WARSAW1920

Revolution Games

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1.0 INTRODUCTION

"Warsaw 1920" is a two-player wargame that recreates the Russo-Polish War of 1920. One player controls the Polish (including Ukrainian and Lithuanian) and the other controls the Russians. The war between Poland, which has regained independence, and Russia, which wants to export the communist revolution to Europe had broken out in September 1919 without a declaration of war. Full-scale combat began in April 1920, when the Polish army launched an offensive in the south and occupied Kiev while the Russian army was extracting troops from the front to clear the remnants of the White army.

However, the Polish didn't achieve the results they expected, and were repulsed by the counterattack of Semyon Budyonny's 1st Cavalry Army. In July, the West Front Army, led by Mikhail Tukhachevsky, launched the offensive, and the Polish left wing collapsed. The Western Front reached the gates of Warsaw after defeating two Polish army groups and advanced 500 km in five weeks. In August, when Poland was thought to be engulfed by the red tsunami, the Poles reorganized and counterattack from the south against the Russian flank. The Polish attack continued to move forward, inflicting heavy losses on exhausted Russian troops.

This game shows the battle from July 1920, when the Russian Western Front began its offensive, to the end of August, when Tukhachevsky's army was almost eliminated by the Polish counterattack.

1.1 Game Scale

Each hex represents about 30 km, and one turn is equivalent to one week. Units are from brigade to division.

2.0 COMPONENTS

This game includes:

- One Rulebook
- 22x34 inch Map
- One Counter-sheet
- One Player aid

Also, players will need to supply one six-sided die to resolve combat or other game events.

2.1 The Map

The map depicts the area of the battle in eastern Poland and western Russia in 1920. The hexagonal squares that cover the entire map are called "hexes". All hexes are printed with a unique 4-digit number (hex number). Use this hex number when pointing to a specific location.

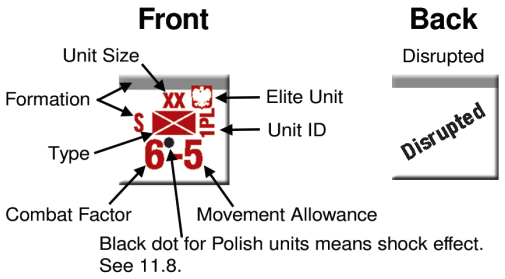
All hexes have one natural terrain. A hex may also contain one or more man-made terrain types (some hexes do not contain any man-made terrain). Of the natural terrain, "rivers" exist between hexes (hexsides). Terrain effects unit movement and combat. For details, refer to the Terrain Effect Chart (TEC) and the rules for movement (10.0) and combat (11.0).

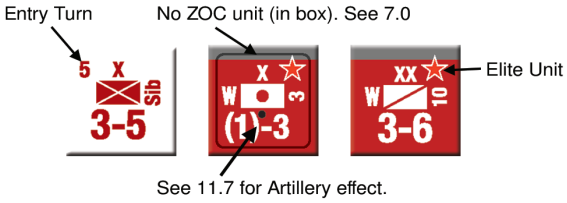
2.2 Counters

Counters are divided into two types: "units" that represent combat units and "markers" that record and show game information. Please read the rules and then carefully separate them from the sheet.

2.3 Example of Unit

Each unit's front is labeled with, or color coded for: side, formation (Front for the Russian, Army Group for the Polish), type, organization, unit ID, combat factor, movement allowance, shock effect, elite status, and entry turn. Units' backs are labeled disrupted.





2.2.2 Side and Formation

Polish Side:

- Polish: White
- Ukrainian: Blue
- Lithuanian: Yellow

Russian Side: Red

The color band on the top of many counters represents unit's formation (Army Group or Front):

Polish:

- Northern Army Group (N): Purple
- Polesie Army Group (P): Blue
- Southern Army Group (S): Grey
- Reinforcements (see 2.2.9): none

Russian:

- Western Front (W): Grey
- Southwest Front (SW): Orange/Yellow

2.2.3 Type

The symbol in the center of the unit indicates the type of unit.

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Infantry

Cavalry

Artillery (*Russian Only*)

2.2.4 Unit Size

The letters on the center top of the unit type represents the organization size of the unit. This is for historical interest only; it does not affect game play.

XX: Division
X: Brigade

2.2.5 Unit ID

This is a unit-specific name. The unit number or unit name is show on the counter. The meanings of the abbreviations used in the unit names are as follows. Units with a star (Russian) or hawk (Polish) icon printed on top of the unit's name are elite units. You will lose victory points when your elite units are eliminated (see 4.0).

The abbreviation is:

K: Kopa (sixty)
LB: Lithuanian-Byelorussian
PL: Polish Legion
R: Reserve
Sib: Siberia Brigade
U: Ukrainian

2.2.6 Combat Factor

The value that represents the attack power and defense power of the unit during combat.

2.2.7 Movement Allowance

Represents the maximum number of movement points (MP) that the unit can use during a movement opportunity.

2.2.8 Back Printed

Retreated units are flipped to their back side and disrupted.

2.2.9 Entry Turn

A unit with the number printed on the upper left is a reinforcement that appears after the game starts. The reinforcements may enter the game starting with the entry turn. Units with no entry turn will be placed on the map at the start of the game.

2.2.10 Markers

The following markers in the game.

Game Turn Marker (see 5.0)

Russian Supply Status Marker (see 8.0)
Eight markers: for 4 Western (W) and 4 Southwest (SW).

Russian Supply Point Marker (see 8.0)
Two markers: for W / SW.
Back side indicates Out of Supply.

Front: Russian Control Marker (see 3.4)
Back: Polish Control Marker (see 3.4)

Polish Operation Phase Marker (see 5.1)
Front: Movement Phase
Back: Combat Phase

Victory Point Marker (see 4.0)

Isolated Marker (see 12.3)

Counterattack Order Marker (see 5.3)

3.0 SETUP

After deciding who will play which side, each player gathers his units. Both players place reinforcements (see 2.2.9) in the box of the turn that it will enter the game on the Turn Record Track (TRT). After that, set up in the following order. You must keep the stacking limitations (see 6.0) during setup. Alternatively, players who do not want to go through the free-deployment procedure may choose the fixed set up scenario given on the back of the rules. All rules remain the same regardless of which set up option is chosen.

3.1 Polish Initial Deployment

The front line on the map is the front line as of July 1920. The Polish control the west side of the front line: the Russian control the east side.

The western hexes bordering the frontline (the frontline hexes for the Polish) is divided into three parts: Northern, Polesie, and Southern delineated by a purple dotted line on the map. All Northern frontline hexes must be occupied or in the ZOC (see 7.0) of a Northern Group Polish unit. Similarly, all Polesie frontline hexes must be occupied or in the ZOC of a Polesie Group unit. And all Southern frontline hexes must be occupied or in the ZOC of a Southern Group unit.

After satisfying the above restrictions, remaining units may be placed in any cities (not towns) west of the frontline. They do not have to be put in such cities they may occupy hexes on the border or one back exerting a ZOC into a border hex. The group border lines extend to the western map edge even though they are only shown for their first few hexes to avoid map clutter.

Example: *Southern Group units must occupy or exert a ZOC in all hexes of the Southern area border. Once, the condition is met, any other Southern Group units may be placed in Lvov (0615) as it is a Major City. Note that Lvov is the only city not on the front line in the Southern Group area it is the only location in the rear any surplus troops may occupy.*

3.2 Russian Initial Deployment

The Russian frontline is divided into two parts: north and south. The Western Front units must be set up in the northern part and the Southwest Front units must be set up in the Southern part. Units belonging to each front can be freely placed on the east side of the front-line hex (no restrictions such as the Polish). Within the above limits, it can also be initially placed in Polish ZOCs.

3.3 Markers Placement

- Turn Marker: "1" box of the Turn Record Track.
- VP Markers: "0" box of the VP Record Track.
- Russian Western Front Supply Point Marker: "12" box of the Supply Points Record Track.
- Russian Southwest Front Supply Point Marker: "8" box of the Supply Points Record Track.
- Polish Operation Phase Markers: The Polish player keeps the one white marker. Put aside the other two (light blue on the half of upper left) and the Counterattack markers also other markers off the map.

3.4 Hex Control

All hexes on the map are always controlled by either player. At the start of the game, all hexes west of the front line are controlled by the Polish and east by the Russian. When your unit enters a hex under enemy control, that hex becomes under your control. Hex control can change many times during the game.

Technically, only towns, cities / major cities, and supply sources (4.1.2) are needed to check for control. Place Russian-controlled markers in towns, cities / major cities under Russian-controlled. Hexes without control markers are controlled by the Polish. Place the Polish control makers when retaking Russian controlled hexes to indicate the Russian could not receive supply point from that hex again (see 8.4).

4.0 VICTORY CONDITIONS

The game begins in July 1920, when Tukhachevsky's West Front launches the offensive, and ends in August, when the Polish army almost eliminated it (exception: see 4.2 Russian Sudden Death Victory). Victory is determined by the number of controlled cities / major cities, eliminated elite units, and surrendered units.

4.1 Win by Victory Points

At the end of the Game Turn 8, both players calculate each victory point: The side with the higher number wins. Draw if tied.

4.1.1 VPs for Controlling Cities / Major Cities

At the end of the game, a player receives one VP for each controlled city hex: 2 VPs for each controlled major city hex. The Polish player receives four VPs if they control Warsaw (Exception: 4.2, the Russian receives only two VPs for Warsaw). However, neither player can score from a city / major city unless it can trace a continuous railroad from its hex to a controlled friendly supply source (see below).

4.1.2 Supply Source

Polish supply sources are Warsaw and the railroad hex at the western map edge (printed national emblem). Russian supply sources are Smolensk and Kiev (printed red star). At the end of the game, if you can trace the unblocked railroad from a controlling city / major city to any friendly supply source, you can receive VP from that hex. Enemy units and EZOC that are not cancelled by friendly unit blocks railroad trace.

Note: The Polish player always receives 4 VPs from a Polish controlled Warsaw because Warsaw is a supply source.

4.1.3 VPs for Eliminating Elite Units

The Polish player receives one VP for each eliminated Russian Cavalry Division and/or Artillery Brigade. The Russian player receives one VP for each eliminated the Polish unit belonging to the Polish Legion. Those units have a red star (Russian) or eagle (Polish) on the upper right.

4.1.4 VPs for Surrendered Units

Both players receive one VP for each two surrendered enemy units (see 12.3) round up.

4.1.5 Russian Re-supply

If the Russian player did re-supply (see 8.3), the Polish player immediately gets one VP for each two supply points (round up, calculate each front) the Russian player received.

Example: *On Game Turn 4, the Southwest Front received 5 supply points by re-supply. The Polish player immediately receives 3 VPs. On Game Turn 5, the West Front received 7 supply points by re-supply. The Polish player immediately receives 4 VPs.*

4.1.6 Piłsudski's Early Counterattack

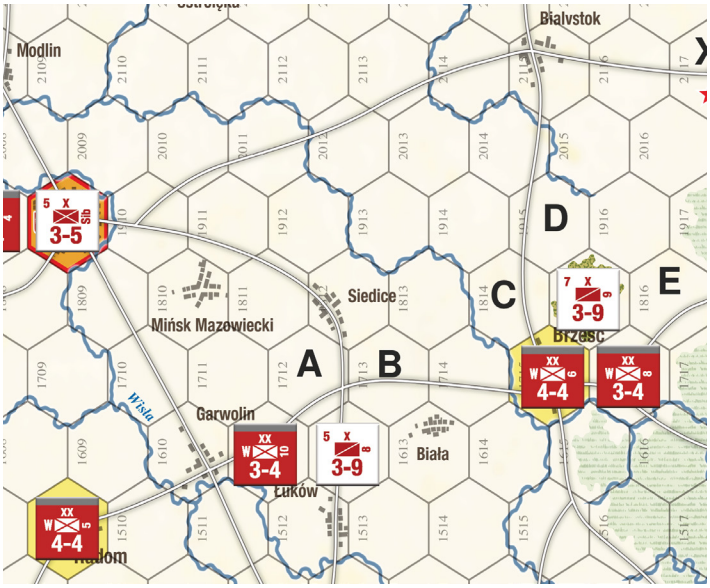
At the beginning of Game Turn 3, the Polish player must decide to counterattack on Game Turn 5 or 6 (see 5.3). If the Polish player chooses Game Turn 5, the Polish side will lose 4 VPs at the end of the game. No VPs are lost if the counterattack begins on Game Turn 6.

4.1.7 Recording VPs

Both players have VP markers. To record VPs place it on the VP Record Track. Almost all VPs are recorded at the end of the game. During the game, the Polish player may need to record VPs for the Russian re-supply if the Russians choose to receive them. Use the back side of the VP marker if your VPs exceeds 10 VPs.

4.2 Russian Sudden Death Victory

If the Russian player controls Warsaw before re-supplying (see 8.0) the game ends with a decisive victory for the Russians at that moment. No need to trace the supply source railroad connection (4.1.2) for this condition. After Russian Re-supply, Warsaw is treated as a major city for the Russian for all purposes.



Example of receiving VP from city / major city: *Consider only the area in the figure. The Polish player cannot trace the railroad west of Warsaw, but since Warsaw itself is the supply source, the Polish player can score (4 points) for Warsaw.*

If the Russian units can trace the railroad to X, Y, Z, it will trace the railroad to Smolensk or Kiev. Since A and B are EZOC, the Russian cannot trace the railroad from Radom to the supply source (neither player can score from Radom). Brest cannot trace the railroad to X or Y because EZOC extends to C, D and E. However, since the Russians have a unit in the hex just east of Brest, the Russians can trace the railroad to the supply source via Z (this gives the Russians one VP).

5.0 SEQUENCE OF PLAY

Warsaw 1920 is played in game turns. A game turn consists of a Polish player turn (first) and a Russian player turn (second). Each player turn consists of a series of steps (phases) that must be played in the order below.

5.1 Sequence of Play

1. Polish Player Turn

1. Reinforcement and Reorganization Phase
2. 1st Operation Phase (Game Turn 2 or later)
3. 2nd Operation Phase (Game Turn 3 or later)
4. 3rd Operation Phase (Game Turn 5 / 6 or later)
5. Refit Phase

2. Russian Player Turn

1. Reinforcement and Reorganization Phase
2. 1st Operation Phase
3. 2nd Operation Phase
4. 3rd Operation Phase
5. Refit Phase

After the Russian Refit phase is finished, advance the turn marker to the next turn, and start a new game turn. At the end of turn 8, the game is over, and the winner is determined (see 4.1).

Important: On the first game turn, the Polish player turn is skipped and only the Russian player turn is played. On the second game turn, the Polish player may only perform the first operation phase. On game turns 3 and 4, the Polish player may only perform the 1st and 2nd operation phases. From game turn 5 or 6 (depending on when the Polish counterattack is chosen) until the end of the game, the Polish player, like the Russian player, will be able to perform three operation phases each game turn. At the beginning of game turn 3, the Polish player will receive a second Operation Phase Marker. At the beginning of game turn 5 or 6, the Polish player will receive a third Operation Phase Marker.

5.2 Operation Phase

Both players may play up to 3 operation phases during each player turn. Each operations phase involves either a movement phase or a combat phase. There is no restriction to the number of movement phases (10.0) and combat phases (11.0) that can be performed during a player turn. For example, you may perform 3 consecutive movement phases or 3 consecutive combat phases. Important: the Russian West Front and Southwest Front may not have different types of phases during the same operational phase. For example, if you choose the movement phase for the first operation phase, both the West Front and Southwest Front units must perform the movement phase. For the Polish army, all units perform the same type of phase.

5.3 Polish Counterattack Order

During the Reinforcements Phase of Game Turn 3, the Polish player chooses one of the two Counterattack Order markers-- chooses whether to start the counterattack on Game Turn 5 or 6.

If you want to start the counterattack on the Game Turn 5, choose the marker with "-4 VP" printed on the back. In this case, the Polish player may perform its 3rd Operation Phase from Game Turn 5 to the end of the game, however, 4 VPs are lost at the end of the game. No VPs are lost if the Polish player chooses to start its counterattack on Game Turn 6. Whichever is chosen, the Polish player must reveal the Counterattack Order marker chosen during the Reinforcements Phase of Game Turn 5. You can place the marker (on its not revealed side) on Game Turn 5 of the TRT to remind the Polish player to reveal it.

5.4 Restrictions on Polish Movement

The Polish player places Operation Phase markers on their Operation Phase Box on the map to record the number of operational phases and whether it was a movement or combat phase. Show the "Movement Phase" side when you choose the movement phase for that operation phase; "Combat Phase" side when choosing the combat phase.

In the 1st movement phase, all of the Polish units may use their full movement allowance. However, during the second and/or third movement phase, each Polish unit may only use half of the printed movement allowance (rounded up). For a reminder, use white operation marker for the 1st movement phase. For the 2nd and 3rd movement phase, use the operation marker colored light blue in the upper left half.

5.5 Recording the Russian Operation Phase

To record the number of operation phases and supply status, the Russian player places their supply markers on their Operation Phase Box on the map. See 8.0 for details.

6.0 STACKING

Stacking is when there are multiple units in the same hex at the same time. The Polish player may stack up to two units of any size, and the Russian player may stack up to three units of any size. Enemy unit cannot be stacked together. For the Polish, different nationalities units may not stack together: for the Russian, the West and Southwest Front units may not stack each other.

Example: *Polish and Lithuanian units may not stack together.*

6.1 Stacking Limitations

The stacking limits are applied at the end of each phase. There is no penalty for temporarily exceeding the stacking limits during a phase. However, if you violate the stacking limits at the end of the phase, you must eliminate the excess units over the stacking limit.

6.2 Zero Stacking Cost Units

The Russian artillery brigades don't count for stacking. However, only one artillery brigade may be placed in a hex.

Any markers are not counted for stacking.

6.3 Fog of War

The Polish player may check the contents of a Russian stack at any time during the game. He can also examine the flipped side of disrupted Russian units.

The Russian player may not see the contents of the Polish stack. You can only see the enemy units when resolving combat. The Russian player may not see the reverse side of disrupted Polish units.

Regarding this rule, a marker is considered to be transparent. With or without markers, the Russian player may see the Polish unit at the top of the stack.

7.0 ZONE OF CONTROL (ZOC)

All units except artillery have a zone of control (ZOC) in adjacent hexes. The enemy ZOC is called "EZOC". EZOC affects the movement and combat of your units. EZOCs for both sides extend into East Prussia.

Disrupted units do not have a ZOC.

Example: *Red hexes are ZOC of the Russian 10th Infantry Division.*

7.1 Effects of EZOC for movement

Units that enter an EZOC must end their movement in that hex, even if there are movement points (MPs) left.

At the start of movement, units in EZOC can leave from there, but cannot move directly to an EZOC. Once the unit moves to a hex other than EZOC, the unit can re-enter an EZOC.

7.2 Effects of EZOC for Combat

Units cannot enter EZOC while retreating after combat. EZOC can be ignored when advancing after combat (Exception: see 11.13).

7.3 Blocking Railroads

A player cannot receive a VP from a city / major city unless it possible to trace via unblocked railroads to a supply source. The railroads are blocked by enemy units or EZOC without friendly units (see 4.1.2).

8.0 RUSSIAN SUPPLY

Soviet-Russian leadership had ordered the occupation of Warsaw by mid-August. Tukhachevsky, commander of the West Front, assumed that he would be able to obtain sufficient supply and replenishment from the villages, towns, and cities that would be liberated: consequently, he advanced to the gates of Warsaw with serious supply shortages. The Polish army counterattacked and inflicted heavy losses. After the war, he said he should have paused in front of Warsaw for resupply and refit. The Southwest Front, which had been on the offensive since June, reached a peak of fatigue in mid-July, and the 1st Cavalry Army leader Semyon Budyonny paused and resupplied his troops, ignoring the orders of Southwest Front Commander Kamenev to advance.

8.1 Russian Supply Points

At the beginning of each Russian Operation Phase, the Russian player must decide to expend a supply point (SP) or not for each front. Move the SP marker one box left on the Front's Supply Track on the map, for each front that chose to expend a SP. Then place a Supply Status marker front side on the current box of the Operation Phase Box on the map. All units of that Front that expend a SP will be supplied during that operational phase.

Place the out-of-supply (OOS) marker (the back side of the Supply Status marker) on the box of the Operation Phase Box if a SP was not expended for that Front. All units of the Front will be out of supply during that operational phase.

In addition, the Russian player must decide whether to expend a SP for each Front at the beginning of each Polish Combat Phase. If expended, all units of the Front will be supplied; if not expended, they will be OOS.

Note: After Game Turn 3, The Polish player may play two or more Combat Phase. The Russian player must decide whether to expend a SP or not at each Polish Combat Phase.

8.2 Effects of OOS

All units of a Front that expended a SP are supplied and have no penalties. All units of a Front that did not expended a SP will be OOS and affected as follows.

- Movement Phase: Movement Allowance is halved (round up).
- Russian Combat Phase: Combat Factor is halved (round up). Artillery may not combat support (see 11.7). Combat Factor is

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halved after all units are added up if multiple units are affected.
• Polish Combat Phase: Combat Factor is halved (round up). Combat Factor is halved after units in a hex are added together if a stack is attacked.

8.3 Resupply
The Russian player may declare "Resupply" for each Front on any Game Turn. Both Fronts may declare resupply at the same time, or they may declare resupply on different turns. The choice is optional meaning It is possible that one or both will not Resupply during the game. Each Front may only be resupplied once each game. Resupply is declared at the beginning of the Russian Player Turn.

8.3.1 Effects of Resupply
The supply points for a Front that chooses to Resupply may be replenished to a maximum of 12 for the West Front and 8 for the Southwest Front. The Russian player need not replenish SP to the limit. The Polish player receives one VP for each two replenished SP (round up).

The resupplied Front will lose a number of operations depending on the number of SP replenished on that turn the Resupply is chosen. The Front receives SPs of:

• 5 or less: The Front loses 1st Operation Phase.
• 6 or more: The Front loses 1st & 2nd Operation Phases.

The 3rd Operation Phase, Reinforcement Phase and Refit Phase are always performed. Flip the SP marker over to indicate the Front has been resupplied.

8.3.2 Replacements
The resupplied Front receives replacements of infantry previously eliminated in combat. Surrendered units, cavalry and artillery units cannot be replaced. The Front can replace one eliminated infantry unit for each replenished SP. Replaced units will be immediately placed on the map as reinforcements (see 9.0).

8.4 Liberation of a city
When a Russian unit gains control of a city / major city, its Front SP is immediately increased by one. Place a Russian Control marker to indicate that you have received SP from that city / major city. The Russian cannot receive a SP from the city / major city again if the Russian controls it after the Polish retake it. Place a Polish control marker in cities retaken by the Poles to remind the players that the Russians may not get SP by taking control of them.

9.0 REINFORCEMENTS PHASE

Reinforcements are units that enter play after the game begins. The number on the upper left corner of the unit is the game turn the unit arrives. Reinforcements will be placed on the map during the player's Reinforcement Phase on the game turn of appearance. A player may delay reinforcements voluntarily.

9.1 Reinforcements Entry
Reinforcements can be placed within stacking limits (see 6.0) in friendly controlled towns, cities, or major cities where you can trace an unblocked (by units or EZOC that are not negated by friendly units) railroad to a supply source. Reinforcements cannot be placed in EZOC even if there are friendly units in that hex.

Exception: The Polish player may place reinforcements in a Polish controlled Warsaw at all times without a rail link as it is a supply source, and even if in an EZOC.

9.2 Reorganization
A player may "reorganize" friendly disrupted units at the beginning of the player's Reinforcement Phase. Reorganized units will re-enter the game two turns later as reinforcements. Remove all or some of the disrupted units on the map and place them in the box two turns ahead of the Turn Record Track. There is no limit to the number of units you can reorganize in one turn. The disrupted unit anywhere on the map may be reorganized (even if surrounded by enemy units). However, only disrupted units can be reorganized.

10.0 MOVEMENT PHASE

Players may move their units during their movement phase. You cannot move your unit during any other phase voluntarily. Each player can have up to 3 movement phases per turn. (The Poles have less than 3 movement phases until their counterattack is played)

10.1 In General
Movement is voluntary and is not required. Players can move all, some, or none of their units during their movement phase.

Important: You cannot move disrupted units (see 12.1).

Move by unit or stack. Complete the move of one unit / stack before starting the next unit / stack. You cannot redo a unit whose movement has already been completed without your opponent's permission.

Only the units that stack at the start of movement can move together as a stack. If the units moving in the stack have different movement allowances, use the smaller movement allowance.

Each unit can only move once during each friendly movement phase within its movement allowance. Movement allowance is the maximum number of movement points (MP) that a unit can expend during one Movement phase. Unused MPs cannot be transferred to another unit or carried over to the next movement phase.

10.2 Effects of Supply Status for movement
• OOS Russian Units: The Russian units of the Front that did not spend an SP have their halved movement allowance (rounded up).
• Polish Units: No effects of supply status, however, halved movement allowance in 2nd or 3rd Operations movement phase (see also 5.4).

Note: Isolated units (see 12.3) may also use full movement allowance.

10.3 Terrain Effects
Each time a unit enters a hex, it subtracts MP(s) from its movement allowance depending on the terrain of the hex entered and the terrain of the hexside moved through. Units cannot move to a hex if they don't have enough MP.

Exception: A unit may move a minimum one hex if it expends all MP. However, you cannot violate other rules (for example, a unit that starts moving in EZOC moves directly to an adjacent EZOC) by this movement.

10.3.1 Hex Terrain
See also Terrain Effects Chart (TEC)

- Clear: 1 MP to enter.
- Swamp: 2 MPs to enter.
- Forrest: 2 MPs to enter.
- Mountains: 3 MPs to enter.
- City / Major City: 1 MP to enter.
- Town: No effects on the movement.

10.3.2 Hexside Terrain

Pay additional one MP when moving through a river or trench hexside.

Note: Polish units also must pay one additional MP when moving through a trench hexside.

10.3.3 Move along the Railroad

Units moving along the railroad pay only 1 MP for each hex moved, regardless of the terrain within the hex and the terrain on the hexside. This bonus is only applied when units move along the railroad.

10.4 Effects of Other Units

Units may not enter the same hex as an enemy unit. There are no penalties for entering / passing through the same hex as a friendly unit. However, at the end of the movement phase, you must keep the stacking limit (see 6.0).

10.4.1 Effects of EZOC

Units must stop when entering the EZOC regardless of remaining MPs.

10.4.2 Rout

During the enemy movement phase or during retreat after combat, if an enemy unit moves adjacent to a friendly disrupted unit, the player must immediately retreat the disrupted unit one hex according to the retreat rules (see 11.10). This retreat is called a Rout. Disrupted units that cannot retreat to a hex not in EZOC must be immediately reorganized (see 9.2) and placed in a box two turns ahead on the TRT.

A disrupted unit may rout as many times as possible during one enemy movement phase. A disrupted unit must always be out of an EZOC.

Only disrupted units must be routed when stacking with normal units.

Important: The owner of the unit(s) decides retreat direction when routing unlike how the attacker decides it in combat.

10.5 East Prussia and Danzig

Both sides may not enter the free city Danzig. Also, Polish units may not enter East Prussia. Note: EZOCs for both sides extend into East Prussia.

Russian units (only) may enter East Prussia but are removed immediately. They could not be replaced (see 8.3.2). Those units are not considered to be eliminated or surrendered for VPs.

Note: Both sides may enter Lithuania.

Example of Movement: *In the Russian movement phase, West Front is supplied, and Southwest Front is OOS.*

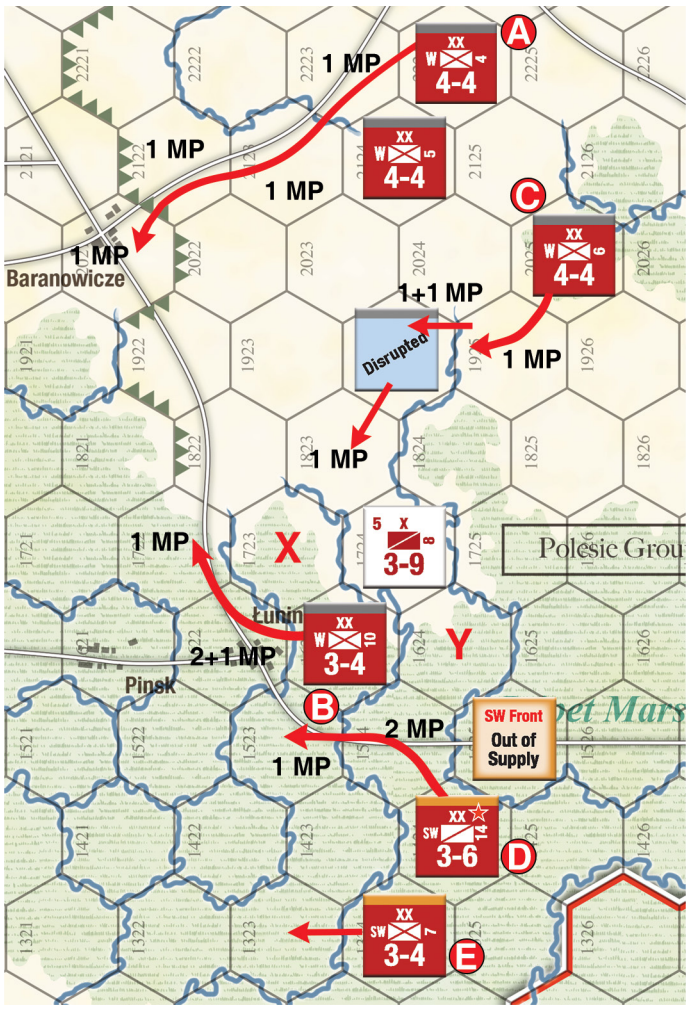
Unit A is moving. Pay 1 MP for the first hex (clear), then pay 1 MP by entering the clear hex while crossing the river along the railroad, then 1 MP for entering clear hex, then pay 1 MP by entering the clear hex while crossing the trenches along the railroad. Unit A spends a total of 4 MPs.

Next, unit B moves. It cannot move to hex X or Y directly because unit B starts in an EZOC and may not move directly to another hex in an EZOC. Unit B moves to the swamp hex across the river (3 MPs) and moves 1 hex along the railroad (1 MP).

Unit C moves to the hex 1925 (1 MP). The disrupted Polish (Ukrainian) unit must immediately rout 1 hex due to enemy unit moving adjacent. The Polish player moves it to the hex 1823. Unit C moves to the hex 1924 (2 MPs). The disrupted Polish unit must rout 1 hex again but is prevented by EZOC. The Polish is reorganized (see 10.4.2) instead of retreated. Unit C moves to the hex 1823.

Unit D only has (3) MF because the Southwest Front is OOS, moves to the swamp hex (2 MPs) and moves one hex along the railroad (1 MP).

Finally, unit E only has 2 MF because the Southwest Front OOS but may move at least one hex by using all MF (see 10.3). Unit E may move as shown (normal cost: 3 MPs



11.0 COMBAT PHASE

Players may use their units to attack adjacent enemy units during the friendly combat phase. Both sides can perform up to 3 combat phases in a single player turn. Combat is voluntary and you are not forced to attack even if friendly units are adjacent to an enemy unit.

During the combat phase, units that initiate combat are called the “attacker” and the opponent is called the “defender”.

11.1 Restrictions
Each attacking unit can only attack once during a single combat phase. Each defender's unit can only be attacked once during a single combat phase.

Disrupted units cannot attack. Disrupted units cannot be attacked due to routing when an enemy unit moves adjacent (see 10.4.2).

11.2 Attacking with Multiple Units
Defending stacked units must be attacked together, they may not be attacked individually.

The attacker's stack may attack together, attack separately or some of them may be withheld from the attack. For example, a stack of units A and B may attack together the defending hex X, A attacks the defending hex X and B attacks the defending hex Y, or A attacks X and B does not.

11.3 Multi-Hex Combat
An attack must target only one defending hex. The attacker cannot attack multiple hexes in one attack.

All attacking units adjacent to the defending hex may attack together. Combine all combat factors of attacking units.

Note: All Polish units, including those that may not stack together, may attack the same defending hex together. Also, Russian West Front units and Southwest Front units may not stack with each other but may attack the same defending hex together.

11.4 Declare the Combat
Except for the above restrictions, there is no limit to the number of attacks the attacker may perform during a single combat phase. Also, you don't have to declare all attacks that will be resolved in that combat phase at the same time. After resolving one attack, the attacker declares the next targeted hex and which units will attack it. After all attacks are resolved the combat phase ends.

11.5 How to Resolve the Combat
Follow the procedure below to resolve each combat.

1. Defending hex: The attacker declares the targeted hex.

2. Attacking Units: The attacker declares which units are attacking the targeted hex.

3. Modify Combat Factors: Both sides apply the terrain / supply effects on the combat factor (See 11.6).

4. Calculate Combat Odds: Divide the defender total CF into the attacker total CF and round down any remainder. For example, if 26 attack factors attack 7 defense factors, this yields an odds ratio of 3:1 ("three to one"). That is, 27÷7=3.71, which rounds down to 3. This becomes "3:1," which corresponds to a column-heading on the Combat Results Table (CRT) printed on the map and player aid.

5. Apply Combat Result: The attacker rolls a die and cross-indexes that result beneath that proper column on the CRT to get a "combat result." Apply results immediately.

11.6 Combat Factor Modifiers

11.6.1 Supply Status
The Russian units whose Front is OOS have their CF halved for both attacking and defending. Total all CF in a hex before halving.

Example: *Two Russian OOS units with a printed 3 CF are defending in a hex. Their CF is 3 not 4 when attacked.*

Note: Only OOS Front units are affected by OOS when both OOS and supplied Front units attack together. Isolation (12.3) does not affect CF.

11.6.2 Terrain Effects
Except for trenches, terrain effects the CF of the defender. Terrain effects are not cumulative (attacking a forest hex across a river will not quadruple the combat strength of the defender, it will only double). Use only one effect.

- Defender CF doubled, if defending hex is in forest, mountain, or city.
- Defender CF tripled, if defending hex is a major city (including Warsaw).
- Defender CF doubled, if all attackers are crossing a river.
- Attacker CF halved (rounded up) if attackers are crossing a trench hex-side. Trenches have facing; only attacks from the top of triangle icons are affected.

Units affected by both OOS, and terrain first apply the OOS effect and then the terrain effect. However, Russian units attacking out of supply ignore the effects of trenches (CF will not be less than half).

11.7 Artillery Support
The CF of Russian artillery units is used only when defending alone. The CF cannot be used when attacking or stacking with other units.

When the West Front is supplied, an attack involving a Russian artillery unit will add one to the die. If two Russian artillery units participate in the same combat, the modifier is only +1. Artillery support has no effect when defending.

Artillery unit can also be retreated (see 11.10).

11.8 Shock Effect
Add one to die if one or more Polish Legion units are involved in an attack. No shock effect when defending.

11.9 Combat Results
AE (Attacker Eliminated): All attacking units are eliminated and removed from the game.

AL (Attacker Loses): One attacking unit is eliminated (attacker's choice). Other attacking units retreat one hex.

AR (Attacker Retreat): All attacking units retreat one hex.

C (Contact): No effect.

EX (Exchange): All units of the side with the lowest total printed CF are eliminated and removed from the game. The opponent must select and eliminate his units that are equal to or greater than the total printed CF lost by the enemy. Even if the defending hex is cleared by EX, the attacker may not advance after combat (see 11.11).

Example: *Three Russian units (each with 4 CF, total 12) attack across the river. The Polish Legion 2nd Cavalry Division (5 CF) is the defender, doubled to 10 CF because of the river. Combat Odds is 1:1. The Die roll is "4" and the result is "EX". Eliminate the Polish unit and the Russian must remove 5 or more printed CF: the Russian must remove two units. No advance after combat is permitted.*

DR2/3/4 (Defender retreat 2/3/4 hexes): All defending units retreat 2, 3 or 4 hexes. Attacking units may advance after combat.

DE (Defender Eliminated): All defending units are eliminated and removed from the game. Attacking units may advance after combat.

11.10 Retreat

Retreating units must move a number of hexes depending on the combat result according to the following rules. The attacker always decides the direction of retreat.

- Every time the unit retreats 1 hex, it must move 1 hex further from the defensive hex.
- The unit cannot enter a hex occupied by enemy units or EZOC (even if a friendly unit is there).
- The unit cannot move off the map (Russian troops can retreat to East Prussia if no other legal retreat exists, (see 10.5).
- The unit can pass through hexes with friendly units. The attacker may choose a hex that violates the stacking limits as the last hex to retreat, only if there are no other hexes. However, in that case, the retreating unit must move an additional hex to avoid the stacking limit violation.

Units that could not retreat are eliminated. Both attacker and defender retreating units are disrupted.

11.11 Advance after Combat

A defensive hex that was cleared by a combat result of DE or DR2/3/4, all or some attacking units participating in the combat can "advance after combat". The attacker may advance attacking units to the defensive hex up to the stack limits. EZOC can be ignored while advancing after combat (Exception 11.13).

Note: The attacker may not advance after combat on an exchange (EX) result.

11.12 Cavalry Charge

Cavalry units may advance up to two hexes. The first hex must advance to the defender's hex, but the next one can move to any hex.

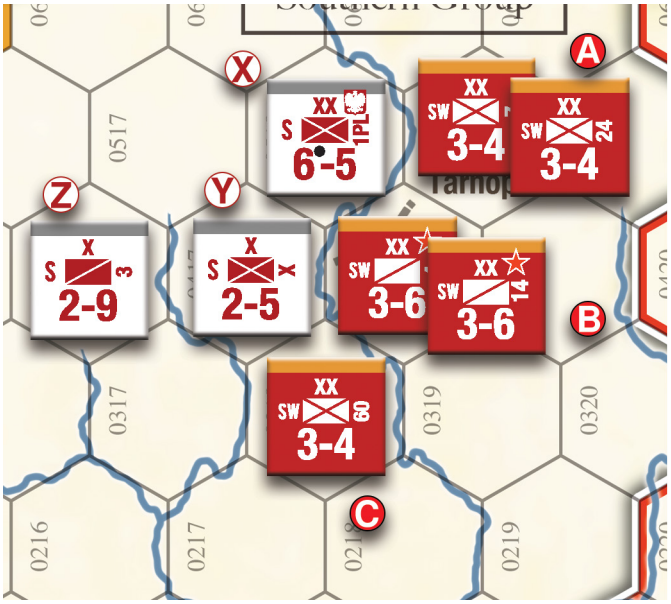
11.13 Cavalry Counter Charge

If the defending hex is in the ZOC of a defender's cavalry unit, the attacking cavalry unit cannot advance in the second hex. The advancing cavalry unit must stop when entering the defender's hex.

Example of Combat: *It is the Russian combat phase. Southwest Front is supplied.*

The Russian stacks A and B attack the Polish unit X. Total attacking CF is 12, the defending CF is 6, doubled to 12 because attacking across the river. The combat ratio is 1:1, the attacker rolls a 4. The result is "EX". The Polish unit X is removed from the map and two Russian units must be eliminated. No advance after combat is permitted.

Alternatively, the Russian player may choose to attack the Polish unit Y with stacks B and C instead of attacking unit X. In that case, the combat ratio is 9:2, 4:1. The attacker rolls a 5, the result is "DR4". The Russian player moves unit Y 4 hexes and disrupts the unit. The attacker may advance after combat to the hex 0417. The Russian cavalry cannot advance to a 2nd hex because the Polish cavalry in Z has a ZOC on hex Y.



12.0 REFIT PHASE

12.1 Disrupted Unit

Units that retreat in combat become disrupted and are flipped to their back side. A disrupted unit cannot move or attack until it refits, disrupted units do not have a ZOC. When an enemy unit moves adjacent during the movement phase or during retreat after combat, a disrupted unit must rout (see 10.4.2). The player can reorganize disrupted units at the beginning of friendly Reinforcements Phase (see 9.2).

12.2 Refit from Disrupted

Flip all disrupted units during the friendly refit phase to their front side. A Disrupted units can be refitted even if it is isolated (see 12.3). For Russian units, no supply points are required for refitting.

12.3 Isolation

Players must check for isolation at the end of the friendly refit phase. A unit that cannot trace an unblocked line of communication (LOC) to hexes shown below are isolated. Enemy occupied hex and EZOC without friendly unit blocks LOC. Terrain doesn't affect LOC.

Exception: Polish units cannot trace the LOC through East Prussia, but Russian units can. Neither side can trace the LOC through Danzig.

A valid LOC is traced to a:

- Friendly controlled major city or city (not town), OR
- Friendly controlled friendly supply source.

Place an isolated marker on the isolated unit. The isolated unit may move and attack normally and have no penalties due to being isolated. However, isolated units are considered surrendered and are removed from the game at the start of the next friendly refit phase if they cannot trace the LOC.

Game Credits

Orignially produced by Bonsai Games in Japan
Designer: Yasushi Nakaguro
Map Art: Yasushi Nakaguro
Counter Art: Richard Handewith

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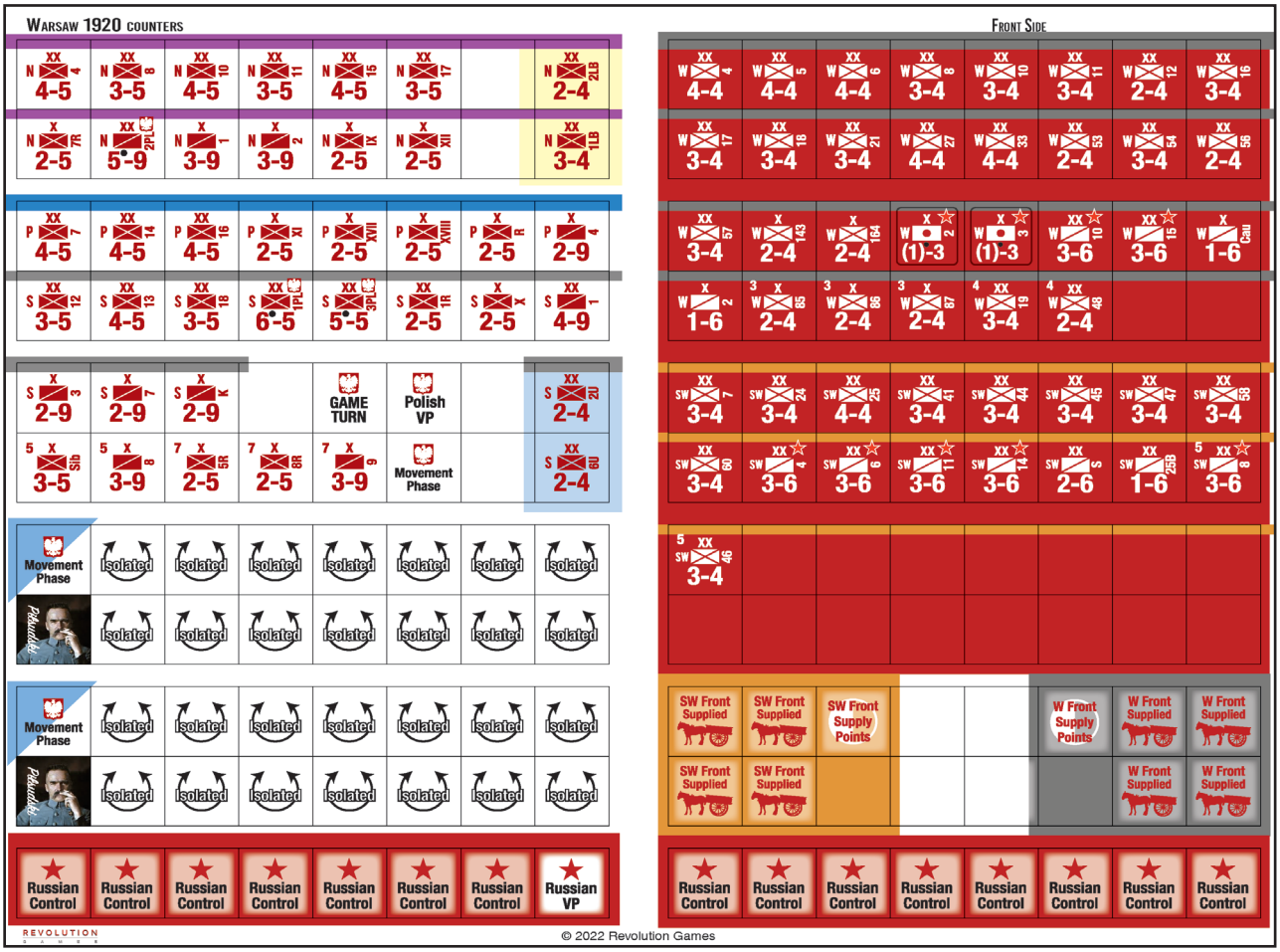
Warsaw 1920 counters
Front Side
GAME TURN
Polish VP
Movement Phase
Isolated
SW Front Supplied
SW Front Supply Points
W Front Supply Points
W Front Supplied
Russian Control
Russian VP
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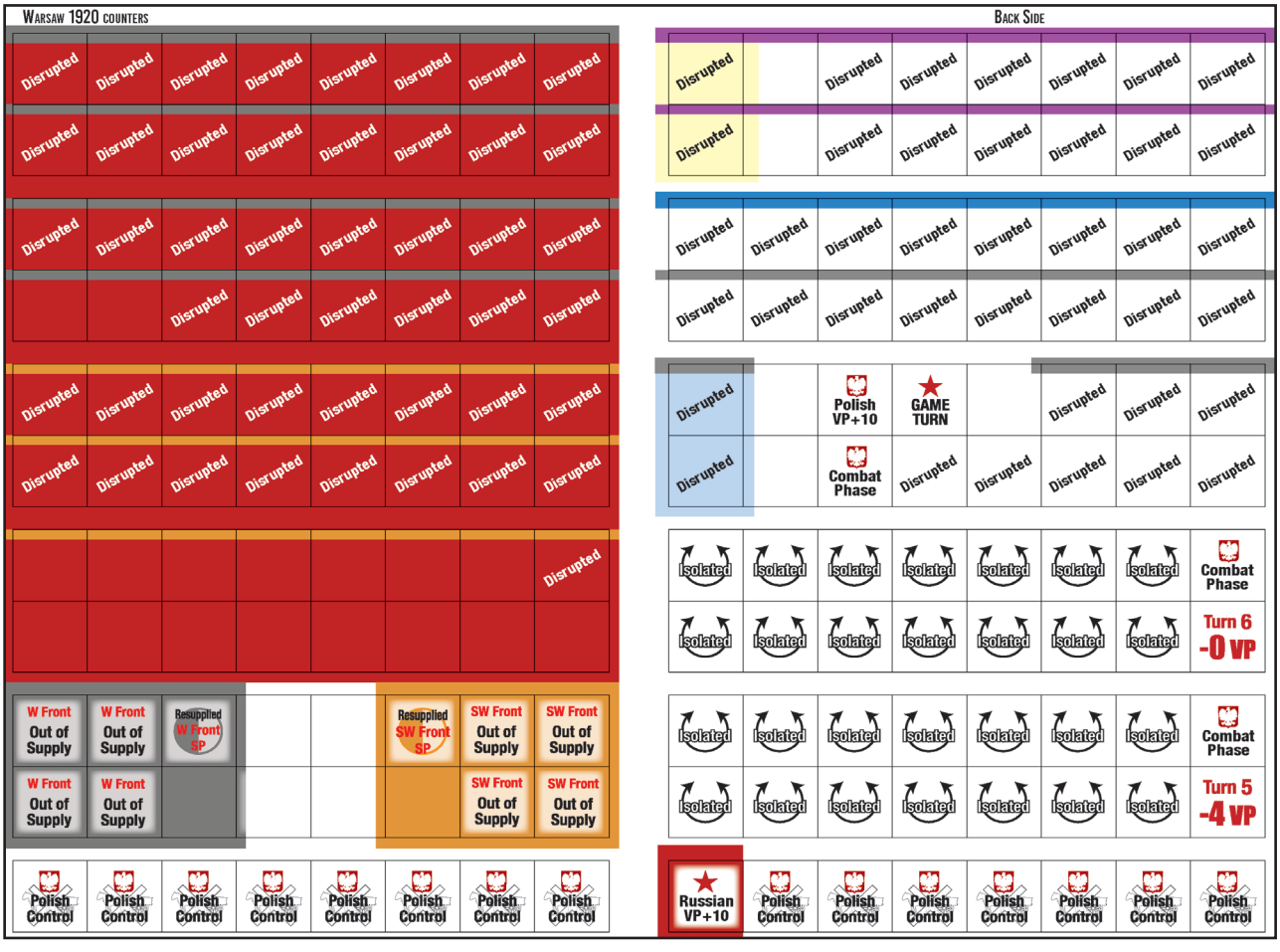
Warsaw 1920 counters
Back Side
Disrupted
W Front Out of Supply
SW Front Out of Supply
Resupplied W Front SP
Resupplied SW Front SP
Polish VP+10
GAME TURN
Combat Phase
Turn 6 -0 VP
Turn 5 -4 VP
Russian VP+10
Polish Control

Polish Side

Quick Setup

Russian Side

The Polish player turn is skipped on Turn 1.

Army Group N

2925 XX N 1LB 3-4
2726 XX N 2LB 2-4
2028 X N 7R 2-5
2424 XX N 8 3-5
2820 XX N 17 3-5
2820 X N 1 3-9
2416 XX N 11 3-5
2416 X N 2 3-9
2404 XX N 10 4-5
2404 XX N 2PL 5-9
2605 XX N 4 4-5
2605 XX N 15 4-5
2426 X N IX 2-5
2227 X N XII 2-5

Army Group P

1828 X P XI 2-5
1528 X P R 2-5
1526 X P 4 2-9
1325 X P XVIII 2-5
1222 X P XVII 2-5
1715 XX P 16 4-5
1715 XX P 7 4-5
1909 XX P 14 4-5

Army Group S

1021 XX S 12 3-5
1020 XX S 1 4-9
0820 XX S 18 3-5
0820 X S X 2-5
0819 XX S 13 4-5
0619 XX S 1R 2-5
0618 X S K 2-9
0418 X S 3 2-9
0218 X S 7 2-9
0615 XX S 1PL 6-5
0615 XX S 3PL 5-5
0419 XX S 2U 2-4
0219 XX S 6U 2-4

Western Front

W Front Supply Points

Supply Level 12

3026 XX W 17 3-4
3026 XX W 57 3-4
2927 XX W 8 3-4
2927 XX W 10 3-4
2728 XX W 11 3-4
2728 X W 143 2-4
2627 XX W 4 4-4
2627 XX W 18 3-4
2627 X W Cau 1-6
2627 X W 2 (1)-3
2528 XX W 5 4-4
2528 XX W 27 4-4
2428 XX W 15 3-6
2428 XX W 56 2-4
2428 X W 3 (1)-3
2329 XX W 33 4-4
2329 XX W 6 4-4
2229 XX W 10 3-6
2229 X W 164 2-4
2129 XX W 16 3-4
2029 XX W 21 3-4
2029 XX W 54 3-4
1829 X W 2 1-6
1730 XX W 53 2-4
1428 XX W 12 2-4

Southwest Front

SW Front Supply Points

Supply Level 8

1124 XX SW 4 3-6
1326 XX SW 6 3-6
0922 XX SW 58 3-4
0721 XX SW 25 4-4
0721 XX SW 24 3-4
0620 XX SW 11 3-6
0521 XX SW 25B 1-6
0521 XX SW 41 3-4
0521 XX SW S 2-6
0420 XX SW 7 3-4
0420 XX SW 60 3-4
0321 XX SW 14 3-6
0321 XX SW 47 3-4
0120 XX SW 44 3-4
0120 XX SW 45 3-4

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