

STRIKE OF THE EAGLE

The Polish-Soviet War 1919-1920

WWI and the Bolshevik Revolution

From 1914-18, World War I was fought and Europe experienced the most terrible warfare in history. As million man armies marched over northern France and Russia the casualty lists shocked all governments and countries affected: 16 million dead and another 21 million wounded. By the time the war ended, Europe was weary of war.

In the wake of WWI, the Bolshevik Revolution rocked Imperial Russia from 1917-23. Life or death fighting erupted over multiple fronts as the Bolsheviks, or Reds, fought forces loyal to the Tsar and Imperial Russia, referred to as Whites. Foreign nations, termed 'interventionists' by the Bolsheviks, actively supported the White cause on several fronts. The Bolsheviks were as ruthless off the battlefield as they were on it – Red Terror, similar to the French Revolution's Reign of Terror, took millions of lives as did starvation. By 1920 the Red star was ascending as they were driving back their foes on all fronts. With revolutions springing up around the globe, it seemed the opportune moment to export the Revolution worldwide on the bayonets of the Red Army.

It was in this atmosphere that the Polish-Russian War was fought. This war should not be considered as yet another part of the Russian Civil War, but as the first foreign war fought by both the newly reconstructed Polish Republic and Bolshevik Russia. Before large scale fighting broke out in 1920, several small and isolated battles (see scenario 1) were fought from 1918-19 as the Poles sought to extend their eastern borders to include territories once held by Poland, even though many of these lands were outside of the linguistic Polish borders. In the east, these territories extended to nearly Smolensk in the north and Kiev in the south. Occupying Galicia in the western Ukraine and Vilnius in Lithuania were of particular interest to the Polish leadership.

Poland's Multinational Federation Goals

Polish war aims included establishing a firm eastern border with Russia and the resurgence of a federation like the great Polish-Lithuanian kingdom encompassing several eastern European countries in a commonwealth, with Poland as the centerpiece and leading nation (see map on page 20). The goal of the Bolsheviks was even more grandiose – besides crushing Poland and freeing the workers from their Polish land owning lords, the ultimate purpose of the invasion was to export the Revolution to Germany and the west. With all the turmoil present in many countries, in Europe and throughout the world, the success of this mission seemed quite possible.

From late 1919 through the spring of 1920, diplomats from both nations attempted to find a peaceful solution to the problem of the official border between their countries. These talks broke down however and both sides continued to build up their forces. These numbers were not like those that attempted the Schlieffen Plan in 1914 WWI, where several million men collided with each other in northern France. Here, the total number of soldiers could be counted only in the hundreds of thousands. Units were severely under strength and often in name only. This lack of troop density permitted the resurgence of the role of the cavalryman, considered obsolete with the advent of automatic weapons. Stalemate and stagnation were not found in this war, but sweeping cavalry movements and a fluctuating front with the return to primacy of the horseman. Although few realized it at the beginning, this war would not be a replay of the recent Great War.

The fighting in 1920 was as dominated by geography as it was in 1812 and would be in 1941. In the center of the front, between and essentially separating the northern and southern forces, is an area known as the Prypiat Marshes (F4-H4). Caused by the multitude of swollen rivers, it is not completely impassable but difficult enough to limit large scale military action. Shaped like a cone lying on its side, with the wide end to the east and tip to the west. Armies attacking in a westward direction found their movement hampered and slowed. Transportation from north and south and vice versa is limited, slowing the transfer of troops from one flank to another.

In April 1920, the Polish Army was larger and better organized than any White army the Bolsheviks had faced. The Poles were prepared first and launched an offensive into the Ukraine on the southern half of the battlefield on the 25th (see scenario 3). This was no Great War assault measuring success in yards or a few miles; in the first day on the invasion General Śmigły-Rydz's Third Army swept forward 55 miles in 24 hours. By May 3rd, a patrol of Polish hussars entered Kiev from the north and by May 6th the city had been abandoned. Polish forces marched triumphantly into Kiev, having advanced approximately 150 miles in less than two weeks. The victory would be short lived - as one Polish veteran reported: "We ran all the way to Kiev and we ran all the way back."

Designer's Note: The campaign was historically divided into the Western and South-Western fronts. For game purposes and map clarity the Western Front is re-named the Northern Front and the South-Western Front the Southern Front.



The invasion of the Ukraine which, on face value appeared to be a great victory, was, in fact, an utter military and political failure. Certainly the capture of Kiev was a laudable feat, however, the cost was extremely high. One of the main goals of the operation was not to gain territory but primarily an attempt to destroy the Bolshevik XII and XIVth armies. Unfortunately for the Poles, the quality of these armies was so poor that they did not stand to fight and quickly routed, essentially intact, out of harm's way into central Ukraine and across the Dnieper River. Politically the invasion was a propaganda gift for the Bolsheviks around which to rally support after three hard years of civil war. Even worse was the reaction of the west, primarily Great Britain and France, who were trying to stabilize the continent and establish peace following the devastating Great War. Poland was condemned for their unwarranted belligerence by the two great powers. Civilian workers in many countries refused to load ships bound for Poland with arms and aid; workers in the free city of Danzig refused to unload any ships with supplies for the new state. When virtually no Ukrainians rose to support the invasion of the Ukraine, coupled with the lack of interest in forming a federation from Lithuania and Latvia (and likely knowing the neutral stance from Romania and hostile stance from Czechoslovakia), chief of state and commanding officer Marshall Józef Piłsudski knew that his dream of a Polish led federation of states was over.

Initially shocked by the defeat in the south, the Russian command quickly recovered and prepared for a counter offensive. Overall commander Sergey Kamenov had troops established in two Fronts – the Northern Front commanded by Mikhail Tukhachevsky and the Southern Front commanded by Alexander Yegorov. The objective of the Northern Front was the capture of Warsaw by August 12. The Southern Front was to support the thrust towards Warsaw while at the same time guarding the left flank from the possible intervention of the Romanian army. Communication using the primitive radio was complex and not direct – information from the Northern Front had to be communicated through a second party before being relayed to the command of the Southern Front. Furthermore, orders had to be signed by both the commanding officer and political officer before they were considered valid orders. To make matters worse, the Poles regularly intercepted and read these messages, having already broken the Russian ciphers.

In the north, Tukhachevsky began the first offensive northeast of Vilnius (F1) on May 15th, preempting Piłsudski's planned attack of the 17th (see scenarios 2 and 4). The Red IVth Army initially pushed the Poles back 70 miles towards Vilnius, however Polish reserves helped stabilize the front by June 1st. Their own offensive preempted, the Poles then counterattacked; after two weeks the Red commander chose to retire to the more defensible Berezina River (I2-I3). Though hard fought by both sides, the "Battle of the Berezina" was merely a side show to what was about to occur on the Kiev sector of the front.

The maelstrom that was about to descend on the southern portion of the front began on 26 May as the newly constituted XIIIth and XIVth armies counterattacked the Poles. The new secret weapon of the Southern Army was the 1st Cavalry Army, or Konarmia, commanded by Semyon Budyonny. This veteran unit of 16,000 sabers (cavalry) was intended to exploit gaps in the Polish lines and wreak havoc in the rear, a task it did with vigor as its presence terrorized the Polish troops. Initial attacks bore little fruit as headlong assaults

by the Konarmia were easily repulsed. On June 2nd, the Konarmia's command gathered to discuss new strategies. Recognizing the inability of either army to maintain a solid front line, the new tactics would involve finding these weak points or gaps in the Polish line and bursting through to the rear. Budyonny's sabers would find this gap on June 5th and by the 7th the Polish lines had been broken and the armies in retreat. Despite the ferocity of the Red attack the Polish retreat was well managed and 8 of the 12 divisions involved in the initial Kiev operation were later available for the counterattack from Warsaw in August.

For the next month the Konarmia and the Soviet southern front armies were invincible as the frontline moved steadily westward. During this time the Konarmia proved its worth by outflanking Polish positions, spreading fear into the Polish ranks with raids and hard fighting. Its capture of Rivne (G6) on July 4th was a major coup, killing or capturing 1700 Poles, capturing 1500 horses, artillery pieces, machine guns and an armored train – a huge tally for this time period. During the second half of July, the advance slowed and even suffered some temporary setbacks. On July 22nd, new orders were given to the Southern Front to capture the city of Lviv (E7) by July 31st. Fighting for the River Bug lasted two weeks and heavy fighting was encountered near the city of Brody (F6). Both sides were reaching the limits of their endurance. There was evidence that two of the Polish armies were disintegrating. Casualties steadily mounted in the Konarmia and the few replacements available were not of the same quality and caliber as the original troopers. The main reason the Soviet armies made progress was due to the attention the Konarmia drew as the primary target of the Poles. It was designed as a breakthrough force and not intended as a battering ram, slogging out battles of attrition; that was the purpose of infantry. The Poles kept constant pressure on the Konarmia using balanced attacks from infantry, cavalry and the air. By August 5th, the Poles recaptured Brody and on August 6th, after advancing almost 400 miles, Budyonny informed Kamenev that the 1st Cavalry Army had gone on the defensive. Orders were given on August 8th to put his Cavalry Army into the reserve. By pulling their most potent offensive force out of the front line, the Bolsheviks had blinked first.

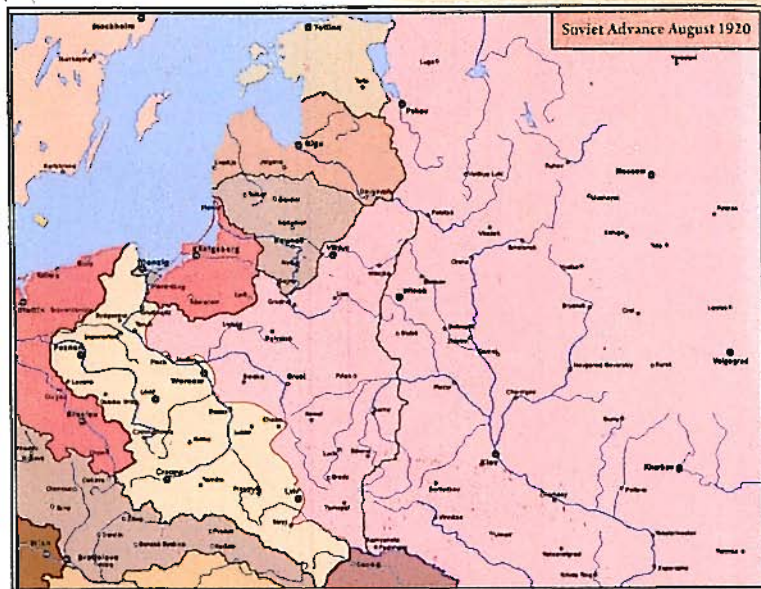
After the lack of success in May, Tukhachevsky had prepared the Red armies of the Northern Front (the 11th Cavalry Corps, known as a Kavkor; and the 11th, 14th, 15th and 16th Armies) to resume the northern offensive on July 4th. Like the German 'von Schlieffen' plan in WWI, the right sleeve of the Kavkor Cavalry Corps was to brush the borders of Lithuania and East Prussia as it swept towards Germany west of Warsaw before turning south and investing the Polish capital from the west. After piercing the Polish lines, it spread fear and panic into the Polish troops; the general offensive began pushing the Poles back capturing Minsk (H2) by July 11th. Attempts to man the old German east front trenches (G1-F3) were unsuccessful in stemming the Red juggernaut as the Polish flanks were turned.

Successive defensive lines were broken as the Poles fell back. The retreat continued through July with Grodno (E2) falling around July 24th. Isolated counterattacks occasionally slowed but could not stem the Red tide. At the end of July, both sides were exhausted and the morale of the Polish armies plummeted after weeks of constant retreating. The 15th Army crossed the Bug on August 1st, the final defensive line before Warsaw itself (see scenario 5). At this point, the Red Army was advancing more by weight of numbers on their demoralized foes. As the 15th, 11th and 16th Armies converged on Warsaw, the 14th Army and the Kavkor pushed forward, approaching the Vistula near Sierpc and Bielsk (B3), 70 miles north-west of Warsaw. Although both the Northern and Southern Armies were behind schedule, this seemed immaterial. Tukhachevsky and the Red Army were on the verge of a great victory, preparing to enter the capital of a foreign country and poised to spread the revolution of the workers to Germany, France, Britain and Hungary. Despite constantly falling back and flagging morale, the Polish retreat maintained more or less good order. Now, however, the Poles were defending their capital, newly restored after almost 125 years. Resistance stiffened.

By the beginning of August it was clear that the decisive battle for the capital would be fought within the week. Thousands of Polish volunteers and hastily conscripted soldiers poured in. Morale improved as the defenders knew the fate of their country was at stake. The battle for Warsaw was completely different from the previous month's fighting as the defenses of the Polish capital were better prepared and manned than anywhere else in this war. The defensive lines rivaled those of the Western Front in WWI.

Vicious and bitter fighting occurred in the suburbs of Warsaw in the area of Radzymin (C4) in the evening of August 12th. It fell to the Reds and the Polish 11th Division was demolished. The Bolshevik attack came from but one division and no reinforcements were fed into the breach. A Polish counterattack recaptured the district on August 15th. Northwest of Warsaw, General Sikorski's 5th Army counterattacked piling two divisions, tanks, armored cars and two armored trains against 14 Red divisions. The Bolsheviks were forced to withdraw the 15th and 11th Armies to avoid encirclement leaving the 14th Army and the Kavkor isolated. Instead of capturing Warsaw and after weeks of constant victories, the Red armies were being driven back. The real threat to the Northern Front came not from the forces around Warsaw but from the River Wieprz (C5-D5) to the Southeast (see scenario 6).

As the Red Army was closing in around Warsaw and Lviv (E7) and with many Polish units still retreating, Pilsudski masterminded a massive reorganization of the Polish forces, rearranging them into three armies. He then



developed a plan for a counter stroke north from the Wieprz into the poorly defended rear of the Soviet Northern Front armies. The Soviets recognized the threat facing their rear and that only the 15th Army and the weak Mozyr Group protected their northern left flank.

Orders were sent for the southern front 12th Army and the 1st Cavalry Army to be transferred to the Northern Front command. In a twist of fate, definitive orders relaying this order met with a series of problems that delayed any transfer. Blaming deciphering problems, a two day delayed reply from Budyonny and political officer Stalin set the Konarmia cavalry was already engaged in the fight for Lviv. Another set of orders lacked the political officer's signature making them invalid orders. Further confusion was sowed when General Kamenev ordered the Konarmia to the Crimea (on the Black Sea several hundred of miles to the south) to deal with an offensive from Wrangel's White forces. Had the transfer order come only days sooner when the Konarmia was resting, had command been more decisive and had communication been better (the Southern Front had no idea what was happening on the Northern Front – throughout this time the only reports they knew stated the Polish armies were still in retreat), then Budyonny's cavalry could easily have been able to make the distance to Lublin (D5), thus, threatening and, perhaps, nullifying Pilsudski's plans.

At dawn on August 16th the great counteroffensive began. Termed the "Miracle on the Vistula" the reorganized Polish forces brushed through the Mozyr group and sped northwards towards the East Prussian border (D2) with the Soviet Northern Front armies in full retreat. With the "hard crust" of the Russian defenses pierced, there were few reserves to block the Poles. Polish morale soared; Red morale plummeted. Three of the four Soviet infantry armies were able to escape the Polish trap; the 14th Army, western most of all the armies was destroyed. The dreaded Kavkor fought its way through to East Prussia where it was disarmed and interred; it played no role in the remainder of the conflict. Two armies destroyed, one badly mauled and two damaged – most importantly, Warsaw was relieved and the initiative back in Polish hands.

With the spires of the churches in Lviv (E7) visible, the Konarmia cavalry was finally pulled out of the battle they had fought so hard to achieve and belatedly sent towards the north west – and into a trap. Isolated and working without infantry support, 10,000 Soviet sabers attacked Zamość (D5) defended by 14,000 Polish bayonets (infantry) and 4,800 Polish sabers. By the end of August, beset on three sides by overwhelming forces and amidst many old fashioned cavalry charges, Budyonny's cavalry were able to force their way through the blocking forces to safety. The Konarmia was battered and while it still retained much of its fighting ability, it was no longer the potent force that started the campaign. It was officially placed in reserve on Sept 26th and soon after ordered to the Crimea to battle Wrangel's Whites.

In spite of these defeats, Kamenev and Tukhachevsky developed plans to reinvigorate the remaining Red armies to continue the war and repeat a drive on Warsaw. Unfortunately, the fighting abilities of the remaining Red forces made this dream impossible. Through the end of August and September the Polish armies slowly and steadily pushed the Red Army eastward. In the south the front stabilized by Sept 23rd near where the Polish armies had initiated their original invasion of the Ukraine. In the north, the front ran from north to south along the River Niemen (E1-E2) and down through Brest (E4).

Pilsudski's strategy was simple – cavalry would sweep around the Red flanks (with the northern wing violating Lithuanian territory!) while infantry made a frontal assault on the enemy (see scenario 7). After several days of hard fighting the Reds were overwhelmed by numbers and were forced to retreat. Pilsudski, a native of Vilnius (F1), was determined that city would remain in the Polish state and staged a fictitious mutiny. On October 8th, several units "mutinied", capturing Vilnius, which would eventually be incorporated into Poland.

Continued on page 18

Introductory Scenario 1: The Small Wars

Battles in the Borderlands Sept - Dec 1919

Historical Overview: In 1919, Polish and Soviet forces skirmished all along the disputed borderlands of the Ukraine and Byelorussia. Throughout the year, the Polish army steadily pushed the Soviet forces eastward towards Kiev and the Dnieper River, eventually setting up the jump off point for the 1920 Polish offensive.

Note: This is a teaching scenario in which supply, reinforcements and leaders are not used. Players may still play the 'Reorganization' order (7.2), but should not play a card at the beginning of an Operation Phase to collect reinforcement cubes (7.12).

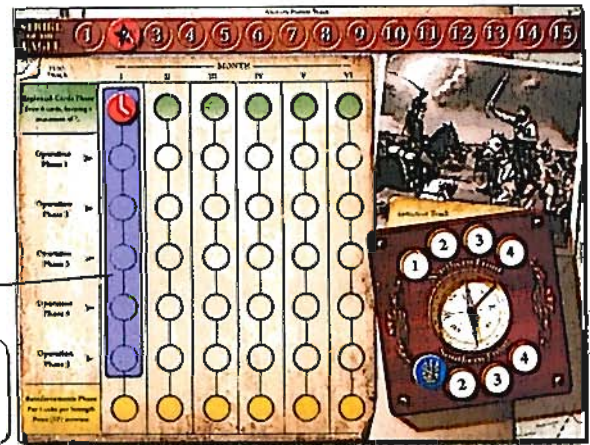
Players familiar with the game can play with the supply rules. If so, the key cities in this scenario are considered to always be in-supply. We also recommend that the more experienced player command the Polish forces.

The length of a scenario is always highlighted in blue. In this scenario, players will play one round of 5 Operation Phases.

Players: 2 **Starting Victory Points:** Soviets 2 **Starting Initiative:** South - Poles 1

Scenario Length: 1 Round **Map Setup:** SE part of the map.

Victory Conditions: The player with the most VPs at the end of Round 1 wins.



Polish Setup

Garrisons (2):
Rivne (G6) Ternopil (G7)

Pol Cav Div (2):
3SP, 2SP Kostopil (G6)

Orders: Attempt to take Kamianets Podilskyi (G8) and Berdychiv (I7) in one round of 5 Operation Phases. Watch your supply lines!

Pol Inf Div (7):
3SP Lelchytzy (H5)
3SP Olevska (H5)
2SP Sarny (G5)
4SP Rivne (G6)
3SP Slavuta (G6)
4SP Ternopil (G7)
3SP Buchach (F8)

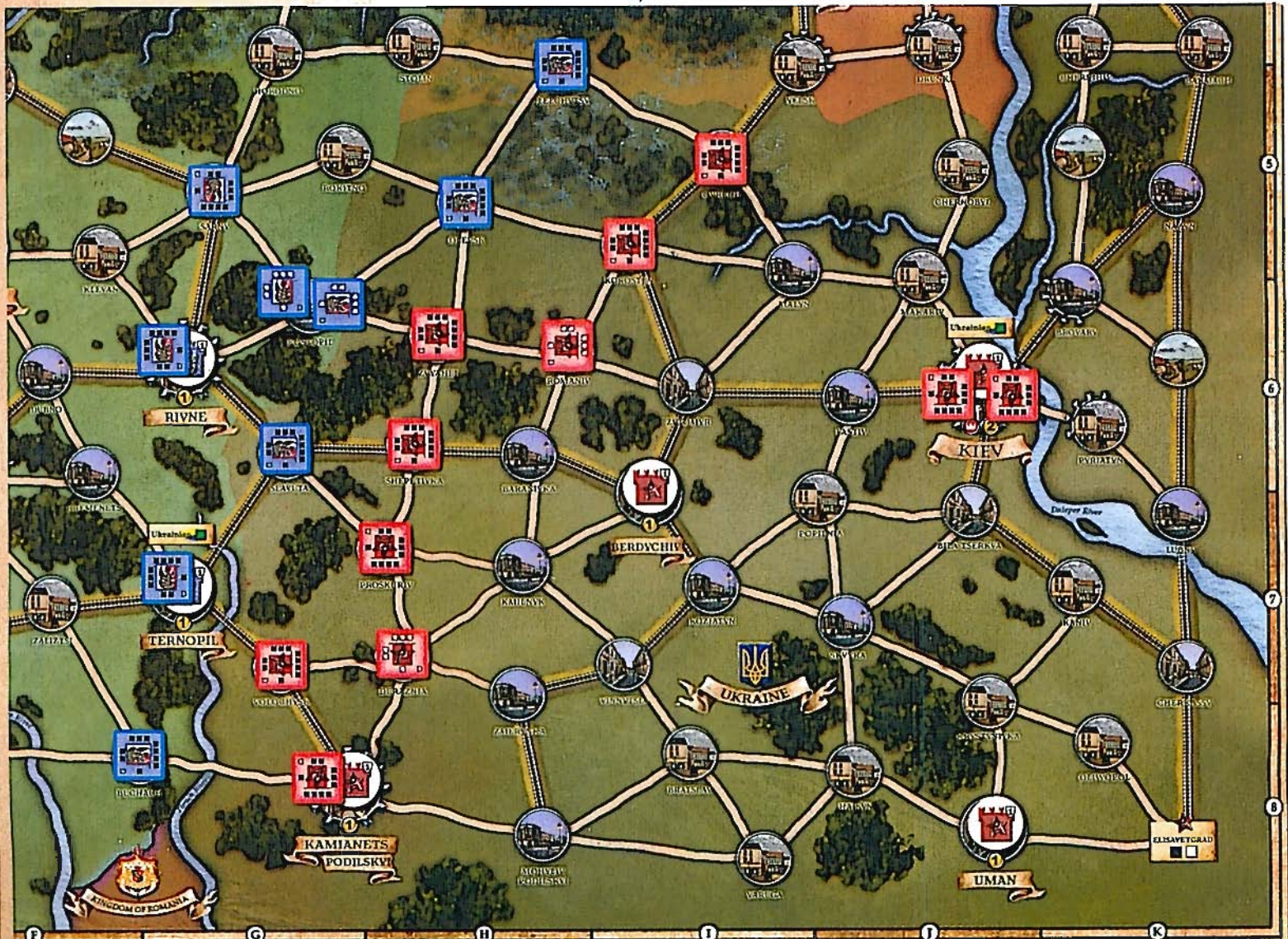
Soviet Setup

Garrisons (4):
Kiev (J6) Berdychiv (I7)
Kamianets (G8) Uman (J8)

Soviet Cav Div (2):
2SP Romaniv (H6)
3SP Deraznia (H7)

Orders: The Polish devils are driving into Red Ukraine! You must hold Berdychiv, Kiev and the vital bridges over the Dnieper River!

Soviet Inf Div (9):
3SP Ovruch (I5)
3SP Korosten (I5)
3SP Zvyahel (H6)
3SP Shepetivka (H6)
2SP Proskuriv (H7)
3SP Volochysk (G7)
2SP Kamianets (G8)
2SP, 2SP Kiev (J6)



Scenario 2: Northern Storm Clouds

Tukhachevsky's First Offensive May 1920

Historical Overview: The initial Soviet attack was a rushed affair as there was little time for proper planning. Early on the morning of 14 May 1920, the Soviet XVth Army opened its offensive on the most northern portion of the front. The object of the offensive was to push the Poles back and turn south to trap their armies against the Prypiat Marshes to the south. After some initial success, a combination of poor preparations, a premature attack, and the arrival of Polish reinforcements from the southern front spelled the end of the offensive. By the end of May the Red armies had withdrawn to the security of the Berezina River (J2-J3).

Lithuania: The Lithuanian forces are neutral until the Soviet plays card #23 'Alliance with Lithuania' as a historical event. After this, Kaunas (E1) acts as a key city for the Soviets and supplies its units. The Soviet controls and orders the Lithuanian blocks like his own. These blocks may never move further than 2 areas over their border.

Note: This scenario introduces reinforcements at the end of round 1.

The length of a scenario is always highlighted in blue. In this scenario, players will play thru two rounds, for a total of 10 Operation Phases.

Players: 2

Starting Victory Points: Poles 3

Scenario Length: 2 Rounds

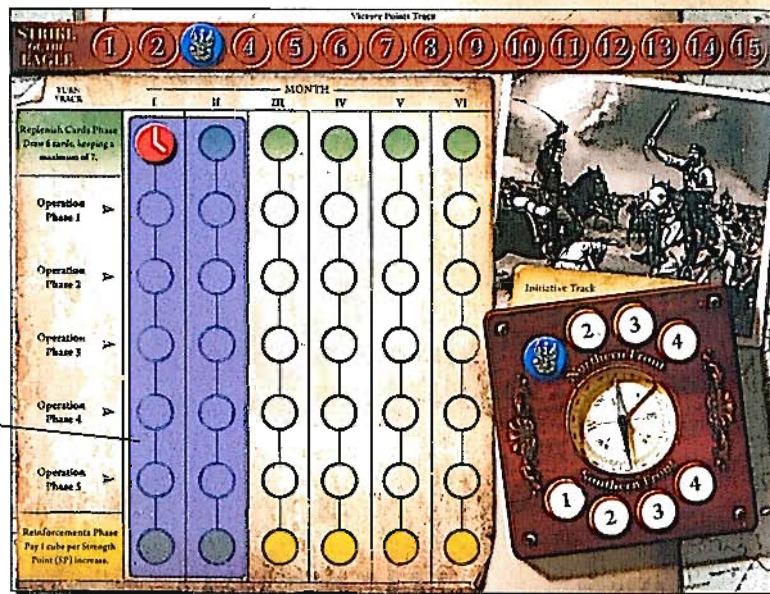
Starting Initiative: North - Poles 1

Map Setup: Entire northern front of the map.

Victory Conditions: The player with the most VPs at the end of round 2 wins.

Scenario Special Rules: Only in this second teaching scenario, key cities are always in-supply.

Key cities on the southern front are not part of this scenario and do not act as supply depots. Blocks may not cross into the southern front. (Please refer to the box at the right.)



In this and all future scenarios, the action takes place only on the map section shown in the scenario description. All player actions are confined to this area and key cities outside of this area do not act as supply depots.

If Warsaw or Soviet Eastern Links are not on the map section in play, then for key cities to be in supply they must trace a clear path to the map edge closest to Warsaw for the Poles or an Eastern Link for the Soviets.



Polish Northern Front Setup Place on map at the beginning of the scenario.

 Garrisons (13): Torun (A3) Modlin (B4) Warsaw (B4) Ostroleka (C3) Bialystok (D3) Brest (E4) Vilnius (F1) Luninets (G4) Hlybokaye (H1) Minsk (H2) Babruysk (I3) Mazyr (I4)	 Polish Inf Div (11): 2SP, 2SP Warsaw (B4) 3SP Grodno (E2) 3SP Lida (F2) 2SP Disna (H1) 4SP Berezino (I2) 4SP Borisov (I2) 3SP Swisloch (I2) 3SP Babruysk (I3) 3SP Kalenkovichi (J4)	 Polish Inf Brig (1): 2SP Druya (H1)	 Polish Cav Brig (2): 2SP Ashmyany (G1) 2SP Charyshi (I3)	 Lith-Byelor. Inf Div (2): 2SP Vilnius (F1)	 Byelorussian Inf Div (1): 2SP Voronech (I1) 1SP Minsk (H2)
 Leader Haller: Warsaw (B4)					
 Leader Sikorski: Minsk (H2)					

Reinforcements come into play at the start of the Operation Phase (OP) listed.

Round 1, 5th OP 2SP Inf Div Warsaw (B4)

Orders: Reinforce blocks on the Northern Front, moving blocks to the front lines from Warsaw and Vilnius. If the Soviets attack, hold Minsk at all costs. This central supply base is vital for this sector of our front.

Designer's Note: Bolshevik was the name of the revolutionary movement founded by Lenin which fought to overthrow the Tzarist regime of Russia and won the ensuing Russian Civil War. The Bolsheviks eventually became the Communist Party of the Soviet Union. The term Soviets came into general use in 1922 with the founding of the Soviet Union, but we refer to the Bolshevik forces as Soviet for simplicity's sake.

Soviet Northern Front Setup Place on map at the beginning of the scenario.

 Garrisons (5): Vitebsk (J1) Kaunas (E1) Polotsk (I1) Smolensk (K1) Gomel (K4)	 Soviet Inf Div (9): 4SP, 3SP Beshenkovichi (I1) 2SP Vitebsk (J1) 4SP, 4SP Tolochin (I2) 3SP Klichev (J2) 3SP Rohachev (J3) 2SP Zlobin (J3) 1SP Rechitsa (J4)	 Soviet Inf Brig (3): 2SP Cherkasy (H1) 2SP Polotsk (I1) 2SP Zlobin (J3)	 Soviet Cav Div (1): 3SP Vitebsk (J1)	 Lithuanian Inf Div (2): 4SP Trakai (E1) 3SP Nemencine (F1)
 Leader Tukhachevsky: Smolensk (K1)				

(These blocks remain neutral until card #23 is played by the Soviet)

Reinforcements come into play at the start of the Operation Phase (OP) listed.

Round 1, 2nd OP 2SP, 2SP Inf Div Yartsevo (K1)

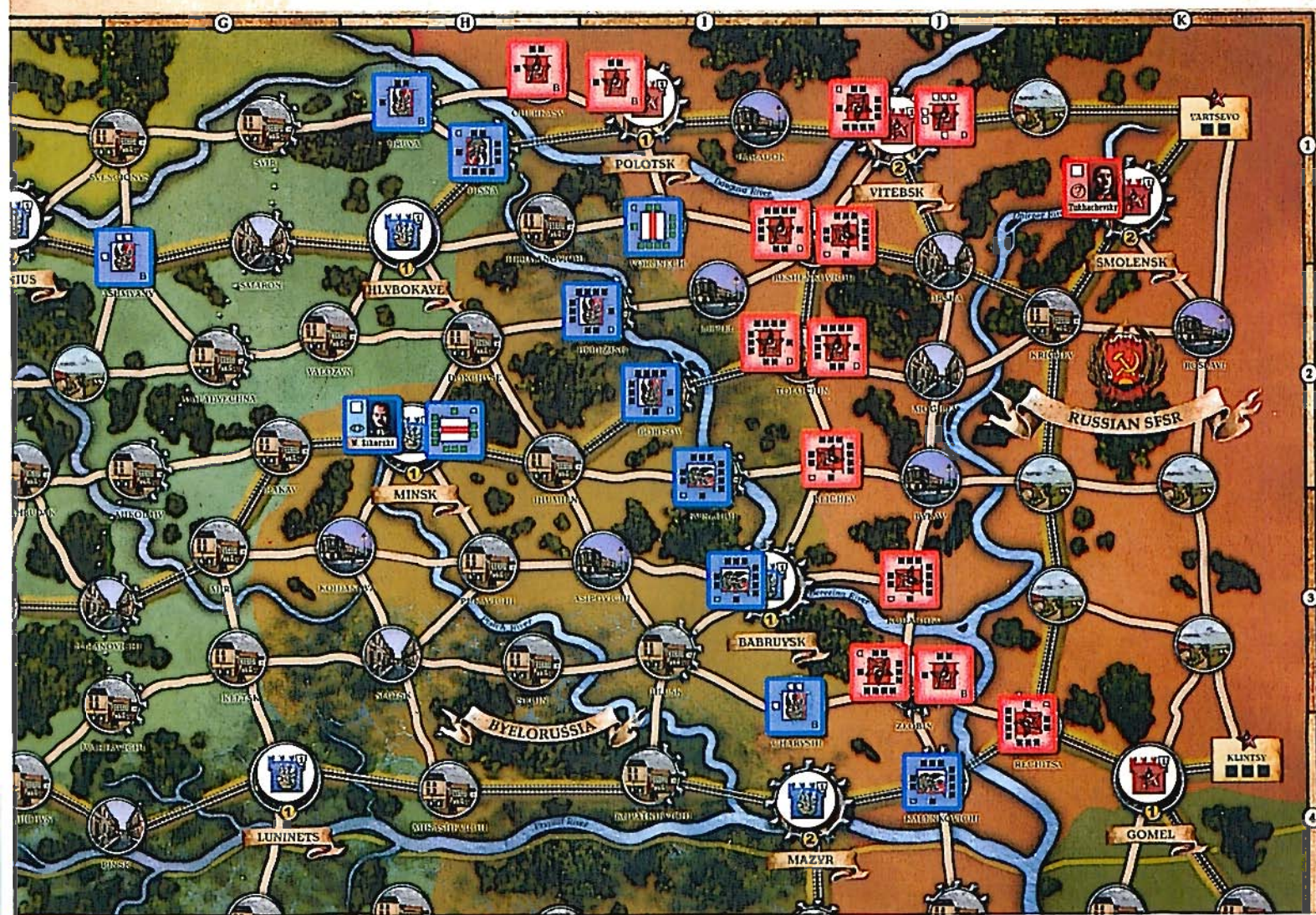
Round 1, 3rd OP 1SP Cav Brig Yartsevo (K1)
2SP Inf Div Klinsky (K4)

Round 1, 4th OP 3SP Inf Div Yartsevo (K1)
3SP Inf Div Klinsky (K4)

Round 1, 5th OP 2SP Inf Div Yartsevo (K1)

Round 2, 3rd OP 2SP, 2SP Inf Div Yartsevo (K1)
3SP Cav Div
3SP Inf Div Klinsky (K4)

Orders: Concentrate your forces in the Northern Front and then destroy the Polish forces. Continually probe the enemy while moving reinforcements forward.



Scenario 3: Battles in the Ukraine

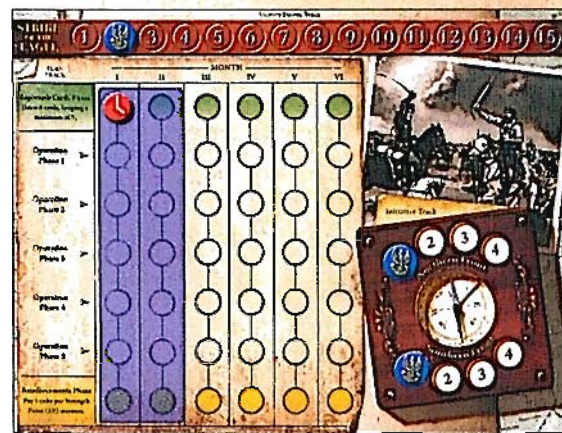
The Kiev Offensive April - May 1920

Historical Overview: With the breakdown of peace negotiations, both sides prepared for war. On April 22, 1920, Pilsudski signed an alliance between Poland and the Ukrainian People's Republic, led by Symon Petliura. Pilsudski, a confirmed federalist, planned to seize the Ukraine and establish a federation of nations with Poland as the dominant country. In the race for mobilization of forces, the Polish and Ukrainian offensive started 25 April in an effort to use the initiative and destroy the Soviet forces in the South.

Soviet preparations proceeded more slowly. The XIIth and XIVth Armies were still being brought up to strength during this time. On 10 March, the 16,000 strong 1st Cavalry Army, commanded by Semyon Budyonny, fresh from its conclusive defeat of General Denikin's "White" armies near the Crimea, started a long march to the Polish front.

Aftermath: The initial Polish advance stunned the Soviets and they swiftly advanced several hundred miles and by 7 May entered the Ukrainian capital of Kiev. Unfortunately, the quality of the Red Armies were so poor that their retreat outpaced the Polish advance and could not be brought to battle. Except for the capture of Kiev, this offensive must be deemed a military and political failure: no Red Armies were destroyed, there was no uprising of the Ukrainian population to support Petliura and the Soviets could claim they were invaded. The British and French governments initially condemned Poland for their "imperialistic" actions.

With the entry of the 1st Cavalry Army, the Red Army went on the offensive driving the Poles back from the Dnieper, through the initial front line and into the heart of Poland. The Soviet counter-attack did not cease until it was at the gates of Lviv (E7). The Polish invasion of the Ukraine ended, along with Pilsudski's federation dreams.



This scenario is combined with Scenario 2. The players set up the northern front as listed in the previous scenario and then set up the southern front as listed in this scenario. All reinforcements arrive as listed for each scenario. (Players may also play this scenario by itself if they wish.) Use these starting conditions for playing the combined scenarios or #3 alone.

Players: 2 - 4

Starting Victory Points: Poles 2

Starting Initiative: North - Poles 1, South - Poles 1

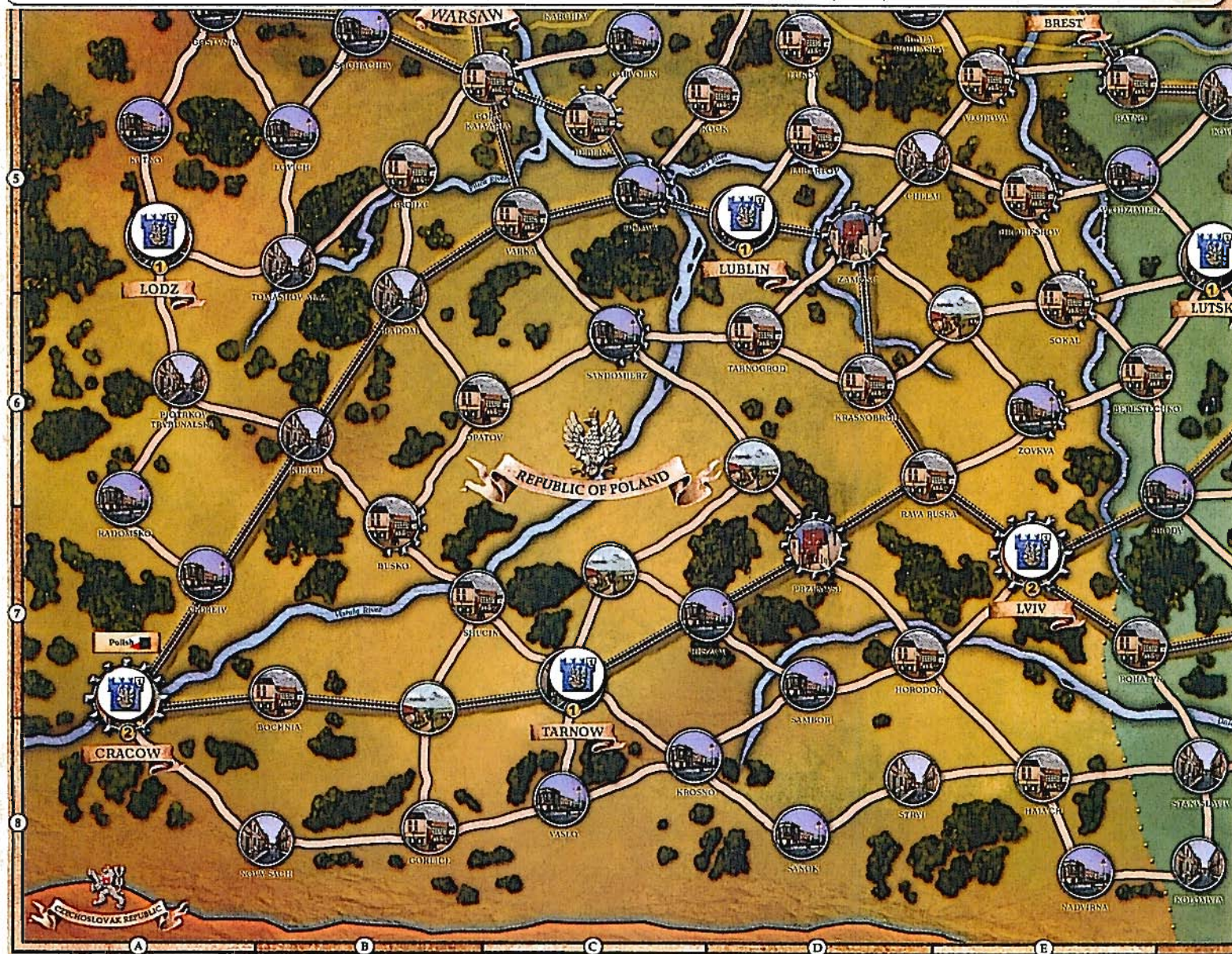
Map Setup: Full map

Scenario Length: 2 Rounds

Victory Conditions: The side with the most VPs at the end of round 2 wins. Either side with 12 VPs immediately wins the scenario.

Bonus Victory Points: Capture of the following cities grants the victor a one-time additional VP bonus. The player does not lose these VPs if the city is retaken.

Soviets: Minsk (H2) +3VPs **Poles:** Kiev (J6) +4VPs (Kiev still grants the +4VPs bonus if scenario 3 is played by itself.)



Polish Southern Front Setup Place on map at the beginning of the scenario.

Garrisons (9): Lodz (A5) Cracow (A7) Tarnow (C7)
Lublin (D5) Lviv (E7) Luts'k (F5)
Rivne (G6) Ternopil (G7) Kamianets (G8)

Polish Inf Div (8):
3SP Olewsk (H5)
4SP, 3SP Zvyahel (H6)
3SP Shepetivka (H6)
3SP, 3SP Proskuriv (H7)
3SP, 3SP Derazhnia (H7)

Leader Pilsudski:
Rivne (G6)

Reinforcements come into play at the start of the Operation Phase (OP) listed.

Round 1, 5th OP
Ternopil (G7) Ukrainian Ally Inf Div 1SP

Orders: Focus on eliminating enemy blocks, encircling and destroying as many as possible. When the 1st Cavalry Army arrives, attempt to form a continuous front line. Keep reserve forces in case the 1st Cavalry Army should break through after it arrives.

Soviet Southern Front Setup Place on map at the beginning of the scenario.

Garrisons (3): Berdychiv (I6) Kiev (J6) Uman (J8)

Soviet Inf Div (7):
2SP Ovruch (I5)
2SP Korosten (I5)
3SP Baranivka (H6)
2SP Kmilnyk (H7)
2SP Zmerynka (H7)
2SP Vinnytsia (I7)
2SP Haisyn (J8)

Soviet Inf Brig (1):
2SP Chernobyl (J5)

Soviet Cav Div (1):
2SP Romaniv (H6)

Ukrainian Inf Div (3):
3SP, 2SP Kmilnyk (H7)
1SP Vinnytsia (I7)

Reinforcements come into play at the start of the Operation Phase (OP) listed.

Round 1, 3rd OP
Elizavetgrad (K8) Inf Div 3SP, Cav Brig 1SP, **Leader Stalin**

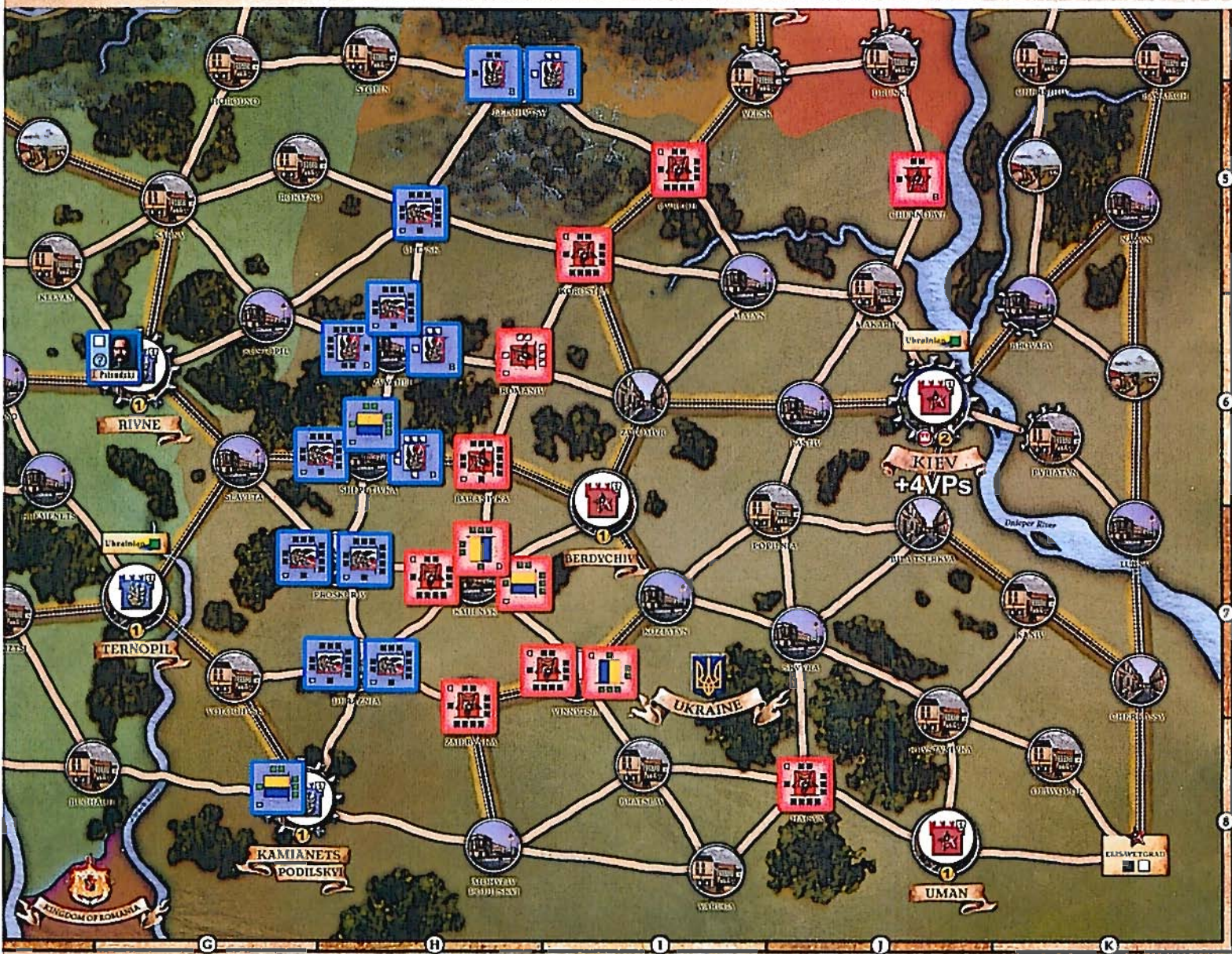
Round 2, 3rd OP
Elizavetgrad (K8) Inf Div 3SP, Inf Brig 1SP, Cav Div 3SP

Orders: Save your forces in the Southern Front and withdraw until the arrival of the 1st Cavalry Army. Defend Kiev and hold the Dnieper River line at all costs! Do not allow Polish forces to cross it.

Round 1 or 2 - Arrival of the 1st Cavalry Army! Starting with Round 1, 4th OP, during new blocks entry, the Soviet player checks if the 1st Cavalry Army has arrived at the Polish front. The player pulls a card from the deck and checks its combat modifier. If it is equal to or higher than the number listed to the right, the army is immediately placed on the map and may be given orders. Elizavetgrad (K8) **Leader Budyonny**, Cav Div 3SP, Cav Div 3SP, Cav Div 3SP, Cav Div 3SP, Cav Brig 3SP

Round 1, 4th OP ≥ 4
Round 1, 5th OP ≥ 3
Round 2, 1st OP ≥ 2
Round 2, 2nd OP **Automatic**

Designer's Note: The 1st Cavalry Army (Konarmiya) were hard riding and savage fighting troops that awed and terrorized the Poles. Led by its skillful commander, Semyon Budyonny, it massed all available sabres into one formation, overwhelming its foes with force, mobility and numbers. It was the creation of Joseph Stalin, who would later use it to destroy the Bolshevik party and take control of the Soviet Union.



Scenario 4: Over the Corpse

Tukhachevsky's Offensive June - August 1920

Historical Overview: Tukhachevsky's hasty May counter-attack was halted by the Polish forces. The Soviets brought new divisions to the Northern Front and, with much better preparation and planning, retook the initiative. At the beginning of July, they launched a major offensive in the north. Greatly outnumbered, the Polish forces reeled back on both fronts. By 24 July Tukhachevsky's armies entered ethnic Polish lands and by early August were at the gates of Warsaw with forces sweeping west of the Polish capital. With Red armies besieging both Warsaw (B4) and Lviv (E7), it appeared that the independent Polish state was doomed.

Aftermath: Tukhachevsky's offensive followed the same strategy that had proven so successful against the "White" armies - aggressive advances with sweeping flank maneuvers. There was little need for reserve troops. The combination of flanking moves and pinning attacks usually demoralized the enemy and led to victory. The Russian Revolution was preparing to be exported to Germany "over the corpse of Poland."

The Poles fell back across all fronts, but managed an orderly withdrawal despite their suffering morale. Few pitched battles were fought on the Northern Front until the opposing armies met in the Warsaw suburbs. The Red Army forces in the south continued to advance, but were unable to maximize the use of their infantry in order to wear down the Polish formations thus allowing the 1st Cavalry Army to break through and exploit weaknesses for which it was best suited. The XIIth and XIVth Armies were simply too weak to accomplish this task. As a result the heavy fighting fell to the 1st Cavalry Army, slowly eroding its combat effectiveness.

As the Soviet armies began their assault on the Polish capital, the IIIrd Cavalry Corps and IVth Army attempted to turn the Polish left wing. The climactic engagement of the war was approaching.

Players: 2 - 4 **Starting Victory Points:** Poles 1 **Starting Initiative:** North - Soviets 1, South - Soviets 1
Map Setup: Full map **Scenario Length:** 2 Rounds

Victory Conditions: The Poles receive 5VPs at the end of rounds 3 and 4 if the Soviets do not reach the outskirts of Warsaw as described under the Polish Volunteer Army rules below.

The side with the most VPs at scenario end wins. Either side with 15VPs immediately wins the scenario.

Note: This scenario is very difficult for the Polish Northern Front player and we recommend that the most experienced player command these forces.

Polish Northern Front Setup Place on map at the beginning of the scenario.

Garrisons (13):

Torun (A3)
Modlin (B4)
Warsaw (B4)
Ostroleka (C3)
Bialystok (D3)
Grodno (E2)
Brest (E4)
Vilnius (F1)
Luninets (G4)
Hlybokaye (H1)
Minsk (H2)
Babruysk (I3)
Mazyr (I4)



Polish Inf Div (10):
4SP, 2SP Disna (H1)
4SP Hermanovichi (H1)
3SP Hlybokaye (H1)
4SP Berezino (I2)
4SP Borisov (I2)
4SP Svisloch (I2)
4SP Babruysk (I3)
3SP Charyshi (I3)
3SP Mazyr (I4)



Polish Inf Brig (5):
2SP Druya (H1)
2SP, 2SP Hlybokaye (H1)
2SP Dokchyse (H2)
2SP Svisloch (I2)



Polish Cav Brig (1):
2SP Charyshi (I3)



Byelorussian Inf Div (1):
4SP Dokchyse (H2)



Lith-Byelor. Inf Div (1):
3SP Vilnius (F1)



Leader Pilsudski:
Vilnius (F1)



Leader Sikorski:
Hlybokaye (H1)

Polish Volunteer Army: If the Soviets have at least 4 blocks within 6 areas of Warsaw at any time during round 3, the Northern Polish player receives 10 Infantry and 3 Cavalry Reinforcement Cubes. These cubes represent the Polish Volunteer Army that was mobilized during this time of need and are received in addition to any other cubes the player collected. These cubes are spent during round 3's Reinforcement Phase. If 4 Soviet blocks have not reached an area within 6 areas of Warsaw by the end of round 3, the Poles gain +5VPs. If the Soviets have still not reached this goal in round 4, the Poles gain an additional 5VPs.

Orders: The opposition is overwhelming. Begin an organized withdrawal to the old German trench lines to the west if you must. Hopefully our compatriots in the South will be able to send us aid.

Polish Southern Front Setup Place on map at the beginning of the scenario.

Garrisons (9):

Lodz (A5)
Cracow (A7)
Tarnow (C7)
Lublin (D5)
Lviv (E7)
Lutsk (F5)
Rivne (G6)
Ternopil (G7)
Kamianets (G8)



Polish Inf Div (9):
3SP Lechytys (H4)
3SP, 3SP Olevsk (H5)
3SP Kostopil (G6)
3SP, 2SP Rivne (G6)
3SP, 2SP Slavuta (G6)
3SP Ternopil (G7)



Byelorussian Inf Div (1):
1SP Lechytys (H4)



Leader Haller:
Rivne (G6)



Polish Cav Div (1):
3SP Rivne (G6)

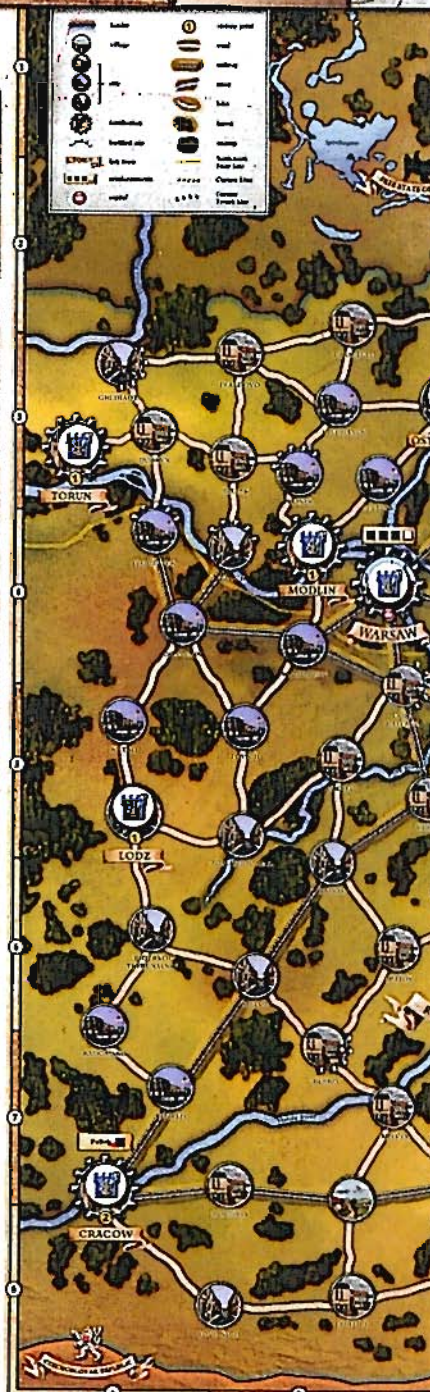
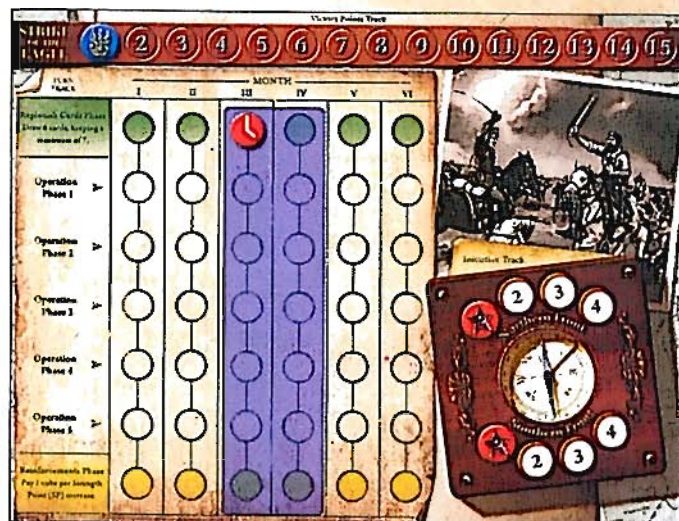


Polish Cav Brig (1):
1SP Kostopil (G6)



Ukrainian Inf Div (4):
2SP Kremenets (F6)
2SP Volochysk (G7)
3SP, 2SP Kamianets (G8)

Orders: Focus on weakening the dreaded 1st Cavalry Army, but make sure that the Soviets do not turn your flanks. Give no quarter.



Soviet Northern Front Setup Place on map at the beginning of the scenario.



Garrisons (5):

Kaunas (E1)
Polotsk (I1)
Vitebsk (J1)
Smolensk (K1)
Gomel (K4)



Soviet Inf Div (18):

2SP, 2SP Cherkasy (H1)
4SP, 3SP, Polotsk (I1)
3SP, 3SP
3SP, 2SP Voronech (I1)
3SP Beshenkovichi (I1)
4SP, 3SP, 2SP Lepel (I2)
4SP Tolochin (I2)
3SP, 3SP Klichev (J2)
3SP Rohachev (J3)
3SP Zlobin (J3)
2SP Rechitsa (J4)



Soviet Inf Brig (3):

2SP Haradok (I1)
2SP Vitebsk (J1)
1SP Kalenkovichi (J4)



Soviet Cav Div (2):

3SP, 3SP Cherkasy (H1)



Soviet Cav Brig (3):

1SP Voronech (I1)
1SP Beshenkovichi (I1)
1SP Lepel (I2)



Lithuanian Inf Div (2):

3SP Trakai (E1)
3SP Nemencine (F1)



Leader Tukhachevsky:

Smolensk (K1)

Soviet Southern Front Setup Place on map at the beginning of the scenario.



Garrisons (3):

Berdychiv (I6)
Kiev (J6)
Uman (J8)



Soviet Inf Div (9):

2SP Drunki (J4)
2SP Ovruch (I5)
2SP, 2SP Korosten (I5)
2SP Romaniv (H6)
2SP Shepetivka (H6)
2SP Proskuriv (H7)
2SP Zmerynka (H7)
3SP Mohyliv (H8)



Soviet Inf Brig (1):

1SP Proskuriv (H7)



Soviet Cav Div (6):

3SP, 3SP Zvyahel (H6)
3SP, 3SP, 1SP Shepetivka (H6)
3SP Zmerynka (H7)



Soviet Cav Brig (2):

1SP Korosten (I5)
1SP Zvyahel (H6)



Leader Stalin:

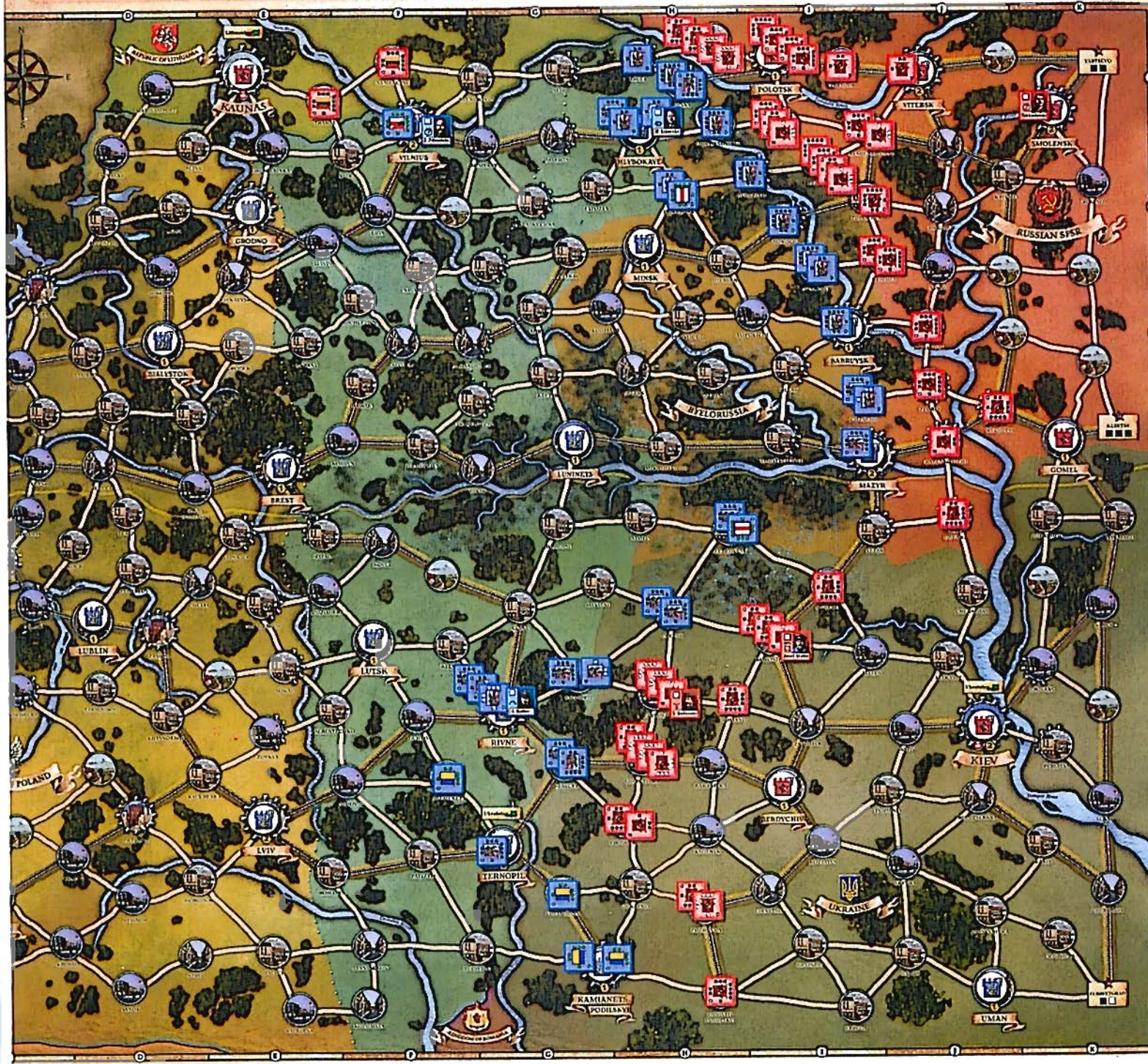
Korosten (I5)



Leader Budyonny:

Zvyahel (H6)

Orders: Pin the Polish forces here in the south, so that our comrades in the north can encircle and decimate the invaders.



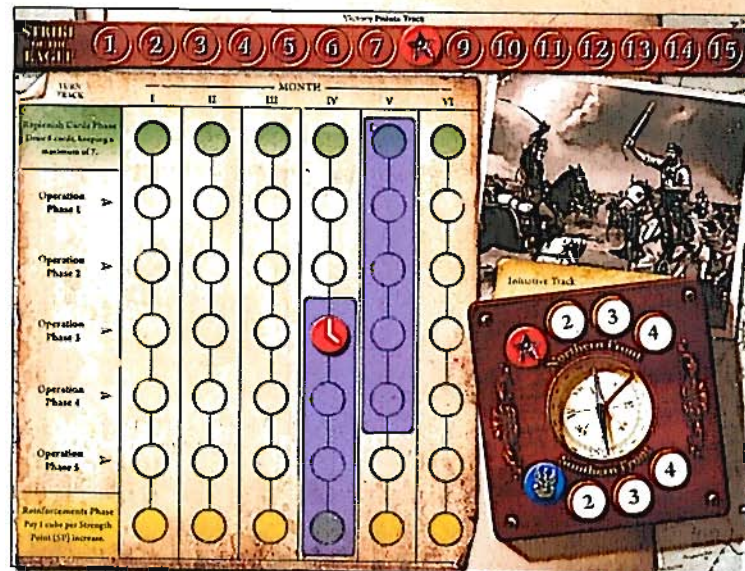
Scenario 5: Miracle on the Vistula

The Battle of Warsaw August 1920

Historical Overview: Tukhachevsky's offensive was a great success. The Poles were defeated at the Berezina River and they failed to organize new defensive lines in the German trenches along the Bug and Narew Rivers because these were outflanked by the Soviet III Cavalry Corps. By early August, the Soviet Armies were into the Warsaw suburbs. Tukhachevsky ordered the IIIrd Cavalry Corps and IVth Army west to turn the Polish left flank and interdict any supplies that might be coming from the free city of Danzig. The IIIrd Army was to advance on Warsaw; the weak Mozyr Group was left to protect the left flank.

On the Southern Front the 1st Cavalry Corps, XIIIth and XIVth Armies were closing in on Lviv. In Moscow, the progress of the advancing Red Armies was plotted on a giant map. Success seemed assured. However, as the Soviets neared Warsaw, resistance stiffened and born from desperation morale was restored. The Poles realized that they were fighting for not only their capital but the very existence of their country. Unbeknownst to the invading armies, Pilsudski had, in little more than 10 days, re-organized the Polish forces and had prepared a counter-strike with a force of 5 divisions. On 16 August, as the Soviet Northern Front bore down on Warsaw from both the northwest and northeast, he unleashed his counter-offensive from the River Wleprz.

Aftermath: After weeks of constant advances and with the Polish capital in the Soviet's sights, the suddenness of the Polish counterattack caught the Red forces completely by surprise. Pilsudski's forces easily swept aside the Mozyr Group on the Red left flank and drove deep into the rear. With total victory seemingly in their grasp, the situation was totally reversed for the Soviets as the entire armies of the Northern Front were in full retreat and streaming eastward. Though the goal to catch all of the Soviet armies in a trap was not achieved, the Polish counter-offensive was spectacularly successful - one Soviet army destroyed, another interred in East Prussia (almost all of the Northern Front's cavalry), and a third badly mauled and Red morale in shambles. Most importantly, the tide of the war was turned, Warsaw was saved and the initiative now rested solely in Polish military hands.



Players: 2 - 4 **Starting Victory Points:** Soviets 8 **Starting Initiative:** North - Soviets 1, South - Poles 1

Map Setup: Full Map **Scenario Length:** 7 Operation Phases

Victory Conditions: The side with the most VPs at scenario end wins. A side with 15 VPs instantly wins the scenario.

Remove the following cards from the draw decks prior to play: Soviet Cards - 1, 6, 20, 37, 46.

Polish Cards - 30, 33, 34, 37, 51.

Starting Hands: Each player draws 4 cards to start the scenario and 6 cards at the beginning of round V.

Bonus Victory Points: The Poles receive an additional one time +2VPs bonus for capturing Bialystok (E2).

Both players receive a +1VP bonus for each enemy divisional block destroyed in combat. Destroyed Divisional blocks are returned to the force pool. (Normally only blocks that are eliminated and permanently removed from the game for being out of supply (7.81) or lacking a path of retreat (7.42) received a +1VP.) Eliminated blocks still only count +1VP.

Polish Northern Front Setup Place on map at the beginning of the scenario.

Garrisons (3):
Torun (A3)
Modlin (B4)
Warsaw (B4)

Polish Inf Brig (4):
2SP Torun (A3)
2SP Plock (B4)
1SP Modlin (B4)
2SP Svisloch (I2)

Lith-Byelor. Inf Div (1):
2SP Radzymin (C4)

Leader Sikorski:
Modlin (B4)

Polish Inf Div (10):
3SP, 3SP, 2SP Plonsk (B3)
2SP, 2SP Modlin (B4)
3SP Warsaw (B4)
4SP, 3SP Radzymin (C4)
4SP, 2SP Karchev (C4)

Polish Cav Div (1):
3SP Plonsk (B3)

Polish Cav Brig (1):
2SP Warsaw (B4)

Orders: This is your best chance to decisively defeat the Soviets! Attempt to seize Bialystok (D3) and cut off the Soviet armies from their supply.

Polish Southern Front Setup Place on map at the beginning of the scenario.

Garrisons (5):
Lublin (D5)
Lodz (A5)
Lviv (E7)
Cracow (A7)
Tarnow (C7)

Polish Inf Div (13):
4SP, 3SP Gora Kalvaria (C4)
4SP, 3SP Deblin (C5)
3SP Kock (D5)
4SP, 4SP Lubartov (D5)
3SP Chelm (D5)
4SP, 2SP Lviv (E7)
3SP, 2SP, 1SP Rohatyn (E7)

Polish Cav Div (1):
3SP Zovkva (E6)

Byelorussian Inf Div (1):
10P Chelm (H4)

Ukrainian Inf Div (3):
10P Zamosc (D5)
20P, 10P Stanyslaviv (F8)

Polish Inf Brig (3):
2SP Vloclavsk (A4)
2SP Deblin (C5)
2SP Lviv (E7)

Polish Cav Brig (3):
2SP Kock (D5)
1SP Tomasov (E6)
2SP Zovkva (E6)

Lith-Byelor. Inf Div (1):
20P Vloclavsk (A4)

Orders: Take a defensive posture and hold Lviv (E7). You may want to bring up some reserves into the Lublin area for support.



★ **Soviet Northern Front Setup** Place on map at the beginning of the scenario.



Garrisons (15):

Kaunas (E1)
Grodno (E2)
Bialystok (E2)
Ostrolera (C3)
Brest (E4)
Vilnius (F1)
Luninets (G4)
Hlybokaye (H1)
Minsk (H2)
Polotsk (I1)
Vitebsk (J1)
Smolensk (K1)
Babruysk (I3)
Mazyr (I4)
Gomel (K4)



Soviet Inf Brig (2):

2SP Vilnius (F1)
1SP Siedlce (D4)

Orders: Capture Warsaw!



Soviet Inf Div (16):

4SP Chorzele (B2)
3SP Dzialdowo (B3)
3x 3SP Ciechanov (B3)
2SP Ostroleka (C3)
3SP, 1SP Bielsk (B3)
3SP, 2SP Pultusk (B3)
2SP Ostrov (C3)
4SP, 3SP Vengrov (C4)
4SP, 3SP, 2SP Minsk-Maz (C4)



Soviet Cav Div (2):

3SP, 3SP Dobryn (A3)



Soviet Cav Brig (1):

1SP Ostrov (C3)



Lithuanian Inf Div (2):

3SP Radun (F1)
3SP Sejny (D1)



Leader Tukhachevsky:
Bialystok (D3)

★ **Soviet Southern Front Setup** Place on map at the beginning of the scenario.



Garrisons (7):

Lutsk (E5)
Rivne (G6)
Ternopil (G7)
Kamianets (G8)
Berdychiv (I6)
Kiev (J6)
Uman (J8)



Soviet Inf Div (9):

2SP Vlodova (E4)
2SP, 2SP Hrobieshov (E5)
2SP, 2SP Sokal (E5)
2SP Brody (F6)
2SP, 2SP Zalitsi (F7)
2SP Buchach (F8)



Soviet Inf Brig (1):

1SP Brody (F6)

Orders: Capture Lviv first, then operate freely.



Soviet Cav Div (6):

4x 2SP Berestechko (E6)
1SP Brody (F6)
3SP Zalitsi (F7)



Soviet Cav Brig (2):

1SP Hrobieshov (E5)
1SP Dubno (F6)



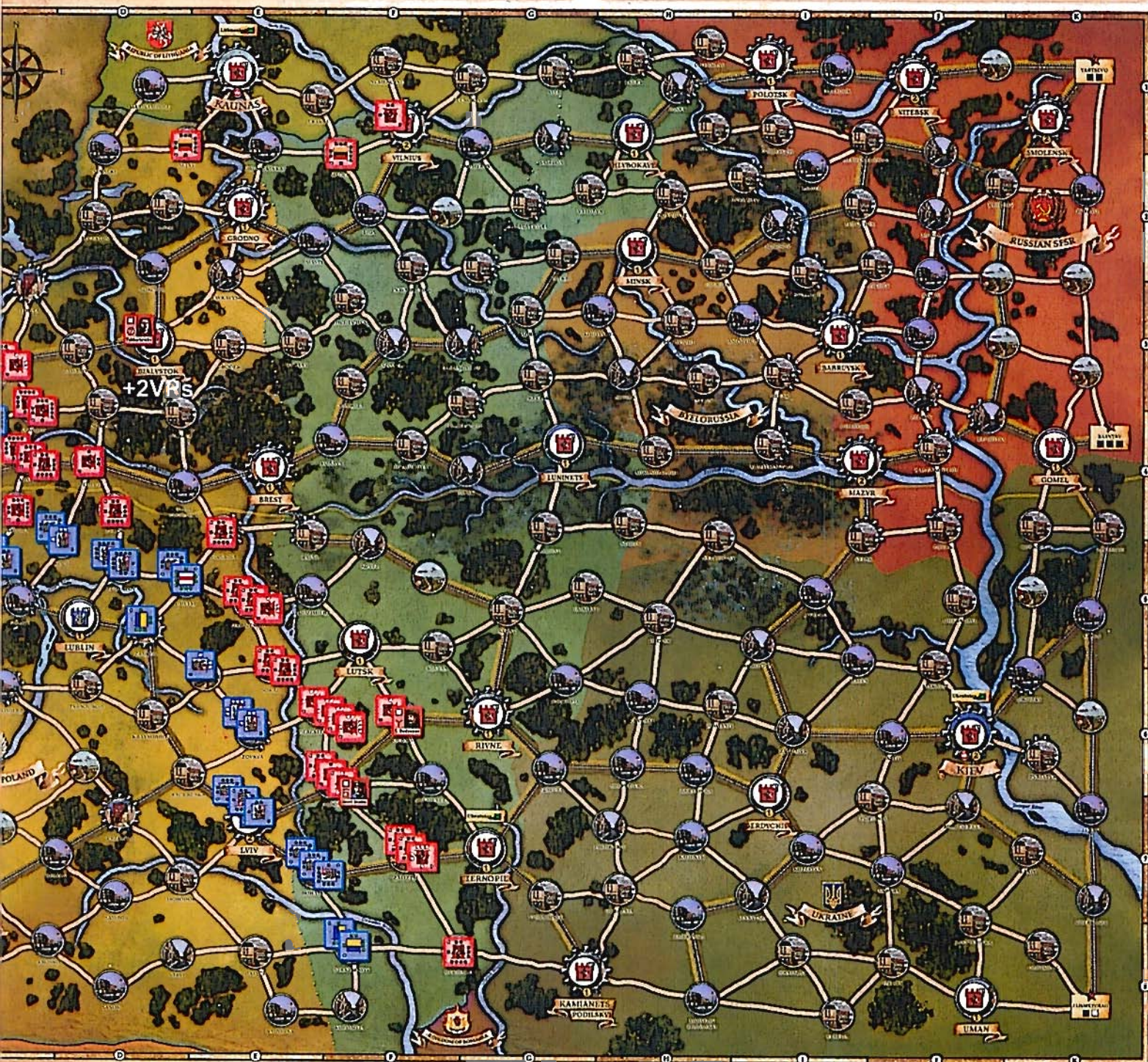
Leader Stalin:

Brody (F6)



Leader Budyonny:

Dubno (F6)



Scenario 6: The Trap

The Battle of Komorov August 1920

Historical Overview: Only after the Battle of Warsaw was lost, was the Soviet Southern Front able to disengage the 1st Cavalry Army from the battle for Lviv and move towards the Polish capital. As Budyonny's 1st Cavalry Army advanced towards Zamosc, it was alone – the XIIIth and XIVth Armies were already on the defensive and not in a position to offer support. Sikorski, now the Polish commander, moved the 1st Horse Army, reinforcements from Warsaw and Haller's group of one division each of infantry and cavalry towards the city. These forces met over a series of days near Komorov.

Aftermath: The 1st Cavalry Army was cut off from the rest of the Soviet Southern Front and surrounded on three sides by Polish forces. Reminiscent of a long forgotten era, Cavalry armed with swords and lances battled each other over a series of days. Budyonny and his Red cavalry force fought its way out of the trap, broke through to the crucial bridges and eventually escaped to freedom. However, the division had been mauled – in this battle and over the course of the campaign the fighting strength was reduced to 10,000, and most troops were of lower quality than those that started the campaign. The 1st Cavalry Army was never a threat again. It was soon withdrawn from the war and sent to the Crimea to battle Wrangel, the final "White" threat in the south.

Players: 2 **Starting Victory Points:** Poles 8

Starting Initiative: South - Soviets 1

Map Setup: Southern Front

Scenario Length: 6 Operation Phases

Victory Conditions: A side with 12 VPs instantly wins the scenario. The Soviets earn an immediate victory if they seize Cracow (A7).

Remove the following cards from the draw decks prior to play:

Soviet Cards - 1, 6, 46.

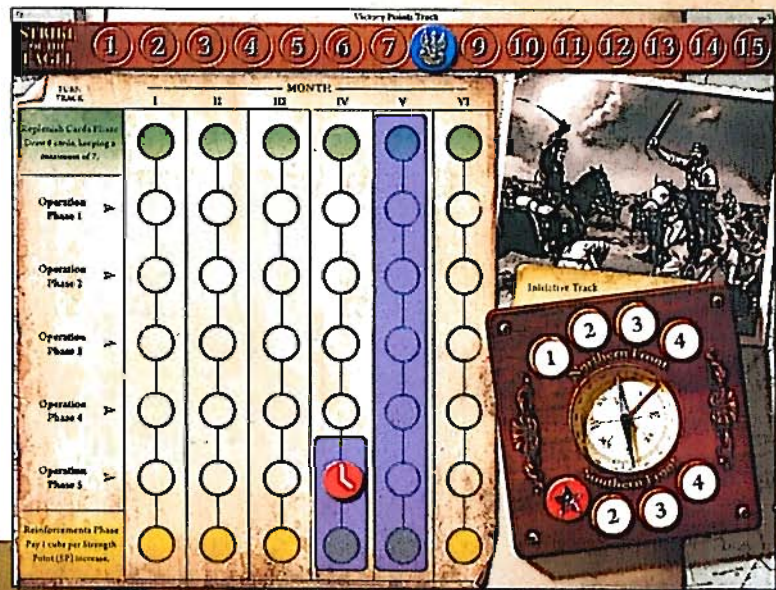
Polish Cards - 23, 30, 51.

Starting Hands: Each player receives 3 cards to start the scenario because they are starting towards the end of round 4. The players will pull 6 cards at the beginning of round 5 and then discard down to a maximum hand of 7 cards (6.0).

Bonus Victory Points: The Soviet player receives a +3VP bonus if they seize Lublin (D5), this is a one time bonus and is not lost if the Poles regain Lublin.

The Soviet player only receives a +1VP bonus for each destroyed Polish Divisional block. (Normally only blocks that are eliminated and permanently removed from the game for being out of supply (7.81) or lacking a path of retreat (7.42) received a +1VP.) Eliminated blocks still only count as 1VP. Destroyed Divisional blocks are returned to the force pool.

Note: Polish key cities must trace a clear supply path to the northern edge of the map. The Soviet key cities must trace a clear supply path to the eastern edge of the map.



Polish Southern Front Setup Place on map at the beginning of the scenario.

- | | |
|---|--|
|  Garrisons (5):
Lodz (A5)
Cracow (A7)
Tarnow (C7)
Lublin (D5)
Przemysl (D7)
Lviv (E7) |  Polish Cav Div (2):
2SP Lukov (D5)
3SP Rawa Ruska (D6) |
|  Polish Inf Div (8):
3SP Pulawy (C5)
2SP Lubartov (D5)
3SP Vlodova (E4)
3SP Chelm (D5)
3SP Rawa Ruska (D6)
2SP, 2SP Lviv (E7)
3SP Halych (E8) |  Ukrainian Inf Div (3):
1SP Zamosc (D5)
1SP Horodok (D7)
2SP Nadvina (E8) |
|  Polish Inf Brig (2):
1SP Zamosc (D5)
1SP Kransobrod (D6) |  Leader Sikorsky:
Lubartov (D5)

 Leader Haller:
Rawa Ruska (D6) |

Reinforcements enter at the start of the Operation Phase (OP) listed.
Round 1, 3rd OP Gora Kalwaria (C5) - 3SP Soviet Inf Div, 2SP Soviet Cav Div.

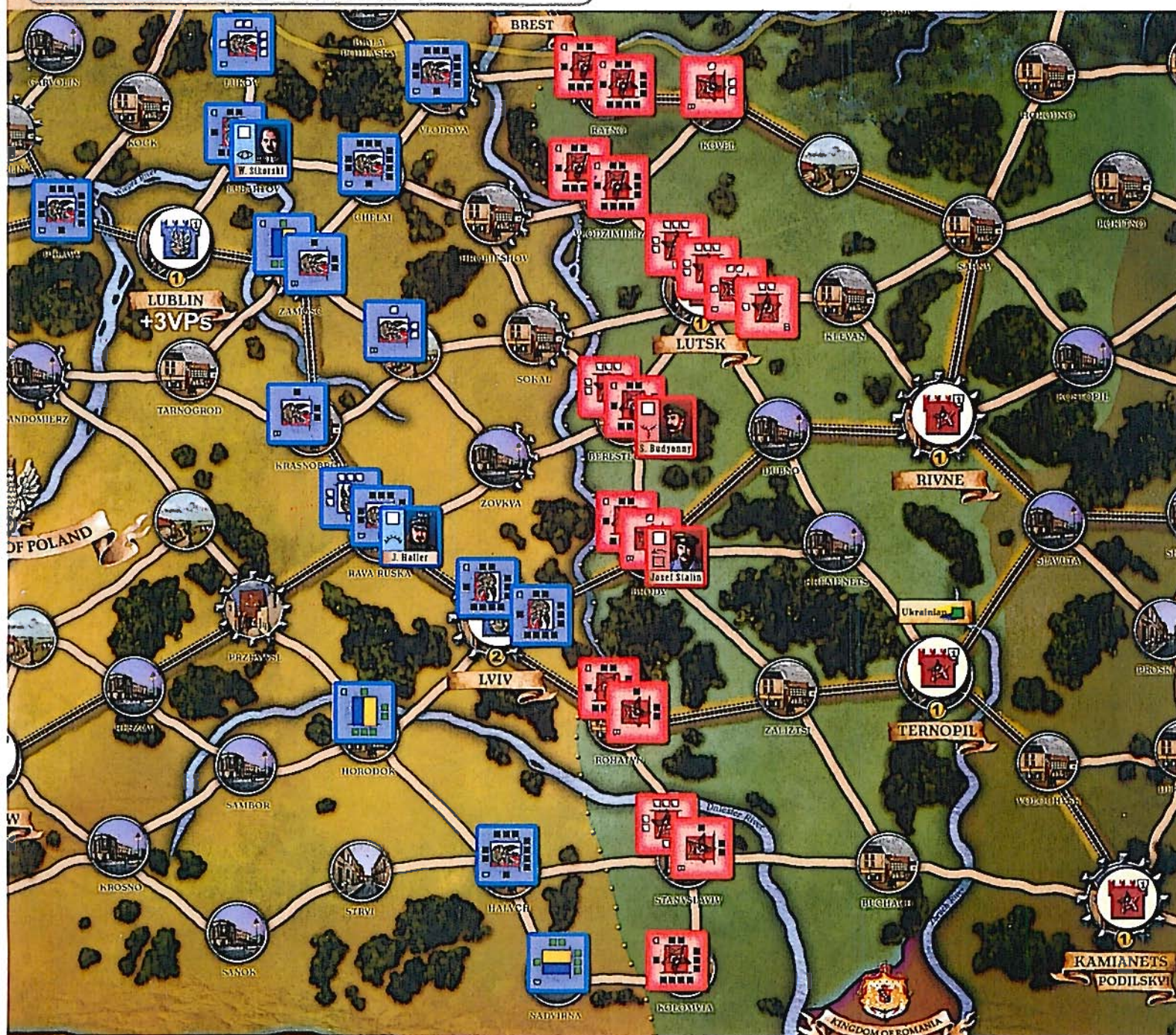
Orders: Hold the key cities of Lublin and Tarnow or else your supply lines may be threatened! Destroy the Soviet cavalry (Konamia)!

Soviet Southern Front Setup Place on map at the beginning of the scenario.

- | | |
|---|--|
|  Garrisons (7):
Lutsk (E5)
Rivne (G6)
Ternopil (G7)
Kamianets (G8)
Berdychiv (I6)
Kiev (J6)
Uman (J8) |  Soviet Inf Div (8):
2SP, 2SP Ratno (E4)
2SP, 2SP Vlodzimierz (E5)
2SP Berestechko (E6)
2SP Brody (F6)
2SP Rohatyn (E7)
2SP Kolomyia (F8) |
|  Soviet Inf Brig (2):
1SP Rohatyn (E7)
1SP Stanislav (F8) |  Soviet Cav Div (5):
3SP, 3SP, 2SP Lutsk (F5)
3SP Berestechko (E6)
3SP Stanislav (F8) |
|  Soviet Cav Brig (3):
1SP Kovel (F5)
2SP Lutsk (F5)
1SP Brody (F6) |  Leader Stalin:
Brody (F6)

 Leader Budyonny:
Berestechko (E6) |

Orders: Encircle and trap the Poles, cutting off their supply. Capture Cracow!

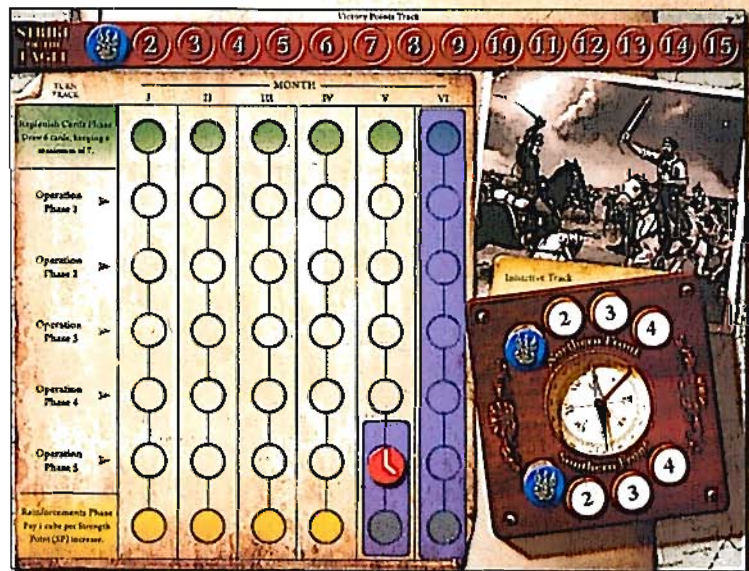


Scenario 7: The Final Act

The Battle of the Niemen September - October 1920

Historical Overview: Pilsudski's counterattack from Warsaw completely surprised Tukhachevsky's Northern Front, destroying one Army, mauling another and causing a third to be put under arrest in East Prussia. Severely damaged but not completely defeated, the Soviet army regrouped and stopped retreating on a line following the River Niemen. Both Polish and Soviet forces were too exhausted by the months of constant fighting to mount further offensive action. A period of operational pause ensued. As both sides prepared for yet another battle, Pilsudski seized the initiative on Sept 20 by combining a flanking maneuver with a frontal assault. The final major battle of the war was about to begin.

Aftermath: In the north, the Poles launched a frontal attack to pin the Soviet forces in place as their cavalry made a flanking maneuver (that conveniently moved through undefended Lithuanian territory). Fighting was bitter; it was touch and go for the Polish attack but less than a week later the pressure on the Red forces, combined with the cavalry successfully turning the Soviet right flank, the Soviets began to retreat. By early October both sides were again exhausted with Soviet morale continuing to drop with every successive defeat. One last act was to occur, as a unit of Polish troops pretended to mutiny and took possession of Vilnius only to turn it over to the Polish state. In the south, Polish forces pushed the Soviets back to what was essentially the original boundary from which the Kiev offensive started six months earlier.



Players: 2 - 4 **Starting Victory Points:** Poles 1 **Starting Initiative:** North - Poles 1, South - Poles 1

Map Setup: Full Map **Scenario Length:** 6 Operation Phases.

Victory Conditions: The side with more VPs at the end of the 6th Round wins the scenario. A side with 10 VPs instantly wins the scenario.

Remove the following cards from the draw decks prior to play:

Soviet Cards - 1, 46.

Polish Cards - 30, 34, 37, 51.

Starting Hands: Each player receives 3 cards to start the scenario because they are starting towards the end of round 5. The players will pull 6 cards at the beginning of round 6 and then discard down to a maximum hand of 7 cards (6,0).

Polish Northern Front Setup Place on map at the beginning of the scenario.

- | | | |
|---|---|--|
| Garrisons (6):
Ostroleka (C3)
Torun (A3)
Modlin (B4)
Warsaw (B4)
Bialystok (D3)
Brest (E4) | Polish Inf Div (10):
3SP Augstov (D2)
4SP, 3SP Suwalki (D2)
4SP Lipsk (D2)
3SP Sokolka (D2)
3SP Bialystok (D3)
2x 3SP Grodek (E3)
2x 4SP Grest (E4) | Polish Cav Brig (2):
2x 2SP Suwalki (D2) |
| Polish Inf Brig (3):
2SP Lipsk (D2)
2SP Sokolka (D2)
2SP Bialystok (D3) | Leader Pilsudski:
Vilnius (F1) | |

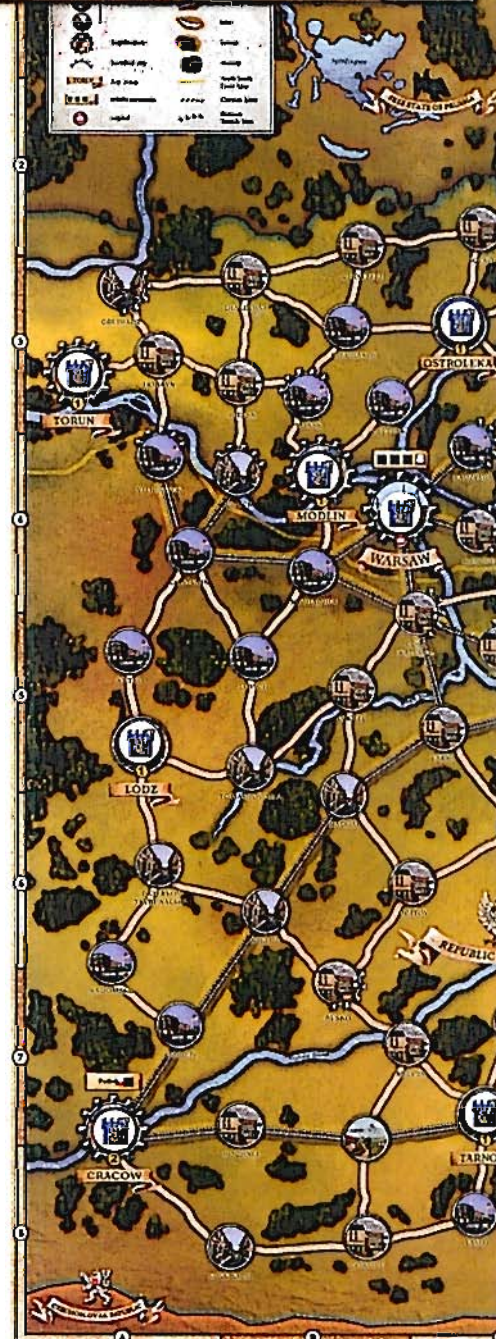
Orders: Break through the Soviet lines to capture as much territory as possible. Special focus should be made toward liberating Vilnius.

Polish Southern Front Setup Place on map at the beginning of the scenario.

- | | | |
|---|---|--|
| Garrisons (8):
Lublin (D5)
Lutsk (E6)
Lodz (A5)
Lviv (E7)
Ternopil (G7)
Cracow (A7)
Tarnow (C7)
Rivne (G6) | Polish Inf Div (6):
3SP Koslouchnowka (F5)
3SP Klevan (F5)
3SP Rivne (G6)
3SP Ternopil (G7)
3SP, 3SP Volochysk (G7) | Polish Cav Brig (2):
1SP Ternopil (G7)
1SP Volochysk (G7) |
| Polish Cav Div (2):
2x 3SP Rivne (G6) | Leader Sikorski:
Lutsk (F5) | |
| Ukrainian Inf Div (2):
2SP, 3SP Buchach (F8) | Leader Haller:
Rivne (G7) | |

Orders: Recapture all of the cities in the borderlands. Keep pressure on the Soviets to prevent troop transfers to the more critical northern front.

Designer's Note: The Borderlands was a disputed land area situated east of Poland and west of Byelorussia and the Ukraine. This area is designated with a light green background.



★ **Soviet Northern Front Setup** Place on map at the beginning of the scenario.



Garrisons (12):

Kaunas (E1)
Grodno (E2)
Vilnius (F1)
Luninets (G4)
Hlybokaye (H1)
Minsk (H2)
Polotsk (I1)
Vitebsk (J1)
Smolensk (K1)
Babruysk (I3)
Mazyr (I4)
Gomel (K4)



Soviet Inf Div (17):

3x 2SP Grodno (E2)
3SP Masly (E2)
3SP Lida (F2)
4x 2SP Vavkavysk (E2)
3x 2SP Ruzany (E3)
3SP Slonim (F3)
2SP Bialoza (F3)
3x 2SP Kobryn (F4)



Lithuanian Inf Div (2):

3SP Mariampole (D1)
3SP Druskininkai (E1)



Leader Tukhachevsky:

Vilnius (F1)



Soviet Cav Div (1):

2SP Drahichyn (F4)

Orders: Hold the front line and do not lose any more territory. Damage and destroy Polish blocks in order to counterattack to resume the offensive.

★ **Soviet Southern Front Setup** Place on map at the beginning of the scenario.



Garrisons (4):

Kamianets (G8)
Berdychiv (I6)
Kiev (J6)
Uman (J8)



Soviet Inf Div (8):

2SP Horodno (G4)
2SP, 2SP Samy (G5)
2SP, 2SP Kostopil (G6)
2SP, 2SP Deraznia (H7)
2SP Kamianets (G8)



Soviet Cav Div (3):

2SP Kostopil (G6)
2SP Slavuta (G6)
2SP Kamianets (G8)



Soviet Cav Brig (3):

2SP Kostopil (G6)
2SP Zvyahel (H6)
2SP Slavuta (G6)



Leader Stalin:

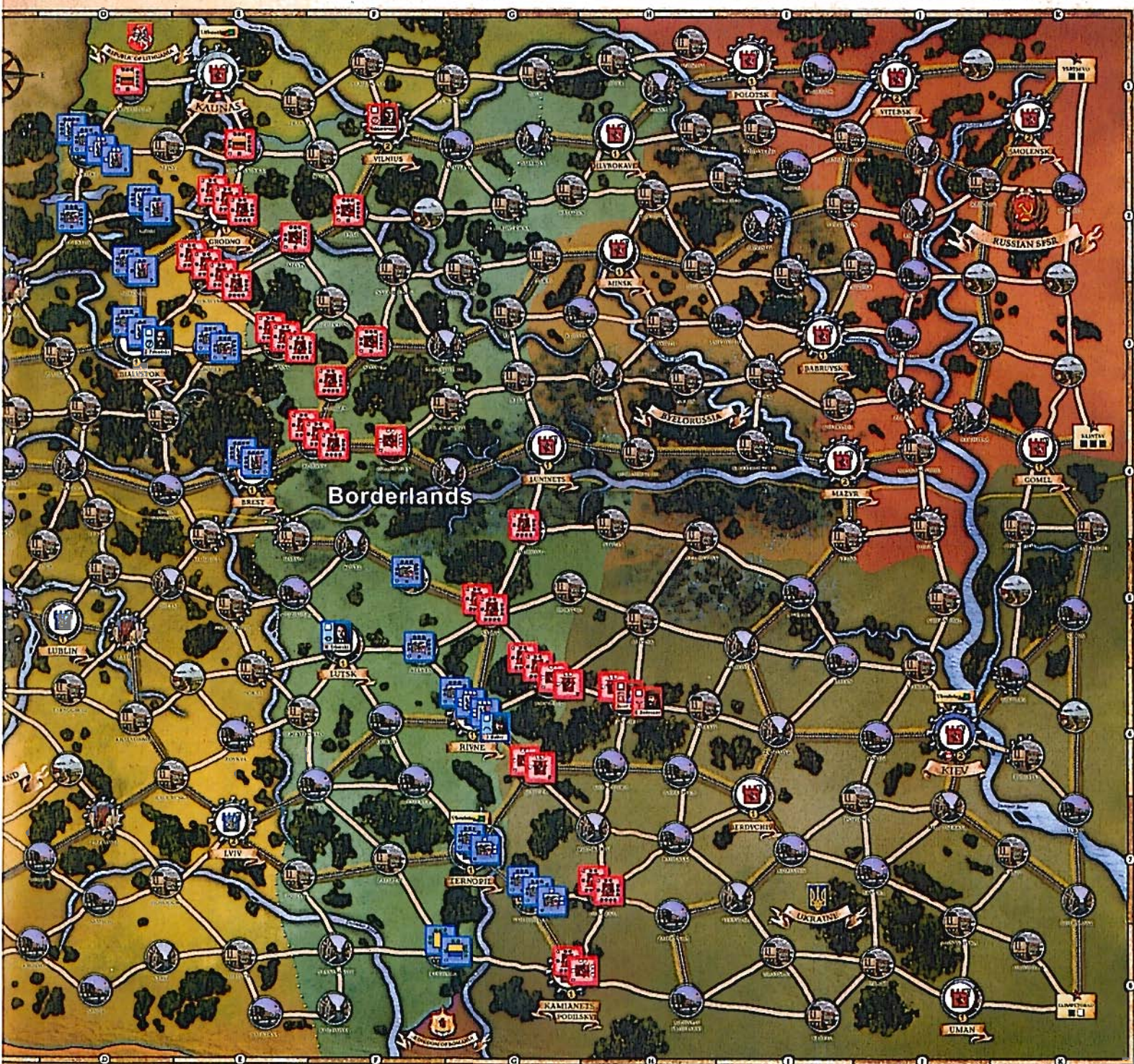
Zvyahel (H6)



Leader Budyonny:

Zvyahel (H6)

Orders: Slow and stop the Polish attacks. Counterattack where possible.



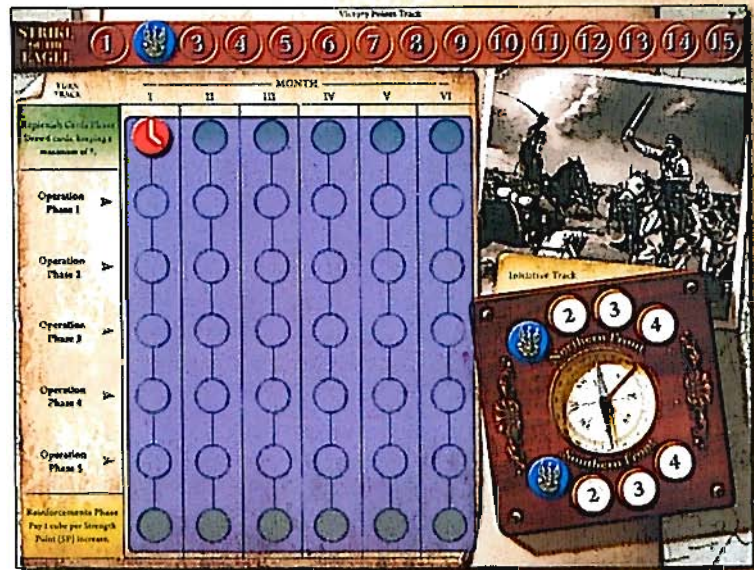
Scenario 8: 1920

The Polish-Soviet War Campaign February - November 1920

Historical Overview: Peace negotiations having broken down, both sides prepared for war. On April 22, 1920, Pilsudski signed an alliance between Poland and the Ukrainian People's Republic, led by Symon Petliura. Pilsudski, a confirmed federalist, planned to occupy the Ukraine and establish a federation of nations with Poland as the dominant country. Both sides raced to mobilize their forces.

Seizing the initiative on April 25, the Polish and Ukrainian joint offensive began. The objective was the destruction of the Soviet forces in the south. Meanwhile, Soviet preparations proceeded slowly as the XIth and XIVth Armies were brought up to strength. On 10 March, the 16,000 strong 1st Cavalry Army, commanded by Semyon Budyonny, fresh from its conclusive defeat of General Denikin's "White" armies near the Crimea, began its 700 mile long forced march to the Polish front.

Full Campaign Designer Notes: This scenario encompasses the full campaign of 1920 and is recommended for experienced players only. Long term logistical planning is crucial. Players must use long term strategy along with short term tactics to best their opponent(s). Keep in mind, using orders to attack every round will rapidly deplete your front line blocks. Often it is best to reorganize and reinforce a front in preparation for a new offensive strike or defensive stance. So, grab a friend, set it up and get ready for a battle of epic proportions! Enjoy.



Players: 2 - 4 **Starting Victory Points:** Poles 2 **Starting Initiative:** North - Poles 1, South - Poles 1
Map Setup: Full map **Scenario Length:** 6 Rounds

Victory Conditions: The side with more VPs at the end of the 6th Round wins the scenario. A side with 15 VPs wins instantly.

Bonus Victory Points: Capture of the following cities grant the victor a one-time additional VP bonus. He does not lose these VPs if the city is retaken. Soviets: Minsk +3VPs Poles: Kiev +4VPs

Polish Northern Front Setup Place on map at the beginning of the scenario.

Garrisons (13):

Torun (A3)
 Modlin (B4)
 Warsaw (B4)
 Ostroleka (C3)
 Bialystok (D3)
 Grodno (E2)
 Brest (E4)
 Vilnius (F1)
 Luninets (G4)
 Hlybokaye (H1)
 Minsk (H2)
 Babruysk (I3)
 Mazyr (I4)



Polish Inf Div (11):

2SP Druya (H1)
 2SP, 2SP Warsaw (B4)
 3SP Lida (F2)
 3SP Grodno (E2)
 2SP Disna (H1)
 4SP Berezino (I2)
 4SP Borisov (I2)
 3SP Svistoch (I2)
 3SP Babruysk (I3)
 3SP Kalenkovichi (J4)



Leader Haller:
 Warsaw (B4)



Polish Inf Brig (1):

2SP Druya (H1)



Polish Cav Brig (2):

2SP Ashmyany (G1)
 2SP Charyshi (I3)



Lith-Byelor. Inf Div (2):

2SP Vilnius (F1)
 2SP Voronech (I1)



Byelorussian Inf Div (1):
 1SP Brest (E4)



Leader Sikorski:
 Minsk (H2)

Reinforcements come into play at the start of the Operation Phase (OP) listed.

Round 1, 5th OP

Warsaw (B4) 2SP Inf Div

Orders: Reinforce blocks on the Northern Front, moving blocks to the front lines from Warsaw and Vilnius. If the Soviets attack, hold Minsk at all costs. This central supply base is vital for this part of our front.

Polish Southern Front Setup Place on map at the beginning of the scenario.

Garrisons (9):

Lublin (D5)
 Lutsk (E6)
 Lodz (A5)
 Lviv (E7)
 Ternopil (G7)
 Cracow (A7)
 Tamow (C7)
 Rivne (G6)
 Kamianets (G8)



Polish Inf Div (8):

3SP Olevsk (H5)
 4SP, 3SP Zvyahel (H6)
 3SP Shepetivka (H6)
 3SP, 3SP Proskuriv (H7)
 3SP, 3SP Deraznia (H7)



Polish Inf Brig (1):
 2SP Lelchytys (H4)



Polish Cav Brig (2):

2SP Lelchytys (H4)
 2SP Zvyahel (H6)



Polish Cav Div (1):
 3SP Shepetivka (H6)



Ukrainian Inf Div (2):

2SP Shepetivka (H6)
 2SP Kamianets (G8)



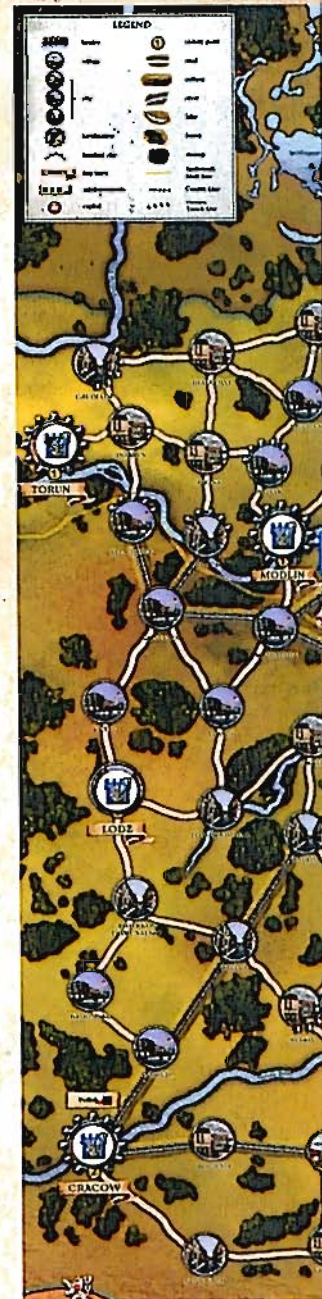
Leader Pilsudski:
 Rivne (G6)

Reinforcements come into play at the start of the Operation Phase (OP) listed.

Round 1, 5th OP

Ternopil (G7) 1SP Ukrainian Ally Inf Div

Orders: Focus on eliminating enemy blocks, encircling and destroying as many as possible. When the 1st Cavalry Army arrives, attempt to form a continuous front line. Keep reserve forces in case the 1st Cavalry Army should break through after it arrives.



★ **Soviet Northern Front Setup** Place on map at the beginning of the scenario.



Garrisons (5):
Kaunas (E1)
Polotsk (I1)
Vitebsk (J1)
Smolensk (K1)
Gomel (K4)



Soviet Inf Brig (3):
2SP Cherkasy (H1)
2SP Polotsk (I1)
2SP Zlobin (J3)



Soviet Cav Div (1):
3SP Vitebsk (J1)



Leader Tukhachevsky:
Smolensk (K1)



Lithuanian Inf Div (2):
4SP Trakai (E1)
3SP Nemencine (F1)
(These blocks remain neutral until Soviet card #23 is played)



Soviet Inf Div (9):
4SP, 3SP Beshenkovichi (I1)
2SP Vitebsk (J1)
4SP, 4SP Tolochin (I2)
3SP Klichev (J2)
3SP Rohachev (J3)
2SP Zlobin (J3)
1SP Rechitsa (J4)

Reinforcements come into play at the start of the Operation Phase (OP) listed.

Round 1, 2nd OP 2SP, 2SP Inf Div Yartsevo (K1)
Round 1, 3rd OP 1SP Cav Brig Yartsevo (K1) 2SP Inf Div Klintsy (K4)
Round 1, 4th OP 3SP Inf Div Yartsevo (K1) 3SP Inf Div Klintsy (K4)
Round 1, 5th OP 2SP Inf Div Yartsevo (K1)
Round 2, 3rd OP 2SP, 2SP Inf Div, 3SP Cav Div Yartsevo (K1)
3SP Inf Div Klintsy (K4)

Orders: Concentrate your forces in the Northern Front. Continually probe the enemy while moving reinforcements forward.

★ **Soviet Southern Front Setup** Place on map at the beginning of the scenario.



Garrisons (3):
Berdychiv (I6)
Kiev (J6)
Uman (J8)



Soviet Inf Div (7):
2SP Ovruch (I5)
2SP Korosten (I5)
3SP Baranivka (H6)
2SP Kmilnyk (H7)
2SP Zmerynka (H7)
2SP Vinnytsia (I7)
2SP Haisyn (J8)



Soviet Inf Brig (1):
2SP Chernobyl (J5)



Soviet Cav Div (1):
2SP Romaniv (H6)



Ukrainian Inf Div (3):
3SP, 2SP Kmilnyk (H7)
1SP Vinnytsia (I7)

Reinforcements come into play at the start of the Operation Phase (OP) listed.

Round 1, 3rd OP
Elizavetgrad (K8) Inf Div 3SP, Cav Brig 1SP, Leader Stalin

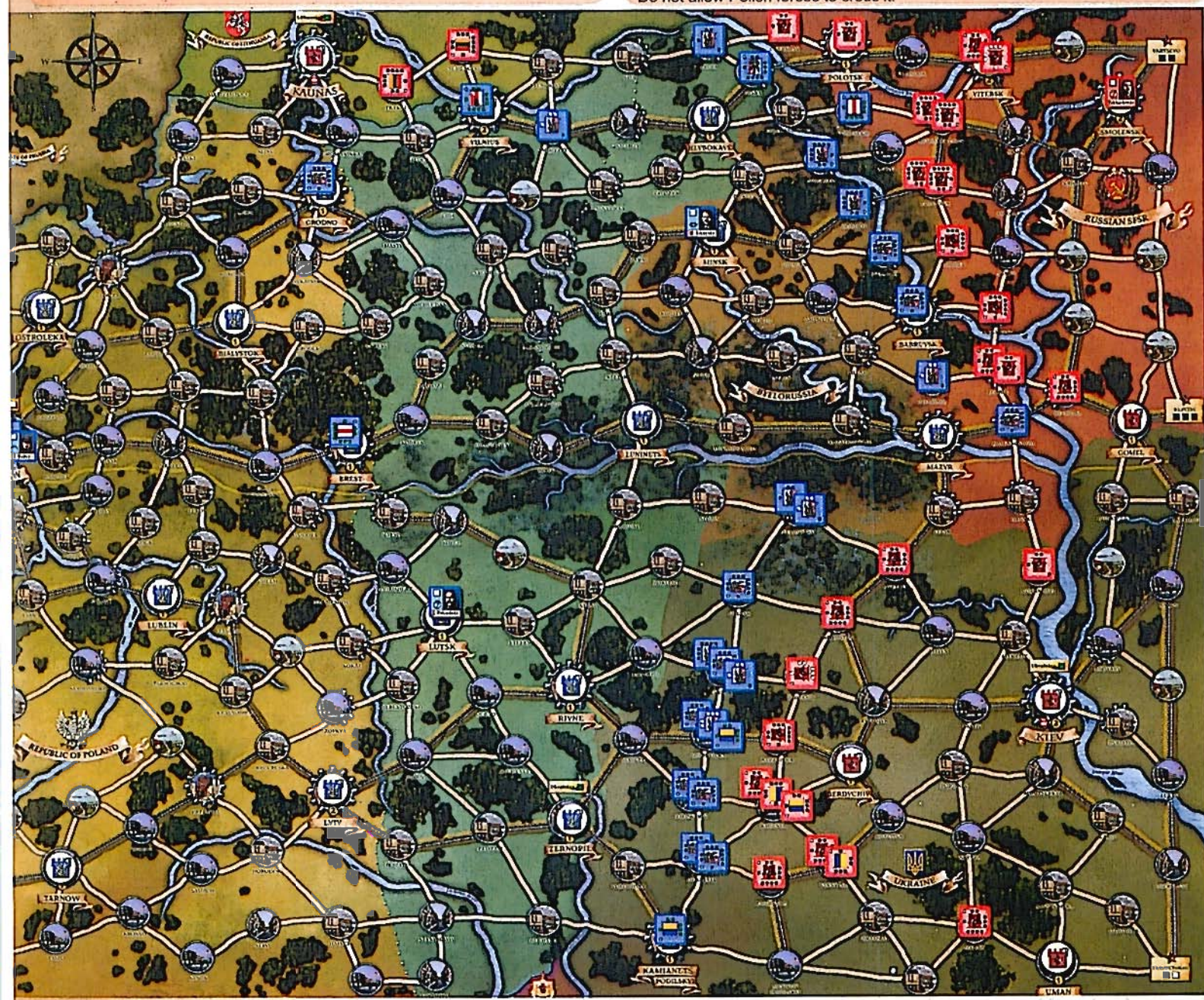
Round 2, 3rd OP
Elizavetgrad (K8) Inf Div 3SP, Inf Brig 1SP, Cav Div 3SP

Round 1 or 2 Arrival of the 1st Cavalry Army! Follow the rules described in Scenario #3 for 1st Cavalry arrival.

Elizavetgrad (K8) Leader Budyonny
4x 3SP Cav Div
2SP Cav Brig

Round 1, 4th OP ≥ 4
Round 1, 5th OP ≥ 3
Round 2, 1st OP ≥ 2
Round 2, 2nd OP Automatic

Orders: Save your forces in the Southern Front and withdraw until the arrival of the 1st Cavalry Army. Defend Kiev and hold the Dnieper River line at all costs! Do not allow Polish forces to cross it.



Bonus Scenario 9: Custom 1920 Campaign Variant Rules

Customer Campaign Overview: After having played through Scenario 8, players may be interested in deploying their blocks instead of using the historical block placement. At the beginning of the scenario, the players will purchase their blocks with Deployment Points (DPs) and then alternate placing these blocks on the battle field.

Scenario Setup: Place garrison markers in each city on the map according to the initial setup described in Scenario 8: 1920. These garrison markers will determine the areas in which blocks can be deployed.

Each player chooses a front and should review the deployment rules described in the setup box for their front. Each front has a number of DPs that can be used to purchase blocks, cards and reinforcements. Separate DP allowances are listed for Allied blocks. These DPs can only be used to purchase Allied Blocks.

These points can be used in two ways:

- 1) They can pay for blocks placed on the map during the Reinforcement Phase and
- 2) They can be used to purchase additional cards for use during the scenario.

Block Costs:



Infantry or Cavalry Division: 2DPs for a 1SP division and 1DP for each additional 1SP (example: A 4SP Inf. Div. costs 5DPs)



Infantry or Cavalry Brigade: 1DP for a 1SP brigade and 1DP for each additional 1SP (example: A 2SP Inf. Brd. costs 2DPs)



Allied Infantry Division: 1DP for a 2SP division and 1DP for each additional 1SP. Reminder: Use the Allied DPs to place these blocks



Leader Blocks: 3DPs per Leader block. Each side is required to place a minimum of one leader block.



Purchase Cards: Players still draw 6 cards for free at the beginning of each round, but may then purchase extra cards with available DPs. Each player can purchase a maximum of 3 additional cards in this manner. Players should keep in mind that they are still limited to only keeping one extra card at the end of each Round.

Block Deployment: Starting on the Northern Front, the player with initiative determines who places first. Players can place up to four blocks in an area at once. Once a player has placed blocks in an area they may no longer place blocks in that area during block deployment. All placed blocks must be in supply. After the first player has placed blocks in one area, the next player places blocks in two areas. This allows the second player the opportunity to place blocks in response to the first player's blocks and then in a second area as well. The players continue to alternate placing blocks in two areas. Note: As blocks are placed, players are required to keep track of the DPs spent for block deployment.

Example: The Northern Front Polish player has the initiative and he decides to place the first blocks. He chooses to place two 2SP Infantry Divisions in Hermanovichi (H1), costing him 6DPs, which he marks down on a piece of paper. The Northern Front Soviet player now places one 4SP Infantry Division in Voronech (I1) and two 2SP Infantry Brigades in Berlino (I2) for a total

of 9DPs. The Northern Front Pole now places one 2SP Infantry Brigade in Dokchys (H2) and another in Borisov (I2) for a total of 4DPs.



After all blocks have been deployed in the Northern Front, play moves to the Southern Front in the same manner. With 4 players, each front may deploy blocks at the same time.

Note: DPs must be tracked for each front separately.

Once both fronts have deployed their blocks, players now have the opportunity to spend their remaining DPs to purchase extra cards for their hand. Each player may purchase 3 additional cards at 3DPs each. It does not matter who declares first as each player can only spend the DPs they have remaining and DPs are not carried over into the first round of the scenario. In a two player scenario, the extra points for both fronts can be combined to purchase cards for the player's hand.

Operational Reinforcements: All reinforcements coming into play, as laid out in Scenario #9, are now represented as DPs. At the beginning of an Operational Phase (OP) in which reinforcements are arriving, each player with reinforcement DPs can spend them to place NEW blocks or to purchase cards. These new blocks can only be placed in the area(s) listed in Setup boxes below. Blocks cost the same as in the initial block deployment round. All DPs must be spent at this time and any reinforcement cubes the player has must be kept separate from DPs. Reinforcement cubes are still only used during the reinforcement phase of each round. If insufficient new blocks are available, any extra DPs are lost. It is very important for players, especially the Soviet players, to keep this in mind during initial block deployment. Creating too many divisions to start the scenario may leave you short the necessary blocks to bring in all of your Operational Reinforcements.

Other than the custom setup rules described above, all other rules remain the same as described in the Strike of The Eagle rule book.

Optional Handicap: In some cases, one player may have a significant skill level advantage over another. If both players agree, Deployment Points may be adjusted to compensate for the difference in skill levels between players. We recommend very small adjustments so as not to adversely affect the balance of the scenario. A 5DP handicap is a good starting point. In a four player scenario it is also allowable to have a different handicap for each front. This option can balance scenarios and provide a more competitive game.

Custom Campaign design - Brian Bennett & Braden Allen

Campaign Overview continued from page 2

From mid-September onward, meaningful peace talks had commenced. With the Bolsheviks suing for peace, Pilsudski permitted an armistice to be signed at the treaty of Riga on October 12th, 1920, with a formal end to the war on the 18th.

Aftermath

The Polish dream of a renewed Commonwealth was 300 years out of date, but the war did cement Poland's right to exist as an independent state. The victory over mighty Russia gave the Poles an unrealistic view of their ability to defend themselves in the future. This led to a self isolation, with the Poles not seeking alliances or pacts with either Germany or the Soviet Union, their traditional enemies. They believed that they could handle either country in case of armed conflict. This stance would contribute to the Nazi-Soviet pact to divide Poland in August 1939 and the occupation of Poland a month later (See the game 'Conflict of Heroes - Poland 1939' Stock #AYG 5003).

The effect was different in Russia. The Bolshevik Revolution found no supporters in Poland - those dreamers who wished to sow a "workers revolution" were attempting to plant seeds in infertile ground. It was Trotsky who insisted on peace with Poland despite calls from hawks to resume the campaign in the winter of 1920. Instead of continuing to ferment worldwide revolution, the Bolsheviks became introspective. The Soviet Union became isolated and suspicious of anything foreign, with an attitude that the entire

world was against them. This is understandable, given the participation of several foreign interventionist countries in the Russian Civil War, World revolution and the rapid expansion of communist movements in France and Germany, which seemed so very possible in 1919, withered and lay dormant, not to be revived until the post-WWII period.

The 1919-20 Polish-Soviet war had thwarted the expansion of Communism into Western Europe and delayed its expansion into Eastern and Central Europe for another 25 years. Both sides claimed victory. The Soviets actually gained territory as a result of the Treaty of Riga. The Poles could claim to have defeated the Red Army and that the existence of the Polish state was validated through the successful might of arms.

Campaign Overview written by Michael Koznarsky

For further reading we suggest:

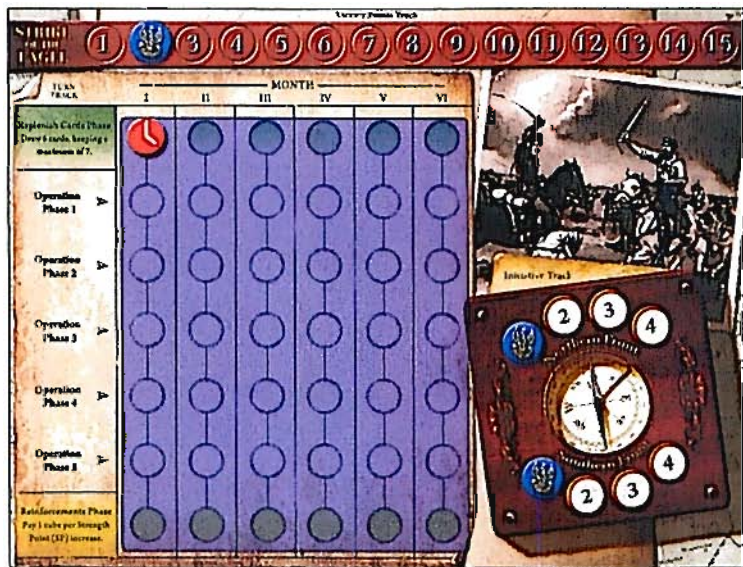
Davies, Norman; White Eagle Red Star, 1972.
Brown, Stephen; The First Cavalry Army in the Russian Civil War, 1990.
Musialik, Zdzislaw; General Weygand and the Battle of the Vistula - 1920, 1987.
Pilsudski, Josef; Rok 1920 (Year 1920), 1924.
Read, Anthony; The World on Fire: 1919 and the Battle with Bolshevism, 2008
Shewchuk, Serge; The Russo-Polish War of 1920, 1966.
Zamoyski, Adam; Warsaw 1920; 2008

Bonus Scenario 9: Custom 1920 Campaign Setup

Historical Overview: Peace negotiations having broken down, both sides prepared for war. On April 22, 1920, Pilsudski signed an alliance between Poland and the Ukrainian People's Republic, led by Symon Petliura. Pilsudski, a confirmed federalist, planned to occupy the Ukraine and establish a federation of nations with Poland as the dominant country. Both sides raced to mobilize their forces.

Seizing the initiative on April 25, the Polish and Ukrainian joint offensive began. The objective was the destruction of the Soviet forces in the south. Meanwhile, Soviet preparations proceeded slowly as the XIIth and XIVth Armies were brought up to strength. On 10 March, the 16,000 strong 1st Cavalry Army, commanded by Semyon Budyonny, fresh from its conclusive defeat of General Denikin's "White" armies near the Crimea, began its 700 mile long forced march to the Polish front.

Custom Campaign Designer Notes: As described in the variant rules on the previous page, this scenario allows the players the opportunity to deploy their forces as they see fit. This campaign requires management of troop location and management. Players should focus on reserves and the potential need for fallback contingency plans. Players should allow an additional hour for scenario setup.



Players: 2 - 4 **Starting Victory Points:** Poles 2 **Starting Initiative:** Poles 1 on both fronts **Scenario Length:** 6 Rounds **Map Setup:** Full map

Victory Conditions: The side with more VPs at the end of the 6th Round wins the scenario. A side with 15 VPs instantly wins the scenario.

Bonus Victory Points: Capture of the following cities grant the victor a one-time additional VP bonus. He does not lose these VPs if the city is retaken.

Soviets: Minsk +3VPs **Poles:** Kiev +4VPs

Polish Northern Front Setup Place on map at the beginning of the scenario.



Polish DPs: 51



Lithuanian-Byelorussian or Byelorussian DPs: 7

Reinforcements come into play at the start of the Operation Phase (OP) listed
Round 1, 5th OP 3DPs Warsaw (B4)

Special Rules: Up to 7 total blocks may be deployed West of the Curzon Line. These blocks deploy for 1DP less each. The Poles may transfer up to 10DPs between the two fronts.

Orders: Reinforce blocks on the Northern Front, moving blocks to the front lines from Warsaw and Vilnius. If the Soviets attack, hold Minsk at all costs. This central supply base is vital for this part of our front.

Polish Southern Front Setup Place on map at the beginning of the scenario.



Polish DPs: 45



Byelorussian and/or Ukrainian DPs: 6

Reinforcements come into play at the start of the Operation Phase (OP) listed
Round 1, 5th OP 2DPs (Ukrainian Only) Ternopil (G7)

Special Rules: Up to 2 total blocks may be deployed West of the Curzon Line. These blocks deploy for 1DP less each. The Poles may transfer up to 10DPs between the two fronts.

Orders: Focus on eliminating enemy blocks, encircling and destroying as many as possible. When the 1st Cavalry Army arrives, attempt to form a continuous front line. Keep reserve forces in case the 1st Cavalry Army should break through after it arrives.

Soviet Northern Front Setup Place on map at the beginning of the scenario.



Soviet DPs (DPs): 57



Lithuanian DPs: 9

Lithuanian DPs can only be spent for blocks placed in Lithuania. These blocks remain neutral until Soviet Card #23 is played.

Reinforcements come into play at the start of the Operation Phase (OP) listed
Round 1, 2nd OP 6DPs Yartsevo (K1)
Round 1, 3rd OP 4DPs Yartsevo (K1) or Klinty (K4)
Round 1, 4th OP 8DPs Yartsevo (K1) or Klinty (K4)
Round 1, 5th OP 3DPs Yartsevo (K1)
Round 2, 3rd OP 14DPs Yartsevo (K1) or Klinty (K4)

Special Rules: Up to 2 total blocks may be deployed in Yartsevo or Klinty. These blocks deploy for 1DP less each. Only the leader block Tukhachevsky may be placed in the Northern Front.

Orders: Concentrate your forces in the Northern Front. Continually probe the enemy while moving reinforcements forward.

Soviet Southern Front Setup Place on map at the beginning of the scenario.



Soviet DPs: 36

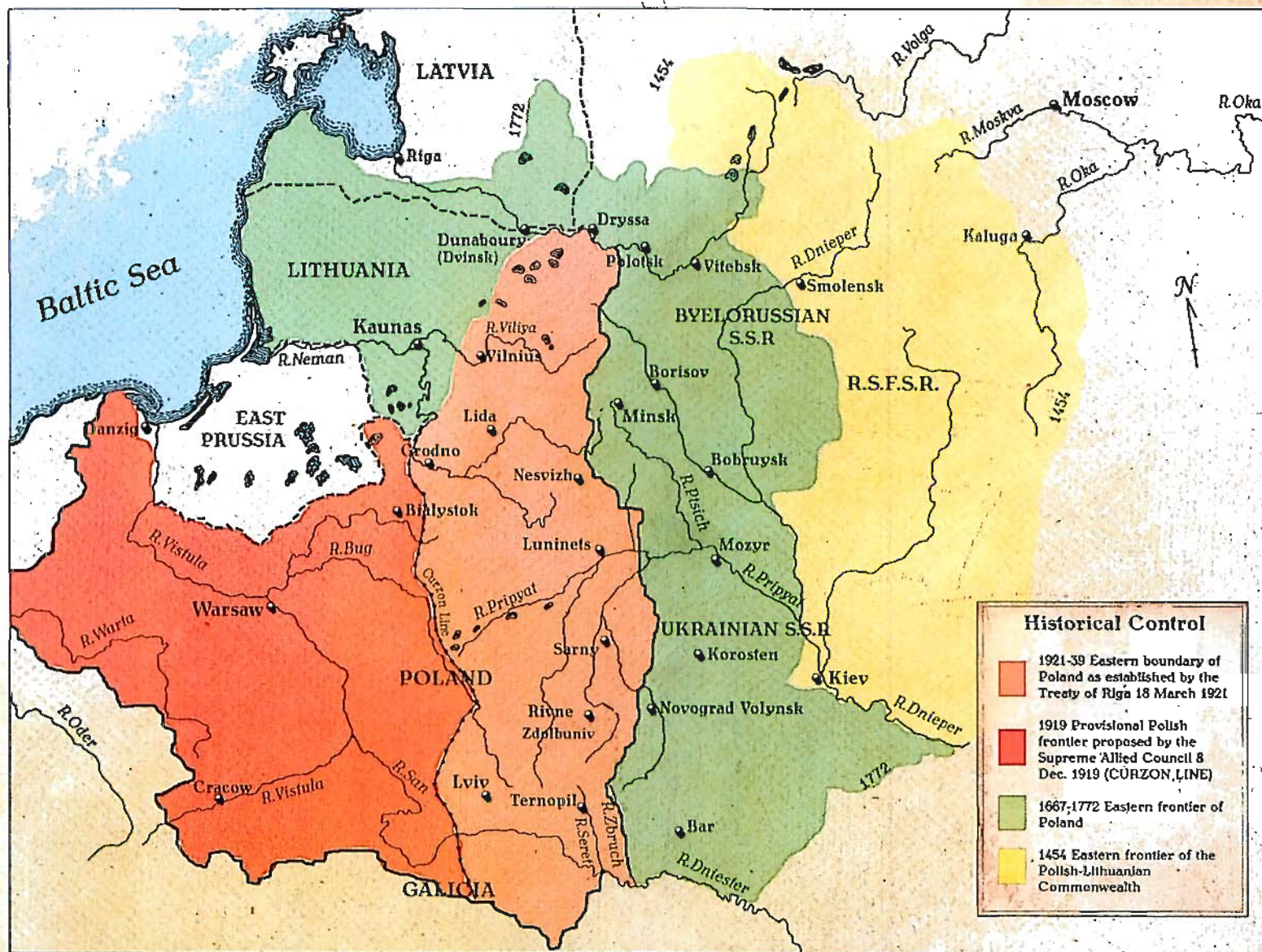


Ukrainian DPs: 9

Reinforcements come into play at the start of the Operation Phase (OP) listed
Round 1, 3rd OP 8DPs Elizatgrad (K8)
Round 2, 3rd OP 9DPs Elizatgrad (K8)
Round 1, 4th OP 8DPs Elizatgrad (K8)
Round 1 or 2 21DPs **Arrival of the 1st Cavalry Army!** Follow the rules described in Scenario #3 for 1st Cavalry arrival. These DPs can only be used for Cavalry blocks or Leader block Budyonny.

Special Rules: Up to 2 total blocks may be deployed in Elizatgrad. These blocks deploy for 1DP less each. Only the leader blocks Stalin and Budyonny may be placed in the Southern Front.

Orders: Save your forces in the Southern Front and withdraw until the arrival of the 1st Cavalry Army. Defend Kiev and hold the Dnieper River line at all costs! Do not allow Polish forces to cross it.



Map depicting the eastern borders of historical Polish empires.

Block types and quantities supplied with Strike of the Eagle.



Polish Infantry Division x24
2000-8000 men semi-trained and armed with rifles. Referred to as 'bayonets'



Byelorussian Infantry Division x2
Byelorussian General Bulak-Balakhovich fought for Byelorussian independence against the Russians with his 12,000 strong force.



Soviet Cavalry Division x8
2000-8000 men armed with rifles. Known as 'bayonets'



Polish Infantry Brigade x10
Represent smaller volunteer, militia and detached units.



Ukrainian Infantry Division x4
The Ukrainian People's Republic was allied to Poland.



Soviet Cavalry Brigade x7
2000-8000 men armed with rifles. Known as 'bayonets'



Polish Cavalry Division x2
1500-4500 cavalry men. Referred to as 'sabers'



Polish Leaders x3
Piłsudski, Sikorski and Haller.



Lithuanian Infantry Division x2
Become active after the Soviet plays the 'Alliance with Lithuania' card.



Polish Cavalry Brigade x5
2000-8000 men armed with rifles. Known as 'bayonets'



Soviet Infantry Division x28
2000-8000 men armed with rifles. Known as 'bayonets'



Ukrainian Infantry Division x3
The Ukrainian-Galician Army was allied to the Soviets.



Lithuanian-Byelorussian Inf Div x2
Lithuania was reluctant to help Poland because of old territorial claims. The main controversy was Vilnius, which the Poles had seized in 1919. These divisions were a mix of border region soldiers that included Polish, Byelorussian and Lithuanian ethnicities.



Soviet Infantry Brigade x7
2000-8000 men armed with rifles. Known as 'bayonets'



Soviet Leaders x3
Tukhachevsky, Budyonny, and Stalin.

Strike of the Eagle AYG 5251
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