THE EAGLE
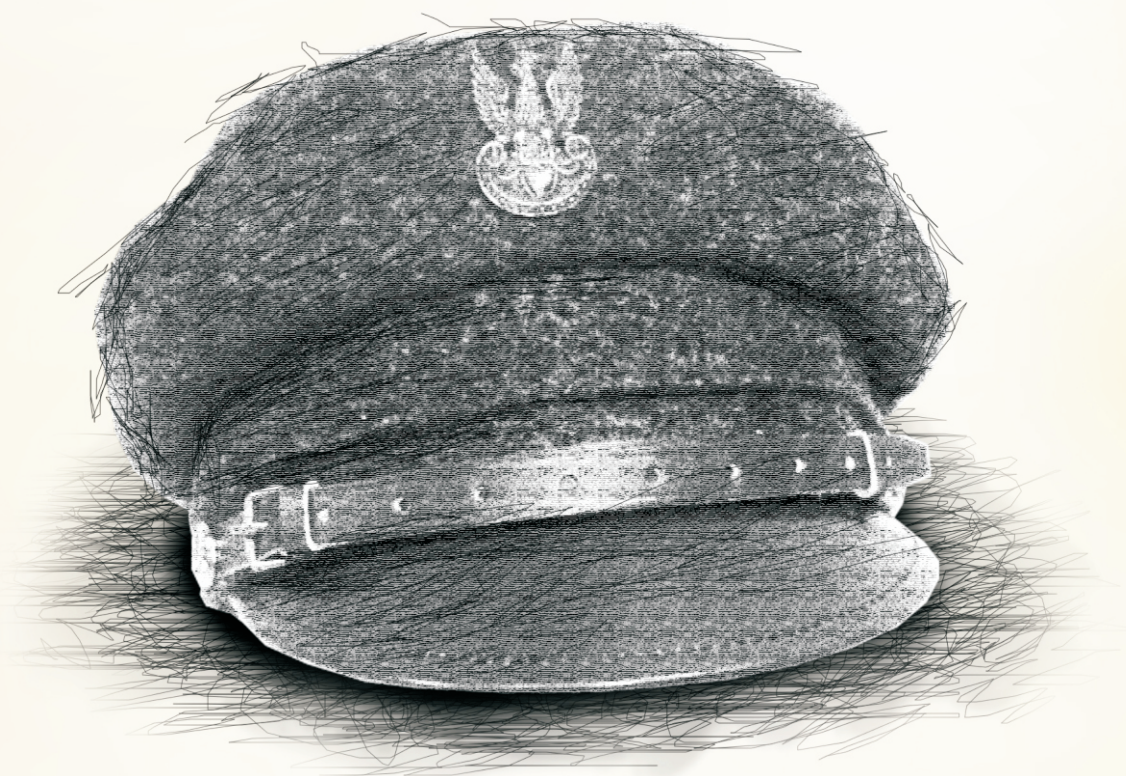## and
THE STAR

Rules book

The Eagle & The Star

Game Rules Book
Author Robert Zak
Version 1.1

Jozef Pilsudski

Table of Contents

Mikhail Tukhachevsky

Polish and English names

It's very hard to translate geographic local names into English. Russian, Lithuanian, and Ukrainian names are phonetic transcriptions of local names, except Kiev. The proper name in Ukrainian is Kyiv, but the Russian Kiev is more commonly known. Belarusian towns' names are taken from Russian language due to the lack of sources in Belarusian. Polish names are not translated.

[Polish - English]

Baranowicze - Baranovichi
Baranówka - Baranivka
Berdyczów - Berdychiv
Beresteczko - Berestechko
Berezyna - Berezino ,town, Berezina ,river.
Bobrujsk - Bobruisk
Borysów - Borisov
Brześć - Brest
Buczacz - Buchach
Chmielnik - Khmilnyk
Czarysze - Charishi
Czernobyl- Chernobyl
Chwastów - Khvostov
Czerkasy - Cherkasy
Dereźnia - Derazhnia
Dokszyce - Dokshitsy
Druja - Druya
Dzisna - Disna
Głębokie - Glubokoye
Hajsyn - Haisyn
Hermanowicze - Hermanovichi
Homel - Gomel
Ihumaniszcze - Ihumanishchi
Jarcewo - Yartsevo
Jelizawietgrad - Elizavetgrad
Kalenkowicze - Kalinkovichi
Kamieniec Podolski - Kamianets Podilskyi
Kijów - Kiev
Kliczów - Klichev
Klincy - Klintsy
Kopatkiewicze - Kopatkevichi
Korosteń - Korosten
Kostopol - Kostopil
Kowno - Kaunas
Lachowicze - Lyahovichi
Lwów - Lviv
Mikołajów - Mykolaiv
Mińsk - Minsk
Mohylów - Mohyliv
Mołodeczno - Molodechno
Mozyrz - Mozyr
Niemęczyn - Nemencine
Olewsk - Olevsk
Owrucz - Ovruch
Płoskirów - Ploskirov (modern Khmelnytskyi)
Połock - Polotsk
Rohaczew - Rogachev
Rochaczów - Rohachov
Równe - Rivne
Rzeczyca - Rechitsa
Sławeczno - Slavechno
Sławuta - Slavuta
Stanisławów - Stanyslaviv (modern Ivano Frankivsk)
Święciany - Svencionys
Swisłocz - Svisloch
Szepietówka - Shepetivka
Tołoczyn - Tolochin
Uła - Ula
Warszawa - Warsaw
Winnica - Vinnytsia
Witebsk - Vitebsk
Woroniecz - Voronech
Załóźce - Zaliztsy
Żłobin - Zhlobin
Żmerynka - Zhmerynka
Żółkiew - Zhovkva
Zwiahel - Zwyahel (modern Novohrad Volynskyi)
Żytomierz - Zhytomir

I. Historical introduction

Despite many significant differences, the situation of Poland and Bolshevik Russia in 1919-1920 was similar. Both states were new political entities, created at almost the same moment after the First World War. They both used military force to shape their borders. Their appearance on Europe's political scene caused their neighbors and the world's superpowers to feel reluctance or hostility.

The shape of the Polish territory was created as a result of conflicts with Germany (Silesian Uprisings, Great Poland Uprising), Czechoslovakia (Cieszyn Silesia conflict), Lithuania (Vilnius area conflict) and Ukraine (Lviv conflict). Bolshevik Russia faced civil war and foreign intervention from its very beginning.
The Bolsheviks fought against "white" generals (Denikin, Yudenich, Wrangel and Kornilov), against peasants' and anarchistic guerilla actions and against expeditionary forces of the Allies (British, French, American, Japanese, Italian, Romanian, Greek, and Serbian).

Under tense circumstances, a contact between the forces of both sides in Bereza Kartuska, in February 1919, led to military conflict. However, the War of 1919-1920 was not only a border conflict; it became an ideological struggle of two completely different visions of the world's order. Both sides of this conflict were almost alone in their efforts. Western countries' societies were tired of four years of the Great War and they treated fights on the distant frontiers of Europe as meaningless and not worth more dead. They were unaware that their fate also depended on the result of this war.

"The Eagle & The Star" is the game of the Polish-Bolshevik war in 1920.

Abbreviations used in the game

CDiv Cavalry Division
CBde Cavalry Brigade
Div Division
Bde Brigade
BRez. Reserve Brigade
BSyber. Siberian Brigade
GO Operational Group
Leg. of Legions
Lit-Bial Lithuanian-Belarusian
IP Initiative Point
SP Strength Point
RP Reinforcement Point
VP Victory Point
UHA - Ukrainian Galician Army (ukr. Ukrayinska Halytska Armiya UHA), allied with Soviets
URL Ukrainian People's Republic (ukr. Ukrayinska Narodna Respublika, pol. Ukraińska Republika Ludowa URL), allied with Poland
III KK Soviet III Cavalry Corps under Gayk-Bzhishkyan command (rus. KawKor)
1 Konarmia 1st Cavalry Army under Semyon Budyonny command (rus. Konarmia)
Cav Cavalry
Inf Infantry
FM Counters used to designate units with a "Quick Move" command.

II. Game elements

II.1 Cards

Cards are the basic engine of the game and have many useful functions. Some of the most important decisions for players are how to use their cards in the most effective ways.

Number of orders

Front designation

Combat modifier

Southern Front

4 3

National emblem

Card name

Desertions in UHA
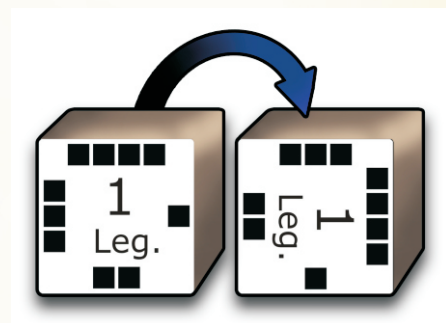
Choose one unit of UHA after resolving "Recon" order. The unit is eliminated as a result of desertion. Add 1 RP of Ukrainian infantry.

Description of the event

Historical comment

About two third of Sich Cossacks changed sides and joined to Poles.

Card type

REACTION

Card number

2

Reinforcement Points. Here 4 Polish infantry points

See detailed description of the cards in Chapter V.

II.2 Military units

There are two basic formations in the game: infantry and cavalry.

Infantry blocks use squares to show their current strength. Fully filled, or solid, squares are only used for the main nationalities of the conflict Polish and Russian/Soviet. Open squares (not filled) are used for nationalities like Ukrainians, Belarusians, Cossacks, Lithuanians, and "White Russians".

Cavalry blocks have squares with a diagonal slash across the middle. Cavalry nationalities are designated the same way as infantry.

Formations like artillery, armored cars, and tanks, exist only as cards.

Wooden blocks

Wooden blocks represent military units ,divisions, brigades etc… The block must be placed in a distinct position showing the side with the unit's current strength on the top of the block. The front side of the block should be faced toward the owner and the back side toward the opposing player. This way, a player has a full picture of the situation of his army, but knows only the general position of the enemy units. Here are examples of blocks that show how positioning works

Polish infantry unit 1st Legions' Division with maximum strength (4 points).

1st Division loses 1 point of strength and has 3 strength points now. Rotate the wooden block by 90 degrees.

Wladyslaw Sikorsky

4

Units can be placed on the game board in the following situations:

1. At the beginning of the game - if the unit is listed in the order of battle of the chosen scenario.

2. As reinforcements (as described in the scenario).

3. A numbered unit or unit with underlined sign can enter to the game after playing a certain card as a historical event. Such units should be placed in the Event Area as described in the card.

4. Eliminated units can be recreated by spending RP's and moved from the Destroyed Units' Area to the map. Additional units can be brought from the Reserves' Area (see Chapter X).

5. Garrisons can enter the game in the Reorganization Phase (see Chapter X.6).

Wooden blocks represent:

Divisions and named brigades are described by number, sometimes the name and affiliation to the corps or army. They are 1 to 4 points strong.

Example of named unit:

4th Cavalry Division
from 1st Cavalry Army
(Konarmia)

Unnamed units have no designation and are described in scenarios as Inf (infantry units) or Cav (cavalry units). These units have 1 or 2 strength points. Unnamed units represent brigades and other minor units like volunteers' forces, detachments, improvised task forces, temporary and police units etc.

Examples of unnamed units:

"Reserve" indicator

Cavalry unit

Infantry unit

Note: Eliminated unnamed units (including those lost to lack of supplies) are moved to the Reserve Area, not the Destroyed Units' Area.

II.3 Map

The map portrays part of Eastern Europe in 1920. It shows the current effects of the political conditions in the game (described below), and also shows other game information, like record tracks, tables and reinforcements. These are described in other sections. The map is divided into spaces that are connected by lines which regulate movement. Each space can hold a specific number of units. Units can only travel from one space to another by following the lines that connect each space. Spaces that are not connected by lines are not "next to" each other in game terms, even if they seem to be close on the map.

Ukraine.

Whichever player controls the most important towns of Ukraine Kiev (Kijów) and Ternopil (Tarnopol) takes 1 RP of Ukrainian infantry from each of these towns. There were Ukrainian soldiers on both sides of the conflict. They are divided in two distinct factions:

- Ukrainian Galician Army (ukr. Ukrayinska Halytska Armiya UHA) allied with Soviets, three Sich Infantry Brigades strong

- Ukrainian People's Republic (ukr. Ukrayinska Narodna Respublika, pol. Ukraińska Republika Ludowa URL) allied with Poland. Units of URL were mostly composed of cadres only, with only a little combat power. URL forces are 3 units strong.

Ukrainian units can enter the game in Kiev, Ternopil, or Lviv. If all of these towns are seized by the enemy, they can enter the game in Warsaw (UNR) or Elizavetgrad (UHA). They operate only in the South and can't be moved to the Northern Front.

Lithuania.

Lithuania was reluctant to help Poland because of old territorial claims. The main controversy was the town of Vilinius (Wilno), populated mostly by Poles and seized by them in 1919.

Lithuania stays neutral until the Soviet player uses the card "Alliance with Lithuania." After this, the Soviet player can activate Lithuanian units. These units can't march further than 3 spaces from their capital city Kaunas (Kowno). Kaunas gives 1 Lithuanian RP and is a supply base for Soviet units.

Neither side of the conflict can seize this town.

Germany

While Germany was officially neutral, it supported the Soviets in practice. Soviet internee soldiers in Germany were freed and returned to the Red Army.

When a Soviet unit enters German territory, remove it from the board, deduct 1 Strength point, but it can come back later in one of these friendly towns:
- Grodno (3 actions later)
- Svencionys (5 actions later)
- Polotsk (7 actions later)

Polish units can't cross the German border..

II.3.1. Lines

The map shows two lines, which had political significance at the time. Crossing these lines influences the effects of the historical events played from cards.

Note: The line is "crossed" when at least 4 supplied units are on the other side of the line.

1. Curzon line - proposed in December 1919 by Lord Curzon, British foreign minister, as a ceasefire line. This line runs through the eastern side of the towns: Suwalki, Augustow, Sokolow, Bialystok, Janow, Biala Podlaska, Wlodawa, Hrubieszow, Tomaszow, Rawa Ruska, Przemysl. The Curzon Line was a basis for establishing the eastern border of Poland after the Second World War. The Curzon Line is marked as the dark red line on the map.

2. German Trench Line - a defensive line built by the German Army on the Eastern Front during the First World War. The northern part of this line was strongly fortified. The line runs through the eastern side of the towns: Svir (Świr), Smargonie, Molodechno (Mołodeczno), Mykolaiv (Mikołajów), Baranovichi (Baranowicze), Lyahovichi (Laczowicze), Pinsk, Sarny, Rivne (Równe), Ternopil. The German trench line is marked as the light red line on the map.

- Warsaw Fortified Area - a defensive line built by the Polses when the Red Army broke Polish defenses in Belarys. The line runs through: Karczew, Radzymin, Płonsk and fortress Modlin.

II.3.2. Fronts

The map is divided in two fronts: Northern and Southern. When two people play as partners on the same side, each of them commands one of these fronts:

- The Northern Front is an area north of the Pripyat (Prypeć) river and Brest-Warsaw railway (including this railway) and north of the Gomel (Homel) - Klintsy line (including this line).

- The Southern Front is everything south of these points.

Each player (in a 4 player game) commands units on his front only. When a unit of one player crosses the line between fronts, it moves to the control of the other player (at the beginning of the next round).

II.3.3. Key towns

Some towns on the map have a number, which shows their Victory Point (VP) value. The player controlling key towns gains its VP per town.
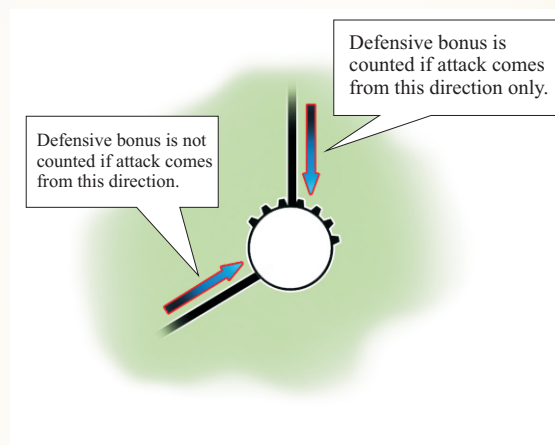
Garrisons can only be raised in key towns.

All key towns are supply bases [see XI.1].

II.3.3. Strongholds

Some of the towns, fortresses, and terrain points give an advantage in defense. Units defending in such stronghold can ignore the loss of 1 strength point during a combat. It does not work the same way as the "Defend" order [see below] and these units can't ignore flanking attacks. The effects of an order "Defend" are counted separately.

A Strongholdonly gives an advantage to defender if the space is assaulted exclusively from the fortified direction.

Defensive bonus is counted if attack comes from this direction only.

Defensive bonus is not counted if attack comes from this direction.

II.3.4. Railways

Units can be transported quickly by rail if players use the special order to execute such an action.

II.3.5. Soviet special locations

There are three special locations at the eastern edge of the map Yartsevo (Jarcewo), Klintsy (Klincy), and Elizavetgrad (Jelizawietzgrad). These places are only accessible for Soviet units. The Soviet player uses these towns as home bases. New and reorganized units are placed here.

There are no limits to the number of units that can be placed there.

II.3.6. Destroyed units' Area

Place here units which have been destroyed.
If a player uses Reinforcement Points, such units can be reorganized during the Reorganization Phase [see X.3]

II.3.7. Reserve Area

Units placed here can be moved on the map, if a player spends Reinforcement Points for such an action. Units from "Reserve" are treated as normal.

If a "named" unit is destroyed, moved it to "Destroyed units" area. If destroyed unit is unnamed, move it to the "Reserve", instead of "Destroyed units".

II.4. Counters

II.4.1. Orders

Order markers have to be placed face down on the wooden blocks, with the national emblem showing, so that the opposite player can not see them. Orders "Move," "Quick Move," and "Recon" can be placed on spaces instead of units.

Note: if there's just one unit on a space, it's easier to place the counter on the board than on the wooden block.

Note: that the counters for "Quick Move" are "FM", which stands for the Polish "Forsowny Marsz". English players may think of "Quick Move" to be the same as "Forced March", to help them make this association.
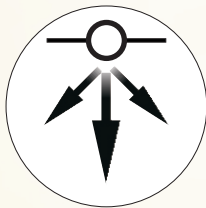
Move 'to the position'

Units move to the chosen position. Units can move to this position from different directions. Moving units fight at their full strength. This order can be placed on the space with no units, but at the units' range of move.
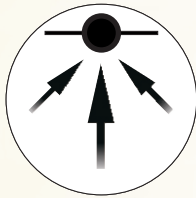
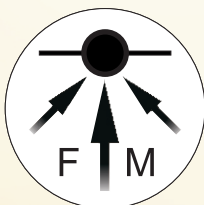Order "Move to the position" marker

Move 'from the position'

Chosen units can move from one space to another. Units from one space can move to many different positions and fight at their full strength.

Order "Move from the position" marker

Quick March 'to the position'

Units move to the chosen position as a marching column. These units can move one additional space, but they fight at half of their strength (rounded down, each unit counted separately). This order can be placed on the space with no units, but at the units' range of move.

Order "Quick Move to the position" marker

Quick move 'from the position'

Units can move from one space to many different positions. Such units can move one additional space, but they fight at half of their strength (rounded down, each unit counted separately).

Order "Quick move from the position" marker

Defend position

Units hold the defensive stance waiting for the attack of the enemy. Such units fight at their full strength and can ignore the loss of 1 strength point and the effect of one flanking attack. This benefits arecumulative with strongholds. Only one Defend order may be placed in any space. Defensive benefits continue even if more friendly units enter the space, provided tha at least on unit which was in the space when the order was placed remains.
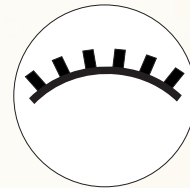
Order "Defend" marker

Reorganization

The order means units are resting, reinforcing, and r eorganizing. No attack from the enemy is expected, therefore such units fight at half of their strength (rounded down, each unit counted separately). One unit (owner's choice) under the Reorganization marker regains 1 strength point (even after combat).
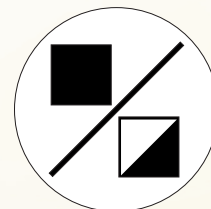
Order "Reorganization" marker

Railway transport 'from the position'

The marker must be placed on one space. Chosen units from this space can be moved by railroad only. These units can move up to 8 spaces. Units being transported are not prepared to fight, so their combat strength is 0.

Note: Units must end their movement at the supplied space.

A maximum of 4 units can be moved by rail at once. These units can be divided and sent to different locations during the movement.
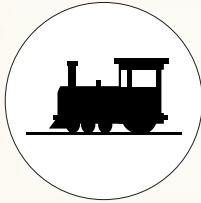
Order "Railway transport from the position" marker

Recon

If this order is placed on a space occupied by enemy units, the player can see all of them. This order can be used as a bluff placed on a space with no units it can simulate the order "Move to the position" (but it must still be placed at friendly units' range of move).

Note: Players cannot place this order more than 3 spaces from friendly units. Polish player can't place it at the Soviet special locations (Yartsevo, Klintsy, Elizavetgrad).


Order "Recon" marker

Withdraw

Units with this order stay in a defensive stance and await enemy attack. If this space is attacked, defending units withdraw without going through the combat procedure and they automatically lose 1 strength point. If defending units can't retreat, they have to fight and lose 1 additional strength point, beyond normal combat results (for failing to withdraw).

Withdraw is not allowed to the space where another combat is occurring.

Withdraw is not allowed on a space where Defend order is present.

Withdraw works even if any units enter to the space (but at least one unit must stay on that space).

Note: cavalry units attacked only by infantry units ignore the loss of the strength point during withdrawal.
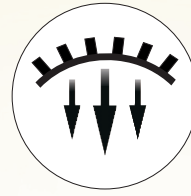
Order "Withdraw" marker

II.4.2. Garrisons

Polish Garrison counter

Garrison counters represent supporting units, police, temporary units. that occupy supply bases. Garrisons are placed in supplied key towns during the Supply Phase, after checking supply.

Each garrison has 1 strength point and cannot move.

Garrisons are used to pay first losses in a lost defensive battle. After a garrison is eliminated, place its counter on the last space of the Round Track - the Reorganization Phase. During this phase, place the garrison counter back in the town, with the national emblem of whichever player owns the town shown face up.

Semyon Budyonny

II.4.3. Initiative

"Initiative" is a very important factor of the game. It shows how one side can have a temporary advantage but how this advantage can rise or decrease and even change sides. The sequence of giving and resolving orders is determined by which player has the initiative, and certain actions or results depend on how much of an initiative advantage one player has over the other. To that end, there is an initiative "track" where points can be gained or lost, as one player increases his advantage or the other player takes away the initiative for his own advantage.

Players can gain the initiative by:
- playing cards
- victory in combat. To increase the initiative by an additional point, the player holding the initiative has to win the combat while inflicting more SP losses than his current initiative level.

Note: After winning the battle, the initiative level can be raised only by 1 point.

The initiative level can be decreased by:
- playing cards
- any lost combat (if the player with the initiative loses any combat, the initiative level decreases by one point)

Initiative is easy to lose and hard to gain.

Each front has its own initiative marker. The player who has the initiative in each area places the marker on the map with his national emblem on the top. It is not possible to have a "tie" for initiative. One of the players always has an advantage.

The player with the lower initiative places orders first and resolves them last.

Example 1. The Poles have 1 initiative point on the X front. To gain another point, they have to win their next combat and inflict 2 SP losses more than the Soviets inflict on them. If during the combat Poles lose 1 SP and inflict 2 SP losses to Soviets the difference is equal to 1 point. The initiative level does not change. If Poles inflicted 3 SP losses to Soviets or they had not lost 1 SP, the difference would be equal to 2 points. Then the initiative level can be raised by 1 point.
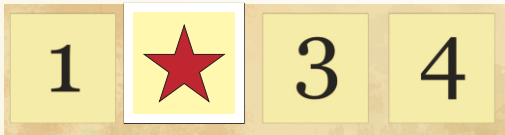
Initiative Track of one of the fronts
(Soviet player has 2 points of initiative)

II.4.4. Victory Points

In "The Eagle and the Star," a draw is not possible - one side is always victorious. The Victory Points counter has two sides: Polish and Soviet. If Poles are leading in Victory Points, place the counter on the VP Track with Polish side up. If Soviets are leading, use their side.

In the multiplayer game, Soviet players have special rules for gaining Victory Points [see Chapter XIII.1]

Example 2. Soviets have 1 VP. Poles win the battle and they gain 1 VP. The VP counter is turned up to the side marked with the eagle and stays on the same space of the VP Track. In the next combat Poles gain another 1 VP and the VP counter is moved by one space. Note that the marker has no "zero" place. One player or the other will always have at least one VP.

VP Track (Poles have 2 VP's)

III. PREPARATION

Before the game begins, do the following:
- place the game board on the table, between the players. To connect both parts of the board use plactic stickers provided with the game.
- shuffle both card decks and put them aside the game board
- place units on the map as described in the chosen scenario
- put order markers and Reinforcement Points close to the game board and players
- place the VP counter, Round counter, and Initiative marker on their proper spaces, as described in the chosen scenario
- place specific units in the Reserve' Area, as described in the scenario
- place certain units in the Events' Area, as described in the scenario
- if it is described in the scenario, place reinforcement units on the Round Track

IV. GAME TURNS

One turn represents 1 month and is divided into phases:

IV.1. Cards drawing phase

A player commanding only one front draws 6 cards. If a player commands both fronts, he draws 12 cards.

Note: A player who is commanding only one front cannot have more than 7 cards in his hand at any time. If a player commands both fronts, he cannot have more than 13 cards. If a player gains more cards than his maximum hand size, he must discard (his choice) to reduce his hand to the correct size.

IV.2. Operational phase [5 actions]

Players perform 5 actions in this phase for every turn. One action is divided into the following activities, performed by players in sequence:

1. Playing cards

Each player places one card, face down, per front. After placing all of the cards, they are turned up one at a time, beginning from the Northern Front's card of the player with lower initiative. When the player turns this card up, he must say how he wants to use it.

Note: during the last action of the turn, a player can keep one card for use in the next turn. (But see maximum hand size).

2. Giving orders

Each player gives orders to his units [see chapter VI].

3. Resolving orders

Orders of the move are executed now. Movement Sequence is described in Chapter VII.

4. Combats

Combats are executed now [see chapter IX].

5. Supply

Each player checks his units' supply level. Effects of being out of supplies are implemented [see chapter XI].

6. End of the action

Move the action counter by one space. Check victory conditions.

IV.3. Reinforcements phase

Players can reinforce their units [see chapter X].

V. CARDS

Certain cards are marked with a "star" (for example soviet card "Alliance with Lithuania", number 23). These cards represent historical events of some kind which can only happen one time. If these cards are played as an event [historical event, battle card, or reaction], remove that card from the game after use. Cards used in another way [as Orders, Reinforcements, or Combat Modifiers] are placed in the used cards' deck to be reshuffled and used again later.

Cards with a specific Front designation can only be played as an Event on this front but can be played for Orders, Reinforcements, etc., on either front.

Cards can be used as:

1. Event

There are three types of events:

Battle card. Played during a battle only. During one battle, each player can only play one battle card. Battle cards represent special circumstances influencing the combat (changing the chances for victory or battle losses). The attacker declares if he is playing a battle card first.

Reaction. Cards can be played if certain conditions described on them are met. Most often, these cards are a response for some order or situation. This card is placed in the used cards' deck after use.

Historical event. If the card is not described as "Battle card" or "Reaction", it represents a very important historical event. Players read the event's descriptions on the card out loud. Effects of the historical event are implemented immediately.

2. Reinforcements

If the card is played for Reinforcements, the player gains as many Rp's as are described on the card. Add these points to your Reinforcement Points Track [see chapter X].

3. Orders

If the card is played for Orders, the player gains as many order markers as the card says.

4. Combat Modifer

Combat modifiers are used instead of using traditional dice. Players use the card during the battle, adding its combat modifier to the strength points of fighting units. This card may be drawed randomly from deck or player may decide to play the card from hand (instead of drawing from deck). If the card is played from the players' hand (not drawn from the deck), the player gains additional +1 point of combat modifier.

VI. GIVING ORDERS

Each player starts every action with 1 free order marker (of any kind) and 1 "Recon" order marker.

To give orders to units, players place order markers on the map or on the units. Each order marker should be placed with the national emblem on the top.

Players start giving orders on the Northern Front. When all of the orders on the Northern Front are given, players move on to give orders on the Southern Front. Players give orders alternately. The player with the lower initiative gives his orders first.

If player doesn't play (or can't play) any card for Orders, he still has 1 free order marker and "Recon" order marker.

Orders markers cannot be saved for next action.

More than one order can be placed on one space.

After all of the order markers are placed, the orders can be resolved per Section VII.

VII. RESOLVING ORDERS

The sequence of resolving orders is as follows:
- all "Quick Move" orders
- all "Move" orders
- all "Railway transport", "Recon," and "Reorganization" orders

Orders given on the Northern Front are resolved first. Orders of the player with higher initiative are resolved before orders of the other player. Therefore the "Quick Move" orders of the player with higher initiative on the Northern Front are resolved first of all, followed by the "Quick Move" orders of the player with the lower initiative on the Northern Front. Then players start to resolve the same type of orders on the Southern Front. When all "Quick Move" orders are resolved, it is time for "Move" orders, beginning on the Northern Front again.

Each order marker is turned up in the moment of resolving. This marker should be placed on the affected units to show its influence on the potential combat.

"Defend" and "Withdraw" orders aren't turned up until the moment of the battle.

Units which are cut off have limited ability to execute orders [see chapter XI].

Example 3
There is "Move from the position" order placed on the space with some units. These units have to withdraw as a result of combat. The space is seized by the enemy now. The order should be taken off because there are no friendly units on this space able to execute the order. If order "Move to the position" would be placed on the space instead of the order "Move from the position", it would remain there and a minimum of 1 unit would have to move there ,if such an action is possible to execute.

VIII. MOVE

VIII.1. Movement limitations

Units move from space to space using the lines on the map. They may not move from one space to another except along those lines.

No more than 4 friendly units can stay on one space. Garrisons are not counted. Units can pass through spaces with 4 other units already. One space can be attacked by more than 4 friendly units, but a maximum 4 units can attack from one direction.

VIII.2. Engagement

If enemy forces come to a space occupied by enemy units, they are engaged in combat. Engaged units must stay on that space. If one side has more units than the enemy, these additional units can leave the space (owning player decides which units leave the space).

VIII.3. General rules

Infantry units can move 1 space per turn, cavalry units 1 or 2 spaces. Units executing the "Quick march" order can move 1 additional space (infantry 2 spaces, cavalry 3 spaces).

Units moving to a space occupied by the enemy unit must stop immediately on the line linking the spaces.

If there is more than one possible way to reach the position within movement rates, the player moving chooses one of them. It's possible that some moving units will have to stop to engage in combat before they arrive at the desired position.

At least one unit has to execute any given order - if it is possible (i.e. at least one unit must stay on the space with "Defend" order marker placed). A player moving his group of units can leave some of them during the move, but at least one unit has to arrive at the chosen position.

One unit can resolve only one order during the turn.

Units resolve orders "to the postion" only when the target space is in range of its movement.

VIII.4. Detachments

Players can split a named unit during movement and leave "detachments" on its way to the chosen space. A player can divide one unit into several units, but all of the new ones are "unnamed" units. The total strength point of the unit and all detachments cannot exceed the unit's strength before the splitting began.

Example 4.
Infantry division with 4 strength points positioned in Kiev gains "Quick Move" order to the town Zhytomir. During the move, - in Khvostov the division splits into two units. The original division, now with only 3 strength points, continues movement to Zhytomir. An unnamed unit with 1 strength point (taken from Reserve Area) is left in Khvostov..

Example 5.
The 5th Infantry Division moved quickly to the space occupied by 2 enemy units. When resolving the "Move" orders, the opposing player can move one of his units. The second one is engaged and must stay on the space.
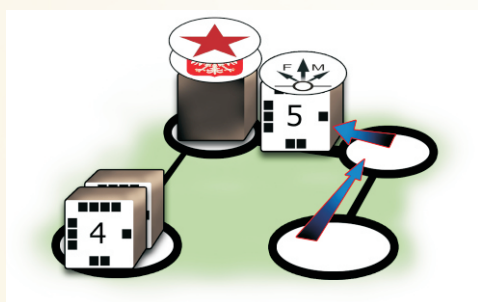
The Polish player has higher initiative and he wants to attack.
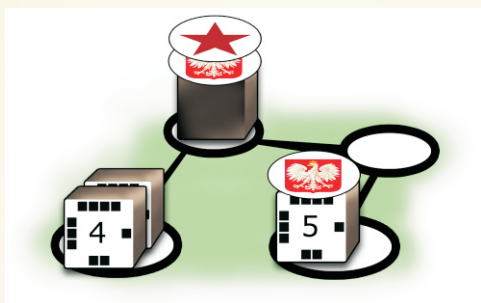
He gives two orders: the first on his own unit, the second one on the Soviet unit. Soviet player gives only one order.
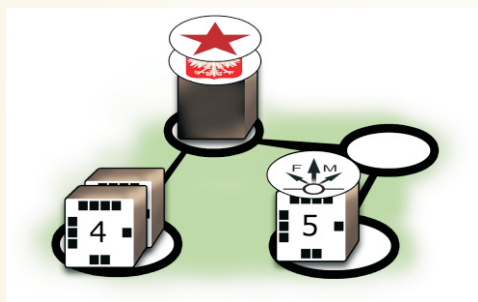

When it comes to resolving the orders, the "Quick Move" order of the Polish player is turned up as the first one…

Then the Polish player moves quickly his 5th Division by 2 spaces. The Soviet unit is engaged in combat and it can't move now. The "Quick move" order is still placed on the unit to show its influence on the combat effectiveness 5th Division will be fighting at half of its strength. The Soviet player says that he has no "Quick Move" orders.
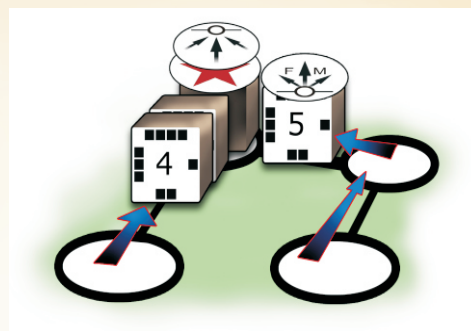
Now is the moment for resolving "Move" orders. The Polish player turns up his order and moves his units by 1 space. After this the Soviet player turns up his "Move" order. He can't execute this order because his unit is engaged in combat now. The order marker is taken off of the map with no effect.
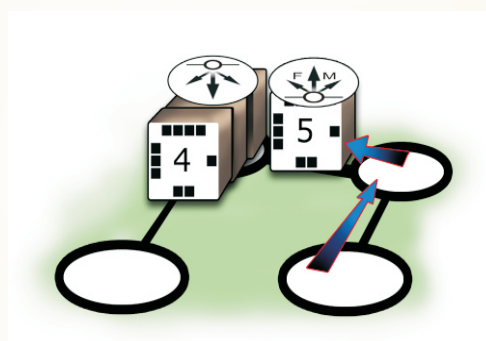
IX. COMBAT

IX.1 General rules

When all of the moves are finished, players determine the scale of each battle. The scale of the battle is measured by the number of units engaged. Combat resolution begins with the battle of the lowest scale and ends with the battle of the highest scale. If more than one battle has the same scale, the player who has the initiative on that front determines which combat will be resolved first.

IX.2 Flanking attacks

The Polish - Soviet war was conducted over a large area, with little density of military units. Maneuverability and attacks from the flanks and rear played a decisive role. During the game, if units are attacked from more than one direction they suffer a combat modifier equal to 2 SP per each additional direction of an attack (second, third etc.).

Final Strength of the unit can't be lower than zero.

Example 6
The strength of a defending unit attacked from three different directions is lowered by 4 points. With a Defend order placed on it, strength would be lowered by 2 points (A Defend order allows the unit to ignore one flanking attack).

IX. 3 Resolving combat

1. First, players can add a single battle card to the combat if they want. The attacker plays his card first. Both players can use only one card each.

2. Then, each player draws one card from the deck. After looking at it, a player can instead use a card from his hand. Playing the card from his hand gives the player the value of the card, plus an additional combat modifier +1 Strength. The attacker declares which card he wants to use first.

3. All played battle cards and orders placed on engaged units are turned up.

4. Players determine the strength of their units counting:
   a. base strength of the units
   b. effects of given orders
   c. effects of flanking attacks
   d. effect of played battle cards
   e. value of the card taken from the deck or played from hand

5. Losses are inflicted to both sides at the same time. Players take the number of inflicted losses shown on the Battle Results Table. The upper row of the table shows the total strength of the units (after all modifiers) The lower row shows the number of losses inflicted on the enemy.

Note: Units with the highest strength take losses as first. When more than one unit has the same strength, their commander decides which unit takes losses.

6. The side which takes more damage loses the battle. Losing units have to withdraw. If there is a draw, the attacker loses the battle.

7. Winning attacker must enter the attacked space with at least unit. Winning defender must stay on the space.

0-3	4-6	7-9
0	1	2
10-12	13-17	18+
3	4 (+1)	5 (+1)

Total Strength

Inflicted loses

Bttle Results Table

IX.4. Great victory

If inflicted losses are 4 or 5 SP's, the winner takes 1 VP (it means that the number of losses taken by loser is 4 or 5, not that the winner has 4 or 5 SP's more than loser). The VP is gained because a victory of this order would be renowned in the country and the world.

IX.5. Loss and withdrawal

Losing units of the attacker have to move back to the initial positions. If such units can't withdraw, they are eliminated and can't be recreated. The winner takes 1 VP per each eliminated unit.

Losing units of the defender have to move to an adjacent space, which does not contain enemy units. Such units should withdraw toward the owning player's edge of the map. If losing units can't withdraw, they are eliminated permanently and the winner takes VP's.

Note: Loser (attacker or defender) can't withdraw to any space where another combat is occurring.

Remember that wins and losses change the initiative level.

Example 7.
When movement is finished, the combat must be resolved. Polish player has 8 Strength Points two units executing a frontal attack total 6 points. A third unit, which previously performed a Quick Move action, attacking from the flank gives 2 Strength points (half of the unit's strength, rounded down).
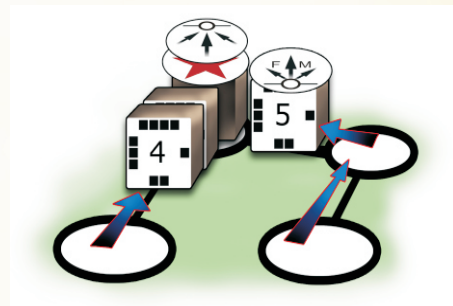
The Polish player doesn't know the Soviet orders, but he is sure of his advantage. He doesn't play any battle card from his hand, but takes one from the top of his deck.

The Soviet player defends the position with one division 4 points strong. He plays the card No. 38 "HMG's heavy fire", which inflicts loss of 1 Strength Point to the attacker. Additionally, the Soviet player uses the card from his hand instead of the deck adding 3 Strength Points (2 points for value of the card and additional 1 for playing the card from hand). Soviet unit has 7 Strength Points in total.

The Polish player announces the combat modifier+s value of the card taken from the deck (2 Strength Points). The Soviet player turns up the order marker placed on his unit ("Defend")
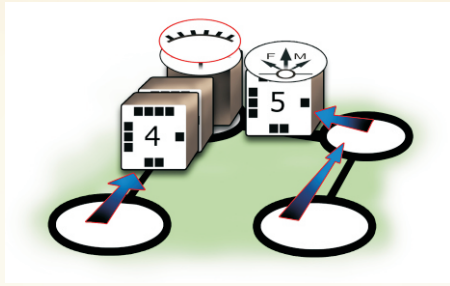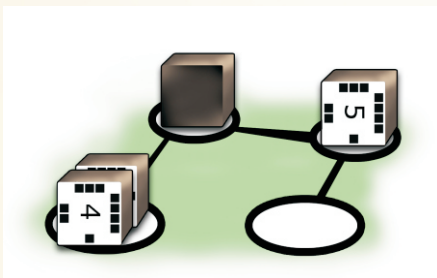
Then both players count losses inflicted to the opposing units:

Poles: Polish units have 10 Strength Points. Battle results table shows in the column "10-12" result of 3 Strength Points loss. Because the Soviet unit was ordered to defend ("Defend" order), it ignores the loss of 1 point and the 2 SP penalty for being attacked from more than one direction. The Soviet division loses 2 Strength Points and the wooden block is rotated twice.

Soviet: The Soviet unit has 7 Strength Points and inflicts 2 Strength Points loss to Poles. Additionally, Poles lose 1 Strength Point because of heavy machine-gun fire (use of the "HMG's heavy fire" card). The largest units lose Strength Points first, therefore Polish divisions with 4 Strength Points lose 1 point each. The Polish player decides which unit loses the third point.

The Polish army loses the battle because it loses more strength points than the Soviet unit. Polish units have to move back to their previous positions. The Polish player loses 1 initiative point. The Soviet battle card is moved to the used cards' deck. The Soviet army successfully defended the position but at cost of two cards.

X. REINFORCEMENTS PHASE

X.1. General rules

Giving reinforcements means recruiting new soldiers to front line units or recreating disorganized units.

The "Reorganization" order gives the ability to add 1 Strength Point to one unit. Reinforcing the entire army is done during the Reinforcements Phase.

There are two sources of reinforcements:

Operational - Strength Points are taken from the Reinforcements Points Track (when a player uses the card for Reinforcements). One front can't have more than 10 Reinforcements Points. Those points should be used first.
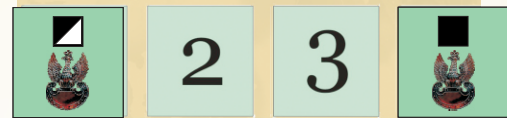
Part of the Reinforcements Track
(Here: 1 Polish cavalry RP and 4 Polish infantry RP's)

Strategic - Strength Points are taken from the home area.

Strategic reinforcements in Warsaw
(3 Polish infantry RP's and 1 Polish cavalry RP)

Soviet strategic Reinforcements are shown in three towns on the eastern edge of the map. Polish Reinforcements are shown in Warsaw. If the Polish side is led by one player, he can use these reinforcements with no limits. If two players command the Polish side, reinforcements from Warsaw can be used in the Northern Front only.

Units can't be reinforced with recruits of a different nationality, i.e. Ukrainian soldiers can't reinforce Polish or Soviet units.

Exception: Cossack brigades of Jakowlew and Salnikow can be reinforced by using the "Reorganization" order only.

Exception: Poles formed two Lithuanian Belarusian divisions ["Lit-Bial"] with soldiers of mixed nationality. The Polish player may reinforce these units with recruits of any nationality, except Ukrainian.

Tadeus Rozvadowsky

X.2 Reinforcing units

Reinforcing means adding SP's to a damaged unit still operating on the front. When a player spends 1 RP, the selected unit regains 1 SP. Turn the wooden block representing this unit to reflect the gain in strength.

An unnamed unit can be added to a larger unit that is in the same space. The unnamed unit is reduced or even eliminated (move the counter to the Reserve Area). The main unit gains as many Strength Points as the unnamed gave up.

X.3. Recreating units

A player can recreate a eliminated unit, taken from the front and placed in the Destroyed Units' Area. Such units appear in a strategic town with only 1 Strength Point. Poles recreate their units in Warsaw. Soviets do it in one of their special locations on the eastern edge of the map.

Recreating a destroyed unit costs 2 Reinforcement Points.

Unnamed units can't be recreated.

A recreated unit cannot be reinforced in the same Reinforcement Phase.

X.4. Reserve

Reinforcement Points can be used to take units from the Reserve Area. Such units must be placed in the same town as the recreated unit. The unit taken from the Reserve Area has as many Strength Points as player spent Reinforcement Points.

Only unnamed units can be placed in the Reserve Area.

X.5. Frontline units

Units who are on a frontline space (having enemy units on an adjacent space) can't be fully reinforced. Players can spend only 1 RP per frontline space (not a 1 RP per 1 unit).

Example 8
One player has 5 Rp's. He can spend 1 RP to strengthen 4th Division and 1 RP for 5th Division. The 10th Division can be fully reinforced, because this unit is not on the frontline.
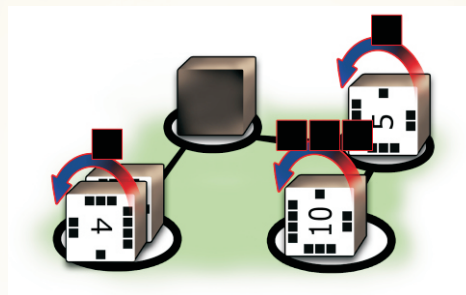
X.6. Garrisons

Garrisons are placed on captured spaces that are worth VP's. But, if this space has no connection with a supply base (see below), the garrison can't be placed.

XI. SUPPLY

XI.1 Supply bases

All towns that are worth VP's are supply bases, even if they have no garrisons. Such towns cannot be a supply base if there is no connecting line between this town and Warsaw (for Poles) or Soviet special locations (for Soviets).

Any supply base supplies all infantry units within 3 spaces range.

Cavalry has a more mobile and irregular character than other units. Therefore cavalry units in the game can be supplied at 5 spaces.

XI.2. Lack of supplies

All units found in an unsupplied space lose immediately 1 SP each.

Units with no supplies can only execute the following orders:
- Move from the position
- Withdraw
- Defend
- Recon (as a bluff)

Units eliminated because of a lack of supplies are removed from the game permanently. This reflects the elimination of professional officers and headquarters, which can't be recreated quickly. For any permanently eliminated unit the opposing player takes 1 VP.

Garrisons can't be placed in towns with no supplies. They can be placed in the next Reinforcements Phase, if that space gains supplies.

Use the "Lack of supplies" to show which units have no supply.

"Lack of supplies" marker

XII VICTORY

XII.1. Immediate victory

If a player achieves 15 VP's, he wins immediately.

The Soviets also win if they capture Warsaw.

XII.2 Winning the scenario

When a scenario is over, players count VP's. The side which has more VP's wins. Some scenarios have special victory conditions.

XIII MULTIPLAYER GAME

In a 3-player game, one player commands all Polish forces and the other two play as Soviet front commanders. In the multiplayer game, normal rules are used, but each player can only give orders to units on his front. He also can only play the cards designated as events to his front.

In a 4-player game, two players are commanders of two Polish fronts, the other two players are commanders of Soviet fronts

XIII.1. Soviet commanders' rivalry

There was harsh rivalry between Joseph Stalin - staff commander of the South Eastern Front (Southern Front in the game), and Mikhail Tukhachevsky commander of the Western Front (Northern Front in the game). Stalin wanted to advance on the southern direction, to start a communist revolution in Czechoslovakia, Hungary, and further in the Balkans. Tukhachevsky was focused on having a final battle around Warsaw. After the fall of Poland, his next goal was to bring revolution to Germany, France, and Great Britain. Stalin disobeyed orders from the Red Army's supreme commander to prevent his 1st Cavalry Army and 12th Army from coming under the command of Tukhachevsky. Many historians believe this is one of the reasons for the Soviet defeat. Stalin had also a strong influence over the military establishment and could get better equipment and more soldiers for his armies.

There are two VP counters in the game for two Soviet players. Each player keeps track of the VPs gained or lost on his Front.

The Soviet player who has more Vp's gains some advantages over his partner:
- he can take "Railway transport" and "Reorganization" orders as first
- he takes reinforcements from the Klintsy space [3 Infantry Reinforcement Points]

If the Soviets win the game, the player having more VP's is an individual winner.

XIII.2 Cooperation of Polish commanders

Polish commanders don't compete with each other and they have one single VP's Track. Players should cooperate, but if they can't get an agreement, one of them should be randomly designated as a supreme commander. The supreme commander takes "Railway transport" and "Reorganization" orders as first.

XIV. SCENARIOS

VP's described in any scenario are totaled separately.

Note: to make deployment easier, the game's order of battle starts with the most northern unit and ends with most southern unit.

Note: If all of the units had been named, the game would consist around 200 blocks. To lower the cost of the game, many units in the game are unnamed and they can be used many times in different scenarios. Historical names of unnamed units are described in the brackets. For example "Cav (2) *[3 CBde]*" means that player should use cavalry unit being 2 points strong, which represents 3rd Cavalry Brigade in the chosen scenario. Such descriptions are for informational purposes only and have no influence on the game course.

SCENARIO I
KIEV OFFENSIVE

Historical background

The scenario starts in the spring of 1920. During winter 1919/1920, both sides prepared for a new campaign. Lenin decided that the Polish front should be a priority for the Soviets. He ordered reinforcements to the armies in the northern front and ordered them to launch a large offensive against Poland. But reinforcements came slowly. It was only on March 10, 1st Cavalry Army, commanded by Semyon Budyonny, which already defeated "white" army of general Denikin in Crimea, started a long march to the Polish front.

On April 22, Pilsudski signed an alliance between Poland and the Ukrainian People's Republic, led by Symon Petliura. He wanted to take the initiative and defeat the Soviets in the South. Pilsudski, a confirmed federalist, planned to seize the entire Ukraine and hand it over to the allied Ukrainians. The Polish and Ukrainian offensive started April 25…

1st Cavalry Army enters the battle

Starting with the 4th Action of the first Round, before giving orders, the Soviet player checks to see if the 1st Cavalry Army has arrived at the Polish front (Elizavetgrad space). The 1st Cavalry Army consists of four cavalry divisions (4th, 6th, 11th and 14th) and an independent Special Brigade OKB (rus. Osobaja Kaw Brigada). The player takes one card and checks its combat modifier. If it is higher or equal to the number written below, units of this army come to the front.

1st Round, 4th Action - 4
1st Round, 5th Action - 3
2nd Round, 1st Action - 2
2nd Round, 2nd Action - 1
2nd Round, 3rd Action - Automatic

The Soviet player can give these units orders on the turn they arrive.

End of scenario.
Scenario ends after 2 Rounds (10 Actions).

Deployment
Round Track: 1st Round, 1st Action
VP: 3 for Poland
Initiative: 1 for Poland in both fronts

Reinforcements
Reinforcements come at the end of the Action.

Soviet Reinforcements:

1st Round, 1st Action
Yartsevo (Jarcewo): 6 (2), 56 (2)

1st Round, 2nd Action
Klintsy (Klincy): 18 (2)
Yartsevo: Kaukaz. (1) *[Caucasian Cavalry Bde]*
Elizavetgrad (Jelizawietzgrad): 25 (3), Baszkir. (1) *[Bashkirian Cavalry Bde]*

1st Round, 3rd Action
Yartsevo: 21 (3)
Klintsy: 12 (3)

1st Round, 4th Action
Yartsevo: 54 (2)

2nd Round, 2nd Action
Yartsevo: 10 CDiv (3), 16 (2), 33 (2)
Klintsy: 27 (3)
Elizavetgrad: 24 (3), 8 CDiv (3), Inf (1) *[II WOCHR]*

Polish Reinforcements:

1st Round, 4th Action
Warsaw (Warszawa): 21 (2)
Ternopil (Tarnopol): URL Pawlenko (1)

Order of battle

Soviet:

Northern Front

Polotsk (Połock): Inf (1) *[143 Bde]*
Cherkasy (Czerkasy): Inf (1) *[164 Bde]*
Vitebsk (Witebsk): 53 (2), 15 CDiv (3)
Ula: 4 (4), 11 (3)
Tolochin (Tołoczyn): 5 (4), 17 (4)
Klichev (Kliczew): 8 (3)
Rogachev (Rohaczew): 10 (3)
Zhlobin (Żłobin): 2 (2), Inf (1) *[Combined Brigade]*
Rechitsa (Rzeczyca): 57 (1)

Southern Front

Chernobyl (Czernobyl): Inf (1) *[Bde from 47 Div]*
Ovruch (Owrucz): 47 (2)
Korosten: 7 (2)
Rohachov (Rohaczów): 17 CDiv (2)
Baranivka (Baranówka): 58 (3)
Khmilnyk (Chmielnik): 60 (2), UHA I (3), UHA II (2)
Zhytomir (Żytomierz): 44 (2)
Vinnytsia (Winnica): 41 (2), UHA III (1)
Haisyn: 45 (2)

Lithuanian forces

Nemencine (Niemęczyn): 1 (3)
Radun: 2 (3)

Reserve Area: all undeployed units

Events' Area: 3, 19, 46, 48, 55

Additional VP's
- controlling Kiev: +2 VP
- seizing and controlling Minsk: +3
- seizing and controlling Berdychiv: +2

Designer's suggestions: The Soviets should concentrate more forces in the Northern Front, wait for reinforcements, and attack in the 2nd Round. Save forces in the Southern Front and withdraw until the arrival of the 1st Cavalry Army. Try to defend Kiev. Hold the Dnieper river line, don't allow Polish forces to cross it.

Poles

Northern Front

Druya (Druja): Inf (2) *[16 Bde from 8 Div]*
Disna (Dzisna): 8 (2)
Voronech (Woroniecz): 1 Lit-Bial (2)
Borisov (Borysów): 2 DLeg. (4)
Berezino (Berezyna): 3 DLeg. (4)
Svisloch (Swisłocz): 6 (3)
Bobruisk: 14 (3)
Charyshi (Czarysze): Cav (2) *[2 CBde]*
Kalinkovichi (Kalenkowicze): 9 (3)

Svencionys (Święciany): Cav (2) *[1 Cbde]*
Lida: 17 (3)
Vilnius (Wilno): 2 Lit-Bial (2)
Grodno: 10 (3)
Brest (Brześć): Bulak-Balach. (1)
Warsaw: 11 (2), 16 (2)

Southern Front

Slavechno (Sławeczno): Inf (2) *[1st Mountain Brigade]*, Cav (2) *[7 CBde]*
Olevsk (Olewsk): 4 (3)
Zwyahel (Zwiahel): 1 Leg. (4), 7 (3), Cav (2) *[3 CBde]*
Shepetivka (Szepietówka): 15 (3), 6 Ukr URL (2), 1 CDiv (3)
Ploskirov (Płoskirów): 13 (3), 18 (3)
Derazhnia (Dereźnia): 5 (3), 12 (3)
Kamianets Podilskyi (Kamieniec Podolski): 2 Ukr URL (2)

Reserve Area:
- undeployed, unnamed Polish units
- Polish Reserve Brigades: 1st, 2nd, 3rd, 7th BRez.
- unit of the Russian People's Volunteer Army (RNDA)

Events' Area: 22, 2 CDiv, BSyber, Jakowlew, Salnikow

Additional Vp's
- seizing and controlling Kiev: +4
- seizing and controlling Bobruisk and Mozyr (both cities): +4
- controlling Minsk: +2

Designer's suggestions: reinforce units in the Northern Front, move units there from Warsaw and Vilnius. If the Soviets attack, hold Minsk at all costs. This central supply base is vital for this part of the front. The Southern Front should focus on eliminating "human resources" of the enemy, destroying and encircling as many units as possible. Keep reserve forces to be able to stop the 1st Cavalry Army. If it comes, keep the frontline without any gap.

SCENARIO II
TUKHACHEVSKY'S OFFENSIVE

Historical background

Tukhachevsky's counterattack in May was halted by the Polish forces. The Soviets brought new divisions to the Northern Front and took over the initiative. At the beginning of July, they launched a major offensive. Poles were greatly outnumbered. Budyonny's 1st Cavalry Army pressed in the south and Poles were forced to withdraw. It seemed that an independent Polish state was doomed…

End of the scenario
Scenario ends after 2 Rounds (10 Actions).

Deployment
Round Track: 3rd Round, 1st Action
VP: 1 for Poland
Initiative: 1 for Soviet on both fronts

Soviet

Northern Front

Cherkasy (Czerkasy): 10 CDiv (3), 15 CDiv (3), 53 (2), 12 (2)
Polotsk (Połock): 18 (3), 4 (3), 11 (4), 54 (3)
Voronech (Woroniecz): 6 (3), 33 (2), Cav (1) *[33 CBde]*
Ula: 16 (3), Cav (1) *[16 CBde]*
Lepel: 5 (4), 21 (3), 56 (2), Kaukaz. (1)
Tolochin (Tołoczyn): 17 (4)
Klichev (Kliczew): 8 (3), 27 (3)
Rogachev (Rohaczew): 10 (3)
Zhlobin (Żłobin): 2 (3)
Kalinkovichi (Kalenkowicze): Inf (1) *[Combined Bde]*
Rechitsa (Rzeczyca): 57 (2)

Ihumanishchi (Ihumaniszcze): Inf (2) *[164 Bde]*
Vitebsk (Witebsk): Inf (2) *[143 Bde]*

Southern Front

Mozyr (Mozyrz): 24 (2)
Ovruch (Owrucz): 58 (2)
Korosten (Korosteń): 7 (2), 25 (2), Baszkir. (1)
Rohachov (Rohaczów): 44 (2)

Zwyahel (Zwiahel): 6 CDiv (3), 11 CDiv (3), OKB (1)
Shepetivka (Szepietówka): 4 CDiv (3), 14 CDiv (3), 17 CDiv (1), 45 (2)
Ploskirov (Płoskirów): 47 (2), Inf (1) *[Bde from 63 Div]*
Zhmerynka (Żmerynka): 8 CDiv (3), 60 (2)
Mohyliv (Mohylów): 41 (3)

Lithuanian Forces

Nemencine (Niemęczyn): 1 (3)
Radun: 2 (3)

Reserve Area: all not deployed unnamed units

Events' Area: 3, 19, 46, 48, 55

Destroyed Units' Area: UHA I, UHA II, UHA III

<u>Designer's suggestions</u>: the Soviet player has the comfortable situation of having a great superiority in numbers, especially in the Northern Front. Use cavalry's mobility as much as possible for flanking maneuvers

Poles:

Northern Front

Druya (Druja): Inf (2) *[16 Bde from 8 Div]*
Disna (Dzisna): 10 (4), 8 (2)
Hermanovichi (Hermanowicze): 11 (4)
Berezino (Berezyna): 15 (4)
Borisov (Borysów): 2 Leg (4)
Svisloch (Swisłocz): 4 (4), Inf (2) *[12 Bde from 6 Div]*
Bobruisk (Bobrujsk): 14 (4)
Kopatkevichi (Kopatkiewicze): 9 (3)
Charishi: 16 (3), Cav (2) *[2 CBde]*
Glubokoye (Głębokie): 17 (3), Inf (2) *[9 Bde from 5 Div]*, Inf (2) *[15 Bde from 8 Div]*, 7 BRez. (2)
Dokshitsy (Dokszyce): 1 Lit-Bial (4)
Vilnius (Wilno): 2 Lit-Bial (3)

Southern Front

Slavechno (Sławeczno): 21 (3), Bulak-Balach (1)
Olevsk (Olewsk): 7 (3), 6 Ukr URL (2)
Derazhnia (Dereźnia): 12 (3), 13 (3)
Kostopil (Kostopol): 1 Leg. (3), Cav (1) *[7 CBde]*
Rivne (Równe): 1 CDiv (3), 3 Leg. (3), 6 (2)
Slavuta (Sławuta): 18 (3), 5 (2)
Kremenets (Krzemieniec): 1 BRez. (2)
Kamenets Podilskyi (Kamieniec Podolski): Pawlenko URL (3), 2 Ukr URL (2)

Reserve Area:
- undeployed, unnamed Polish units
- Polish Reserve Brigades: 2nd, 3rd
- unit of the Russian People's Volunteer Army (RNDA)

Events' Area: 22, 2 CDiv, BSyber., Jakowlew, Salnikow

Additional VP's:
- holding old German Trench Line: +5
- holding Bug River line: +4
- holding Warsaw Fortified Area: +2

<u>Designer's suggestions</u>: This is the hardest scenario for the Polish player. Therefore, it's not a good scenario for beginners in the game. The Polish player should try to withdraw to his trench line and defend it. The situation on the Southern Front is better and weakening the 1st Cavalry Army could be a good option (it's hard to reinforce it). You may keep some reserve units around Brest to support the Northern Front if the Soviets break through.

SCENARIO III
BATTLE OF WARSAW
"MIRACLE ON THE VISTULA"

Historical background

Tukhachevsky's offensive was a great success. The Poles were defeated at the Berezina river and they failed to organize a new defensive lines in German trenches at Bug and Narew rivers. New defensive lines were effectively flanked by the III Cavalry Corps. At the beginning of August, the Soviet Army came to the vicinity of Warsaw. However, the Soviets had advanced several hundred kilometers in one month and were exhausted. They needed to rest and draw reinforcements but Tukhachevsky didn't want to stop his offensive so close to the ultimate victory. He ordered his forces to move to the north of Warsaw to cut it off from Gdansk. The route from Gdansk to Warsaw was the main Polish supply line. Victory seemed certain for Soviets, who were unaware that Pilsudski concentrated his new strike group at Wieprz river…

End of the scenario
Scenario ends in fourth action of September. The scenario lasts 7 actions.

Deployment
Round Track: 4th Round, 3rd Action
VP: 8 for Soviets
Initiative: 1 for Soviet on Northern Front, 1 for Poland on Southern Front

Soviet:
Remove from the card deck cards listed below (number of the card in parenthesis):
- "Conscription of Volunteers" (19)
- "Former Tsar Officers" (12)

Northern Front

Dobrzyn: 10 CDiv (3), 15 CDiv (3)
Dzialdowo: 12 (3)
Chorzele: 54 (4)
Bielsk: 18 (3), 53 (1)
Ciechanow: 4 (3), 11 (3), 16 (3)
Ostroleka: 33 (2)
Pultusk: 5 (3), 56 (2)
Ostrow Maz.: 6 (2), Kaukaz. (1)
Wegrow: 21 (3), 27 (4)
Minsk Maz.: 10 (3), 2 (2), 17 (4)
Garwolin: 8 (3)
Lukow: 57 (2)
Siedlce: Inf (1) *[Combined Brigade]*

Grodno: Inf (1) *[143 Bde]*
Vilnius (Wilno): Inf (2) *[164 Bde]*

Southern Front

Wlodawa: 58 (2)
Hrubieszow: 25 (2), 7 (2), Baszkir. (1)

Sokal: 24 (2), 44 (2)
Berestechko (Beresteczko): 4 CDiv (2), 6 CDiv (2),
11 CDiv (2), 14 CDiv (2)
Dubno: OKB (1)
Brody: 45 (2), 17 CDiv (1), Inf (1) *[Bde from 63 Div]*
Zaliztsy (Załóźce): 47 (2), 8 CDiv (3), 60 (2)
Buchach (Buczacz): 41 (2)

Lithuanian Forces

Radun: 1 (3)
Sejny: 2 (3)

Reserve Area: all not deployed unnamed units

Events' Area: 3, 19, 46, 48, 55

Destroyed Units' Area: UHA I, UHA II, UHA III

Designer's suggestions: the Northern Front must stop
the Polish counteroffensive and hold Bialystok. You
may withdraw some units to the Ostroleka Lomza area
to counterattack Polish forces. Units of the Southern
Front should seize Lviv. Move the 1st Cavalry Army to
the rear of Polish army in the vicinity of Lublin.

Poles:

Remove cards listed below from the deck (the card's
number is in parenthesis):
- "Jakowlew's Don Cossacks" (14)
- "New Units" (30)
- "Volunteer Army" (34)

Northern Front

Torun: Inf (2) *[GO "Torun"]*
Plock: Inf (2) *[1/2 GO "Lower Vistula"]*
Wloclawek: 2 Lit-Bial (2), Inf (2) *[1/2 GO "Lower Vistula"]*
Plonsk: 18 (3), 22 (3), 2 CDiv (3), BSyber (2)
Modlin: 17 (2), 9 (2), Inf (1) *[GO „Modlin"]*
Warsaw: Cav (2) *[2 BK]*, 7 BRez. (3)
Radzymin: 11 (4), 1 Lit-Bial (2), 10 (3)
Karczew: 8 (2), 15 (4)
Gora Kalwaria: 2 Leg. (3), 4 (3)

Southern Front

Deblin: 16 (3), 21 (4), Inf (2) *[12 Bde from 6 Div]*
Kock: 14 (3), Cav (2) *[4 CBde]*
Lubartow: 1 Leg. (4), 3 Leg. (4)
Chelm: 7 (3), Bulak-Balach. (1)
Zamosc: 6 Ukr URL (1)
Tomaszow: Jakowlew (1)
Lviv (Lwów): 5 (3), 6 (2), Inf (2) *["Malopolska" Volunteers]*
Zhovkva (Żółkiew): 1 CDiv (3), Cav (2) *[1 CBde]*
Rohatyn: 12 (3), 13 (3), 1 BRez. (1)
Stanyslaviv (Stanisławów): 2 Ukr URL (1), Pawlenko
URL (2)

Reserve Area:
- undeployed, unnamed Polish units
- Polish Reserve Brigades: 2nd, 3rd
- unit of the Russian People's Volunteer Army (RNDA)

Events' Area: Salnikow

Additional Vp's:
- for each destroyed Soviet division (also
  permanently destroyed): +1
- for each destroyed Polish division (also
  permanently destroyed): -1
- seizing and controlling Bialystok: +3

Designer's suggestions: The Poles have only one chance
to defeat the Soviets. They must be able to manage the
offensive from the Wieprz River area skillfully.
Seizing Bialystok and cutting off the Soviet armies
from supplies should be a strategic goal for Poles.
Take a defensive stance on the Southern Front and
hold Lviv. It's a good idea to move some reserves (about
2 divisions' strength) to Lublin area, i.e. by railway
from Gora Kalwaria.

SCENARIO IV
CAMPAIGN 1920

Deployment and Reinforcements: as in Kiev Offensive
Scenario.

End of scenario: if no one achieves an immediate
victory, the game ends in the last Round.

Designer's suggestions: this is the scenario for the
full campaign in 1920, suggested for experienced
players who are familiar with the game rules. It takes
much more time to play than a single scenario.
Logistics are very important. You have to plan ahead
for a long time, therefore it+s a good scenario for
confirmed fans of strategy.

Note: the counteroffensive of the Strike Group,
commanded by Pilsudski himself, was a complete
surprise for Tukhachevsky's forces. The defeated
Soviet armies retreated back to the Niemen River line.
Both sides were too exhausted and their forces were
too dispersed to launch another offensive. This
operational pause lasted until September 20. Both the
Soviets and Poles prepared to for battle, but Pilsudski
attacked first. In September 20, the last battle of this
war the Battle of the Niemen - begun. The result of the
battle significantly influenced the shape of the
post-war Polish-Soviet border. Because of a lack of the
historical data, the author decided not to create
a scenario about this battle.

EXAMPLE OF THE ROUND

This example is based on the historical beginning of the Kiev Offensive.

This example shows 4-player game, played only on the Southern Front.

Polish strategy: engage and destroy as many Soviet divisions as possible, using your numerical superiority.

Soviet strategy: your intelligence service warned that Poles will attack. Withdraw, save your forces, and delay the Poles until your reinforcements arrive.
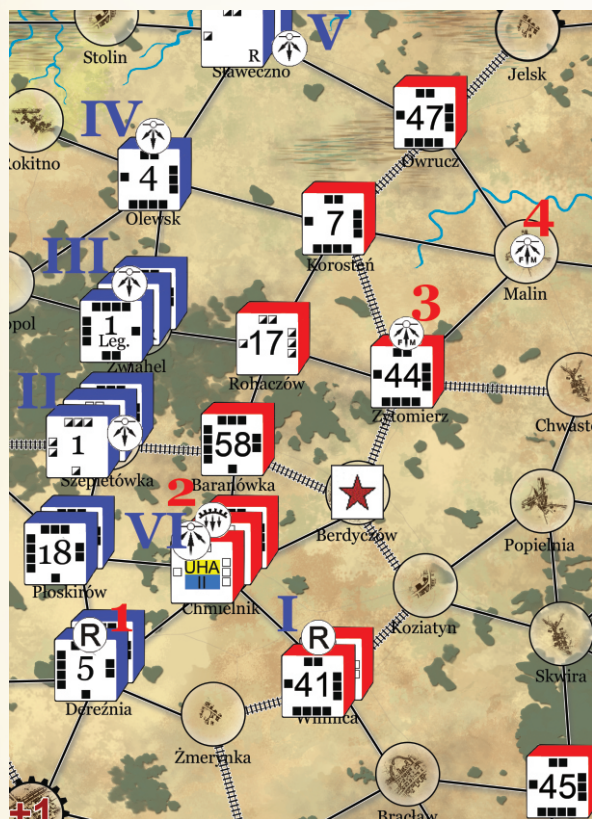
Deployment: as in the Kiev Offensive Scenario.

Card drawing phase: each player draws 6 cards.

5 Actions' Phase. Action 1.

1. Playing cards.

Players place their cards on the table, face down. The Soviet player shows his card first. He declares that he is playing the card for 2 orders (the card is "Heavy Machine Gun Fire", No 36). Then the Polish player shows his card and declares that he wants 4 orders (it was card "Desertions", No 6). Remember that each player has 1 free order and 1 "Recon" order at the beginning of each Action.

Players choose to maneuver their forces.

2. Giving orders.

The Poles have the initiative, therefore the Soviet player gives his orders first. He places the "Recon" order on the Derazhnia space (marked as No 1 on the map). It's a bluff simulating an offensive action.

The Soviet player also doesn't want to place "real" orders too early. The Polish player places his "Recon" order on Vinnytsia space (marked as No I on the map), simulating an attack on this space.

Now the Soviet player places his second order, then the Polish player does the same. They follow this procedure until all orders are placed. Of course, what the orders acutally are is not visible to the opposing player.

3. Resolving orders.

"Quick Move" orders should be resolved first. Because the Poles have the initiative, the Polish player should execute his order before the Soviet player. But the Polish player announces that he didn't give any "Quick Move" orders. Now the Soviet player executes his order No 4 ["Quick move to the position"] he moves 7th and 47th Divisions to Malin. After this, he executes the order No 3 and moves 58th Division through Berdychiv and 17th Cavalry Division to Zhytomir.

Now "Move" orders can be resolved. The Polish player executes his "Move from the position" orders:

No II - (move of 3 Divisions from Zwyahel to Rohachov) and No IV (move of 4th Infantry Division from Olevsk to Korosten).

None of the executed movements leed to engagement because Soviet units withdrew before the arrival of attacking Polish forces.
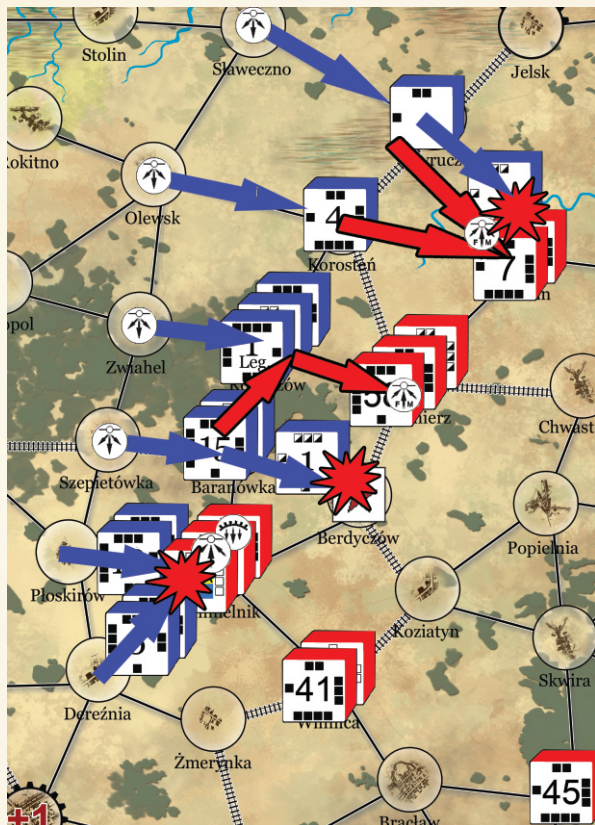
III - 2 Divisions move from Ploskirov to Baranivka. The Polish player sees that the defense of Berdychiv is weakened and he sends his cavalry to attack this town (cavalry units move 2 spaces in one move).

V - 2 units move from Slavechno. Infantry moves one space to Ovruch. The Polish player decides to risk moving his cavalry to Malin where are 2 Soviet Divisions.

VI - the Polish player moves units from Ploskirov and Derazhnia (executing "Move to the position" order) to the vicinity of Khmilnyk where Soviet units are positioned.

Neither player gave any "Railway transport" and "Reorganization" orders.

The Soviet "Recon" order is removed without any effect because there are no Polish units in Derazhnia. The Polish player can look at Soviet units in Vinnytsia. He takes a chance and plays one of his cards as a Reaction "Desertions in UHA" (card No 2). One unit UHA III is eliminated as an effect of this card. This unit is removed to Destroyed Units' Area.

The Poles lose this battle (a draw means loss to the attacker) and their cavalry unit moves back to Ovruch with 1 Strength Point less. The Soviet player gains +1 to his Initiative level. Because there can be no draw in Initiative, the Soviets take the initiative. The initiative counter stays on space 1 of Initiative Track, but it's turned on the Soviet side.

Combat 3.

Now the struggle for Khmilnyk is resolved. The attacker declares using a battle card and places it face down on the table. The Soviet player declares that he does not play any battle card. Both players draw the card from the top of their decks. Polish battle card is being turned up now. It's an "Artillery's Heavy Fire" Card (No 9). The Soviet player shows his "Withdraw" order placed on his units. It means that there will be no fight. Soviet UHA I unit loses 1 Strength Point (this unit is the strongest in Khmilnyk). The Polish battle card is removed without any effect.

Soviet units have to withdraw to Vinnytsia, because Berdychiv is already captured by Polish forces. The withdrawing units can move to Vinnytsia, because there is enough space for all 4 units. If UHA III unit was still in Vinnytsia, not all units would be able to perform withdrawal and one of them would be eliminated permanently.

3. Combat

Combat 1

Resolving combat starts with the battle where the number of units engaged in combat is the lowest. Therefore the battle in Berdychiv is resolved first.

Both players declare that they don't want to play any battle cards from their hands. Both of them draw the top card from their decks. The Polish player draws a card with combat modifier +1. The Soviet player draws a card with combat modifier +2. The Poles have 4 Strength Points total, therefore they inflict 1 Strength Point loss to the Soviet units. The Soviets have 3 Strength Points total and they do not inflict any losses. The Soviet garrison is removed and placed on Round Track (Action 5) with the Polish side on the top. This garrison will be placed in Berdychiv during the Reinforcements Phase. The Poles are victorious and they seize the town and gain 1 Victory Point. The initiative level does not change because the Poles inflicted too few losses on the Soviets.

Combat 2.

Both players don't play any battle cards and cards from their hands.

Now players count all combat modifiers and total them with units+ Strength Points. The Soviet player draws a card with combat modifier +2. His units executed "Quick Move" order, therefore their Strength is equal only to 2 points. Soviet forces have 4 Strength Points total and they inflict 1 Strength Point loss.
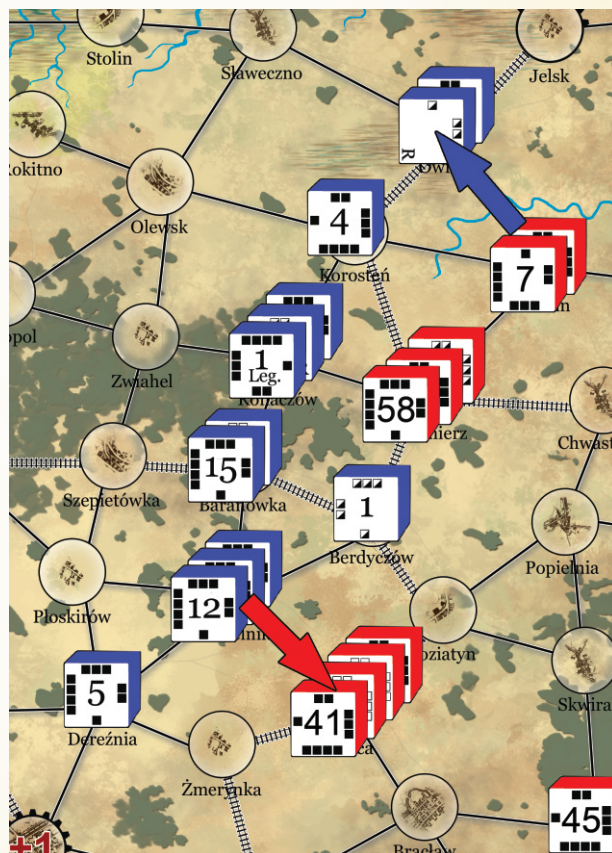
The Polish player draws a card with combat modifier +3 and his units have 5 Strength Points in total. They inflict 1 Strength Point loss.

Action summary. The Polish player didn't achieve his goal. No Soviet unit was eliminated except a weak Ukrainian brigade of UHA. The Polish player had to play one card to do it. Poles lost the initiative and 3 cards. The Polish forces were used too cautiously. Their losses were small, but they didn't use their operational advantage in this front. The Soviets dividing their forces into 2 groups was some success. Soviets probably would not defend Zhytomir, because Polish forces were able to attack it from 3 directions (it means 2 flanking attacks). Also if Soviet units remain in Vinnytsia they could be encircled.

The Soviet player should be satisfied. He withdrew his forces with few losses. The Soviet player used just one card and he still has 5 cards in his hand (the Polish player has only 3 cards). Now the Soviet forces should restore their frontline, keep a link with units in Vinnytsia and try to defend Zhytomir

4. <u>Supply check</u> - All units are supplied.

5. <u>End of action</u> - The counter is moved by one space on the Round Track.

Examples of Specific Situations in the Game
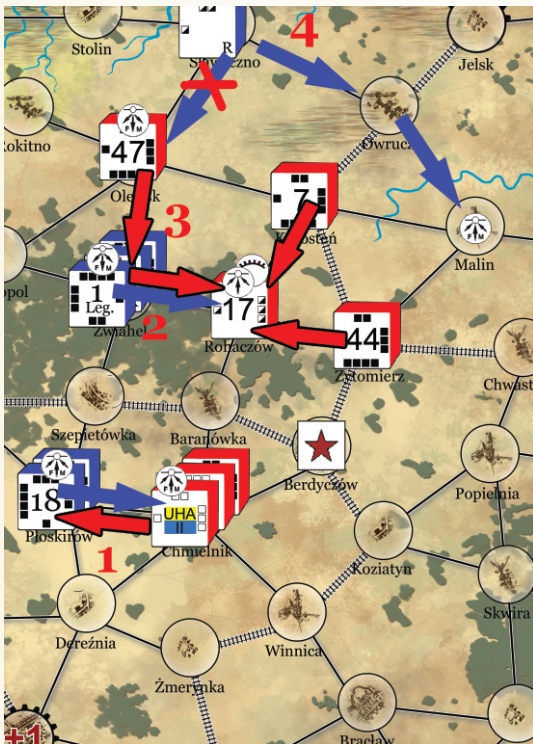
Example 1
Poles and Soviets attack each other in Ploskirov and Khmilnyk, where "Move to the position" orders are placed. Poles have an initiative therefore they will attack Khmilnyk. 2 Soviet units in Khmilnyk are engaged in combat.

<u>Question.</u> Does the third Soviet unit from Khmilnyk have to move to Ploskirov?

<u>Answer.</u> No. All Soviet units stay in Khmilnyk and fight with full strength. Soviet order is removed without any effect.

Example 2
Polish forces from Zwyahel attack Soviet positions in Rohachov. The Soviet player placed 2 orders there "Defend" and "Move to the position". The second order is executed and additional 2 divisions came to the town.

<u>Question.</u> How strong the Soviet divisions in this fight are? Does the "Defend" order is counted if most of the defending forces just came to the town?

<u>Answer.</u> Soviet units fight with their full strength. "Defend" order is counted as usual.

Example 3
Let give Soviet 47th Division from Olevsk "Move from the position" order after Polish movement from Zwyahel. The Soviet division moves through Zwyahel to Rohachov.

<u>Question.</u> Does this unit take part in the combat in Rohachov? Where this unit is placed?

<u>Answer.</u> 47th Division finishes its movement on the line linking Zwyahel and Rohachov, beside the Polish forces.

If Poles would win this combat, they would seize Rohachov. 47th Division would move back to Zwyahel. Both Polish forces in Rohachov and Soviet division in Zwyahel would be cut off of supplies. If Soviet would win the combat, all Polish units would be eliminated, because they wouldn't be able to withdraw to Zwyahel.
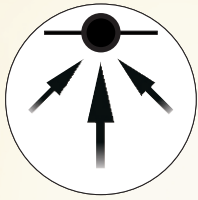
Example 4
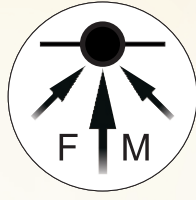Polish cavalry unit moves quickly to Malin.

<u>Question.</u> Can Polish player choose the route for this unit through Olevsk where it will be engaged in combat with Soviet division? Or this unit has to move through Ovruch?

<u>Answer.</u> Polish cavalry unit has to execute his "Quick Move" order and it has to move through Ovruch to Malin.
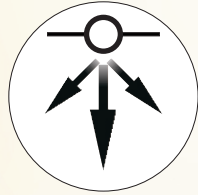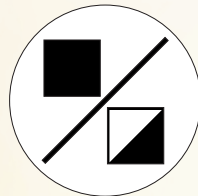
Order markers

Move 'to the position' marker
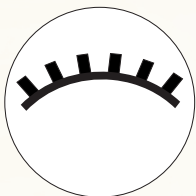
Quick 'Move to the position' marker

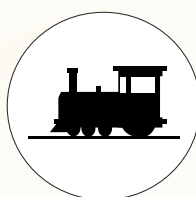**Move 'from the position' marker**

Quick move 'from the position' marker

'Reorganisation' marker

'Defend' marker

'Withdraw' marker

Railway transport 'from the position'

'Recon' marker

Game turn

- **Drawing cards phase**

- **Operational phase [5 actions]**

    1. Playing cards
    2. Giving orders
    3. Resolving orders
    4. Combat
    5. Supply
    6. End of the action

- **Reinforcements phase**
    1. Operational reinforcements
    2. Strategic reinforcements

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