

# 5<sup>th</sup> AUGUST

The Bolshevik offensive has been going on for over a month. Retreating Polish troops were in an increasingly difficult situation. Northeastern Poland fell into the hands of the Soviets, who immediately brought red terror there. Diplomatic situation wasn't good for Poland as well. British diplomacy did everything to weaken Poland on the international arena, seeing it's actions as extension of French influ-

ence in the eastern Europe. Allies yesterday were competitors tomorrow. Meanwhile, near Łomża, Ostrołęka and in many other cities, Polish soldiers were retreating and fighting while heading towards Warsaw. This is where the final battle was to be fought, defending the capital and its people. Capturing this political and administrative centre could end the entire Polish-Russian war.

## INITIAL SETUP:

|                             |      |
|-----------------------------|------|
| <b>SOVIETS:</b>             |      |
| <b>4 Army</b>               |      |
| 34 RifBrig / 12 RifDiv      | 2805 |
| 18 RifDiv                   | 3606 |
| 1 CavBrig / 15 CavDiv       | 2905 |
| <b>15 Army</b>              |      |
| 16 RifDiv                   | 3711 |
| 11 RifDiv                   | 3813 |
| 4 RifDiv                    | 3706 |
| 33 RifDiv                   | 4006 |
| 3 Army                      |      |
| 5 RifDiv                    | 4005 |
| 6 RifDiv                    | 4106 |
| 21 RifDiv                   | 4611 |
| 56 RifDiv                   | 4405 |
| 16 Army                     |      |
| 4, 6 RifBrig/ 2 RifDiv      | 6013 |
| 8 RifDiv                    | 5916 |
| 17 RifDiv                   | 5213 |
| 81 RifBrig / 27 RifDiv      | 5116 |
| 80 RifBrig / 27 RifDiv      | 5117 |
| 79 RifBrig / 27 RifDiv      | 5118 |
| <b>Reinforcements:</b>      |      |
| <b>6 August:</b>            |      |
| 53 RifDiv                   | 3705 |
| 57 RifDiv                   | 6022 |
| 10 RifDiv                   | 6016 |
| 2, 3 CB/15, HQ 3 CavCorps   | 2905 |
| 54 RifDiv, HQ 4 Army        | 3905 |
| 10 CavDiv                   | 3505 |
| Mazyr Group HQ              | 6023 |
| <b>7 August:</b>            |      |
| 172 RifBrig / 57, 2 CavBrig | 6023 |
| 16 Army HQ, 5 RB/2 RifDiv   | 6012 |
| 35, 36 RifBrig12 RifDiv     | 2895 |
| 164 RifBrig/55 RifDiv       | 3605 |
| 4 CavBrig                   | 3805 |
| 5 Army HQ                   | 3805 |
| 3 Army HQ                   | 4505 |
| <b>POLES</b>                |      |
| 1 Army HQ                   | 3417 |
| 8 CavBrig                   | 2810 |

|                               |           |
|-------------------------------|-----------|
| Błeszyński, Kopa              | 3208      |
| Obuch                         | 2206      |
| 28, 29, 30 InfReg / 10        | 3417      |
| 41, 35 InfReg / 9             | 3417      |
| Etapowy InfReg                | 3512      |
| Kowieński, Słucki IR/2 ID LB  | 3417      |
| 101, 202 InfReg / InfDiv O    | 3415      |
| 33 InfReg / 8 InfDiv          | 3913      |
| 21 InfReg / 8 InfDiv          | 4012      |
| 36 InfReg / 8 InfDiv          | 4112      |
| 13 InfReg / 8 InfDiv          | 4212      |
| Grodzieński IR /1 ID LB       | 4113      |
| Nowogródzki IR /1 IDv LB      | 4113      |
| Wileński i Miński IR /1 ID LB | 3915      |
| 17 InfDiv                     | 4313      |
| 4 InfReg, 24 InfReg / 2       | 3717      |
| 59 InfReg / 15 InfDiv         | 4814      |
| 60 InfReg / 15 InfDiv         | 4915      |
| 61 InfReg / 15 InfDiv         | 4916      |
| 62 InfReg / 15 InfDiv         | 4917      |
| 4 InfDiv                      | 5021      |
| 2, 3 InfReg / 2               | 4721      |
| Kossecki                      | 4721      |
| 15 InfReg, 22 InfReg / 9      | 6018      |
| 32 InfReg                     | 6019      |
| Habich                        | 1311      |
| Modlin                        | 2422      |
| Wyszogród                     | Wyszogród |
| Płock                         | Płock     |
| 11 InfDiv                     | 3322      |
| CavBrig Ochotnicza            | 2334      |
| VII InfBrig                   | 2723      |
| 4 InfReg pomorski             | 2633      |
| <b>Piłsudski HQ</b>           | Warszawa  |
| <b>Haller HQ 3125</b>         |           |

## Reinforcements:

|                               |        |
|-------------------------------|--------|
| <b>6 August</b>               |        |
| 5 Army HQ                     | Modlin |
| <b>7 August</b>               |        |
| 31 InfReg/10 InfDiv           | 2823   |
| <b>8 August</b>               |        |
| 16 InfReg, 17 InfReg/6 InfDiv | 4733   |

## 9 August

|                        |          |
|------------------------|----------|
| Lidzki/2 InfDivLB      | Warszawa |
| Białostocki/2 InfDivLB | Warszawa |

## 10 August

|           |        |
|-----------|--------|
| 18 InfDiv | Modlin |
| 14 InfDiv | 4933   |

## 11 August

|                          |      |
|--------------------------|------|
| 1 Syberyjski InfReg      | 2334 |
| 2 Syberyjski InfReg      | 2334 |
| 201, 205 InfReg/InfDiv O | 2728 |
| 1 InfDiv, 4 CavBrig      | 5934 |

## 12 August

|                 |          |
|-----------------|----------|
| 4 Army HQ       | 5033     |
| 1, 2, 3, 4 Art. | Warszawa |
| 9 CavBrig       | 2728     |

## 13 August

|                      |          |
|----------------------|----------|
| 1, 2, 3, 4 TankComp. | Warszawa |
| 16 InfDiv            | 5633     |
| 21 MntDiv            | 5633     |

## VICTORY CONDITIONS:

Victory points for the following hexes:  
5710, 5819, 4721, 5015, 3823,  
4012, 4006, 4517, 3208, 3112,  
2917, 2619, 2215, 1612

Player that controls more victory points  
is a winner.

## Footnotes:

- Scenario starts at 5 August and ends with 15 August 1920 (11 turns)
- Initiative: Soviets
- Supply:  
Soviets – supply bases  
Poles – supply bases
- After destruction of the HQ, all its units have their movement points reduced to 1 MP in the next movement phase.
- To mark victory points, use victory points counters, flipping them on the proper side.
- Historical scenario.

# 15<sup>th</sup> AUGUST

The attack of the Offensive Group from the Wieprz River line was a huge surprise for the Soviets. Their intelligence had information about the concentration of Polish troops, but Soviet HQ completely disregarded such info. Warsaw was only about 15 versts and capturing the city was the most important goal. The troops on the Wieprz River were to be taken up by the 12th Army and possibly the 1st Horse Army.

So when the Polish counter offensive started, the Soviets were bound near Warsaw in a deadly battle and their sub-

sequent armies attacked along the border with East Prussia, while their 3rd Cavalry Corps reached Włocławek and tried to make its way through Vistula.

The Soviets needed some time to understand the scale of this operation and when they finally decide to retreat, their units did it in great disorder. A major threat to the Soviets was the possibility of cutting off their entire Northern Front from bases in Russia. That is why all the available units were moved there, to patch the gaps, recreate the front and get an initiative again.

## INITIAL SETUP:

| POLES:                |      |                       |           |                     |                  |                                         |      |
|-----------------------|------|-----------------------|-----------|---------------------|------------------|-----------------------------------------|------|
| Haller HQ             | 3125 | 61, 62 IR / 15 InfDiv | 3525      | Płock               | Płock            | 166 RB / 56 RifDiv                      | 3119 |
| Piłsudski HQ          | 4733 | 59, 60 IR / 15 InfDiv | 3524      | 1, 2, 3, 4 TankComp | 3124             | 167 RB / 56 RifDiv                      | 3120 |
| Air force x 4         |      | 21 IR / 8 InfDiv      | 3523      | 1, 2, 3, 4 Art.     | 3223             | 168 RB / 56 RifDiv                      | 3019 |
| Offensive Group       |      | 13 IR, 33 IR / 8 ID   | 3423      | 2 DLB               | 2728             | 16 RB / 6 RifDiv                        | 2920 |
| Rydz-Śmigły HQ        | 4933 | 36 InfReg / 8 ID      | 3422      | CavBrig Ochotnicza  | 2334             | 17 RB / 6 RifDiv                        | 2819 |
| 4 Army HQ             | 5533 | 47 InfReg / 11 ID     | 3422      | Reinforcements:     |                  | 18 RB / 6 RifDiv                        | 2720 |
| 1 IR / 1 InfDiv       | 5831 | 48 InfReg / 11 ID     | 3221      | 16 August           |                  | 5 RifDiv                                | 2619 |
| 6 IR / 1 InfDiv       | 5730 | 46 InfReg / 11 ID     | 3223      | CavBrig Jaworski    | 4734             | 15 Army                                 |      |
| 5 IR, 157 IR / 1      | 5731 | 28, 29 IR / 10 InfDiv | 2923      | 18 August           |                  | HQ, 4 CavBrig                           | 2619 |
| 1, 4 IR / 21 MntDiv   | 5530 | 30 IR / 10 InfDiv     | 3022      | Alexandrowicz       | 912              | 46 RB / 16 RifDiv                       | 2620 |
| 2 IR / 21 MntDiv      | 5430 | 31 IR / 10 InfDiv     | 3123      | SOVIETS:            |                  | 47 RB / 16 RifDiv                       | 2520 |
| 3 IR / 21 MntDiv      | 5531 | 1 InfDiv LB           | 3323      | Mazyr Group         |                  | 48 RB / 16 RifDiv                       | 2420 |
| 65 IR / 16 InfDiv     | 5132 | 5 Army                |           | HQ                  | 4429             | 10 RB / 4 RifDiv                        | 2119 |
| 63 IR / 16 InfDiv     | 5331 | HQ                    | 2623      | 2 CavBrig           | 4830             | 11 RB / 4 RifDiv                        | 2219 |
| 64, 66 IR / 16 InfDiv | 5431 | InfDiv „O”            | 2522      | 170 RB / 57 RifDiv  | 5428             | 12 RB / 4 RifDiv                        | 2320 |
| 56 IR / 14 InfDiv     | 4632 | 155 InfReg / VII      | 3121      | 171 RB / 57 RifDiv  | 5130             | 11 RifDiv                               | 2312 |
| 55, 57, 58 IR / 14 ID | 4832 | 167 InfReg / VII      | 3020 u    | 169 RB / 57 RifDiv  | 4531             | 4 Army                                  |      |
| 32 IR                 | 4932 | 70 IR / 17 InfDiv     | 2922      | Z CavBrig / 57      | 4429             | HQ                                      | 2215 |
| 4 CavBrig             | 5832 | 68 IR / 17 InfDiv     | 2721      | 172 RB / 57 RifDiv  | 5024             | 164 RifBrig / 55                        | 1612 |
| 2 Army                |      | 69 IR / 17 InfDiv     | 2921      | 16 Army             |                  | 12 RifDiv                               | 1311 |
| HQ 3730               |      | 67 IR / 17 InfDiv     | Modlin    | HQ                  | 3722             | 18 RifDiv                               | 1522 |
| 3 IR / 2 InfDiv       | 4333 | 49, 145 IR / 18 ID    | 2220      | 8 RifDiv            | 3826(1)          | 53 RifDiv                               | 1716 |
| 2 IR / 2 InfDiv       | 4433 | 42, 144 IR / 18 ID    | 2121      | 28 RB / 10 RifDiv   | 3625             | 54 RifDiv                               | 1619 |
| 2 CavBrig             | 4233 | 22, 35, 41 IR / 9 ID  | 2521      | 29, 30 RB / 10 RD   | 3624             | 33 RifDiv                               | 2012 |
| 16, 17 IR / 6 InfDiv  | 4633 | 15 IR / 9             | 2722      | 49 RB / 17 RifDiv   | 3622             | Tuchaczewski HQ                         | 3417 |
| 4 IR, 24 IR           | 4534 | 1, 2 Syberyjski IR    | 2321      | 50 RB / 17 RifDiv   | 3722             | Reinforcements:                         |      |
| 10 InfReg / 4 InfDiv  | 4031 | 8 CavBrig             | 1920      | 51 RB / 17 RifDiv   | 3623             | 17 August                               |      |
| 14 InfReg / 4 InfDiv  | 4133 | 9 CavBrig             | 3125      | 27 RD               | 3222, 3322, 3421 | 3 Corps HQ                              | 920  |
| 18 InfReg / 4 InfDiv  | 3729 | 4 IR pomorski         | 2322      | 2 RifDiv            | 3522             | 15 CavDiv                               | 920  |
| 37 InfReg / 4 InfDiv  | 3627 | Habich                | 910       | 3 Army              |                  | 10 CavDiv                               | 922  |
| 1 Army                |      | Warszawa              | Warszawa  | HQ                  | 3119             | 154 RB / 52 RifDiv                      | 6012 |
| HQ                    | 3223 | Modlin                | Modlin    | 21 RifDiv           | 3321             | VICTORY CONDITIONS:                     |      |
|                       |      | Wyszogród             | Wyszogród |                     |                  | Victory points for the following hexes: |      |

## Footnotes:

- Scenario starts at 15 August and ends with 25 August 1920 (11 turns)
- Initiative: Poles
- Supply: Soviets, Poles – supply bases
- u – fortified unit
- (1) – Unit may set up in the 1 hex range

from given hex

- After destruction of the HQ, all its units have their movement points reduced to 1 MP in the next movement phase.
- To mark victory points, use victory points counters, flipping them on the proper side.
- Historical scenario.

## VICTORY CONDITIONS:

Victory points for the following hexes:  
5710, 5819, 4721, 5015, 3823, 4012, 4006, 4517, 3208, 3112, 2917, 2619, 2215, 1612.  
Player that controls more victory points is a winner.

# 18<sup>th</sup> AUGUST

Polish attack from Wieprz reached Minsk Mazowiecki and Siedlce. The Soviets were in total retreat. Tuchaczewski's Northern Front was close to total destruction. One small step was enough and all Bolshevik forces could be encircled and destroyed. But the Red Army was still strong and could even do considerable damage while retreating.

Several rifles divisions and the 3rd Cavalry Corps were surrounded on a small piece of land and made continuous

attempts to break through.

Near Mława, the Soviet cavalrymen murdered several hundred Polish prisoners of war, cutting their hands and gouging out their eyes. Because of that, Soviet cavalrymen could not count on mercy and did everything to break east. Only few succeeded, the vast majority crossed the German border of East Prussia, where it was loaded onto wagons and left for Lithuania.

## INITIAL SETUP:

|                                |          |                              |           |
|--------------------------------|----------|------------------------------|-----------|
| <b>POLES:</b>                  |          |                              |           |
| <b>Offensive Group</b>         |          |                              |           |
| HQ Rydz Śmigły                 | 4720     | 15 InfDiv (-1 SL)            | 3823 (1)  |
| <b>4 Army</b>                  |          | 8 InfDiv (-1 SL)             | 3721 (1)  |
| HQ                             | 5118     | 1 DLB (-2 SL)                | 3620 (1)  |
| 4 CavBrig                      | 5819     | 10 InfDiv (-1 SL)            | 3419 (1)  |
| 1 InfDiv (-1 SL)               | 5118 (1) | 11 InfDiv (-3 SL)            | 3321 (1)  |
| 21 MntDiv (-1 SL)              | 4720 (1) | <b>5 Army</b>                |           |
| 16 InfDiv (-1 SL)              | 4522 (1) | HQ                           | 2619      |
| 14 InfDiv (-1 SL)              | 4123 (1) | VII InfBrig                  | 3120      |
| HQ Piłsudski,                  |          | 17 InfDiv (-1 SL)            | 3119 (1)  |
| CavBrig Jaworski               | 4123     | 9 InfDiv (-1 SL)             | 2917 (1)  |
| 32 InfReg                      | 4429     | InfDiv „O” (-1 SL)           | 2616 (1)  |
| 2 CavBrig                      | 4628     | 4 InfReg pomorski            | 2417      |
| 16 InfReg, 17 InfReg /6 InfDiv | 4733     | 1, 2 Syberyjski IR/S (-1 SL) | 2517      |
| 24 InfReg, 4 InfReg/2 InfDiv   | 4534     | 18 InfDiv (-1 SL)            | 2016 (-1) |
| 2 InfReg/2 InfDiv              | 4433     | 8 CavBrig                    | 1818      |
| 3 InfReg/2 InfDiv              | 4333     | 9 CavBrig                    | 2121      |
| <b>2 Army</b>                  |          | CavBrig Ochotnicza           | 2322      |
| HQ 3730                        |          | Modlin, <b>Haller</b> HQ     | Modlin    |
| 14 InfReg/4 InfDiv             | 4232     | Płock                        | 1324      |
| 10 InfReg/4 InfDiv             | 4031     | Wyszogród                    | Wyszogród |
| 18 InfReg/4 InfDiv             | 3729     | 2 DLB                        | 2728      |
| 37 InfReg/4 InfDiv 3627        |          | Habich                       | 910       |
| <b>1 Army</b>                  |          | Aleksandrowicz               | 912       |
| HQ                             | 3422     | <b>SOVIETS:</b>              |           |
| 1, 2, 3, 4 TankComp.           | 3422     | <b>16 Army</b>               |           |
| 1, 2, 3, 4 Art.                | 3223     | HQ                           | 4217      |
| Warszawa                       | 3224     | 17 RifDiv (-2 SL)            | 4217 (1)  |
|                                |          | 10 RifDiv (-2 SL)            | 4419 (1)  |
|                                |          | 8 RifDiv (-3 SL)             | 4220 (1)  |
|                                |          | 2 RifDiv (-3 SL)             | 3919 (1)  |
|                                |          | 27 RifDiv (-3 SL)            | 3816 (1)  |
|                                |          | 154 RifBrig/52 RifDiv        | 5015      |
|                                |          | Z/57 RifDiv                  | 4517      |
|                                |          | <b>3 Army</b>                |           |
|                                |          | HQ 3415                      |           |
|                                |          | 56 RifDiv (-2 SL)            | 3415 (1)  |
|                                |          | 21 RifDiv (-2 SL)            | 3617 (1)  |
|                                |          | 6 RifDiv (-2 SL)             | 3416 (1)  |
|                                |          | 5 RifDiv (-3 SL)             | 3216 (1)  |
|                                |          | <b>15 Army</b>               |           |
|                                |          | HQ 2714                      |           |
|                                |          | 33 RifDiv (-3 SL)            | 2714 (1)  |
|                                |          | 11 RifDiv (-2 SL)            | 2813 (1)  |
|                                |          | 4 RifDiv (-2 SL)             | 2414 (1)  |
|                                |          | 4 CavBrig                    | 2515 (1)  |
|                                |          | 16 RifDiv (-2 SL)            | 2312 (1)  |
|                                |          | <b>4 Army</b>                |           |
|                                |          | HQ                           | 1612      |
|                                |          | 54 RifDiv (-1 SL)            | 1612 (1)  |
|                                |          | 12 RifDiv (-1 SL)            | 1311 (1)  |
|                                |          | 18 RifDiv (-1 SL)            | 1714 (1)  |
|                                |          | 53 RifDiv (-1 SL)            | 1716 (1)  |
|                                |          | 164 RifBrig/ 55 RifDiv       | 1514      |
|                                |          | <b>3 Cavalry Corps</b>       |           |
|                                |          | HQ                           | 920       |
|                                |          | 15 CavDiv                    | 920       |
|                                |          | 10 CavDv                     | 922       |
|                                |          | HQ Tuchaczewski              | 4012      |

## Footnotes:

- Scenario starts at 18<sup>th</sup> and ends with 25<sup>th</sup> August 1920 (8 turns)
- Initiative: Poles
- Supply: Soviets, Poles – supply bases
- U – fortified unit
- (-1 SL) – Unit starts with 1 Strength Level already lost. As for divisions, player choose which units of each divisions start as reduced.
- After destruction of the HQ, all its units have their movement points reduced to 1 MP in the next movement phase.
- To mark victory points, use victory points counters, flipping them on the proper side.
- Historical scenario.

## VICTORY CONDITIONS:

Victory points for the following hexes:  
5710, 5819, 4721, 5015  
3823, 4012, 4006, 4517,  
3208, 3112, 2917, 2619,  
2215, 1612

Player that controls more victory points is a winner.

# 1<sup>st</sup> HORSE ARMY

Upon hearing of the defeat of the Northern Front, general Budionny, commander of the Soviet 1st Horse Army, decided to move his cavalry divisions immediately on Warsaw. Detachment and ordering lasted one whole day and soon after his units were riding north. The Soviet cavalry moved 60 km a day and on August 18 it reached Radzyń. At the same time the Poles, all the time aware of Budionny's actions, regrouped their cavalry. Thanks to that, the Soviets couldn't surprise them and move to the

rear of the forces fighting near Warsaw.

There were fierce battles between Kock and Radzyń in which the Soviets wanted to break through to Warsaw at all costs. Their temporary success was stopped, however, and the Soviet 1st Horse Army was trapped by itself. Budionny decided to retreat through the river Bug, but he did so under the pressure of attacking Poles and two Ukrainian brigades.

## INITIAL SETUP:

| POLES:                         |          |                          |           | 3 Army                 |          |
|--------------------------------|----------|--------------------------|-----------|------------------------|----------|
| Offensive Group                |          | 10 InfDiv (-1 SL)        | 3419 (1)  | HQ                     | 3415     |
| HQ Rydz Śmigły                 | 4720     | 11 InfDiv (-3 SL)        | 3321 (1)  | 56 RifDiv (-2 SL)      | 3415 (1) |
| 4 Army                         |          | 5 Army                   |           | 21 RifDiv (-2 SL)      | 3617 (1) |
| HQ                             | 5118     | HQ                       | 2619      | 6 RifDiv (-2 SL)       | 3416 (1) |
| 4 CavBrig                      | 5819     | VII BP                   | 3120      | 5 RifDiv (-3 SL)       | 3216 (1) |
| 1 InfDiv (-1 SL)               | 5118 (1) | 17 InfDiv (-1 SL)        | 3119 (1)  | 15 Army                |          |
| 21 MntDiv (-1 SL)              | 4720 (1) | 9 InfDiv (-1 SL)         | 2917 (1)  | HQ                     | 2714     |
| 16 InfDiv (-1 SL)              | 4522 (1) | InfDiv „O” (-1 SL)       | 2616 (1)  | 33 RifDiv (-3 SL)      | 2714 (1) |
| 14 InfDiv (-1 SL)              | 4123 (1) | 4 InfReg pomorski        | 2417      | 11 RifDiv (-2 SL)      | 2813 (1) |
| HQ Piłsudski, CB Jaworski      | 4123     | 1, 2 InfRegSyb/S (-1 SL) | 2517      | 4 RifDiv (-2 SL)       | 2414 (1) |
| 32 InfReg                      | 4429     | 18 InfDiv (-1 SL)        | 2016 (-1) | 4 CavBrig              | 2515 (1) |
| 2 CavBrig                      | 4628     | 8 CavBrig                | 1818      | 16 RifDiv (-2 SL)      | 2312 (1) |
| 16 InfReg, 17 InfReg /6 InfDiv | 4733     | 9 CavBrig                | 2121      | 4 Army                 |          |
| 24 InfReg, 4 InfReg/2 InfDiv   | 4534     | CavBrig Ochotnicza       | 2322      | HQ 1612                |          |
| 2 InfReg/2 InfDiv              | 4433     | Modlin, HQ Haller        | Modlin    | 54 RifDiv (-1 SL)      | 1612 (1) |
| 3 InfReg/2 InfDiv              | 4333     | Płock                    | 1324      | 12 RifDiv (-1 SL)      | 1311 (1) |
| 2 Army                         |          | Wyszogród                | Wyszogród | 18 RifDiv (-1 SL)      | 1714 (1) |
| HQ                             | 3730     | 2 DLB                    | 2728      | 53 RifDiv (-1 SL)      | 1716 (1) |
| 14 InfReg/4 InfDiv             | 4232     | Habich                   | 910       | 164 RifBrig/ 55 RifDiv | 1514     |
| 10 InfReg/4 InfDiv             | 4031     | Aleksandrowicz           | 912       | 3 Cavalry Corps        |          |
| 18 InfReg/4 InfDiv             | 3729     | SOWIETS:                 |           | HQ                     | 920      |
| 37 InfReg/4 InfDiv             | 3627     | 16 Army                  |           | 15 CavDiv              | 920      |
| 1 Army                         |          | HQ                       | 4217      | 10 CavDiv              | 922      |
| HQ                             | 3422     | 17 RifDiv (-2 SL)        | 4217 (1)  | HQ Tuchaczewski        | 4012     |
| 1, 2, 3, 4 TankComp.           | 3422     | 10 RifDiv (-2 SL)        | 4419 (1)  | 1 Horse Army           |          |
| 1, 2, 3, 4 Art.                | 3223     | 8 RifDiv (-3 SL)         | 4220 (1)  | HQ                     | 6023     |
| Warszawa                       | 3224     | 2 RifDiv (-3 SL)         | 3919 (1)  | 4 CavDiv, 6 CavDiv     | 6023 (1) |
| 15 InfDiv (-1 SL)              | 3823 (1) | 27 RifDiv (-3 SL)        | 3816 (1)  | 11 CavDiv              | 6023 (1) |
| 8 InfDiv (-1 SL)               | 3721 (1) | 154 RifBrig/52 RifDiv    | 5015      | 14 CavDiv, CavBrig S   | 6023 (1) |
| 1 DLB (-2 SL)                  | 3620 (1) | Z/57 RifDiv              | 4517      |                        |          |

## UWAGI:

- Scenario starts at 18 August and ends with 25 August 1920 (8 turns)
- Initiative: Soviets
- Supply: supply bases
- u – fortified unit
- Hypothetical scenario

– Set up abbreviations:

Div – Division,  
Brig – Brigade,  
Reg – Regiment,  
Comp – Compant,  
Inf – Infantry,  
Rif – Rifles (Russian infantry),  
Cav – Cavalry,  
Mnt – Mountain Infantry,  
Art – artillery.

## VICTORY CONDITIONS:

Victory points for the following hexes:  
5710, 5819, 4721, 5015  
3823, 4012, 4006, 4517,  
3208, 3112, 2917, 2619,  
2215, 1612

Player that controls more victory points is a winner.

COMBAT TABLE

|        | 1 : 4 | 1 : 3    | 1 : 2    | 1 : 1    | 2 : 1    | 3 : 1   | 4 : 1   | 5 : 1   | 6 : 1   | 7 : 1   | 8 : 1   | 9 : 1   | 10 : 1  |
|--------|-------|----------|----------|----------|----------|---------|---------|---------|---------|---------|---------|---------|---------|
| 2 x D6 | 2     | -1/-1D   | -1/B1D   | -1/B1D   | -1/B2D   | -1/B3D  | -1/B3D  | -1/B3D  | -1/B4D  | -1/B4D  | -1/B4D  | -1/B5D  | -1/B5D  |
|        | 3     | -1/-     | -1/B1    | • /B1    | • /B2    | • /B2-1 | • /B3-1 | • /B3-1 | • /B4-1 | • /B4-1 | • /B4-1 | • /B4-1 | • /B5-1 |
|        | 4     | A1•/-    | • /-1    | • /B1    | • /B1    | • /B2   | • /B3   | • /B3   | • /B3   | • /B4-1 | • /B4-1 | • /B4-1 | • /B4-1 |
|        | 5     | A1-1/-   | -1/-     | -1/-1    | • /B1    | • /B2   | - /B3   | - /B3   | - /B3   | - /B3   | - /B4   | /B4     | /B4-1   |
|        | 6     | A1-1/-   | A1•/-    | -1/-1    | - /B1    | - /B2   | - /B2   | - /B3   | - /B3   | - /B3   | - /B3   | - /B4   | - /B4-1 |
|        | 7     | A2-1/-   | A1/-     | -1/-1    | - /B1    | - /B2   | - /B2   | - /B2   | - /B3   | - /B3   | - /B3-1 | - /B3-1 | - /B4   |
|        | 8     | A2-2/-1  | A1-1/-   | -1/-1    | - /B1    | - /B2   | - /B2   | - /B2   | - /B2-1 | - /B3-1 | - /B3   | - /B3   | - /B3   |
|        | 9     | A2-2/-   | A2-1/-1  | -1/-     | -1/B1    | - /B1   | • /B2-1 | • /B2-1 | • /B2   | - /B2   | - /B3   | - /B3   | - /B3   |
|        | 10    | A2-2/-   | A2-2/-   | A1/-     | -1/B1-1  | -1/B1-1 | -1/B2   | - /B2   | - /B2   | • /B2   | • /B2   | • /B3   | - /B3   |
|        | 11    | A2-2/-   | A2-2/-   | A2-2/-   | A1-1/-   | -1/-1   | -1/B1   | -1/B2   | -1/B2   | -1/B2   | -1/B2   | -1/B2   | • /B3   |
|        | 12    | DA2-2/-1 | DA2-2/-1 | DA2-2/-1 | DA2-1/-1 | D-1/-1  | D-1/-1  | D-1/B2  | D-1/B2  | D-1/B2  | D-1/B2  | D-1/B2  | D-1/B2  |

|             |            |
|-------------|------------|
| rzut kostką | narodowość |
| 10-12       | sowieci    |
| 11-12       | Polacy     |
| 10-12       | Ukraińcy   |

TABELA  
DEZORGANIZACJI

Artillery Fire

| SPs used | 2 dices (2D6) roll |     |     |     |    |   |   |    |     |     |     |  |
|----------|--------------------|-----|-----|-----|----|---|---|----|-----|-----|-----|--|
|          | 2                  | 3   | 4   | 5   | 6  | 7 | 8 | 9  | 10  | 11  | 12  |  |
| 1-2      | -1                 | -   | -   | -   | -  | - | - | -  | -   | -   | •   |  |
| 3-5      | -1                 | D   | •   | -   | -  | - | - | -  | -   | •   | D   |  |
| 6-8      | -1•                | -1  | D   | •   | -  | - | - | -  | •   | D   | -1  |  |
| 9-12     | -1D                | -1• | D   | •   | -  | - | - | •  | D   | -1• | -1D |  |
| 13-16    | -                  | -1D | -1• | D   | •  | - | • | D  | -1• | -1• | -   |  |
| 17+      | -                  | -1D | -1D | -1• | -1 | D | D | -1 | -1• | -1D | -   |  |

-1 - Player loses 1 CEL  
D - units on hex disorganized  
• - disorganization test  
Doubled defender's terrain modifiers must be subtracted from air SPs used

Attack on Objects

| SPs used | rzut 2 x K6 |   |   |   |   |   |   |   |    |    |    |  |
|----------|-------------|---|---|---|---|---|---|---|----|----|----|--|
|          | 2           | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |  |
| 1-2      | Z           | - | - | - | - | - | - | - | -  | -  | -  |  |
| 3-5      | Z           | Z | - | - | - | - | - | - | -  | Z  | Z  |  |
| 6-8      | Z           | Z | Z | - | - | - | - | - | Z  | Z  | Z  |  |
| 9-12     | -           | Z | Z | Z | - | - | - | Z | Z  | Z  | -  |  |
| 13-16    | -           | - | Z | Z | Z | - | Z | Z | Z  | -  | -  |  |
| 17+      | -           | - | Z | Z | Z | Z | Z | Z | Z  | Z  | -  |  |

Z – object destroyed



"clear"

forest

town



stream

river

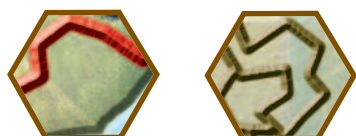
swamp



city

secondary road

main road



forts

fortification

## 2nd WW System WB 95



Great Battles 1939-1945 (WB-95) – regiment/division scale system, created for the biggest battles of the World War II. With fairly easy rules, players may attempt to change the course of the history in the most important battlefields of that conflict, like Stalingrad, Normandy, Kursk, Korsun or Moscow. The most important idea of this system is to give players a feel of the maneuverability of these battles and show the uneasiness of the decisions they have to make. They may use their armored forces to break through the enemy lines, use air forces to slow down enemy movement or use strategic movement to effectively exploit successes of the attacks. Along with historical scenarios, some games contain hypothetical scenarios as well, showing what might happened, if...

### TERRAIN INFLUENCE

| Terrain:            | koszt wejścia lub przekroczenia w punktach ruchu |               | combat effect        |
|---------------------|--------------------------------------------------|---------------|----------------------|
|                     | tank and motorized                               | non-motorized |                      |
| clear               | 2                                                | 2             | -                    |
| main road           | 1/2                                              | 1/2           | -                    |
| secondary road      | 1                                                | 1             | -                    |
| big river           | Only through the bridge                          | 3             | Halves Attacker's SP |
| town                | 1                                                | 1             | +1                   |
| citi                | 2                                                | 2             | +2                   |
| stream              | 3                                                | 2             | +1                   |
| forts               |                                                  |               | +3                   |
| fortificatlion line |                                                  |               | +2                   |

