

A GAME BY STEPHEN POLE

How the West was Saved: the Russo-Polish War

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"How the West was Saved" is a simple two-player game based upon the Russo-Polish War. One player controls the Russians, the other the Poles.

1.0 GAME COMPONENTS.

1.1 List of Game Components.

Game components comprise the following:

- 16-page Rulebook,
- Set Up Card,
- Two Six-sided Dice (2D6): One Red, One White,
- 48 x 68 cm map of western Russia and neighboring territories,

Map errata: On map is city "Olsztyn". Correct name should be "Ostroleka". This city still counts in victory points calculation.

- 216 unit counters and game markers, and
- 40 Random Event Cards.

1.2 Game Units.

Counters represent military units of the two sides in the conflict: the Russians and their allies (referred to as "Russians" hereafter) and the Poles and their allies (referred to as "Poles" hereafter). The Russian counters are predominantly red, those of the Poles are predominantly white. Counters for the allied contingents which comprised separate units – the Lithuanians who supported the Russians and the Ukrainians who supported the Poles – are green/red and blue/yellow, respectively. Examples of the four (4) nationality counters are printed adjacent to the game map.

There are three (3) types of counters: **command**, **combat** and **depot**, examples of which are printed adjacent to the game map.

The Rules relating to command units are set out at 7.2, 7.6, 9.2, 9.6 and 11.2 (Specific limitations apply to Russian, Lithuanian and Ukrainian command units. These are explained at Special Rules 13.1, 13.3 and 13.4.).

Combat units are divided between:

- cavalry divisions (or equivalent)
- infantry divisions (or equivalent)
- artillery

Examples of the three (3) combat counter, are printed adjacent to the game map. (Other small specialized unit-types which featured occasionally in the campaign – aircraft, armored trains, tanks etc. – are reflected in the Random Event Cards [Rule 3.0].)

The front edge of each cavalry and infantry counter has a coloured stripe: white for the Russians, red for the Poles, green for the Lithuanians and blue for the Ukrainians. This denotes the direction towards which the unit is pointing.

Definition - Facing: The direction towards which a cavalry or infantry unit is pointing is its **facing**. Within a hex, the front edge of each such unit must be adjacent to a specific hex-side so that its facing is clearly denoted. **All cavalry and infantry units in a stack must always adopt the same facing.** A cavalry or infantry unit can only change its facing during the Movement, Combat (advance/retreat) or Re-Deployment Phase.

Combat units are either **full-strength** (top side) or **weakened** (reverse side). Two (2) **Combat Values [CVs]** are printed on the top side and on the reverse side of each cavalry and infantry counter: one (1) for its facing edge, the other for its remaining five (5) edges.

Exception: three (3) Polish units - 13th Cavalry regiment, 41st Infantry regiment and 6th Ukrainian division – are single-sided. They are treated as "weakened", except that Rule 10.0 does not apply to them.

Full-strength artillery units have a CV of one (1) irrespective of facing. Weakened artillery units have a CV of zero (0) unless stacked with an infantry unit in which case they have a CV of one (1).

Definition - Stack: A **stack** comprises one or more (1+) friendly units occupying the same hex.

Definition - Stacking Limitations: **Stacking limitations** apply to combat units at all times. No more than **four (4)** friendly combat units can ever occupy a given hex. To facilitate play, Force Markers are provided. These can be used to mark the position and facing of large stacks, with the stacks themselves being moved to the corresponding Force Box printed adjacent to the game map.

The facing and stacking Rules do not apply to command units or to depots.

1.3 Game Map.

Each hex superimposed upon the map of western Russia and neighboring territories represents about 33 miles (50 km) across. Terrain types and their effects are set out on the Terrain Effects Table adjacent to the game map.

Passable hexes are Clear, Forest, Marsh, or Rough terrain. Some Clear hexes contain Cities or Fortifications which confer a combat advantage to defenders [Rule 9.3, bp4]. Those cities designated by names written in green count towards "Victory Points" [Rule 2.2].

Forest, Marsh and Rough hexes comprise "difficult terrain" (white boxes on Terrain Effects Table) and, as such, affect supply, movement and combat [Rules 5.2, 6.0, 7.4 and 9.3, bp2].

Impassable terrain comprises Lakes, Mountains, the Sea and the five central hexes of the Pripet Marshes (grey boxes on Terrain Effects Table). These areas, and the neutral countries of Czechoslovakia and Latvia are out of bounds for all units at all times. Supply routes cannot be traced through them [Rules 5.2 and 6.0] and any units which enter these countries (as a result of retreating after combat, for example) are interned (removed from play). The same is true of Lithuania unless and until the "Russian-Lithuanian Treaty" is signed [Random Event Card 2, Rule 3.2] at which point Lithuania enters the War on the side of the Russians and units may enter, occupy and trace supply lines through hexes in that country. See Special Rule 13.5 for the status of East Prussia.

Some hexes are separated by Rivers, designated by thick blue lines. Rivers do not impede movement, but do interrupt supply [Rules 5.2 and 6.0]. They also affect Combat [Rule 9.3, bp2].

1.4 Initial Deployment of Units.

Players place command units, combat units and depots on the game map as specified by the Set Up Card. **All cavalry and infantry units in the same stack must adopt the same facing, which must be denoted clearly** [Rule 1.2].

Players may use unmarked counters on the counter-sheet as dummies to inflate the height of stacks in order to mislead their opponent. See Special Rule 13.2.

1.5 Rounding Down.

Whenever the rules specify that a number should be halved, any fraction that results is rounded down.

2.0 SEQUENCE OF PLAY.

2.1 Turn Phases.



The game is played over, at most, 14 Turns each of which represents approximately two (2) weeks of actual time from April – October 1920. Each Turn is made up of a number of phases, each of which must be completed by **both players** before moving onto the next phase. The phases and their sequence of play are set out below. Once these phases have been completed, the Turn comes to an end and a new one begins with the **Turn Marker** being moved to the next box along the **Turn Record Track** printed adjacent to the game map.

- Random Events
- Determine Resource Points
- Depot Actions
- Check Supply Status
- Combat Unit Movement
- Commander Movement
- Combat
- Restoration of Units
- Re-Deployment
- Reinforcements

2.2 Winning the Game.

If a Polish unit in supply [Rule 6.0] occupies Smolensk the Poles win immediately.

If a Russian unit in supply [Rule 6.0] occupies Warsaw the Russians win immediately.

Otherwise a side which occupies six (6) or more "Victory Point" cities (designated by names written in green) at the end of Turn 14 is the winner. Any other outcome is a draw.

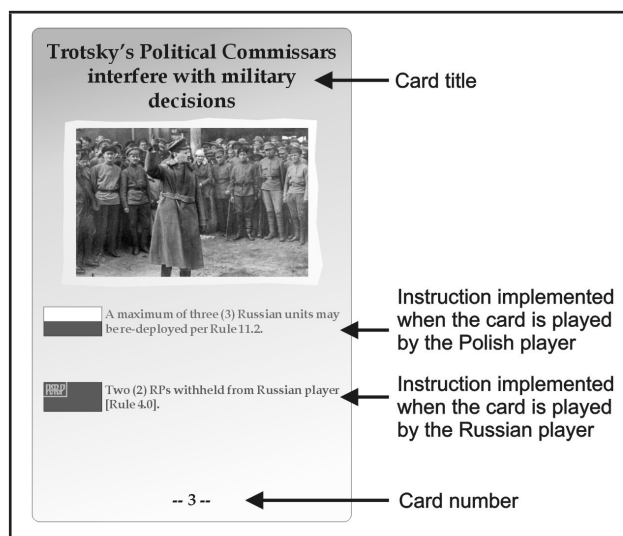
3.0 RANDOM EVENTS.

3.1 Random Event Cards [RECs].

The deck of RECs contains 40 cards. Instructions are written on each for one or both players. Before the game commences, remove cards 2, 4, 7, 8, 13, 22 and 32 from the deck. Shuffle the deck.

At the start of Turn 1, each player draws a single REC from the top of the deck, following which RECs 2, 4, 7, 8, 13, 22 and 32 are immediately returned to the deck. The deck is then re-shuffled.

The card drawn by each player on Turn 1 is not played during Turn 1, but retained until a subsequent Turn.



On each Turn, beginning with Turn 2, each player draws a REC from the deck so that he has two (2) cards in his hand. He must then decide which to play for the Turn.

For Turns 2 – 7, the Russian player is the first to draw and first to declare his REC. For Turns 8 – 14, the Polish player leads.

3.2 Playing the Random Event Cards.

Each player implements the instructions on the REC he has played pertaining to his side (only): these are typed in red for the Russians and in blue for the Poles. Unless indicated otherwise, the instructions are implemented immediately or during the appropriate phase of the Turn, and the REC is then placed on the

discard pile. If those instructions cannot be carried out, the card is simply discarded. Each player is then left with one (1) REC in his hand until the process of drawing a REC is repeated at the start of the following Turn.

A few RECs contain only a single set of instructions, typed in black. If drawn, such a card cannot be retained, but must be played immediately after the opposing player lays his card, irrespective of who would otherwise be first to lay. Single instruction cards override any contrary instructions on the REC laid by the opposing player. If both players draw single instruction cards the normal order of play is maintained.

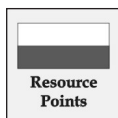
4.0 DETERMINE RESOURCE POINTS.

Definition - Resource Points: Resource Points [RP] represent the logistical capability of each side and are used to establish new depots, maintain existing depots, activate units, restore weakened units, and to re-deploy Russian units between Command Areas.

After the RECs have been played, each player determines the **Total Resource Points [TRPs]** available for use in the current Turn by rolling one (1) white (positive) and one (1) red (negative) D6. The positive and negative roll results are combined arithmetically, and the net result is applied to the player's **Base Resource Points [BRPs]** for the current Turn, as set out upon the Turn Record Track, to yield his TRPs for the current Turn.

Example: If the Russian Turn BRP is twelve (12) and the white die roll result is six (6) and the red die roll result is three (3), the net result (6 - 3) is plus three (+3). This is added to the BRP of twelve (12) to yield a TRP of fifteen (15). If, instead, the white die roll had been two (2) and the red die roll a four (4), the net result (2 - 4) of minus two (-2) would have given a TRP of ten (10).

Note: RECs may further modify the TRPs available for the current Turn.



Players can use the **Resource Points Track** and the **Resource Points Markers** to keep track of the RPs they spend

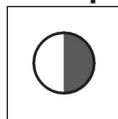
during each Turn. Unspent RPs cannot be carried forward to subsequent Turns.

5.0 DEPOT ACTIONS.

Definition - Primary Supply Source: A Primary Supply Source (PSS) is a principal source of friendly supply. For the Russians it is the eastern map edge. For the Lithuanians, if they join the War, it is Kaunas. For the Poles and Ukrainians it is Warsaw.

Definition - Depot: A depot is a local source of supply for friendly combat units.

5.1 Depot Actions Overview.



During the Depots Actions phase, players alternate establishing new depots (and/or removing a maximum of one (1) existing depot). The player with the higher TRPs initiates the sequence. If both players have the same TRPs, the Polish player begins.

If, at any point in the sequence, a player declines to establish (or remove) a depot he gets no further opportunity to do so during the current Turn, although his opponent may continue to do so until he, too, is unable or unwilling to continue.

5.2 Establishing New Depots.

A new depot can be established only on a city occupied currently by a friendly combat unit. The combat unit can move away subsequently without affecting the depot. (Assume that those cities to which depots unaccompanied by combat units are allocated per the Set Up Card had been occupied by combat units prior to the commencement of the game.)

A new depot must be linked to a Friendly PSS by a **chain of friendly depots/PSS**. This chain may include depots which have "just" been established during the current Turn. There can be no more than three (3) intervening hexes between any two (2) depots, or between a depot and a friendly PSS. None of the intervening hexes can be:

- impassable terrain
- occupied by an enemy unit
- adjacent to a hex occupied by an enemy combat unit (unless separated by an unbridged River and/or occupied by a friendly unit); or,
- separated by an unbridged river from the next hex in the chain.

Each hex of difficult terrain counts as two (2) for this Rule.

5.3 The Cost of Depots.

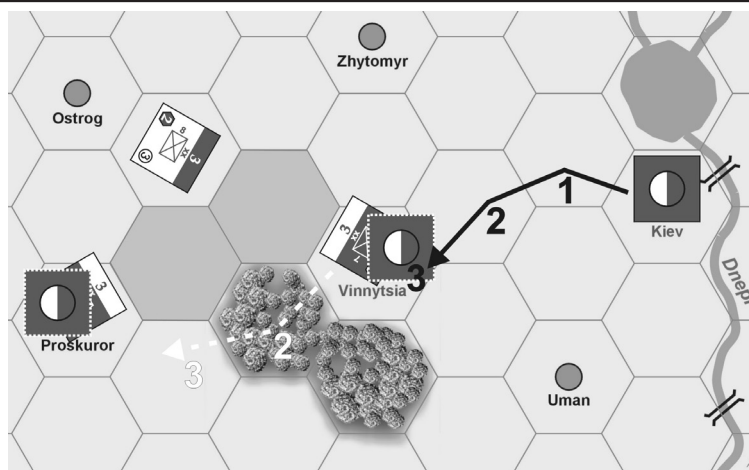
Each depot in play linked to a PSS, whether established during the current or a previous Turn, costs the owning player one (1) RP per Turn. Each depot established during a previous Turn which is no longer linked to a PSS costs two (2) RP per Turn. A depot removed voluntarily during **this** Turn [Rule 5.4] does not cost any RPs.

5.4 Removing Depots.

A player has the option to remove at most one (1) existing friendly depot during the alternating Depots Actions sequence described at Rule 5.1.

If, after having removed a depot, a player still has insufficient TRPs to fund his existing depots, his opponent chooses which further depot(s) to remove to eradicate the shortfall.

Example - establishing a new Depot.



At the start of a Turn the Russians have a depot in Kiev and combat units on Vinnytsia and Proskuror.

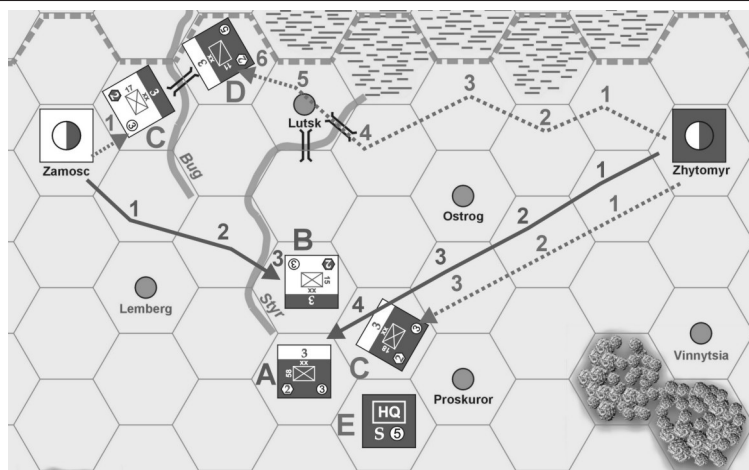
The Russian player has the option to place a new depot in Vinnytsia because there are only two (2) intervening hexes between Kiev, where a depot already exists, and Vinnytsia is occupied by a friendly combat unit [Rule 5.2].

The Russian player then has the option to extend the chain of depots to Proskuror. Again the city is occupied by a Russian combat unit and again it is separated by no more than three (3) hexes from the depot at Vinnytsia. Although the presence of the Polish combat unit effectively blocks the supply chain (hexes marked in grey) to the north of the Forest hexes [Rule 5.2, bp3] the route through the Forest (the dotted line) is available with the forest hex counting as two (2) hexes [Rule 5.2].

The cost of maintaining the depot at Kiev and establishing new ones at Vinnytsia and Proskuror is one (1) RP each, a total of three (3) [Rule 5.3].

Note that if the depot at Vinnytsia is removed or eliminated subsequently so as to break the supply chain between Kiev and Proskuror the latter depot would still function as such, but it would cost two (2) RPs per Turn to maintain [Rule 5.3].

Example - checking supply status.



With the exception of Russian cavalry (see below), to be in supply a combat unit must be separated from a friendly depot or PSS by no more than three (3) intervening hexes [Rule 6.0]. The prohibitions at Rule 5.2 apply to intervening hexes.

In the situation above, the Russian 58th Rifle Division [A] is out of supply because it is separated from the depot at Zhytomyr by more than three (3) intervening hexes. The unit would be flipped to its reverse side to show that it is weakened [Rule 6.0]. The Polish 15th Infantry Division [B] would also need to be flipped to its reverse side. Although it is separated by only two (2) intervening hexes from the depot at Zamosc, supply chains cannot cross an unbridged river [Rule 5.2].

All of the other units are in supply, either because they are separated from a depot by no more than three (3) intervening hexes [units marked C] or because they comprise Russian cavalry [D] which can be separated from a depot by up to six (6) intervening hexes [Rule 6.0].

Note that command units [E] are always in supply regardless of distance from a depot.

Removing a depot has no effect upon remaining depots in a depot chain when determining the supply status of friendly units. **The integrity of the depot chain is necessary only to establish a new depot per Rule 5.2.**

6.0 CHECK SUPPLY STATUS.

Next, players check the supply status of their combat units. For such units to be **in supply** they must be separated by no more than three (3) intervening hexes from a friendly depot or PSS.

Exception: Russian cavalry can be separated by up to six (6) hexes.

The prohibitions of Rule 5.2 regarding intervening hexes between depots/PSS also apply to intervening hexes between a depot and combat units.

A combat unit not in supply is **weakened** (flipped to its reverse side). If already weakened, it is eliminated (removed from play). Players apply these results at this stage in the Turn simultaneously and immediately.

Command units are unaffected by the Supply Rules.

Note: Russian depots cannot supply Lithuanian units; but, Polish depots can supply Ukrainian units [Rules 13.3 and 13.4].

7.0 COMBAT UNIT MOVEMENT.

7.1 Overview.

Before the Combat Unit Movement Phase proper the Polish player may inspect up to two (2) Russian stacks. See Special Rule 13.2.

The Combat Unit Movement Phase comprises two (2) parts.



First, players alternate allocating one (1) **Activation marker** to one (1) stack containing a combat unit(s) that they wish to move. As each marker is allocated the cost in terms of RPs [Rule 7.3] is deducted from the TRPs still available for the current Turn. If at any time a player declines to allocate an Activation marker to a stack, he does not get further opportunity to do so during the Phase. His opponent, however, may continue to allocate markers until he, too, is unwilling or unable to do so.

Each player rolls 1D6. The player with the higher score begins the sequence. (Roll again if the scores are tied.)

Once both players have finished allocating markers, the second part of the Phase begins. Players alternate issuing one (1) order per Activation marker. Each order will be to move some or all of the combat units in the stack to which the marker has been allocated. After each order is issued the Activation marker is removed from the stack. Again, each player rolls 1D6

to determine who begins the sequence.

Definition - Move: A **move** comprises **either** some or all of the units which begin the Phase in a stack moving **together** from hex to adjacent hex through connecting hex sides until they reach their destination hex, **which cannot be the same as the starting hex**; **or**, all the cavalry and infantry units within a stack changing their facing.

A command unit which begins the phase stacked with a combat unit(s) has the option to accompany **that** unit for all or some of its move.

7.2 Activation.

If some or all of the combat units in a stack to which an Activation marker has been allocated are ordered to move to a destination hex (rather than change facing in situ) and, at the moment the order is issued, it does not contain or is not immediately adjacent to a friendly command unit, the owning player rolls 1D6. If the result is equal to or less than the number of hexes of passable terrain devoid of enemy units between the stack and the nearest command unit the order is not carried out; the units remain in situ.

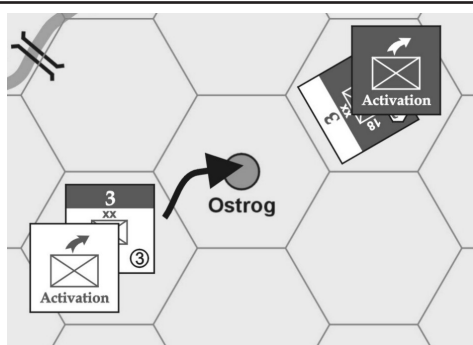
Note: An Activation marker in respect of which an order is issued is removed, and its cost deducted from the available TRPs [Rule 7.3], irrespective of whether the order to move is carried out.

A stack may be split so that some units are ordered to move together as a new stack, whilst the others remain in situ. If two (2) (or more) markers are allocated to a stack two (2) (or more) new stacks may be created with some units ordered to move to one destination and, later in the alternating sequence, other units ordered to another destination. However, all the units in a moving stack must remain together and have a sufficient movement allowance to reach the destination hex [see Rule 7.4]. **Any cavalry and/or infantry units moving together must adopt the same facing in the destination hex. If the destination hex contains a friendly stack they must adopt the facing of any cavalry and/or infantry units already in situ.**

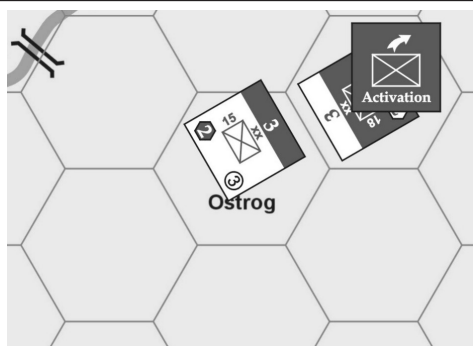
No more Activation markers can ever be allocated to a stack than the number of combat units it contains. This is because no more than **one (1) order** can be issued to any combat unit, and an order to move **must** be issued in respect of each Activation marker. A marker cannot simply be discarded.

Exception: if at the moment an order is issued to it, a stack is facing an enemy stack the Activation marker may be discarded - see following example.

Example - discarding Activation marker.



An Activation marker has been allocated to both the Polish infantry division and to the Russian infantry division. Let's assume that the Polish division is the first to receive an order to move. After a successful die roll (see [Rule 7.2]), it moves into Ostrog and faces the Russian division as shown in the following diagram.



The Russian division is now facing an enemy stack. So, the Russian player has three options:

- issue an order [Rule 7.2] to change its facing;
- attempt to issue an order [Rule 7.2] to move to another hex;
- discard the Activation marker so that its location and facing are unchanged.

7.3 Movement Costs.

The cost of allocating an Activation marker to a stack is one (1) RP or two (2) if the stack begins the Phase out of supply per Rule 6.0.

Remember: The cost is incurred whether or not the subsequent order to move is carried out [Rule 7.2].

7.4 Movement Restrictions.

During the Movement Phase:

- An activated combat unit cannot enter impassable terrain or a hex containing an enemy combat unit(s).
- An activated artillery or infantry unit cannot move directly from a hex adjacent to an enemy combat unit(s) to another such hex **unless** either or both those hexes are separated from the enemy unit by an unbridged river and/or occupied by a friendly combat unit(s) which has not and will not move during the current Movement Phase. (**Note:** this restriction does not apply to cavalry units.)
- An activated combat unit which is out of supply [Rule 6.0] can only move to another hex if the destination hex is in supply.
- If the destination hex contains a friendly stack, the newly arrived cavalry and/or infantry must adopt the

same facing as any cavalry and/or infantry already in situ.

The following table sets out the maximum number of hexes which combat units can move; their "movement allowance". For artillery and infantry (but, not cavalry) each hex of difficult terrain counts as two (2) for this Rule:

unit type	movement allowance
artillery	2
infantry	3
cavalry	5*

*A 1D6 must be rolled for each cavalry unit which moves five (5) hexes once the unit has reached its destination. A score of five or six (5 or 6) results in a full-strength unit becoming weakened (flipped to its reverse side) or an already weakened unit being eliminated and removed from play.

7.5 Depots.

Once placed, a depot cannot move and can be removed from play only as the consequence of Rule 5.4 or immediately an enemy combat unit enters its hex during the Movement, Combat or Re-Deployment Phase.

7.6 Command Units.

If an enemy combat unit(s) enters a hex containing a friendly command unit, follow the procedure at Rule 9.6.

8.0 COMMAND UNIT MOVEMENT.

Once both players have finished moving their combat units they alternate in moving their command units. The player with the higher TRPs at the beginning of the Turn is the first to move a command unit. If both players have the same TRPs, the Polish player begins. If at any time during this phase a player declines to move a command unit, he does not get further opportunity to do so during the current Turn. His opponent, however, may continue to move his command units until he, too, is unwilling or unable to do so.

There is no cost in terms of RPs of moving command units.

Each command unit may move only once. It may move up to five (5) hexes, irrespective of terrain or the location of other units, except that command units cannot enter impassable terrain or hexes occupied by enemy units.

Note: a command unit may move during this phase even if it accompanied a combat unit during the Movement Phase.

9.0 COMBAT.

9.1 Avoiding Combat.

Before combat begins each player has the **option** to retreat any friendly stack(s), if its combat units comprise cavalry **solely**, adjacent to the facing edge of a

single (1) enemy stack comprising infantry and/or artillery units. This option is not available if the friendly stack is adjacent to the facing edge of more than one (+1) enemy stack or if the enemy stack includes a cavalry unit(s). The enemy stack has the option to occupy the vacated hex. The rules and restrictions for retreating/advancing at Rule 9.5.b apply.

If both players wish to exercise this option, they alternate in doing so. The player with the higher BRPs at the start of the Turn begins the sequence.

9.2 Combat Overview.

Definition - Combat: **Combat** can occur between an attacking stack, comprising at least one (1) **cavalry** or **infantry** unit, and a defending stack on an immediately adjacent hex where the attacking stack is **facing** the defending stack. **Artillery** cannot engage in combat as attackers unless stacked with a friendly infantry unit. The attacking unit(s) must be stacked with or adjacent to a friendly **command** unit.

Players take it in turns to undertake one (1) attack. Each rolls 1D6. The player with the higher score begins the sequence. Roll again if the scores are tied.

The stack belonging to the player whose turn it is to undertake an attack is deemed to be the attacker, and the stack which is the subject of that attack is deemed to be the defender, irrespective of the overall strategic or tactical situation.

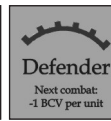
If at any time during the combat phase a player declines to undertake an attack, he does not get a further opportunity to do so during the current Turn. His opponent, however, may continue to undertake attacks until he, too, is unwilling or unable to do so.

The attacking player has the **option** to attempt to mount a co-ordinated attack by calling upon support from a second stack (one (1) only) adjacent to and facing the defending stack. The second stack cannot be separated from the defending stack by an unbridged river and must be within the range of a friendly command unit as specified above.

If the attacking player wishes to exercise this option, **before** undertaking the attack he rolls 1D6. If the result is five (5) or six (6) the second stack provides support by adding its unadjusted **Basic Combat Value [BCV]** to the **Adjusted Combat Value [ACV]** of the attacking stack [see Rule 9.3]. If the die result is three (3) or four (4), the second stack does not provide support and the attack is carried out by the attacking stack only. If it is one (1) or two (2) the entire attack is aborted and does not proceed.

A unit can be ordered to attack **only once per Turn** (being called upon to participate in a co-ordinated attack, irrespective of whether this takes place, counts as

having been ordered to attack). *Exception: Rule 9.5.c.*



Attacker and **Defender** markers are provided to enable players to keep track of which stacks have been involved in combat during the current Combat Phase. These are removed at the end of the phase [Rule 9.7].

9.3 Combat Calculations.

For each combat, players begin by calculating the **aggregate Basic Combat Value [BCV]** of the attacking stack and of the defending stack by adding together the **CVs** [Rule 1.2] of individual units. The BCV of each stack is adjusted as follows:

- The BCV of an **attacking** or **defending** stack is increased by one (1) for each **additional** friendly stack adjacent to the defending stack (including any attacking stack called upon to participate in a co-ordinated attack).
- The BCV of a **defending** stack is increased by two (2) if it occupies difficult terrain and/or if it is separated from the attacking stack by a river (whether bridged or unbridged).
- The BCV of an **attacking** or **defending** stack is increased by two (2) if it includes infantry **and** cavalry **or** artillery, and by four (4) if the stack includes infantry and **both** cavalry and artillery.
- A **defending** stack in a city or fortification always defends with its **facing CV**, irrespective of the direction from which it is attacked, **unless** the attacking stack includes artillery in which case the normal facing rules apply.
- The BCV of a **defending** stack is reduced by one (1) **for each of its units** which has been involved in combat as either a defender or attacker (including providing support to an attacking stack) previously "this" Turn **unless** the units were victorious, **and** Rule 9.5.c applied.
- The BCV of an **attacking** or **defending** stack is adjusted to reflect any REC(s) played at the start of the Turn.

These adjustments give an **Adjusted Combat Value [ACV]** for the attacking stack and for the defending stack. *Remember to add the unadjusted BCV of any stack providing support to the attacking stack at this stage, see Rule 9.2.*

Having calculated the attacking and defending ACV, each player then rolls 1D6 and adds the result to the ACV of his stack to arrive at its **Combat Factor [CF]**.

The stack with the higher CF is the winner of the combat, the other stack is the loser.

9.4 Combat Hits.

Half the difference, fractions rounded down [Rule 1.5], between the winning and losing CFs equates to the maximum number of "hits" which the winning stack can inflict upon combat units within the losing

stack. **This maximum is restricted to the number of combat units in the winning stack when combat commenced. Friendly units in any adjacent stack(s) are ignored for this calculation.**

Half the number of hits which the winning stack **actually inflicts**, fractions rounded down [Rule 1.5], is the maximum number of hits which the losing stack can inflict upon combat units in the winning stack. *[Exception: Rule 9.5.c].* **Again, this maximum is restricted to the number of combat units in the losing stack when combat commenced. Friendly units in any adjacent stack(s) are ignored for this calculation.**

The owning player selects to which of his combat units hits are allocated. If a hit is allocated to a full-strength unit, it becomes weakened (flipped to its reverse side). If two (2) hits are allocated to a full strength unit, or one (1) hit to an already weakened unit, the unit is eliminated and removed from play.

Hits are applied immediately. All hits must be allocated if possible. If, however, all of an owning player's units in an attacking or defending stack are eliminated, surplus hits are discarded. They cannot be allocated to adjacent/supporting stacks.

Hits are not applied to command units.

9.5 Combat Outcomes.

a. If the difference between the winning CF and losing CF is two (2) or less, the surviving units of both sides remain in situ.

b. If it is three (3), four (4), five (5) or six (6)

- surviving cavalry, infantry and command units on the losing side must retreat two (2) hexes remaining stacked together. Any artillery unit(s) is eliminated.

- The **losing** player selects the route and destination hex for the retreating unit(s). None of the hexes can comprise impassable terrain or contain or be adjacent to an enemy combat unit(s) (unless separated by an unbridged river and/or occupied by a friendly unit), or result in the contravention of stacking limits. If no such hexes are available the retreating units are eliminated. If the retreating unit(s) enter a hex already occupied by a friendly unit(s) such that the stacking limit [Rule 1.2] would be contravened a number of retreating units equal to the excess are eliminated (owner's choice).

The facing of any cavalry or infantry units which retreat must be denoted clearly in the destination hex. If the destination hex already contains a friendly cavalry and/or infantry unit(s), the retreating unit must adopt the same facing as that/those unit(s).

- Surviving cavalry, infantry and command units in the victorious stack have the **option** to advance to occupy the vacated hex. Any victorious cavalry unit which elects to advance into the vacated hex may then move an ad-

ditional hex but, it cannot enter impassable terrain or a hex occupied by an enemy unit(s). **The facing of any cavalry or infantry units which advance must be denoted clearly in the destination hex.**

c. If it is seven (7) or more, b. above applies except that the **winning** player selects the route, destination and facing of the retreating units. A route which results in the fewest possible defeated units being eliminated must be selected. In addition, **no hits are allocated to the winning side; and, any unit(s) which advance into the vacated hex have the option to mount another attack immediately if they are still in range of a friendly commander and are adjacent to and facing an enemy stack** [See also Rule 9.3, bp5].

9.6 Commanders.

If all of the combat units with which a command unit is stacked are eliminated during combat, the command unit is immediately removed from play and remains off the board until the Reinforcement Phase of the next following Turn. It may then re-enter play on any city occupied by a friendly unit within five (5) hexes of the hex from which it was removed. If no such city is available, the command unit is removed from play permanently.

If an unaccompanied command unit is attacked by a stack of combat units, the command unit is immediately removed from play and the procedure in the previous paragraph is followed. No hits are suffered by the combat units. The combat units have the option to advance to occupy the vacated hex. **The facing of any cavalry or infantry units which advance must be denoted clearly in the destination hex.**

9.7 Combat Markers.

Finally, all **Attacker** and **Defender** markers allocated to stacks during "this" phase are removed.

10.0 RESTORATION OF UNITS.

Players may now spend any RPs that they have remaining after creating and maintaining depots and allocating Activation markers, to restore weakened combat units.

Only weakened units **in supply** per Rule 6.0 are eligible for restoration.

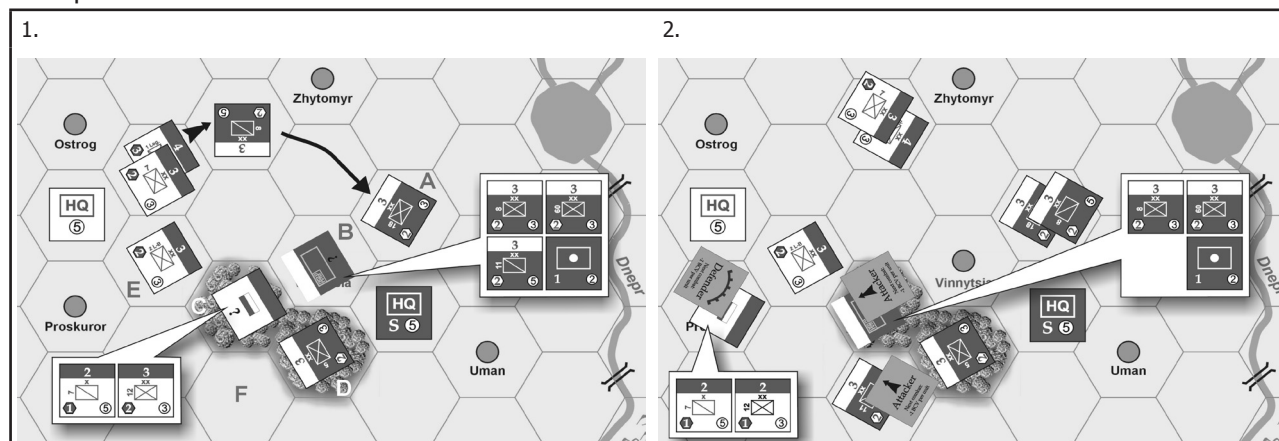
Restoration involves transforming weakened combat units into full-strength units. The cost per unit is one (1) RP. *Exception: Special Rule 13.6.*

Note: the facing of cavalry and infantry units may not be changed during this Phase.

Note: the Russian player may wish to retain RPs after the Restoration Phase to spend during the Re-Deployment Phase: see Special Rule 13.1.

Remember: the three (3) Polish units which begin the game weakened cannot be restored [Rule 1.2].

Example - combat resolution.



At the beginning of Combat Phase each side can withdraw any stack(s) containing only cavalry units adjacent to the front of a single enemy stack of combat units which does not contain cavalry [Rule 9.1]. The Russian player moves 8th Cavalry Division into hex A which is already occupied by 18th Rifle Division. The retreating cavalry must adopt the same facing as 18th Rifle Division. [Rules 9.1 and 9.5.b] Polish units advance into vacated hex.

Each player then rolls 1D6. The Russian player has the higher score so he is the first to mount an attack [Rule 9.2].

The Russian stack on hex B attacks the Polish 7th Cavalry Brigade and 12th Infantry Division on hex C. Note that the Russian stack is adjacent to a command unit [Rule 9.2]. Although the 6th Rifle Division [hex D] is also adjacent to the command unit, the Russian player is unable to call upon that unit to mount a coordinated attack because it is not facing the Polish stack [Rule 9.2].

The Basic Combat Value [BCV] of the attacking Russian stack is 10 (3 + 3 + 3 + 1).
The BCV of the defending Polish stack is 5 (3 + 2).

The aggregate BCV of the Russian stack is increased:
- by 1 for 6th Rifle Division on hex D (adjacent to the defenders),
- by 4 (as it includes infantry, cavalry and artillery).
The Adjusted Combat Value [ACV] is therefore 15 (10 + 5).

The aggregate BCV of the Polish stack is increased:
- by 1 for 2nd L-B Division on hex E (adjacent to the defenders),
- by 2 for forest (difficult terrain),
- by 2 (as it includes infantry and cavalry),
The ACV is therefore 10 (5 + 1 + 2 + 2).

Both players roll 1D6. Let's assume that the Polish player rolls 4 and the Russian player rolls 2. The Combat Factor [CF] of the Polish stack would be 14 (10 + 4). The CF of the Russian stack would be 17 (15 + 2).

The Russian stack wins the combat with difference of 3 (17 - 14). [Rule 9.3]

Half that difference, with fractions rounded down [Rule 1.5], equates to the maximum number of hits which the winning stack can inflict upon the losing stack [Rule 9.4]. Half of 3 is 1 hit which the Polish player allocates to the 12th Rifle Division. Its counter is flipped to show that it is weakened.

Half the number of hits which the winning stack actually inflicts upon the losing stack, with fractions rounded down [Rule 1.5], equates to the maximum number of hits which the losing side can inflict upon the winning side. Half of 1 is 0, so the Russian stack does not suffer any hits.

Note: The restriction at Rule 9.4 which limits the maximum number of hits to the number of combat units involved in the combat means that, in this instance, the Russians could never have inflicted more than 4, and the Polish more than 2 hits.

As the difference between the two combat factors was 3 (or more), Rule 9.5.b applies. The Polish player retreats his stack two hexes. The Russian player moves his stack to the newly vacated hex C, and his 11th Cavalry Division one hex further, to hex F.

To show that they have been in combat "this" Turn, a "Defender" marker is added to the Polish stack and an "Attacker" marker to the Russian stack and to the newly separated 11th Cavalry Division.

The second diagram shows situation after this combat.

11.0 RE- DEPLOYMENT.

11.1 Re-Deployment Procedure.

Note: during the campaign the movement of large bodies of troops was often carried out by rail. However, the scale of the map is such that railway lines are not shown. In reality, many if not most adjacent hexes were connected by rail.

Players alternate moving one (1) unit (either command or combat and either full-strength or weakened). The player with the higher TRPs at the start of the current Turn begins the sequence. If both players have the same TRPs, the Polish player begins.

Each unit moves from hex to adjacent hex through connecting hex sides until it reaches its destination hex.

If when it is his opportunity to do so a player declines to re-deploy any unit, he does not get further opportunity during the current Turn. His opponent, however, may continue to re-deploy units until he, too, is unwilling or unable to do so.

11.2 Re-Deployment Limitations.

Each player may re-deploy a maximum of four (4) units. Subject to the following restrictions, there is no limit to the number of hexes which each re-deploying unit can move.

When re-deploying, a unit cannot begin in or enter a hex which is out of supply per Rule 6.0; nor can it enter impassable terrain or a hex which is already stacked to capacity [Rule 1.2]. It cannot enter or leave a hex adjacent to an enemy combat unit(s) **unless** that hex already contains a friendly combat unit(s) which has not and will not move during the Re-Deployment Phase. See Special Rule 13.1 for further limitations on Russian units.

The facing of any cavalry or infantry units which re-deploy must be denoted clearly in the destination hex. If the destination hex contains a stack of friendly units which includes cavalry and/or infantry units the newly arrived unit(s) must adopt the same facing as that/those units.

A unit may be re-deployed only **once** per Turn.

Note: if a re-deploying unit enters a hex containing an enemy depot or command unit Rule 7.5 or 9.6 apply.

12.0 REINFORCEMENTS.

The arrival of reinforcements each Turn is specified on the Set Up Card. If the hex on which the Reinforcements are due to arrive is occupied by an enemy unit(s), is out of supply per Rule 6.0, or is already stacked to capacity they may be deployed onto an immediately adjacent hex (owner's choice) where these prohibitions do not apply. If no such hex is available the reinforcements are deemed not to have arrived

and are removed from play. *Exception: if the Russian command and cavalry units due to arrive at Uman on Turn 4 are unable to deploy on or immediately adjacent to the city, the units may arrive on any hex(es) along the eastern map edge south of the River Sejma.*

A reinforcing cavalry and/or infantry unit must be placed within a hex so that its facing is clearly denoted. If the hex already contains a friendly cavalry and/or infantry unit(s), the reinforcing unit must adopt the same facing as that/those unit(s).

13.0 SPECIAL RULES.

13.1 Russian Command separation.

Relations between the Russian Northern and Southern commands were characterized by bitter distrust and rivalry. Whatever the theoretical Russian command structure, in reality each operated independently and any co-operation or co-ordination arose out of coincidence rather than design.

Russian commanders marked "N" function as such only for combat units to the north of the Russian Command Demarcation Line on the map, those marked "S" function as such only for combat units to the south of the line.

It costs one (1) RP for each Russian combat unit which crosses the Russian Command Demarcation Line during the Re-Deployment Phase. This cost does not apply during the Movement Phase.

13.2 Reconnaissance.

The War was characterized by relatively small armies operating over a vast area. Often the local population was not particularly friendly. Accurate intelligence gathering and reconnaissance was a real problem and commanders were often in the dark as to the enemy's position and intentions. The problem was less acute for the Poles as they had a small, but fairly modern, air force.

Players may use unmarked counters on the counter-sheet as dummies to inflate the height of stacks in order to mislead their opponent.

Players may not inspect each others' stacks, other than those involved in combat, except at the start of each Movement Phase when the Polish player may inspect up to two (2) Russian stacks each of which must be within three (3) hexes of a Polish unit(s).

13.3 Lithuania.

The political situation in Lithuania was complex and rapidly changing, particularly during the early stages of the conflict. It is difficult to summarize the situation, save to say that the Lithuanians' overriding concern was to maintain the independence of Lithuania. Eventually, they decided that the best way of achiev-

ing this was to ally themselves with the Russians; but, they were not enthusiastic participants in the War and their involvement was limited to defending their own territory.

Lithuania begins the game as a neutral power [Rule 1.3]. If REC 2 is played, Lithuania joins the War on the side of Russia. Russian and Polish (as well as Lithuanian) units may enter, occupy and trace supply lines through hexes in that country. Lithuanian units are deployed on the map and are controlled by the Russian player. Their PSS is Kaunas. This is their only source of supply. A Lithuanian unit can never have more than two (2) hexes between it and the Lithuanian border, and is eliminated if it contravenes this stipulation. Lithuanian combat units cannot stack with Russian units and for the purposes of Rules 7.2 and 9.2 they can only be commanded by the Lithuanian command unit. The Lithuanian command unit functions as a command unit for Lithuanian combat units only.

13.4 Ukraine.

The Ukrainians were allied with the Poles. However, their primary concern was to establish an independent Ukraine. The limited theatre of operations in which Ukrainian units operated reflected this aim.

Ukrainian units must remain to the south of the Russian Command Demarcation Line and are eliminated if they contravene this stipulation. Ukrainian combat units can stack with Polish units; share their depots; and, for the purposes of Rules 7.2 and 9.2, they can be commanded by a Polish or Ukrainian command unit. However, the Ukrainian command unit functions as a command unit for Ukrainian combat units only and cannot facilitate an attack [Rule 9.2] by a stack containing both Polish and Ukrainian combat units.

13.5 East Prussia.

In the immediate aftermath of World War I, both Germany and Russia were effectively excluded from the international community; and this, together with their historic and mutual animosity towards Poland, encouraged a degree of mutual assistance and rapprochement. So, whilst theoretically neutral, in reality the Germans favoured the Russians.

Polish units which enter East Prussia are interned for the remainder of the game [Rule 1.3]. However, if a Russian command or combat unit enters East Prussia it is removed temporarily from play before being repatriated. The Russian player immediately rolls 1D6. The result (from one (1) to six (6)) indicates the number of Turns the unit must wait before re-entering the game at Smolensk during the Reinforcements Phase. Place the unit in the appropriate box on the Turn Track. Russian units which have been interned in East Prussia return to play as weakened.

13.6 Smolensk and Warsaw.

In August 1920 the Russians reached the gates of Warsaw. With their capital under threat, more than 100,000 Polish civilians volunteered to join their hard-pressed army. It is likely that patriotic Russians would have reacted similarly had the Poles reached Smolensk.

During the Restoration Phase, any weakened Russian combat unit in Smolensk or Polish combat unit in Warsaw is restored to full strength at no cost in terms of RPs, if an enemy combat unit(s) occupies a hex adjacent to the city.

Credits.

Designer: Stephen Pole

Set Up card, map, cards and counters: Stephen Pole and Adam Niechwiej

Cover: Krzysztof Korzeniak

Play testers: Rollo, Ruben, Wookey and the Westlake Crew

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Designer Notes.

Considering its historical importance, the Russo-Polish War has received relatively little attention from game publishers. The conflict occurred during one of the most tumultuous periods in modern European History. It reflected, and to an extent defined, the nature of the ideological struggles which were to beset much of the twentieth-century.

Background.

In the immediate aftermath of World War One much of the West was in turmoil. Across a Europe still recovering from the horrors of the greatest war then yet known, ravaged by an influenza epidemic and depressed economic conditions, within each country the new and sharply conflicting political ideologies of left and right exacerbated friction between social groups.

The situation was particularly acute in Eastern Europe. The Bolsheviks had seized power in Russia and were intent upon exporting their Revolution across Europe and beyond. Violence spilled out onto the streets in cities such as Berlin and Vienna. At the same time, there was a resurgence of nationalism as borders which cut across historical homelands began to melt away. The collapse of the Austro-Hungarian Empire, the defeat of Germany and the Revolution in Russian created a political void which several nascent states eyed as an opportunity for full independence. These included the Baltic States, Byelorussia, Czechoslovakia, Hungary and the Ukraine. It also included Poland.

Since being partitioned between Austria, Prussia and Russia at the end of the eighteenth-century Poland had disappeared from the map. It existed only as a concept. The Treaty of Versailles (1919) recreated an independent Poland; it did not, however, fix its eastern borders. The Poles, under their charismatic leader Jozef Pilsudski, decided to do this for themselves by invading Byelorussia, Lithuania and the Ukraine; territories which the Bolsheviks, vanguards of "world-wide revolution", regarded as part of Russia. Pilsudski had little difficulty in raising troops. Former Polish conscripts in the Tsarist and Imperial German and Austrian armies flocked to join the Polish Republic's new army.

Meanwhile, in (what was to become) Soviet Russia, the Bolsheviks led by Lenin who had seized power in 1917 were engaged in a bloody civil war with the counter-revolutionary White Russians. The Whites received support from Britain and France. This support from the Western Powers convinced Lenin that the Bolsheviks could never hope to receive the approbation of "the West". Their only hope for survival was to export revolution so as to topple the existing world order. The most fertile ground for insurrection was Germany. Humiliated by defeat in World War One, awash with unemployed and disaffected soldiers, political dissension had escalated into mob violence. Lenin decided to send Bolshevik troops to assist fellow socialist revolutionaries in Germany.

Between Russia and Germany lay Poland. War was inevitable.

The course of the War.

In 1919 the Russo-Polish War was essentially a sporadic border conflict comprising raids, skirmishes, and running battles fought between cavalry regiments and border infantry garrisons. In a joint-operation with the newly independent Republic of Latvia the Poles launched Operation Winter in September of 1919 in which General Edward Rydz-Śmigły captured first Vilna and then Dunaberg defeating Bolshevik Red Guard detachments and Latvian communists.

At this stage the War was confined to the area north of the Pripet Marshes, the "Western Front"; and, throughout the early months of 1920 the Poles continued to make steady progress in this theatre, capturing major cities such as Minsk.

At the same time, a new front opened up to the south of the Pripet Marshes, the "Southern Front". This came about because Pilsudski succeeded in forming an alliance with the Ukrainian People's Republic. The Ukrainians wanted to preserve an independent Ukrainian state and were prepared to cede Eastern Galicia to Poland in return for military assistance. The Poles advanced rapidly through Galicia and West Ukraine and occupied Kiev in May 1920. However, they were unable to install an effective Ukrainian administration in the captured territories before the Bolsheviks launched a massive counter-offensive.

At the end of May, the Russian First Horse Army – the legendary "Konarmia I" - led by the swashbuckling Budyonny, fresh from a series of victories against the White Russians, was deployed to the Southern Front. The Poles, taken completely by surprise, were forced to retreat.

Shortly afterwards, Mikhail Tukhachevsky, Russian commander of the Western Front, launched his own offensive in the direction of Minsk, Vilna and Warsaw. Pilsudski had too few men to hold the Russian advance in both theatres and in July the Polish defences north of the Pripet Marshes collapsed.

Thus by July 1920 the situation for Poland was critical. Pilsudski sought help from Britain and France. Neither wished to become involved in the War; instead, they attempted to broker a ceasefire. The British proposals for settlement were rejected and hostilities continued.

By the beginning of August 1920, the Russians had advanced as far as the River Bug and captured the fortress of Brest. With increasing desperation, the Poles made several attempts to set up and hold defensive lines; but, the Russian advance was relentless, frequently exceeding 25 miles per day. Eventually, Pilsudski gave up trying to stem the advance, choosing instead to disengage his forces with the aim of regrouping at the last possible line of defence, the River Vistula. At the same time, he formed an assault group on the River Wieprz, on the left flank of the Russian advance.

The closer the Russian units advanced towards Warsaw the stiffer Polish resistance became. With their capital in imminent danger more than 100,000 Polish civilians volunteered to join their hard-pressed army. The Russians committed more and more troops in an attempt to break the deadlock, but the Polish line held. Crucially, Russian formations from the Southern Front did not join the battle. The reasons for this are not entirely clear or free from controversy. It is certainly true that their political commander, Josef Stalin, had his own ideas as to where revolution should be “exported”: namely, through Southern Poland towards Budapest, Prague and Vienna. Whatever the reason for this lack of co-ordination between the two Fronts, not only did it reduce the number of Russian troops committed to the battle, but is also left the Russian left flank vulnerable to the counter-attack launched by the Polish assault group stationed on the River Wieprz.

The counter-attack began on 15 August 1920, the day of the Assumption of the Blessed Virgin Mary. It was devastating. Caught by surprise, and in danger of being completely enveloped, the Russian units committed to attacking Warsaw failed to put up any significant resistance. Instead, most broke and fled back toward the East or crossed the German border in East Prussia and applied for internment. The Russian Western Front ceased to exist. From the jaws of defeat, the Poles had snatched victory. And, what a victory. The “Miracle on the River Vistula” was one of the most decisive in military history.

The Poles chased the remnants of the Russian forces as far east as the River Neman where in September they secured another significant victory. However, by this stage both sides were exhausted and in October 1920 a truce was agreed. The peace negotiations were conducted in the Latvian capital of Riga and were concluded in March 1921. The Polish delegation was wary of incorporating too much disputed territory where Poles would be a minority as they appreciated that this would invariably led to further hostilities, and they would not have sufficient resources to defend these areas. So, they adopted a fairly pragmatic approach with regard to positioning their eastern border. This was established well to the west of the ceasefire line and left important cities, such as Minsk, within Russia. The border negotiated at Riga remained in place until World War Two.

Lenin’s ambition to export revolution to Europe at a time when many countries were at their most vulnerable to Bolshevik ideology had been thwarted.

Gaming the Russo-Polish War.

The more we read about the Russo-Polish War the more we realised that it contained many of the ingredients which gamers love. So, we set about designing a wargame based upon these dramatic events: “How the West was Saved” covers the period from April 1920, when the Poles were poised to attack Kiev, until October 1920 when the War effectively came to an end.

We hope that the game reflects the essential character of the War. Essentially, it was a war of manoeuvre fought over vast distances – from Warsaw to Smolensk - with relatively small armies. Exact numbers are difficult to glean; but, typically at any given time neither side would have had more than 400,000 men in the field, and sometimes far fewer. That is, about one-fifteenth of the men deployed twenty-one years later when Hitler launched Operation Barbarossa, the great German offensive against the Soviet Union, over broadly the same territory.

The huge area over which it was fought gave the Russo-Polish War its essential character. Although both sides were well equipped for defence, possessing artillery, barbed wire, machine guns etc, of the kind which had

proved so effective during World War One; in many engagements attackers were victorious. This was not because of the superiority of attacking weapons. Aircraft and tanks were few in number and unreliable; cavalry was the main mobile strike force for both sides as it had been for centuries. Rather, the reason seems to have been the potential for “surprise attacks”. The vast open spaces meant that any defensive position could be out-flanked, and reinforcements were usually several days away. Reconnaissance was rudimentary at best, and communications even worse. The Poles had a slight edge in both regards, because although very small their air force was fairly modern, and they had developed a means a jamming Russian radio communications.

As a consequence, in a high proportion of battles the defenders were taken totally by surprise. And, the paucity of communications meant that there was often a domino effect, with defending units stationed behind the routed first line of defence not realizing that they were now the first line until the enemy took them by surprise as well. On more than one occasion troops boarding trains in readiness to reinforce the “front line” found that the line had come to meet them in the terrifying form of enemy cavalry charging along the platform, sabres drawn.

As a result of this advantage to the attacker in all but large set-piece engagements, the War was incredibly fluid and fast-moving. In the space of less than a year the Poles chased the Russians to the gates of Smolensk, only to be pushed back to Warsaw, before turning the tide (the “Miracle on the Vistula”) and once again advancing deep into Russia.

So, the first imperative was to find a mechanic which reflected the chaos, confusion and rapid thrust and counter-thrust of the War. To ensure that the game would be quick and fun to play we wanted to avoid the need for cumbersome mechanics such as hidden movement or off-board record keeping. Eventually, we hit upon a movement system where players have the opportunity to set up attacks at favourable odds; but, without the unrealistic certainty of being able to order a stack of units to march 100 miles to attack a defending unit in the knowledge that it won't move or receive reinforcements in the meantime. Essentially, players only have a certain number of “activation markers” available each turn, and alternate allocating one of these to one stack; and, then alternate in moving one of the stacks to which a marker has been allocated (subject to the order to move being received and carried out, the probability for which depends upon the proximity of the issuing command unit).

So far, so good. We had a mechanic which reflected the fundamental character of the War which was straightforward to use and fun to play.

Of course, there were also factors which served to slow or limit advances, and we needed to reflect these. Logistics were key in this regard. The fairly primitive infrastructure of Eastern Europe in 1920, meant the movement of armies over vast distances gave rise to huge logistical problems. During the rapid advances, in particular, armies had difficulty in maintaining lines of supply to their forward units. Often this curtailed or stymied offensive operations. Sometimes the consequences of over-extended supply lines were even worse. On occasion, each side became susceptible to stinging counter-attacks as a result of advancing too far too fast. This feature is replicated in the game. Players will find that as their lines of communication lengthen, and it becomes necessary to deploy more depots simply to keep units in supply, so their strategic options diminish and their supply chain becomes more vulnerable to enemy action.

The War was a fascinating mix of ancient and modern. Cavalry was used extensively by both sides, and the War saw some epic cavalry battles with charges and counter-charges reminiscent of the eighteenth-century. However, the Russians introduced a twentieth-century twist, the “tachanka”, which enabled the legendary speed and mobility of their cavalry to be combined with modern firepower. The “tachanka” comprised a heavy machine gun mounted on the back of a horse-drawn open cart with one man driving the horse and two manning the machine gun. It could gallop up to a line of enemy infantry, veer round to deliver withering fire at close range, and then gallop away still firing.

Alongside the cavalry, both sides deployed the trappings of modern warfare, albeit in small numbers: aircraft, armoured trains and tanks. Communication was largely conducted by radio. From the Russian standpoint this was something of a mixed blessing. One of the great advantages enjoyed by the Poles was their ability to intercept Russian radio communications. By 1920 they were monitoring every radio station in Western Russia and had cracked the Russian military codes.

Finally, the War was populated by larger than life characters who would put their stamp on twentieth-century history: Churchill, Lenin, Pilsudski, Stalin and Trotsky were all involved. So, too, was a young major sent as a member of a French delegation to advise the Poles on military matters; Charles de Gaulle. It was also part of epoch defining events which were unfolding in Eastern Europe which were to echo throughout the remainder of the century. Had the result not been a negotiated settlement, but total victory for one side or the other, History may have turned out very differently. The Bolsheviks may not have retained control of the Revolution in Russia, or Lenin's dream of exporting the Revolution to Europe and beyond may have been realised.

How, then, to do justice to this rich tapestry of equipment, characters and events? The sheer scale and majestic sweep of History being simulated is such that it could not be captured within a short and simple set of rules. Accordingly, we have used Cards to replicate the random events and extraneous factors which the Gods chose to cast down upon those caught up in the tumultuous events which unfolded in Eastern Europe during the fateful year of 1920. I hope that players enjoy using them as much as I enjoyed undertaking the research upon which they are based.

1920 was the year in which the Bolsheviks attempted to export revolution to the rest of Europe. It is hoped that the game does justice to History by giving players a flavour of the circumstances, decisions and events which shaped the outcome of this most decisive and dramatic of military campaigns; and, to Reality by demonstrating that the historical result was only one of a number of plausible outcomes.

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