any of the neighboring zones.

Exception of this rule is a situation when movement by junction is the only possible way to move for a unit.

4.15 Units can’t move by junction if there is a river running through the junction. Exception of this rule is a situation when movement by junction is the only possible way to withdraw after the combat (result B1).



- 4.16** Fortresses aren't limiting crossing the junctions in the neighboring zones.
- 4.17** Unit that crosses country's border has to pay 1 additional MP (see 4.13)
- 4.18** Fortresses are independent zones.
- 4.19** Entering the fortress is allowed by the general movement's rules.

4.2 Movement and terrain

- 4.21** Entering another zone costs 1 MP. Crossing the river costs 1 additional MP.
- 4.22** Regardless the kind of terrain, unit may always move by 1 zone (tanks can't move into swamp) or cross the country's border (exception: 4.25)
- 4.23** Moving into the swamp costs all the unit's MP.
- 4.24** Tanks can't move through the mountain hexes, but can cross them if there is a valley between them.
- 4.25** Detailed MP cost of each terrain can be find in the Terrain's Movement and Combat Table.

5.0 COMBAT

5.1 Detailed rules

5.11 To find the result of the combat, each side summarizes SP of the units involved in the combat. Defender's total SP is subtracted from the attacker's total SP.

Notes:

- SP of the units attacking from the one zone can't be bigger than **32 SP**.
- SP of the units defending in the one zone can't be bigger than **32 SP**.

The difference between attacker's SP and defender's SP gives the verse of the Combat Table where the result should be find and determined by the die roll (see "Combat Table").

Attacker declares his SP first. Players may choose to give their SP simultaneously if they like to. After declaration of the used SP, their change is possible only if the other player agrees for.

Example: Soviet 1st and 12th Infantry Divisions and 1st Cavalry Division attacking Polish 20th Infantry Division in the Mława zone. Total sum of the SP of the Soviet units is 42, but since they're attacking from the one zone,

only 32 can be used. Defender has 15 SP. Difference between attacker's and defender's SP is 17 (**17-19** verse in the Combat Table).

Defender is in the forest, so terrain modifier moves verse of the Combat Table one down, from 17-19 to **14-16**.

Let's assume that the 3 and 3 was rolled, which gives **B1** result.

It means that the defender has to withdraw 1 zone. If he doesn't want to, he has to lose 1 SP (from stack).

When the combat is done, a die roll is needed to determine the loses of the units involved in the battle. Attacker had 32 SP, but the terrain gave **-1** modifier, so we're moving from the 25+ to the **23-24** verse of the "Loses after combat" table. Let's assume that 4 and 1 was rolled, so the defender loses 1 SP. Defender had 15 SP, but thanks to the terrain modifier **+1** we're moving from 15-16 to the **17-18** verse. If the 4 and 2 is rolled, then the attacker loses 1 SP.

5.12 Players may use their HQs to support fighting units (see 10.0). If the HQ is involved, then its SP may increase the SP of the unit below 32 SP limit and still can be used in combat. This is exception of the 5.11.

5.13 Defender that has to withdraw may decide to stay in the defending zone and lose 1 SP (of the stack) instead but only if defender's units are in the fortress or level 2 fortifications.

5.14 Attacks are not obligatory, but if player declares an attack it can't be canceled.

5.15 After the combat unit that has to withdraw, may move to any neighboring zone which is free from the enemy units.

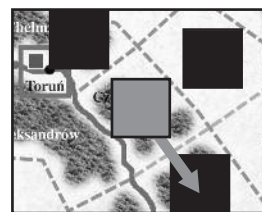
5.16 Withdraw through the junction is possible, but it costs 1 SP (from the stack).

5.17 Withdraw through the river costs 1 SP (from the stack). Withdraw through the big rivers (Niemen and Wisła) costs 2 SP (from the stack).

5.18 Units attacking from the swamp or at the swamp have their SP lowered to the 1/3 of their original SP (rounded up).

5.19 Unit may attack one of it's neighboring zones and it doesn't has to attack all of them. One unit may attack only

one enemy unit, but units from one zone may attack different zones.



5.20 Unit that is in the "Reorganization" state, can use only half of it's SP (rounded up).

5.21 If unit with "Reorganization" counter wasn't moving and fighting for one whole turn, it returns to the normal state and "Reorganization" counter is taken away.



5.22 If unit A was attacked and forced to withdraw to the zone where unit B is, and then unit B was also attacked, then the unit A is not involved in that combat but if unit B has to withdraw, then unit A withdraws too (for the second time in the phase).

5.23 After the attack is resolved, place "attack" counters on all attacking units.



5.24 Attacks through junctions are prohibited.

5.25 One unit can attack or be attacked only once per turn.

5.26 If unit was destroyed in combat or forced to withdraw, enemy units may move into it's zone.

5.27 Tanks

The number of the tank units in every scenario is determined by the scenario rules. Player may set them up freely with his other units. Tanks give +1 modifier for attack and defense for each tank unit involved in combat. Tanks move just like infantry and has 1 SP.

5.28 Aircraft

The number of the aircraft points in every scenario is determined in the scenario rules. Player may set them up freely with his other units. Each Aircraft unit gives modifier to the attack/defense. The modifier is equal to the number on the counter.

6.0 FORTIFICATIONS

There are two types of the fortifications:

- **Fortified positions** (fortresses, lines of fortifications, fortified camps)
- **Field fortifications**

6.1 Fortified positions (US)

6.11 Unit in the fortified positions gets -3 modifier for attacks results against it and +3 for loses result. Example: Attacker has 30 SP, while defender has 6 SP. Defending unit is in the FP, so the combat result will be find in the 11-13 verse of the Combat Table (three verses below original 20-25). Attacker's loses will be find in the verse 11-12 (three verses above original 5-6) while for defender's loses we will use 19-20 (three verses below original 26+) verse.

6.12 Fortified position's modifiers are used only if the attack is lead through the edge with such positions.

6.13 If attack is lead from various directions, FP modifier is used only if the strongest of attacking units attacks through FP.

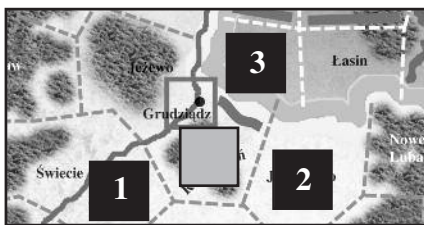
Example: Attack is lead from three directions:

Unit 1: **12 SP**

Unit 2: **9 SP**

Unit 3: **13 SP** (attack through the FP)

Since the strongest of the attacking



units attacks through FP, it's modifier is used.

6.14 If unit in FP is attacked through the edge without such positions, it gets -2 modifier (just like being in the field fortifications).

6.15 Fortresses and fortified camps have following modifiers:

- **4** if defender has 12 or more SP
- **3** if defender has 5-11 SP
- **2** if defender has 4 or less SP

6.16 Fortresses and fortified camps are supply bases for themselves.

6.17 Fortresses and fortified camps are independent zones.

6.2 Field fortifications (UP)

6.21 Every unit that wasn't fighting in it's Combat Phase nor moving in it's Movement Phase, may build field fortifications. Place a FF

level 1 counter below such unit. If this unit wasn't moving and fighting in the next turn too, player may turn such counter on the other side, with level 2 FF.

6.22 Level 1 field fortifications gives -1 modifier, while level 2 field fortifications gives -2 modifier for both Combat Table and Loses Table.

6.23 If unit leaves zone with field fortifications in, the FF counter is removed from game. The counter is not removed if in the same movement phase another friendly unit enters such zone.



7.0 SUPPLY

7.1 Details

7.11 Line of supply is a line of zones that links unit with it's supply base. Line of supply may contain only the zones that are: next to each other, are not occupied by the enemy units and there's no enemy units in the neighboring zones (if there's friendly unit in line of supply zone then it nullifies the presence of the enemy unit in the neighboring zone).

7.12 Line of supply can't be traced and blocked through the junctions.

7.13 Supply bases are zones with supply base counters.

7.14 Unit that cannot trace the line of supply after the end of it's Movement Phase, loses 1 SP.

7.15 Supply base is destroyed if enemy unit enters the zone where supply base is.



baza zaopatrzenia

7.2 Reinforcement zones



7.21 In such zones Polish player may recruit new soldiers to reinforce his units. Unit that enters such zone may use reinforcement SP to increase it's strength. No unit can be stronger than 12 SP per counter.

7.22 Number of SP in the Reinforcement Zones and their placement are described in the scenarios notes.

8.0 HEADQUARTERS (HQ)

8.1 Game contains counters of the armies and operational groups HQs.

8.2 Each counter has name of the commander and the number/name of the army/operational group.

8.3 Each HQ may support attack or defense, but only once per turn. HQ that occupies same zone as attacked /attacking units, increases its units SP by +3.

8.4 Attack can be supported by many HQs, but defense can be supported by the one HQ only.

8.5 If the counter of the Polish High Command (Piłsudski) is destroyed, Russians win the game instantly.

8.6 HQs has no SP and are destroyed if enemy unit enters the zone with HQ counter only.

8.7 HQs may withdraw with other units and perform a pursuit with them.

8.8 HQs pay no additional costs of terrain when it comes to movement. HQ has 6 MP and always pays 1 MP per zone.

Combat Table

Roll 2 die											
SP difference	2	3	4	5	6	7	8	9	10	11	12
26+	B1(-2)	B1(-2)	B1(-2)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1	R
20-25	B1(-2)	B1(-2)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1	B1	R
17-19	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1	B1	B1	R
14-16	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1	B1	B1	B1	R
11-13	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1	B1	B1	B1	B1	R
9-10	B1(-1)	B1(-1)	B1(-1)	B1(-1)	B1	B1	B1	B1	B1	-	R
7-8	B1(-1)	B1(-1)	B1(-1)	B1	B1	B1	B1	B1	B1	-	R
5-6	B1(-1)	B1(-1)	B1	B1	B1	B1	B1	-	-	-	R
3-4	B1(-1)	B1	B1	B1	B1	B1	-	-	-	-	R
1-2	B1	B1	B1	B1	-	-	-	-	-	-	R
0	B1	B1	B1	-	-	-	-	-	-	-	R
-1 >	B1	B1	-	-	-	-	-	-	-	-	R

Loses after combat table

Roll 2 die											
Unit's Strength	2	3	4	5	6	7	8	9	10	11	12
25+	2	2	2	2	1	1	1	1	2	2	-
23-24	2	2	2	1	1	1	1	1	2	2	-
21-22	2	2	2	1	1	1	1	1	1	2	-
19-20	2	2	1	1	1	1	1	1	1	2	-
17-18	2	2	1	1	1	1	1	1	1	1	-
15-16	2	1	1	1	1	1	1	1	1	1	-
13-14	2	1	1	1	1	1	1	1	1	-	-
11-12	2	1	1	1	1	1	1	1	-	-	-
9-10	2	1	1	1	1	1	1	-	-	-	-
7-8	1	1	1	1	1	1	-	-	-	-	-
5-6	1	1	1	1	1	-	-	-	-	-	-
3-4	1	1	1	1	-	-	-	-	-	-	-
1-2	1	1	1	-	-	-	-	-	-	-	-

Terrain and fortifications modifiers
↑
↓

2 – loss of the 2 SP, 1 – loss of the 1 SP

Terrain combat and movement table

	Cost of entrance	Combat modifier
„clear”	1	-
forest	1	+1
hills	1	+1
Wisła	+1	+2
rivers	+1	+1
swamp*	All MP	1/3 A
mountains	All MP	1/3 A
lakes	Movement impossible	Combat impossible

* – Swamp can be threaten as border of the zones.
1/3 A – Attacker’s SP is reduced to it’s 1/3 if attacking from or into the swamp.

ON LVIV, August 5th, 1920 r.

Following Lenin's guidelines, Red Army's South Western Front under the command of the colonel Alexandr Jegorov, along with the comrade Stalin, tried to destroy Polish forces that defended Lviv. Capturing the city was important for carrying the communist revolution to Poland and then to the other European countries – Hungary, Austria and Italy.

South Western Front included highly mobile 1st Horse Army, under the command of Semyon Budyonny, known of its great speed and extreme cruelty to the civilians.

In the battle of Brody Polish army successfully stopped Soviet cavalry divisions, driving them back. Because of that Polish high command could use some of it's supplies, initially prepared for Lviv, in the upcoming battle of Warsaw, against Tukhachevsky's attack. But, after some rest, Budyonny's cavalry attacked the Lviv once again.

Setup

RED ARMY
South Front – Jegorov, 12th Army HQ – Miezeninow
 172/58 RD [4] Kamień Koszyrski
 173/58 RD [4] Soszczyno
 73 [2], 74 [2]/25 RD Hołoby
 75/25 RD [2] Hrywatki
 Golikow (cav.) [1] Perespa
 Baszkirska CB [1] Perespa
 Bohuńska CB [1] Perespa
 25 CB [1] Perespa
 7 CB [1] Perespa
 Zapasowa CB [1] Perespa
 130/44 RD [2] Kukle
 131, 132/44 RD [3] Rożyszcze
 7 RD [6] Perespa
1st Horse Army HQ – Miezenin
 (Budionny) Krzemieniec
 71 / 24 RD [3] Łuck
 72 / 24 RD [3] Ostrożec
 45 RD [8] Podkamień
 6 CD [4] Demidówka
 4 CD [4] Sitno

14 CD [4] Radziwiłłów
 11 CD [4] Radziwiłłów
 Spec. CB [2] Krzemieniec
 1st Horse Army units may start moving since August 10th.
4th Army HQ – Szuwajew,
 Tarnopol
 60 RD [9] Tarnopol
 47 RD [4] Tarnopol
 8 CD [3] Tarnopol
 123 / 41 RD [3] Trembowla
 122 / 41 RD [3] Borszczów
 121 / 41 RD [3] Buczacz
 41 CB [2] Buczacz

Poles
Front Południowy HQ, Chełm
6th Army HQ – Osikowski Lwów
 23 IB / 12 ID [3] Mikulińce
 24 IB / 12 ID [3] Jeziorna
 25 IB / 13 ID [3] Zborów
 26 IB / 13 ID [3] Żałożce

4 CB [5] Stanisławczyk
 6 CB [2] Łopatyn
 1 CB [2] Milatyn
 3 CB [2] Milatyn
 11 IB / 6 ID [10] Brody
 10 IB / 5 ID [6] Busk
3rd Army HQ - Zieliński Chełm
 Bałachowicz [2] Sławatycze
 3 ID Leg. [8] Dubienka
 1 IB / 1 ID [7] Boremel
 3 IB / 1 ID [3] Włodawa
 6 ID (ukr.) [2] Chełm
 7 ID [6] Luboml
Ukrainian Army HQ – Pawlenko,
 Podhajce
 1 ID [4] Uścieszko
 3 ID [9] Złoty Potok
 2 ID [4] Podhajce
 4 ID [3] Mogilnica
 5 ID [3] Uścieszko
 CD [2] Tłumacz



On Warsaw! August 5th, 1920

Summer 1920 was a decisive moment of the war. At the beginning of the August, Southern Front, led by the Mikhail Tukhachevsky, launched it's massive attack on Warsaw. Under the red flags of the communist revolution Russians, Germans, Hungarians, Czechs and even Poles marched west. Their target was Warsaw, then Poland, Europe and finally – the entire world.

In the same time Polish HQ with marshal Józef Piłsudski prepared defensive plan, created by the group of the officers led by the general Tadeusz Rozwadowski.

Soviet forces were meant to be stopped at Warsaw, and then attacked from the south by the Maneuvering Group, concentrated near Lublin.

New Polish government, lead by the Wincenty Witos, well known Polish peasant politic, called for all the people of Poland to help stopping the Soviet invasion. Junior high school students, university students, veterans, even the deaf and dumb patients and criminals were joining the army. Poland was also supported by the anti communist Russian Cossacks and allied Ukrainian army.

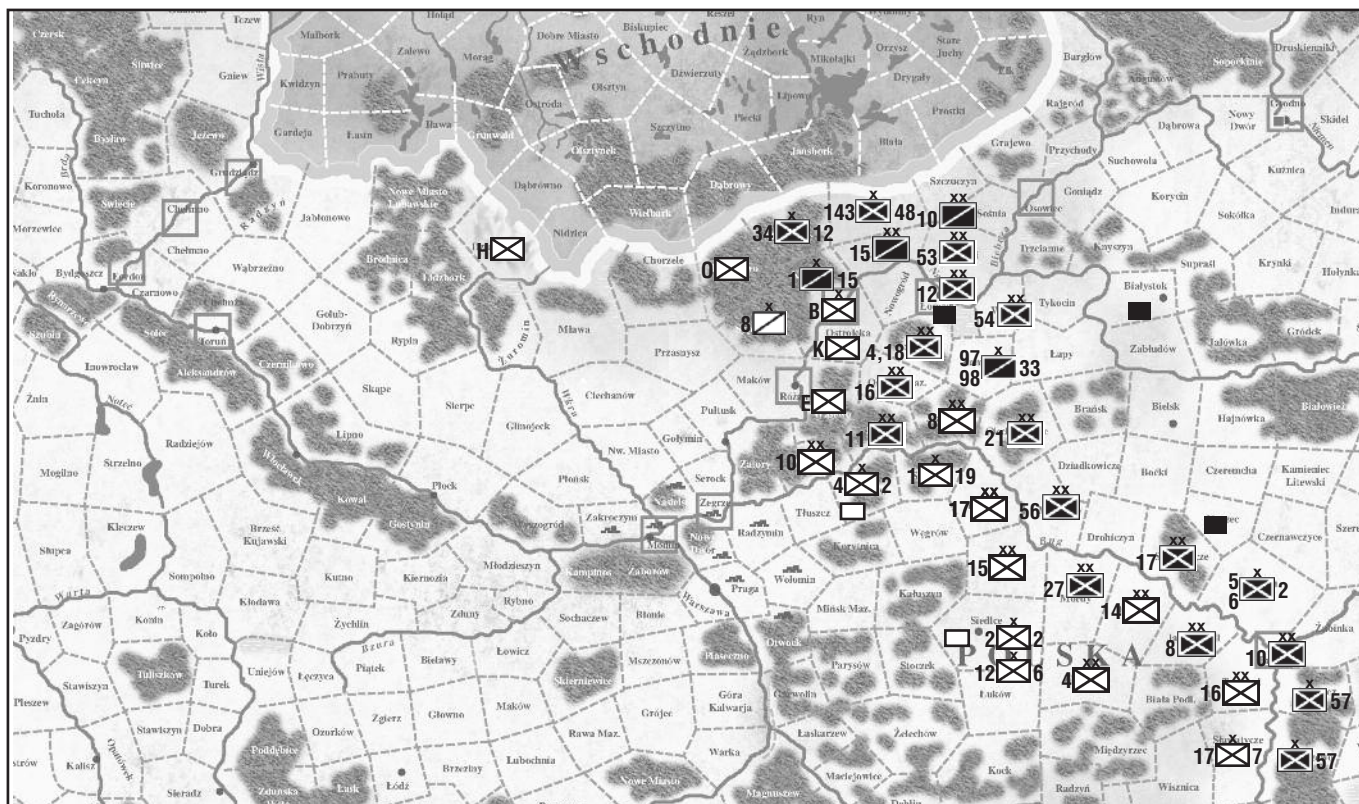
Setup

RED ARMY:	Zbiorczy / 57 [3]	Stredecz	Habich [3]	Działdowo
South Front – Tuchaczewski,	Germans:		Modlin [3]	Modlin
Grodno	Eastern Prussia – if players agree,			
4th Army HQ – Szuwajew,	German units may enter Poland			
Białystok	after the August 10th, but they can			
164 RB / 55 RD [3]	move to the zones neighboring with			
34 RB / 12 RD [3]	border only.			
12 RD [4]	A, B, C, D Brigades [2]			
143 RB / 48 RD [2]	freely in Prussia.			
18 RD [9]	POLES:			
53 RD [3]	High Command – Piłsudski,			
3rd Cavalry Corps HQ – Gaj,	Warszawa			
Łomża	Southern Front – Haller Warszawa			
10 CD [4]	1st Army HQ – Latinik Łochów			
1 / 15 CD [2]	Błeszyński [8] fortress Ostrołęka			
2, 3 / 15 CD [3]	8 CB [4]	Sypniewo		
54 RD [15]	Kopa [2]	Ostrołęka		
15th Army HQ – Kork Łomża	Obuch [2]	Baranowo		
16 RD [9]	10 ID [5]	Wyszków		
11 RD [11]	18 IB / 9 [2]	Wyszków		
4 RD [12]	Etapowa IB [2]	Wąsewo		
97, 98 / 33 RD [6]	3 IB / 20 [2]	Wyszków		
3rd Army HQ – Lazerewicz,	22 ID Ochotnicza [11]	Wyszków		
Zambrów	8 ID [6]	Małkinia		
5 RD [8], 4 CB [1]	I/19 [2]	Stoczek		
6 RD [7]	II/19 [2]	Małkinia		
21 RD [9]	17 ID [2]	Kosów		
56 RD [6]	4 IB / 2 DLeg. [2]	Łochów		
16th Army HQ Sołohub Bielsk	4th Army HQ – Szeptycki Siedlce			
4, 6 RB/ 2 RD [8]	15 ID [6]	Sokołów Podl		
8 RD [9]	4 ID [3]	Zbuczyn		
10 RD [9]	12 IB / 6 [3]	Siedlce		
17 RD [13]	2 IB / 2 DLeg [3]	Siedlce		
27 RD [13]	Kossecki [4]	Siedlce		
Mozyr Group	14 ID [6]	Łosice		
169 IB / 57 RD [3]	Poleska Group			
171 IB / 57 RD [2]	17 IB / 9 [3]	Sławatycze		
172/ 57 RD [2]	Ładoś [5]	erespol		
Domaczewo				
Domaczewo				

Reinforcements:

11 VIII: Wyszogród [1]	Wyszogród
11 VIII: Płock [2]	Płock
11 VIII: Włocławek [1]	Włocławek
11 VIII: VII BRez. [9]	Modlin
11 VIII: Syberyjska IB. [10]	Skierniewice
11 VIII: 21 IB / 11 [7]	Radzymin
11 VIII: Grudziądz [2]	Grudziądz
12 VIII: Toruń [6]	Toruń
12 VIII: 26 puł. [2]	Bydgoszcz
16 VIII: Chełmno [1]	Chełmno
16 VIII: Fordon [1]	Fordon





Uwagi:

– Game's length: August 5th-20th, 1920

Initiative: Poles

Supply bases:

Poles: Warszawa, Dęblin

Soviets: Białystok, Brześć

Germans: Królewiec

– [5] – Unit's initial SP

– Germans are controlled by the Soviet player.

– Players decide freely how to divide SP into the brigades, but it's recommend to do it evenly, giving the same number of SP to each brigade of the division. To avoid overstacking, you may put SP counter under the whole division if all it's brigades are in the one zone.

– Because of the successful operations of the Polish intelligence, Soviets can't use camouflage.

– **Aircraft:**

Poles – 2

– **Reinforcement Zones:**

35 SP, 5 SP per zone.

Victory Conditions

POLES:

- For controlling Siedlce, Wyszaków, Ostrołęka
- For each destroyed Soviet unit 3 Victory Points.
- For each destroyed Soviet SP1 Victory Point.

instant victory.

SOVIETS:

- For capturing Warsaw **instant victory.**
- For each destroyed Polish unit 3 Victory Points.
- For each destroyed Polish SP1 Victory Point.



Warsaw, August 14th, 1920

Soviet forces approached Warsaw and lay their front next to the Wisła, ready for the final attack. At the August 13th Soviets captured Radzymin, while the 3rd Cavalry Crops reached the outskirts of the Włocławek at north. At the south situation was serious too, since Mozyr Group captured Garwolin. Red tongs clenched around Polish capital city.

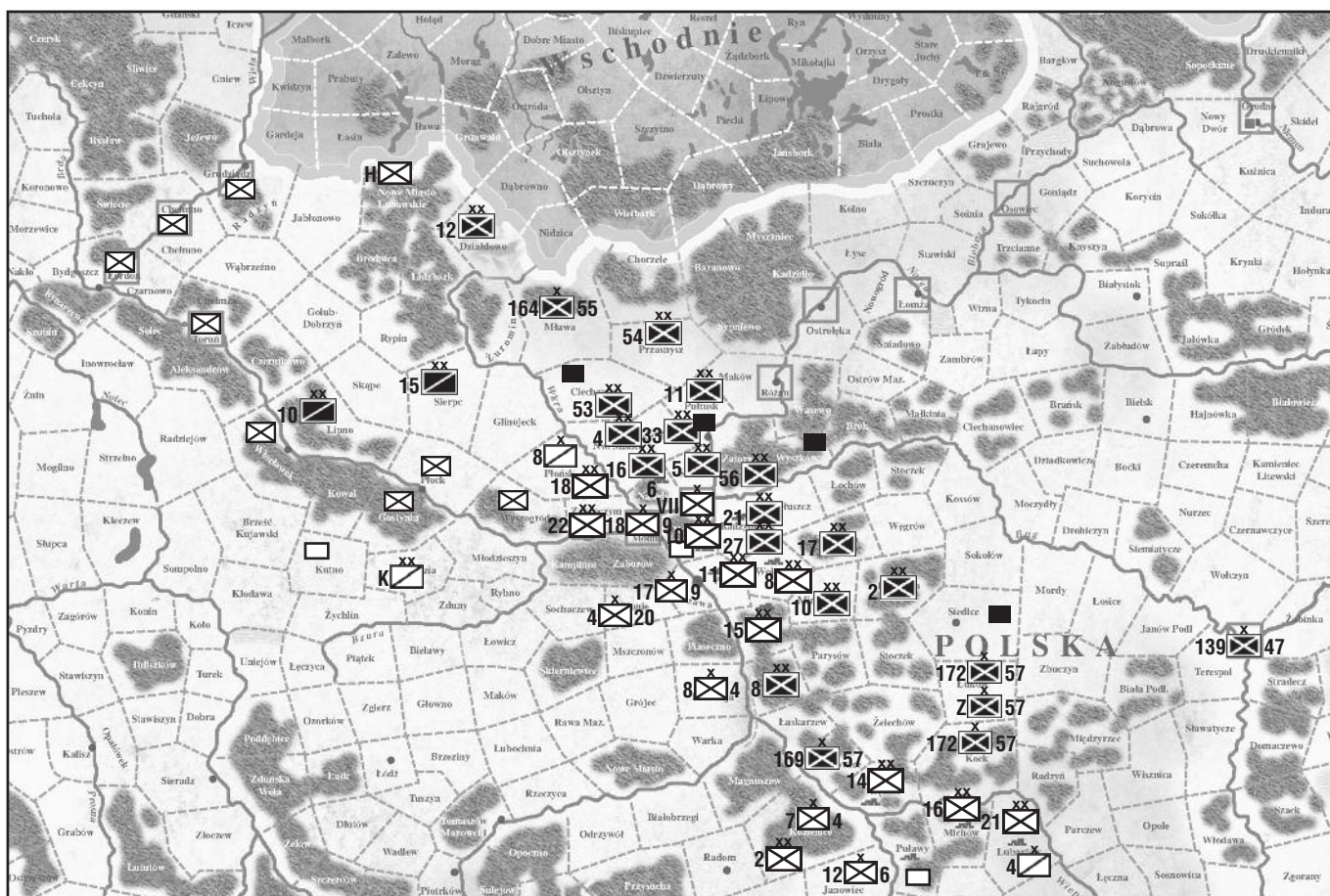
At the August 14th an article titled “Miracle at Wisła”, written by the Zbigniew Stroiński, was published. Author compared the situation of Polish army with the battle of Marne 1914. He called to not lose the faith in the final victory. That day the fierce fights at Osów and Wołomin took place. In the early morning hours an unit of the 226th Volunteer Regiment of the 8th Infantry Division crossed the way of the Soviet forces near Wołomin and after the

bloody fight managed to keep it's positions. During the battle the regiment's chaplain, priest Ignacy Skorupka was killed. Successful counterattack of the Polish soldiers forced Soviets to withdraw into initial positions. At the next day whole Polish press wrote about driving Soviets from Warsaw and the death of the heroic priest Skorupka.

Polish HQ decided that it's a time to start an offensive operation to recapture Radzymin. 5th Army under the general Sikorski was ordered to attack the Soviets north of Wisła. At August 16th the Maneuvering Group launched an attack and managed to made its way into Soviet's back. Red Army, so close to the Warsaw, found itself in danger of being surrounded.

Setup

POLES:	Gr. Zawadzki [7]	Praga	164 BS/ 55 RD [2]	Mława
North Front HQ - Haller Warszawa	2nd Army HQ , Roja	Grójec	54 RD [12]	Przasnysz
Grudziądz [8] Grudziądz fortress	8 IB / 4 ID [5]	Góra Kalwarja	15th Army HQ , Kork	Pułtusk
Chełmno [3] Chełmno fortress	7 IB / 4 ID [5]	Magnuszew	4 RD [10]	Nowe Miasto
Fordon [2] Fordon fortress	2 ID [6]	Kozienice	16 RD [8]	Nowe Miasto
Toruń [8], 26 pu (cav) [1]	12 IB / 6 ID [4]	Janowiec	11 RD [9]	Pułtusk
Toruń fortress	Cental Front HQ , Piłsudski	Dęblin	33 RD [6], 4 CB [1]	Gołymin
Osikowski HQ Kutno	4th Army HQ , Skierski	Puławy	3rd Army HQ , Lazarewicz	Wyszaków
Włocławek [2] Włocławek	Maneuvering Group , Rydz-Śmigły		5 RD [8]	Serock
Jaworski (cav.) [3] Gostynin		Puławy	6 RD [7]	Nasielsk
Płock [2] Płock	14 ID [20]	Dęblin	21 RD [9]	Radzymin
Wyszogród [1] Wyszogród	16 ID [11]	Michów	56 RD [6]	Zatory
5th Army HQ , Sikorski Modlin	21 ID [14]	Lubartów	16th Army HQ - Kuk, 154/52 RD[2]	
Habich [3] Nowe Miasto Lubawskie	4 CB [3]	Lubartów		Siedlce
18 IB / 9 ID [4] Modlin	Maneuvering Group starts moving at		27 RD [12]	Radzymin
Modlin [2] Modlin	August 16th.		17 RD [8]	Korytnica
17 IB / 9 ID [3] Warszawa	Reinforcements:		2 RD [8]	Kałużyn
8 CB [2] Płońsk	16 VIII: 9 CB [5]	Modlin	10 RD [8]	Mińsk Mazowiecki
18 ID [12] Płońsk			8 RD [7]	Garwolin
Syberyjska IB [10] Płońsk	RED ARMY		Mozyr Group HQ , Chwiesin, 2 CB [1]	
22 ID [10] Zakroczym	Western Front HQ – Tuchaczewski,			Łuków
17 ID [5] Modlin	Białystok		169 BS / 57 RD [4]	Maciejowice
1st Army HQ , Latinik Warszawa	143 BS/48 RD Białystok		172 BS / 57 RD [2]	Kock
VII BRez. [14] Zegrze	4th Army HQ , Szuwajew Ciechanów		171 BS / 57 RD [2]	Łuków
10 ID [12] Nowy Dwór Mazowiecki	12 RD [6] Działdowo		Unit „Z” / 57 RD [4]	Żelechów
4 IB / 20 ID [2] Błonie	3rd Cavalry Corps HQ – Gaj Sierpc		139 BS / 47 RD [3]	Brześć
11 ID [11] Praga	10 CD [4] Lipno			
19 ID [6] Praga	15 CD [3] Sierpc			
8 ID [9] Wołomin	18 RD [10] Głinojeck			
15 ID [16] Otwock	53 RD [6] Ciechanów			



Uwagi:

- Game's length: August 14th-22th 1920
- **Initiative:** Poles
- **Supply bases:**
Poles: Warszawa, Dęblin
Soviets: Białystok, Brześć, Grodno
- Unit that enters Eastern Prussia is eliminated, but gives no VP.
- [5] – Unit's initial SP
- Players decide freely how to divide SP into the brigades, but it's recommended to do it evenly, giving the same number of SP to each brigade of the division. To avoid overstacking, you may put SP counter under the whole division if all its brigades are in the one zone.
- Because of the successful operations of the Polish intelligence, Soviets can't use camouflage.
- Scenario can be played together with "Lviv August 14th" to create a big game about whole front.
- **Aircraft:**
Poles – 4
- **Tanks:**
Poles - 4

Victory Conditions

POLES:

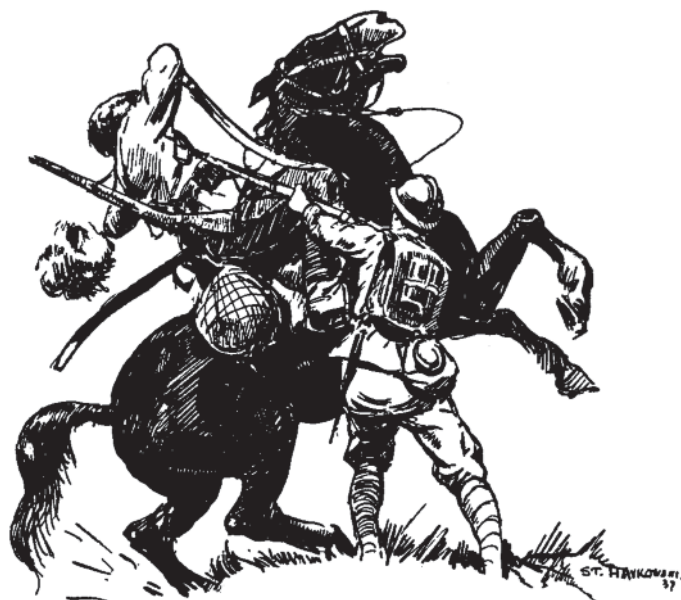
- For controlling Brześć and Białystok
- For each destroyed Soviet unit
- For each destroyed Soviet SP

instant victory.
3 Victory Points.
1 Victory Point.

SOVIETS:

- For capturing Warsaw
- For each destroyed Polish unit
- For each destroyed Polish SP

instant victory.
3 Victory Points.
1 Victory Point.



Lviv, August 14th, 1920

Tukhachevsky's complicated situation resulted with a desperate need to reinforce his armies with some of the Jegorov's units – 12th Army and 1st Horse Army.

But to make it happen, South-Western Front had to capture the Lviv first, to cut the lines of supplies for the Polish army, mostly an oil from the Drohobycz and ammunition from Hungary, transported with trains

through Romania. The only cover for these railways was provided by the Ukrainian units under the Symeon Petlura, allies of Poland in this war.

But the time of Soviet offensive was over, Poles were ready for their counterattack as well.

Setup

POLES:		3 ID [5]	Hrubieszów	Golikow	Włodzimierz
Front Południowy HQ	Lwów	14 IB / 7 ID [4]	Chełm	7 RD [6]	Włodzimierz
Osikowski HQ	Lwów	13 IB / 7 ID [5]	Dorohusk	25 RD [6]	Werba
Lwów [2]	Lwów	6 ID (ukr.) [2]	Dubienka	44 RD [4]	Krupiczów
Stryj [2]	Stryj	Cossak CB Dońskich [2]	Komarów	132 BS / 44 RD [2]	Mikulicze
Kołomyja [2]	Delatyn	Cossak CB Kubańskich [2]		71 BS / 24 RD [3]	Milatyn
Rawa Ruska [2]	Rawa Ruska		Hrubieszów	72 BS / 24 RD [3]	Horochów
Sambor [2]	Sambor	Bałachowicz [2]	Łęczna	1st Horse Army HQ – Budionny (not	
Stanisławów [2]	Stanisławów	4 CB [3]	Lubartów	Miezienin)	Boremel
Drohobycz [2]	Drohobycz	Ukrainian Army HQ , Pawlenko,		6 CD [6]	Beresteczko
Gródek [2]	Gródek Jagielloński		Stanisławów	4 CD [6]	Boremel
23 IB / 12 ID [7]	Boków	CD	Stanisławów	14 CD [3]	Stojanów
24 BS / 12 ID [7]	Brzeżany	1 RD [2]	Obertyn	11 CD [6]	Łopatyn
25 IB / 13 ID [5]	Brzeżany	3 RD [2]	Tłumacz	CB „S” [2]	Łopatyn
26 IB / 13 ID [5]	Przemyślany	2 RD [2]	Bolszowce	Jakir HQ	Złoczów
6 ID [7]	Busk	4 RD [2]	Bolszowce	45 RD [4]	Złoczów
9 IB / 5 ID [4]	Gliniany	5 RD [2]	Peczenizyn	47 RD [4]	Złoczów
10 IB / 5 ID [4]	Busk	Abraham [2]	Zółtańce	1st Horse Army units may start moving since the August 21st.	
7 CB [3]	Witków Nowy			14th Army HQ, Uborewicz	Buczacz
6 CB [3]	Sokal	RED ARMY:		8 CD [6]	Monasterzyska
1 CB / 2 DJ [2]	Radziechów	Southern Front – Jegorow, Ławrów		41 RD [6]	Buczacz
3rd Army HQ , Zieliński	Lublin	12th Army HQ – Miezeninow, Kowel		41 CB [2]	Buczacz
3 IB / 1 ID [8]	Lublin	172 BS / 58 RD [4] Sosnowica		60 RD [4]	Ciesza
1 IB / 1 ID [8]	Lubartów	173 BS / 58 RD [4] Uhrusk			

Notes:

- Game's length: August 14th-22nd
- **Initiative:** Soviets
- **Supply bases:**
Poles: Lublin, Lwów
Soviets: E
- [5] Unit's initial SP
- Players decide freely how to divide SP into the brigades, but it's recommend to do it evenly, giving the same number of SP to each brigade of the division. To avoid overstacking, you may put SP counter under the whole division if all it's brigades are in the one zone.
- Because of the successful operations of the Polish intelligence, Soviet units can't use camouflage rules.
- Aircraft: Poles – 2
- Tanks: Poles - 1

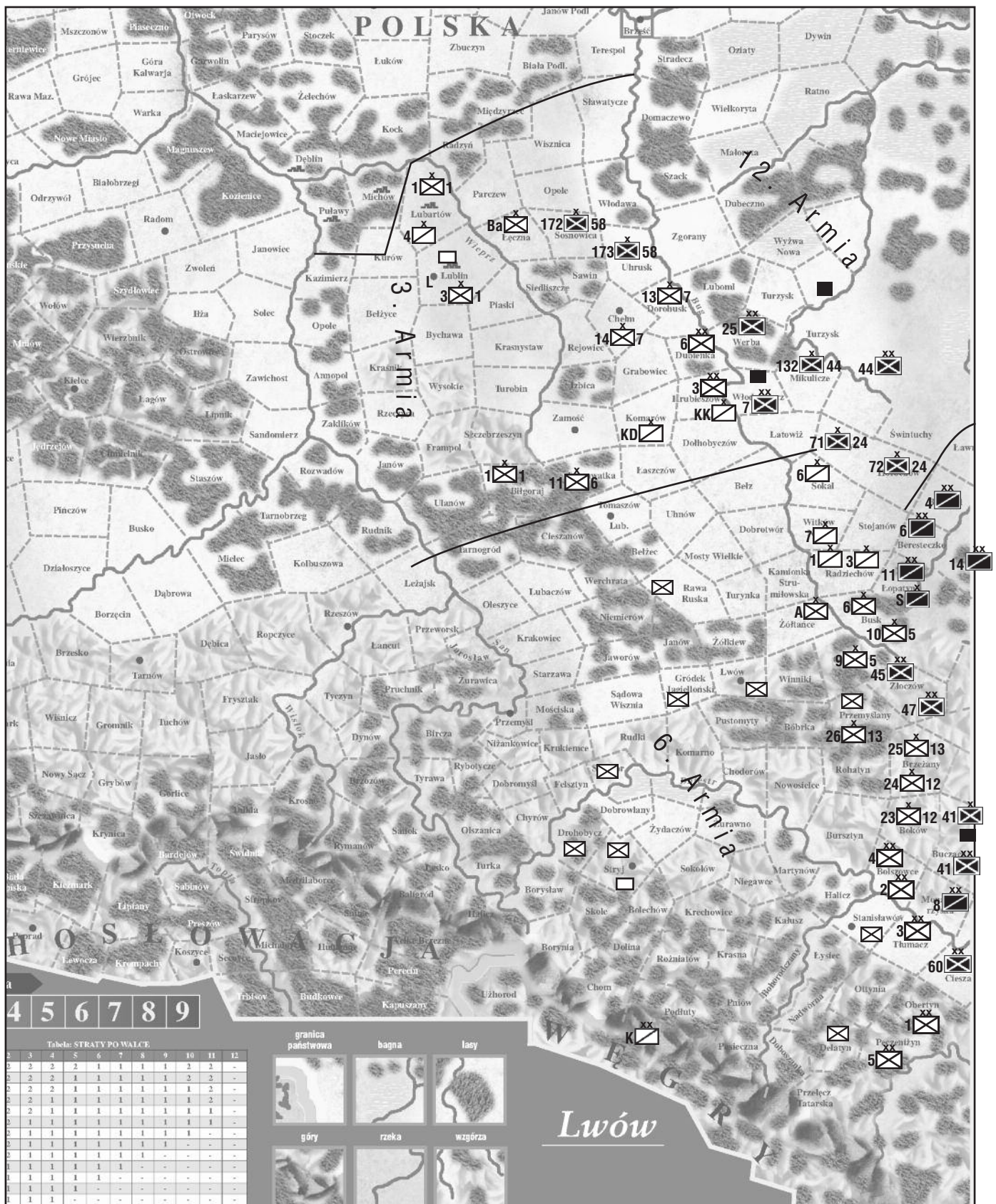
Victory Conditions

POLACY:

- For controlling Chełm, Zamość, Lwów and Tomaszów Lubelski
instant victory.
- For each destroyed Soviet unit
3 Victory Points.
- For each destroyed Soviet SP
1 Victory Point.

SOVIETS:

- For capturing Lwów, Zamość and Lublin
instant victory.
- For each destroyed Polish unit
3 Victory Points.
- For each destroyed Polish SP
1 Victory Point.



Niemen, September 22nd, 1920

After the loss in the battle of Warsaw in August, Tukhachevsky started preparations for the new offensive. Units were reinforced, new divisions and armies were formed and moved from the other fronts. Soviet HQ planned to start an offensive at the September 25th.

But Soviets had no idea that all their plans were clear for the Polish HQ. Thanks to the cryptologists and intelligence, all the Soviet telegrams were decrypted and read at

Warsaw. Because of that, for the entire war Polish commanders were fully aware of the enemy's strength and plans.

Marshall Piłsudski decided to attack first and surprise Soviets who prepared their own attack. Poles started the battle of Niemen just a few days before Soviets did, at the September 22nd.

Setup				
POLES:		9 ID [12], Białowieża	25 VIII	(till 21.09. Nikolaï Sołłohub;
Piłsudski HQ	Białystok	10 ID [10], Brześć	25 VIII	since 26.09 Aleksander Kuk)
Śmigły Rydz HQ	Białystok	18 ID [10], Pohost	26 VIII	8 RD [4]**, 10 RD [7]**
1 IDLeg. [10]	Rygiel			17 RD [13]
19 ID [10]	Rygiel			48 RD [17]
17 ID [8]	Suwałki	LITHUANIANS:		Porozów
IB Syberyjska [8]	Grajewo	1 BS [2]	Sejny	4th Army HQ , Szuwajew,
2 CB [4], 4 CB [5]	Augustów	2 BS [2]	Łódździeje	19 RD [8]
21 ID [11]	Sokółka	3 BS [2]	Kopciowo	57 RD [3]
22 ID [8]	Nowy Dwór	4 BS [2]	Sopoćkinie	Zaprudy, Drohiczyn,
3 ID Leg [15]	Krynki	RED ARMY:		Antopol
4th Army HQ , Skierski		3rd Army HQ ,Łazarewicz	Lida	163 [1], 165 IB [2] /55 RD
	Brześć n/Bugiem	56 RD [7]	Grodno	Malecz, Łysków
2 IB /2 ID Leg. [8]	Gródek	5 RD [4], 6 RD [12]	Kuźnica	13 CB [2]
4 IB / 2 ID Leg. [7]	Hajnówka	7 CB [2]	Kuźnica	
15 ID [10]	Białowieża	21 RD [6]*	Wawiórka	Notes:
21/11 ID [6]	Białowieża	164 BS / 55 RD [2]	Lida	– Game’s length: August 22nd-30th.
22/11 ID [4]	Próżana	2 RD [11]*	Wawiórka	– Initiative: Poles
27/14 ID [5]	Tewle	33 Kubańska CD (infantry unit) [2]	Lida	– Supply bases:
28/14 ID [5]	Białowieża	15 Army HQ ,Kork	Piaski	Poles: Brześć, Białystok, Łomża
31/16 ID [4]	Białowieża	16 RD [12]	Indura	Soviets: Lida, Baranowicze, Mińsk
32/16 ID [3]	Kobryń	11 RD [9], 27 RD [10]	Hołynki	Lithuanians: Kowno
Reinforces:		RD „Wochnr” [4]	Wołkowysk	– Lithuanians are controlled by the
4 ID [11], Białystok	25 VIII	16th Army HQ ,	Baranowicze	Soviet player.
<hr/>				
Victory Conditions				
– Unit that enters Eastern Prussia is				
eliminated, but gives no VP.				
– [5] Unit’s initial SP				
– Players decide freely how to divide				

Victory Conditions

POLES:

- For controlling Lida, Baranowicze and Grodno instant victory.
- For each destroyed Soviet unit Victory Points.
- For each destroyed Soviet SP 1 Victory Point.

SOVIETS:

- For capturing Lida, Baranowicze and Grodno – instant victory.
- For each destroyed Polish unit 3 Victory Points.
- For each destroyed Polish SP 1 Victory Point.

- [5] Unit's initial SP
- Players decide freely how to divide SP into the brigades, but it's recommend to do it evenly, giving the same number of SP to each brigade of the division. To avoid overstacking, you may put SP counter under the whole division if all it's brigades are in the one zone.
- Because of the successful operations of the Polish intelligence, Soviets can't use camouflage.
- * – Soviet Divisions 2 and 21 may start moving since September 26th or earlier if attacked by enemy.
- ** – Soviet Divisions 8 and 10 may start moving since September 25th or earlier if attacked by enemy.
- **Aircraft:** Poles – 2
- **Tanks:** Poles – 2

