SCENARIO BOOK

1920 Nest of Eagles

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INTRODUCTION

To play one of the nine scenarios available in *1920: Nest of Eagles*, you must find the appropriate scenario in this book, read its rules and special rules, and then use the scenario cards to place your units on the map, or in the specified holding boxes.

This Scenario Book also contains an Extended Example of Play designed to be used as an additional learning tool by illustrating the first critical round of the main scenario.

VICTORY POINTS TRACK



When playing Scenarios 1-4 and 8 that require counting Victory Points (VPs), use the Morale Track as the Victory Points Track. The yellow box in the middle with the number '0' means that neither player has an advantage in VPs. The marker must be moved each time one side loses or gains VPs, by the number of VPs won or lost. VPs gained for eliminating a unit may be lost if that unit is Rebuilt, and VPs gained for control of urban hex lost if that urban hex is recaptured.

Players should place VP markers for the control of urban hexes directly on the map for easier identification of victory objectives.

Do not track VPs separately for each Soviet player when playing three-player games.

HOW TO USE SCENARIO CARDS

Except for Scenarios 1, 2, and 8, scenario cards are double-sided. One side sets up units in the Lithuanian-Belarusian Theater (or the Polish Theater), while the other side sets up units in the Ukrainian Theater. In addition, scenario cards may feature:

- **Reinforcements schedule** – with units positioned on dates (rounds) of their arrival.
- **Divisional Brigades** – indicating which units with a Reorganization capability (split or merged) must be placed in the Polish player's Divisional Brigades holding box.
- **Available to Rebuild** – indicating which units must be placed in their respective Available to Rebuild holding boxes.

It is not relevant on which side of the scenario card these three elements are positioned; they apply to the entire scenario (e.g. Reinforcements relate to all Theaters, not just the one depicted on the scenario card's side).

Unless placed on the map by a scenario card or explicitly mentioned by scenario special rules, all special units should be placed in their appropriate holding boxes on the board.

EXTENDED SCENARIOS

Scenarios 4-7 may be used as a launching point for a shortened campaign game. If players choose to do so, ignore the scenario's Victory Conditions and refer to the Victory Conditions of Scenario 9 instead. In addition, use the Reinforcements schedule depicted on the scenario card for Scenario 9 instead.

For instance, starting the campaign with The Battle of Warsaw setup will allow you to play 14 rounds i.e. roughly half the standard length of the main scenario.

INTRODUCTORY RULES

Scenarios 1-3 may be played one after the other to gradually learn the rules of the game. Using that approach, you have to read only a portion of the rules before being able to play the first scenario. After playing it, read another portion of the rules to play the second scenario and so on, until you are ready to play the game using full rules. To find out which parts of the rulebook you have to read, go to Introductory Rules under each of the scenarios 1-3.

SCENARIOS

SCENARIO 1 – SMOLENSK GATE (2 players)

In mid-May, the Soviet Red Army begins an offensive in Belarus, relieving their comrades fighting in the south. The Poles pull reinforcements from Ukraine and Poland to launch a counterattack.

1. Timeframe

- 16.V to 6.VI **(4 rounds)**

2. First player

- Soviet

3. Playing Area

- Lithuanian-Belarusian Theater

4. Morale Advantage

- No Morale Advantage (place the marker on '0')

5. Victory Conditions

- The scenario is won by the side with the most Victory Points at the end of the scenario.

Each player gains:

- **1 VP** for each SP lost by the opponent (for any reason); these VPs can never be lost.
- **2 VPs** for each eliminated or Remnant enemy division
- **1 VP** for each Encircled enemy division
- **1 VP** for each eliminated enemy brigade

The Polish player gains:

- **2 VPs** for control of each of the following urban hexes:
  - Orsza
  - Mohylew
  - Witebsk
- **5 VPs** if there are no enemy units and no enemy LOF on the Mińsk-Bobrujsk-Żłobin-Kalenkowicze railway line.

The Soviet player gains:

- **10 VPs** for control of Wilno
- **5 VPs** for control of each of the following urban hexes:
  - Mińsk
  - Kalenkowicze
- **2 VPs** for control of each of the following urban hexes:
  - Borysów
  - Bobrujsk
  - Święciany
  - Mołodeczno
  - Głębokie

6. Introductory Game Rules

- In order to play this scenario as an introductory tool to *1920: Nest of Eagles*, read sections **1-8, 10-12** and **16** only. In addition:
  - In the sections designated above, do not read any of the rules marked with **orange bands** beside the text concerning support and special units, Rail Transport, Morale Advantage, Special Orders, Supply, Replacements, and Reorganization.
  - Do not place any armored trains on the map at setup.

Treat all Lithuanian-Belarusian units (LB units marked with a red-brown band) as regular Polish units.

7. Special Rules

- Players do not receive Replacements during the Replacement Phase.
- Treat the red Lithuanian demarcation line as an impassable national border.
- Polish units cannot cross the Dźwina River for any reason

nor enter the two most eastern columns of hexes on the map.

- Two Polish 2nd Lithuanian-Belarusian Brigades (3/2LB & 4/2LB) may not leave Wilno until a Soviet unit is within 2 hexes of Wilno. You may place a Movement Prohibited marker on Wilno as a reminder.
- At least one Soviet unit must be north of Dźwina until all Polish units are at least 3 hexes away from that river.
- Do not place Reserve units in Soviet holding boxes.
- Do not place Reserve, Allied, Ukrainian, and Volunteer Army units in Polish holding boxes.

SCENARIO 2 – THE KIEV EXPEDITION (2 players)

Polish troops, supported by allied Ukrainians, set out to capture Kijów. However, the infamous Soviet cavalry unit, the Konarmiya, is approaching from the Caucasus to ruin their plans.

1. Timeframe

- 26.IV to 27.VI **(10 rounds)**

2. First player

- Polish

3. Playing Area

- Ukrainian Theater

4. Morale Advantage

- No Morale Advantage (place the marker on '0')

5. Victory Conditions

- The scenario is won by the side with the most Victory Points at the end of the scenario, **or**
- The Soviet player wins immediately by capturing Lwów.

Each player gains:

- **10 VPs** for control of Kijów
- **5 VPs** for each Morale Level
- **1 VP** for each eliminated or Remnant enemy division
- **1 VP** for each Replacement marker in their respective Replacement Pools

The Polish player gains:

- **5 VPs** for control of all of: Żytomierz, Równe, and Tarnopol

The Soviet player gains:

- **5 VPs** for control of each of the following urban hexes:
  - Równe
  - Tarnopol

6. Introductory Game Rules

- In addition to rules read for Scenario 1, read sections makred with orange bands beside the text:
  - **3.4-3.6** on support units.
  - **13-14.0** on Morale Advantage and Orders.
  - **17-18.1** on Replacements and Unit Reorganization.
  - **19.4 to 19.6** and **19.8** on Lwów defenders, motorized infantry, Cossack brigades and Polish-Allied Ukrainians.
  - **20.1** and **20.4** on Konarmiya and Soviet-Allied Ukrainians.

7. Special Rules

- Almost all Soviet units are assigned to one of the two setup areas, each marked with a different star icon. The Soviet player may place Soviet units assigned to an area on any of the hexes on the scenario card marked with a matching star following these restrictions:



  - Soviet infantry divisions cannot be stacked with other infantry divisions or placed adjacent to one another.
  - Ukrainian brigades cannot be stacked with any other units, including other Ukrainian brigades.
- Three Polish units are withdrawn from the map during this scenario (historically, they were transferred to the Lithuanian-Belarusian Theater). At the beginning of a round when the units are slated to be withdrawn, the Polish player must remove units from the map corresponding to those units shown on the scenario card's Reinforcement schedule with a red line through them (e.g. in round 16.V a 4 SP division with a Reorganization capability must be removed), if possible. Encircled units cannot be withdrawn.



- Polish units cannot for any reason enter the two eastern-most columns of hexes of the map.
- Do not place the Volunteer Army units in the Volunteer Army holding box.
- Start the scenario by setting aside the Ukrainian marker for the resolution of Rebellion of Ukrainian Brigades (20.4.1).

SCENARIO 3 – SPRING 1920 (2-3 players)

The snow has melted away and both sides are preparing for a new, decisive campaign. The Soviets are concentrating on Belarus while the Polish commander-in-chief, Józef Piłsudski, orders a preemptive attack in Ukraine.

1. Timeframe

- 26.IV to 13.VI **(8 rounds)**

2. First player

- Polish

3. Playing Area

- Lithuanian-Belarusian and Ukrainian Theaters

4. Morale Advantage

- No Morale Advantage (place the marker on '0')

5. Victory Conditions (2-player game)

- The scenario is won by the side with the most Victory Points at the end of the scenario, **or**
- The Soviet player wins immediately by capturing Lwów or entering the Polish Theater with at least one supplied unit.

Each player gains:

- **5 VPs** for control of Kijów
- **5 VPs** for each Level of Morale Advantage
- **1 VP** for each eliminated or Remnant enemy division
- **1 VP** for each Replacement marker in the Replacement Pool(s)

The Polish player gains:

- **5 VPs** for control of the Mińsk - Bobrujsk - Żłobin - Kalenkowicze - Mozyrz – Korosteń railroad line

The Soviet player gains:

- **10 VPs** for control of Mińsk
- **5 VPs** for control of Równe

6. Victory Conditions (3-player game)

- If the Soviet side ends with more VPs than the Polish player:
  - The Western Front player wins if they have at least one supplied unit in the Polish Theater **or** control Mińsk and have at least a Level 1 Morale Advantage.
  - The Southwestern Front player wins if they have at least one supplied unit in the Polish Theater **or** control Lwów **or** control Kijów, and Równe.

Otherwise, and if the Soviet side controls all of Mińsk, Kijów, and Równe, and there is at least a Level 1 Morale Advantage on the Lithuanian-Belarusian Theater, the victory is shared.

7. Introductory Game Rules

- Read all the remaining rules that were not covered by Scenario 1 & 2 Introductory Game Rules, with the exception of rules marked with **red bands** beside the text, i.e. section 21 and:
  - 19.1 and 19.7 on the Volunteer Army and counter-revolutionary divisions.
  - 20.2 and 20.3 on Soviet Reserve units and the Polish revolutionary division.

8. Special Rules

- This scenario uses the same scenario card as Scenario 9: War of 1920. When placing Reinforcements, ignore Soviet Reinforcements slated for 20.VI and 27.VI.
- Almost all Soviet units are assigned to one of the two setup areas, each marked with a different star icon on the scenario card. The Soviet player may place Soviet units assigned to an area on any of the hexes marked with a matching star following these restrictions:



  - Soviet infantry divisions cannot be stacked with other infantry divisions or placed adjacent to one another.
  - Ukrainian brigades cannot be stacked with any other units, including other Ukrainian brigades.
- There is a strip of No Man's Land separating the Polish and Soviet positions on the Lithuanian-Belarusian Theater.



  - Polish units may enter No Man's Land only if Soviet units have already entered it, or if in the previous Polish turn, the Polish player took an Operational Pause in the Ukrainian Theater.
  - Five Polish units in the Lithuanian Belarusian Theater – 10th & 17th Infantry Divisions, two 2nd Lithuanian-Belarusian Brigades, and 1st Cavalry Brigade (10, 17, 3/2LB, 4/2LB, and 1) – cannot move at all until a Soviet unit enters No Man's Land. You may place Movement Prohibited markers on those units as a reminder.
  - If no Soviet units have entered No Man's Land yet, the Western Front receives 2 additional Replacements in each turn that it takes an Operational Pause.
- Polish units cannot cross the Dźwina River for any reason.
- Start the scenario by choosing the Ukrainian marker for the resolution of Rebellion of Ukrainian Brigades (20.4.1).
- Do not place the Volunteer Army units in the Volunteer Army holding box.

SCENARIO 4 – KONARMIYA (2-3 players)

In Belarus, the Polish counteroffensive is intended to stop the Soviet march on Mińsk. Budyonny's first attack is a failure, but his Konarmiya is extremely dangerous for the modest Polish forces defending Kijów.

1. Timeframe

- 30.V to 18.VIII **(8 rounds)**

2. First player

- Polish

3. Playing Area

- all Theaters

4. Morale Advantage

- **Lithuanian-Belarusian Theater** – the Soviet player has the Level 1 Morale Advantage (red space '5').
- **Ukrainian Theater** – the Polish player has the Level 1 Morale Advantage (gray space '5').

5. Victory Conditions (2-player game)

- The scenario is won by the side with the most Victory Points at the end of the scenario.

Each player gains:

- **5 VPs** for control of Wilno
- **2 VPs** for control of each of the following urban hexes:
  - Mińsk
  - Grodno
  - Równe
- **1 VP** for each Level of Morale Advantage on Ukrainian and Lithuanian-Belarusian Theaters.

The Polish player gains:

- **1 VP** for each eliminated or Remnant Soviet division

The Soviet player gains:

- **10 VPs** for control of Lwów
- **1 VP** for each supplied Soviet division in the Polish Theater

6. Victory Conditions (3-player game)

- If the Soviet side ends with more VPs than the Polish player:
  - The Western Front player wins if they control Wilno, Mińsk, and Grodno.
  - The Southwestern Front player wins if they control of Lwów, or at least 1 Supplied Soviet division is within 2 hexes from Lwów.

Otherwise, and if both players control all, none, or only some of their victory objectives, the victory is shared.

SCENARIO 5 – BANNER OF REVOLUTION (2-3 players)

On 4 July, the general offensive by the Soviet Western Front troops against Warszawa begins. "Over the dead body of White Poland shines the road to worldwide conflagration!" – announces Tukhachevsky in his order to attack.

1. Timeframe

- 4.VII to 29.VIII **(9 turns)**

2. First player

- Soviet

3. Playing Area

- all Theaters

4. Morale Advantage

- **Lithuanian-Belarusian and Ukrainian Theaters** – no Morale Advantage (place both markers on '0').

5. Victory Conditions (2-player game)

- The Polish player wins a strategic victory if both conditions are true at the end of the scenario:
  - The Soviet player does not have a supplied unit in any urban hex in the Polish Theater **and**
  - Lwów was in Polish control during the entire scenario.
- The Polish player wins a tactical victory if both conditions are true at the end of the scenario:
  - Lwów is under Polish control **and**
  - There is a Level 1 Polish Morale Advantage in the Polish Theater.
- The Soviet player wins an immediate strategic victory if:
  - The Soviet player captures Warszawa.
- The Soviet player wins a strategic victory if both conditions are true at the end of the scenario:
  - Lwów is under Soviet control **and**
  - There is a Level 2 Soviet Morale Advantage in the Polish Theater.

Otherwise, the Soviet player wins a tactical victory if no other Victory Condition is met.

6. Victory Conditions (3-player game)

- If the Soviet side achieves an immediate victory, the Soviet player who captures Warszawa wins.
- If the Soviet side achieves a strategic victory, the victory is shared.
- If the Soviet side achieves a tactical victory:
  - The Western Front player wins if they have more divisions closer to Warszawa than the Southwestern Front player has divisions closer to Lwów (units adjacent to Warszawa and Lwów count double; units in Lwów count triple).
  - The Southwestern Front player wins if they have more divisions closer to Lwów than the Western Front player has divisions closer to Warszawa (units adjacent to Warszawa and Lwów count double; units in Lwów count triple).
  - If players are tied, the victory is shared.

7. Special Rules

- Kijów in Polish hands (13.3.3) is in effect.

SCENARIO 6 – THE BATTLE OF WARSAW (2-3 players)

The critical moment of the war is coming. The Soviets have crossed the Niemen River and are approaching Lwów. Polish units must break the dreaded Konarmiya and defend Warszawa at all costs.

1. Timeframe

- 25.VII to 29.VIII **(6 rounds)**

2. First player

- Polish

3. Playing Area

- all Theaters

4. Morale Advantage

- **Polish and Lithuanian-Belarusian Theaters** – the Soviet player has the maximum Morale Advantage (red space '24').
- **Ukrainian Theater** – no Morale Advantage (place the marker on '0').

5. Victory Conditions

- See Scenario 5: Banner of Revolution Victory Conditions.

6. Special Rules

- Forming of the Volunteer Army (19.1.1) begins in the Polish Replacement Phase on the first turn of this scenario.

SCENARIO 7 – MIRACLE AT THE VISTULA (2-3 players)

The Polish counteroffensive from the Wieprz and Wkra rivers is about to decide the fate of the war. As the strike group marches on Białystok, Budyonny's Konarmiya begins its final assault on Lwów.

1. Timeframe

- 15.VIII to 29.VIII **(3 rounds)**

2. First player

- Polish

3. Playing Area

- all Theaters

4. Morale Advantage

- **Polish Theater** – no Morale Advantage (place the marker on '0').
- **Lithuanian-Belarusian** & **Ukrainian Theaters** do not have separate Moral Advantage markers. If you play this scenario as an Extended Scenario:
  - Link the Lithuanian-Belarusian Theater's Advantage Marker with the Polish Theater's Advantage Marker and place the Ukrainian Theater's Advantage Marker on '0' (13.5).

5. Victory Conditions (2-player game)

- The Polish player wins if both conditions are true at the end of the scenario:
  - At least 12 Soviet divisions of the Western Front are eliminated, Remnant, Out of Supply, or outside the Polish Theater (excluding the 29th Rifle Division) **and**
  - Lwów was in Polish control during the entire scenario.
- The game is tied if one of the Polish victory conditions is realized.
- The Soviet player wins if none of the Polish victory conditions are realized.

6. Victory Conditions (3-player game)

- If the Soviet side achieves a victory, the victory is shared.
- If only one of the Polish victory conditions is realized:
  - The Southwestern Front player wins if they capture Lwów at any point during the scenario. The other players lose.
  - The Western Front player wins if the first Polish victory condition is not realized. The other players lose.

7. Special Rules

- Unless playing this scenario as an Extended Scenario, treat the red Lithuanian demarcation line as an impassable national border.
- The Volunteer Army has already been formed. Do not put any units not already present on the map in the Volunteer Army holding box.
- Soviet units that begin the game west of Działdowo (12th, 18th, 53rd & 54th Rifle Divisions, 16th Cavalry Brigade, and 10th & 15th Cavalry Divisions) cannot move or Attack in the eastern direction in the first round of this scenario unless the Polish player attacks them. This restriction does not apply to units that cross Wisła in the first round.

Those units belonging to the Soviet Fourth Army did not receive the order to retreat in time due to a lack of communication.

- When playing this scenario as an Extended Scenario, place the Lithuanian 1st Infantry Division in Kowno.

SCENARIO 8 – THE BATTLE OF THE NIEMEN RIVER (2 players)

On 20 September, Polish troops launch an attack on the Soviet forces preparing to renew their offensive. A strong flanking group passes through Lithuanian territory to get to the rear of Soviet troops defending Grodno.

1. Timeframe

- 19.IX to 10.X **(4 rounds)**

2. First player

- Polish

3. Playing Area

- all Theaters, but only a part of the Ukrainian Theater is playable

4. Morale Advantage

- The Polish player has a Level 2 Morale Advantage (gray space '15') (see Special Rules below).
- Lithuanian-Belarusian Theater does not have a separate Morale Advantage marker.

5. Victory Conditions

- The scenario is won by the side with the most Victory Points at the end of the scenario.

Each player gains:

- **2 VPs** for control of each of the following urban hexes:
  - Baranowicze
  - Grodno
  - Lida
  - Łuniniec
- **1 VP** for each eliminated or Remnant enemy division

The Polish player gains:

- **5 VPs** for control of Wilno
- **3 VPs** for control of Mińsk

The Soviet player gains:

- **3 VPs** for control of Suwałki (but only if captured by a Lithuanian unit)

6. Special Rules

- Treat all Theaters as one Theater for the purpose of tracking Morale Advantage. Do not split Morale Advantage into separate markers for the Polish and Lithuanian-Belarusian Theaters at any point during the scenario.
- Players may move their units no farther than 3 hexes into the Ukrainian Theater.
- The Polish player cannot Attack Lithuanian units as long as the Lithuanian units haven't Attacked any Polish units. The only exception is the 1st Lithuanian-Belarusian Division (1LB) which can Attack and capture Wilno.
- Wilno and Orany start as Lithuanian-controlled urban hexes. Mark them with Lithuanian control markers.
- Both players can receive a maximum of 2 Replacements in total per per each of their Replacement Phases, irrespective of the source of such a Replacement.
- The Volunteer Army has already been formed. Do not put any units not already present on the map in the Volunteer Army holding box.

SCENARIO 9 – WAR OF 1920 (2-3 players)

The main scenario (campaign) encapsulating the six critical months of the Polish-Soviet War.

1. Timeframe

- 26.IV to 24.X **(27 rounds)**

2. First player

- Polish

3. Playing Area

- all Theaters

4. Morale Advantage

- Lithuanian-Belarusian & Ukrainian Theaters – no Morale Advantage (place the marker on '0').

5. Victory Conditions (2-player game)

- The Polish player wins an immediate overwhelming victory if both conditions are true at the start of 1.VIII round:
  - The Polish player has a continuous line of units or LOF from the north map edge to the south map edge, **and**
  - West of this line are Wilno, Mińsk, and Kijów, all three occupied by the Polish player's units.
- The Polish player wins a strategic (historical) victory if both conditions are true at the end of the scenario:
  - The Polish player's Morale Advantage is at Level 2 in the Ukrainian and Lithuanian-Belarusian Theaters, **and**
  - There is no supplied Soviet unit in the Polish Theater.
- The Polish player wins a tactical victory if both conditions are true at the end of the scenario:
  - The Polish player's Morale Advantage is at Level 1 in the Ukrainian and Lithuanian-Belarusian Theaters, **and**
  - There is no supplied Soviet unit in the Polish Theater.
- The Soviet player wins an immediate overwhelming victory if:
  - The Soviet player captures Warszawa, **or**
  - The Soviet player controls five cities – Kraków, Lwów, Lublin, Łódź, and Toruń – all at the same time.
- The Soviet player wins a strategic victory if both conditions are true at the end of the scenario:
  - The Soviet player's Morale Advantage is at Level 1 or 2 in the Polish Theater, **and**
  - Lwów is Soviet-controlled.
- The Soviet player wins a tactical victory if none of the other Victory Conditions are realized.

6. Victory Conditions (3-player games)

- If the Soviet side achieves an immediate victory, the Soviet player who captures Warszawa or three of the five victory cities (Kraków, Lwów, Lublin, Łódź, and Toruń) wins. The winning Soviet player becomes the first Hero of the Soviet Union.
- If the Soviet side achieves a strategic victory, the player who does not have Priority (22.1) wins.
- If the Soviet side achieves a tactical victory:
  - The Western Front player wins if they have more divisions closer to Warszawa than the Southwestern Front player has divisions closer to Lwów (divisions adjacent to Warszawa and Lwów count as double; divisions in Lwów count as triple).
  - The Southwestern Front player wins if they have more divisions closer to Lwów than the Western Front player has divisions closer to Warszawa (divisions adjacent to Warszawa and Lwów count as double; divisions in Lwów count as triple).
  - If players are still tied, the player who **does not** have Priority wins.

In both cases, strategic or tactical victory, the winning Soviet player becomes the first Hero of the Soviet Union, while the second one awaits a grim fate during Stalin's Great Purge.

7. Special Rules

- This scenario uses the same scenario card as Scenario 3: Spring 1920. When placing Reinforcements, place additional Soviet Reinforcements slated for 20.VI and 27.VI.
- Almost all Soviet units are assigned to one of the two setup areas, each marked with a different star icon on the Scenario card. The Soviet player may place Soviet units assigned to an area on any of the hexes marked on the Scenario card with a matching star, following these restrictions:



  - Soviet infantry divisions cannot be stacked with other infantry divisions or placed adjacent to one another.
  - Ukrainian brigades cannot be stacked with any other units, including other Ukrainian brigades.
- There is a strip of No Man's Land separating the Polish and Soviet positions on the Lithuanian-Belarusian Theater.



  - Polish units may enter No Man's Land only if Soviet units have already entered it, or if in the previous Polish turn, the Polish player took an Operational Pause in the Ukrainian Theater.
  - Five Polish units in the Lithuanian Belarusian Theater – 10th & 17th Infantry Divisions, two 2nd Lithuanian-Belarusian Brigades, and 1st Cavalry Brigade (10, 17, 3/2LB, 4/2LB, and 1) – cannot move at all until a Soviet unit enters No Man's Land. You may place Movement Prohibited markers on those units as a reminder.
  - If no Soviet units have entered No Man's Land yet, the Western Front receives 2 additional Replacements in each turn that it takes an Operational Pause.

EXAMPLE OF PLAY

The following example of play goes through the first round of the main campaign scenario, War of 1920 (or, alternately, the Spring 1920 scenario, which has the same setup). We recommend setting this scenario up, playing through the example, and then continuing playing the game on your own.

The example uses the standard rules only and focuses almost exclusively on the Ukrainian Theater, since the other Theater remains mostly static as a result of No Man's Land rules.

Unit names have been abbreviated to their unit size i.e. a division is represented by XX, a brigade by X. Cavalry units are represented by the 'Cav' abbreviation. Also, Polish units are in blue while Soviet units are in red.

Setup

The Soviet player must first place 16 Soviet units in the Ukrainian Theater assigned to two special setup areas (keeping to the restrictions written in the scenario special rules about Soviet divisions and Ukrainian brigades).

Then, both players select two Ukrainian Rebellion markers each in secret. The Soviet player picks the '2' marker representing the 2nd Ukr. X, and the Polish player picks the '3' marker (3rd Ukr. X). Both players are now ready to start playing the first round, with the Polish player starting as a Phasing player.

THE POLISH PLAYER'S TURN

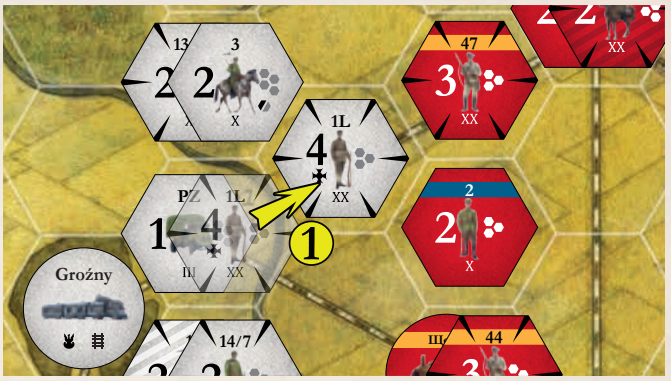
1. Reactive Movement Phase

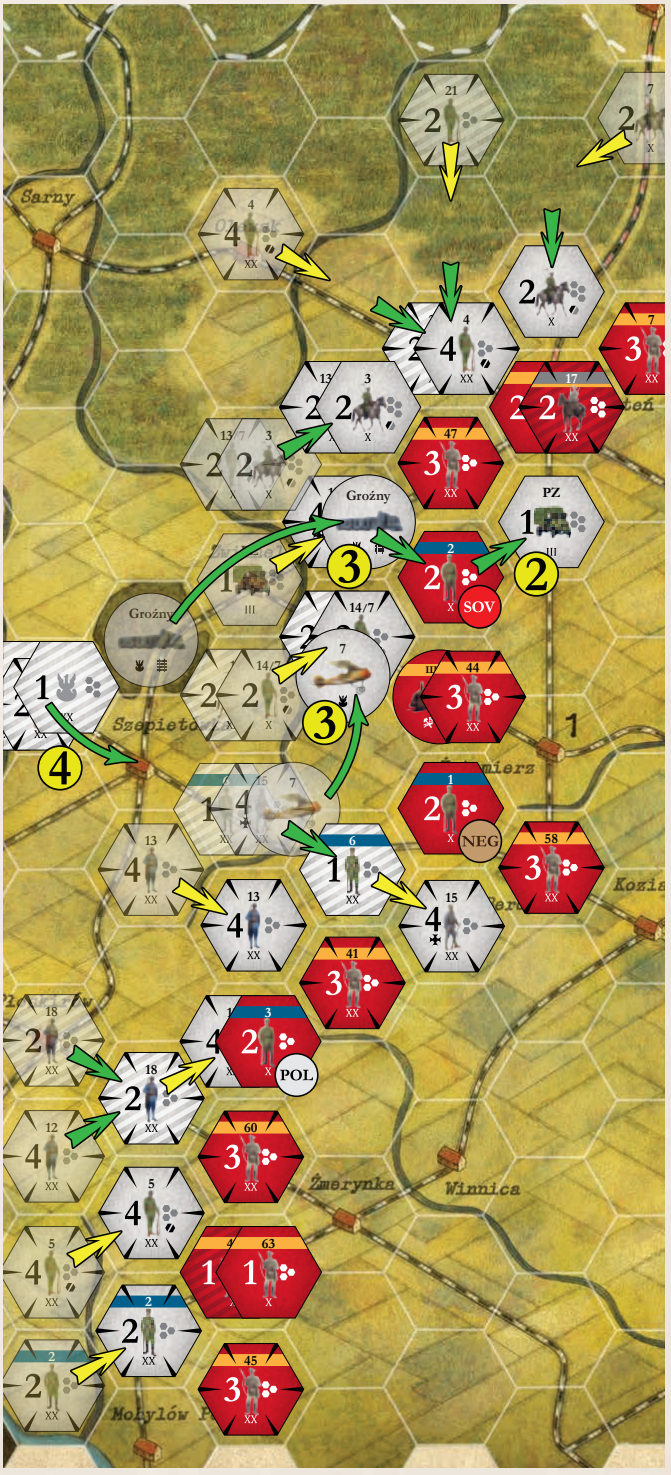
The Polish player decides to declare a Reactive Movement (and places a Reactive Movement Prohibited marker on the Round Track). All Polish units have Reactive Movement Eligibility since either none are adjacent to Soviet units, or those that are adjacent have more Reactive Strength (those units – the 9th XX's and 15/8th X's – are in the Lithuanian-Belarusian Theater).

The Polish player moves the (1) 1st XX adjacent to 2nd Ukr. X, thereby interrupting the Movement Phase to resolve the Rebellion of Ukrainian Brigades (20.4.1) event. Both players reveal their Ukrainian Rebellion markers. Since the Polish player picked '3', it means the 3rd Ukr. X temporarily joins the Polish side. The 2nd Ukr. X permanently joins the Soviet side while the 1st Ukr. X is now a negotiation brigade – if the Polish player attacks it, it will permanently join the Soviet side.

The Polish Reactive Movement Phase continues. The Polish player moves all units as close to the enemy as possible. The Polish player uses the special motorized infantry unit (PZ) to move through the (2) 2nd Ukr. X (the PZ unit ignores all LOF), and moves both support units (Grożny armored train, and the 7th air unit) adjacent (3) to enemy forces.

Short green arrows represent 1 MP moves, yellow 2 MPs moves.





The Polish player also decides to use 4 Rail Transports to move two Remants units – the 11th XX and 16th XX – from Warszawa to (4) Szepietówka in the Ukrainian Theater (it costs 2 Rail Transports per unit to do so since both units will cross into another Theater deeper than 3 hexes). This means that in the next Movement Phase (Operational), the Polish player won't be able to use Rail Transports.

2. First Attack Phase

Resolving the phase from the top, the Polish player Attacks the K and 17th Cav units (4 SP total) (1) with three units (8 SP). The Attack Success Chance is 9, there are no modifiers. The Polish player rolls a 7 and wins combat, forcing both Soviet units to Retreat two hexes to the east. In addition, the Morale Advantage in the Ukrainian Theater shifts 1 box in the Polish player's favor. The 21st XX and 4th XX Advance into the Attacked hex vacated by the Retreating Soviet units. (2)

> *Yellow arrows are Attacks, green Advances and blue Retreats. The yellow triangle markers are placed on top of all units that have Attacked this turn to indicate they cannot move during the Operational Movement Phase.*

Next, four units, including the motorized infantry (PZ) and the 7th air unit (5 SP total), Attack the (3) lone Soviet-allied 2nd Ukr. X. The Attack Success Chance is 11 (initial '10' modified by: +1 for one support icon). The only way for this Attack to fail is if the Polish player rolls a double '1' or '6', indicating a Bloody Attack. Unfortunately for the Soviet player, the Polish player rolls a 9 – as a result, the Soviet unit Retreats and the Morale Advantage shifts 1 more box. The 1st Cav XX and 14/7 X Advance (4) into the Attacked hex. Note that the 7th air unit cannot Advance with them.

Now that the Soviet 47th XX is surrounded on all sides by Polish units, the Polish player activates the four remaining units that have not Attacked yet (including the armored train) to Attack it. (5) The Attack Success Chance is 14 (initial '10' modified by: +1 for one support icon, +2 for Encirclement, and +1 for the presence of an Elite unit). The Polish player rolls an 8. The Soviet unit is eliminated since it must Retreat across an enemy LOF (1 step loss) and through another unit (2 step losses). The Morale Advantage shifts 3 boxes in the Polish player's favor – 1 for a successful Attack, and 2 for eliminating an enemy division. The Polish player has a Level 1 Morale in the Ukrainian Theater now. The eliminated 47th XX is placed in the Southwestern Front's Available to Rebuild holding box.

The Grozny armored train Advances (6) into the Attacked hex while the other three units Advance into the Attacked hex first, then into the hex with the motorized infantry (possible since all Polish infantry and cavalry units can 2 Advance MPs).

In the south, the 5th XX and Polish 2nd Ukr. XX (6 SP total) Attack (7) two Soviet 1-strength units. The Attack Success Chance is 11 (initial '10' modified by: +1 for Level 1 Morale) and the Polish player rolls a 5, forcing a Retreat and anoth-



er Morale Advantage shift. The 5th XX Advances into the Attacked hex.

Next, three Polish units (9 SPs total, counted as 8 SP for Attack purposes) Attack (1) the 41st XX. The Attack Success Chance is 14 (initial '10' modified by: +2 for Encirclement, +1 for the presence of an Elite unit, and +1 for Level 1 Morale). The Polish player rolls a 6, granting a Morale Advantage shift and forcing the Soviet unit to Retreat across an LOF and thus suffer 1 step loss. All three Polish units Advance (2) two hexes.

Following that, three Polish units (including the turncoat Soviet-allied 3rd Ukr. X) Attack (3) the 60th XX. The Attack Success Chance is 13 (initial '10' modified by: +2 for Encirclement and +1 for Level 1 Morale). The Polish player rolls a 4 – again, with the same result as the previous Attack. Two Polish units Advance (4) two hexes (the 3rd Ukr. X unit cannot move).

3. Reactive Movement Phase

The Polish player has already performed their Reactive Movement. The Soviet player does not declare a Reactive Movement.

4. Operational Movement Phase

The Polish player cannot move any units in the Ukrainian Theater since all of them Attacked in the First Movement Phase – save for the two Remnant units in Szepietówka.

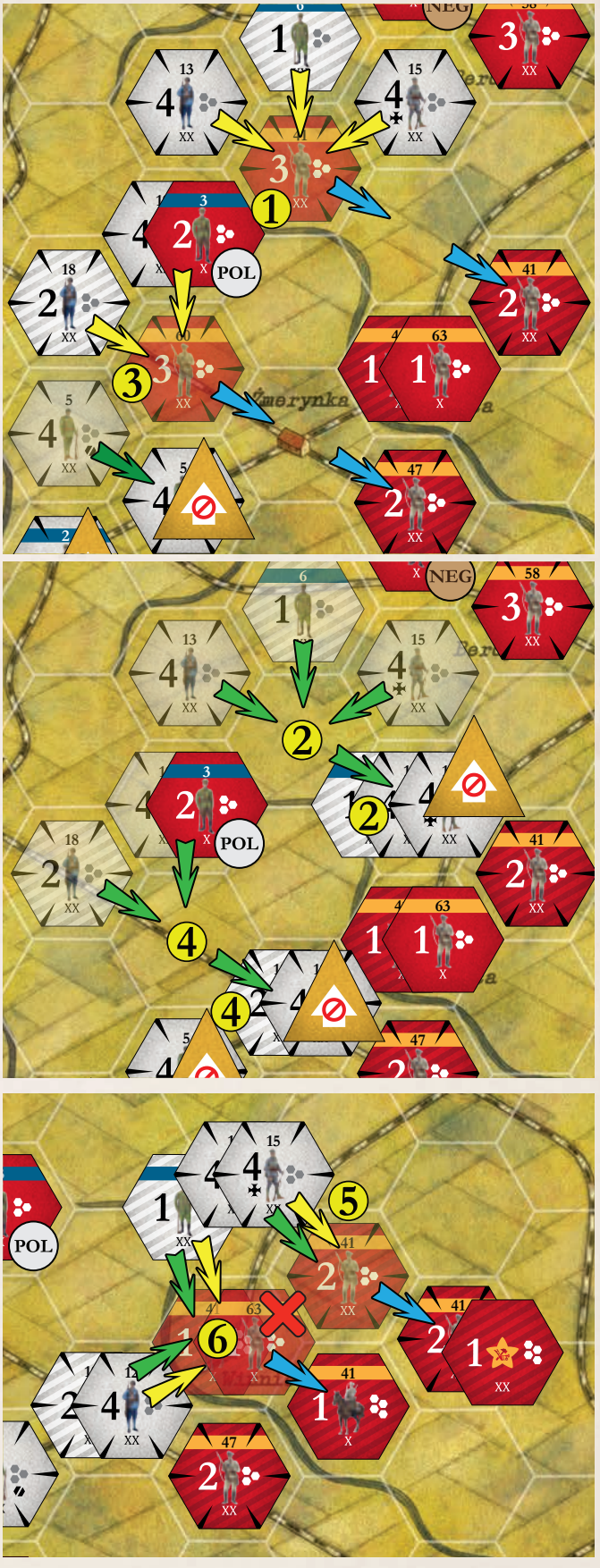
5. Second Attack Phase

First, the Polish player Attacks (5) the Soviet 41st XX. The Attack Success Chance is 10 (initial '11' modified by: +1 for an Elite unit, +1 for Level 1 Morale, and –3 for Attacking in the Second Attack Phase). The Polish player rolls a 6, inflicting 1 step loss on the Soviet unit due to a Very Favorable Ratio and granting a Morale Advantage shift. The Soviet unit is covered by a Remnant marker and Retreats 1 hex. Both Polish units Advance into the Attacked hex.

Next, three Polish units, including the 6th Ukr XX, Attack two 1-strength Soviet units. (6) The Attack Success Chance is 8 (initial '11' modified by: +1 for Level 1 Morale, –3 for Attacking in the Second Attack Phase, and –1 for Attacking across a small river). The Polish player rolls an 8, granting another Morale Advantage shift and inflicting 1 step loss upon the Soviet units due to their 1-hex Retreat across an enemy LOF (generated by two Polish units that Advanced into their rear earlier in the phase). The Soviet player chooses to eliminate the 63rd X rather than the more valuable 41st Cav X. Because the eliminated unit is a brigade, the Polish player does not receive an additional Morale Advantage shift.

6. Reactive Movement Phase

The Polish player has already performed their Reactive Movement. The Soviet player cannot declare a Reactive Movement – only the Phasing player would be allowed to do that in this Reactive Movement Phase.



7. Replacement Phase

The Polish player had an Operational Pause in two Theaters (Polish and Lithuanian-Belarusian) and an Offensive in one Theater (Ukrainian) and thus receives 2 Polish Replacements.

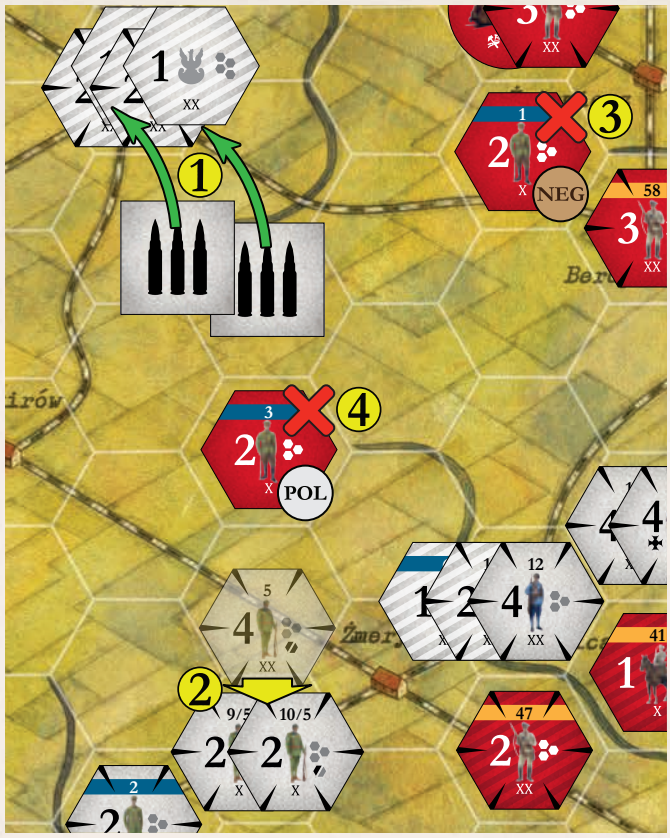
The Polish player decides to place one Replacement each on two Remnant units in Szepietówka (1). Thus, at the beginning of the next Polish player's Movement Phase, both units will discard the Remnant markers, becoming Reduced.

There is no need to check for Out of Supply attrition as no Polish unit is Out of Supply.

To add more flexibility, the Polish player decides to Reorganize the 5th XX and split it (2) into two Divisional Brigades. The Polish player picks up the 5th XX counter and puts it in the Divisional Brigades holding box, replacing it on the map with two counters representing the 9/5th X and 10/5th X, taking them both from the same holding box.

The Polish player then removes their Reactive Movement prohibited marker.

Since this is the end of the Polish player's turn, the Rebellion of Ukrainian Brigades event is resolved. The negotiating (3) brigade and the brigade that joined the Polish side (4) are eliminated. The Soviet 2nd Ukr. X remains in play but if the Polish player manages to reach a Level 2 Morale in the Ukrainian Theater later in the game, that unit will be eliminated (20.4.2). In addition, the Polish player receives the H Ukr. Cav X unit as a Reinforcement for 2.V round.



THE SOVIET PLAYER'S TURN

1. Reactive Movement Phase

Both players decide not to declare Reactive Movements.

2. First Attack Phase

The Soviet player decides not to Attack with any units.

3. Reactive Movement Phase

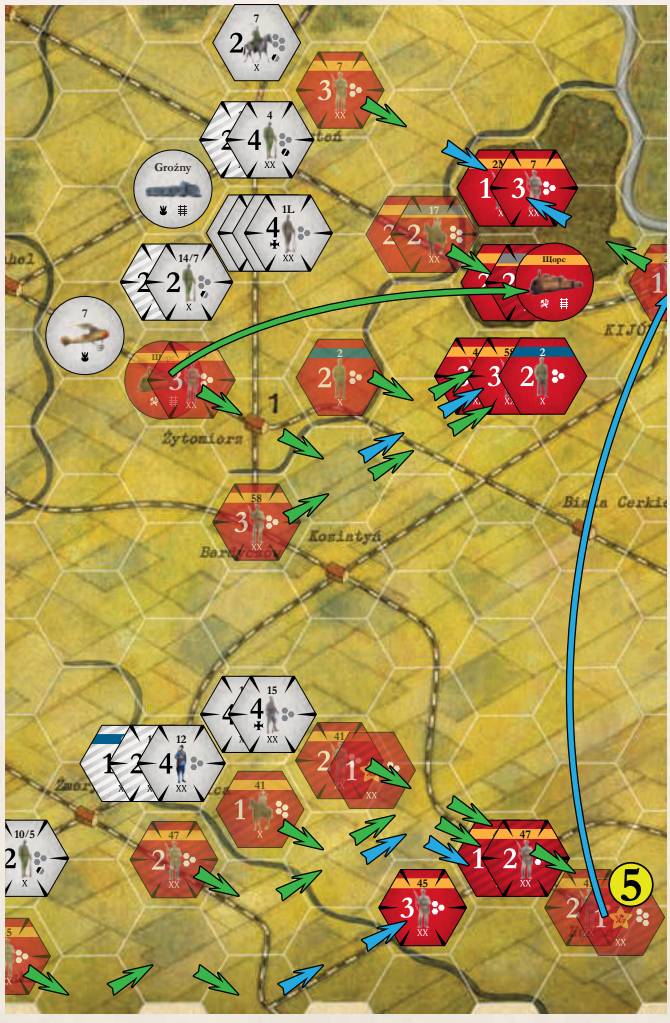
Both players decide not to declare Reactive Movements.

4. Operational Movement Phases

The Soviet player moves (green arrows) all of their units to new positions, including the armored train. All Soviet units are eligible for Movement since none made any Attacks in the First Attack Phase.

5. Reactive Movement Phase

The Soviet player declares a Reactive Movement and moves (blue arrows) all of their units to new positions, including by using Rail Transport to move Remnant 41st XX (5) to Kijów. All Soviet units are eligible for Reactive Movement since none is adjacent to any enemy units.



6. Second Attack Phase

The Soviet player decides not to Attack with any units.

7. Replacement Phase

The Soviet player had an Operational Pause with both Fronts and thus receives 2 Replacements for each Front. In addition, because no Western Front unit moved into the No Man's Land, the Western Front gains 2 extra Replacements. Finally, the Soviet player decides to grant 1 extra Replacement (always available to the Soviet player, regardless of number or type of operations performed) to the Southwestern Front.

The Soviet player places four Replacements on four different Reduced units belonging to the Western Front. Of the three Replacements available for the Southwestern Front, one is placed on the Remnant 41st XX in Kijów, one spent to Rebuild the eliminated 47th XX (the unit's counter is placed on 2.V round to indicate it's a Reinforcement for that round's Soviet player's first Movement Phase), and the last one placed in the Southwestern Front's Replacement Pool for use later in the game.

There is no need to check for Out of Supply attrition as no Soviet unit is Out of Supply.

The Soviet player then removes their Reactive Movement prohibited marker, and then moves the Round marker to 2.V round. A new round begins with the Polish player's Reactive Movement Phase.

HISTORY OF THE POLISH-SOVIET WAR

Most geographical names in this article are presented in Polish to conform to the nomenclature used across the scenarios, rules, and the board; more commonly known places have an English name in parenthesis.

Introduction

At the end of the 18th century, the Polish-Lithuanian Commonwealth collapsed – the partially democratic multinational constitutional monarchy did not survive the coordinated pressure of its neighboring absolutist states: Russia, Prussia, and Austria. It was the end of peaceable if sometimes stormy relationships among Poles, Lithuanians, Ukrainians, Belarusians, as well as Jews, Germans, and Latvians living together for several centuries. The revival of the Polish nation-state as the Duchy of Warsaw during the Napoleonic Wars turned out to be only a short episode. That was followed by a century of subordination to the occupiers, punctuated by unsuccessful uprisings, which finally ended with World War I when all three partitioning powers suffered defeat. Poles, who had hoped for the rebirth of their state with the support of one of the warring powers, could now reunite. Revolutions in Russia and Germany, as well as the disintegration of Austria-Hungary, created a vacuum that was eagerly exploited by pro-independence factions.

Established in November 1918, the Republic of Poland had indeterminate borders. It had no territorial contact with the Russian Soviet Federative Socialist Republic, the Soviet state that was born in the October Revolution, but the inevitability of a conflict was obvious. Soviet declarations about the right of nations to self-determination determined nothing about ethnically diverse areas. Announcements of the world march of revolution heralded a life-and-death fight for the young Polish state. After all, the road to Germany, engulfed in upheaval, ran through Polish territory. The evacuation of the German troops from Ober Ost (German-occupied territory separating Poland and Russia), led to the first clash on February 14, 1919. 57 Polish soldiers and 5 officers attacked Bereza Kartuska, a town east of Brześć, capturing 80 Red Army infantrymen.

1919

For nearly a year, an almost partisan war was fought on the Polish-Soviet front. The dispersion of small forces over vast areas meant success or failure was often determined more by fear of being surrounded and cut off than by combat losses. The Soviets' entanglement in the Russian Civil War, the end of the campaign against Ukrainians in Galicia (Western Ukraine), and the consolidation of the Polish state all enabled the Polish army to advance farther and farther east. Before winter, Polish units reached the rivers Dźwina (Daugava) and Berezyna (Berezina) in the north and the towns of Równe and Tarnopol in the south. Further progress was halted. Attempts were made to influence the balance of power in the Russian Civil War, where the scales seemed to be tipping in favor of the White General Anton Denikin, who was hostile to Poland and enjoyed the support of the Entente.

Winter limited the action. In January, Polish troops captured Daugavpils, which was then handed over to the Latvians. In March, Poles cut the shortest railway connection between the Soviet armies in Ukraine and Belarus by capturing Mozyr and Kalenkowicze. Both sides were preparing for a decisive campaign.

The Kiev Expedition

After the defeat of the counter-revolution in Siberia and General Denikin, and the peace established with Latvia and Estonia, the Polish front became the Soviets' most important military concern. Forces there increased rapidly. Trying to anticipate their attack, Polish Chief of State Józef Piłsudski decided to launch an offensive on Kijów (Kiev / Kyiv), the capital of Ukraine. In addition to the goal of breaking the main enemy forces, this was an attempt to implement his plans of a federation with Ukraine and Lithuania, or at least a strong alliance with the Ukrainians of Ataman Symon Petliura that would lead to the creation of a friendly buffer state between Poland and Soviet Russia.

Despite intelligence reports about the main Soviet forces concentrating in Belarus and the risk of the planned Polish offensive being ineffective, it was too late to cancel it. A mutiny of Galician brigades weakened the Soviets, giving the Poles an advantage and quick territorial successes. After initial defeats, Soviet troops retreated across the Dniepr (Dnieper), avoiding total destruction. Kijów was taken without a fight on May 7. Its capture silenced the anti-war opposition in Poland and received a cold reaction from the Entente. It also caused a surge of Russian patriotism, quickly exploited by the Soviets, albeit with some embarrassment over the loss of Kijów. That and General Brusilov's appeal to the old tsarist officers, previously reluctant about the new rulers, led many to re-enlist.

After capturing Kijów, the Polish troops halted. There was no point in going farther. Part of the army prepared to redeploy north, where an offensive was prepared for May 17 to capture Żłobin and thus seize the strategically vital railroad connection between Mińsk and Kijów.

The May Offensive

The new commander of the Soviet Western Front, Mikhail Tukhachevsky was faster, however. On May 15, his 15th Army attacked the Polish positions across the Dźwina River, and the 16th Army crossed an unguarded stretch of the Berezyna between Borysów and Bobrujsk. The Polish army, prepared to attack Żłobin, forced the 16th Army back across the river. But the Polish offensive had to be abandoned.

It got worse farther north. The defeated Polish 1st Army began a retreat. The 15th Army gave chase, curving into an ever-widening arc between the Dźwina and the Berezyna rivers. A Polish counteroffensive tried to take advantage of this risky dispersed arrangement. The Polish Reserve Army and General Skierski's Operational Group were to form a pincer that would crush the Soviets, held in front by regrouped units of the 1st Army. The counteroffensive was successful, although the encirclement plan failed. The center moved faster than the wings, routing the beaten enemy troops out of the prepared trap. By the end of the month, the front stabilized along the small river Auta, leaving the advantageous area of concentration west of Połock in Soviet control. Piłsudski's decision to suspend the offensive was influenced by the successes of Budyonny's Konarmiya on the Ukrainian front.

Retreat in Ukraine

The arrival of Konarmiya on the Polish front was no surprise. It was possible to calculate the exact moment when this most famous formation of the Red Army, on a seven-week march from the foothills of the Caucasus, would arrive in the Ukrainian theater. However, the Polish command underestimated the strategic role of cavalry. The experiences of the Great War condemned cavalry to a less important role. The first unsuccessful attack of Konarmiya seemed at first to confirm these views. The defending Polish line, however, was too thin to hold. On June 5, striking at the point of contact between two Polish armies, Budyonny's forces broke through the line and launched a raid, ravaging the hinterland.

With no reserves and with Polish forces dispersed across the vast expanses of Ukraine, it seemed impossible to stop him. Polish orders were to treat enemy cavalry raiding behind Polish lines as encircled by definition, but the panic sowed by the Konarmiya quickly spread to frontline units. Once launched, the Soviet offensive continued with the momentum of its own successes.

In addition, the Soviet encirclement around the Polish 3rd Army defending Kijów was closing tighter and tighter. Piłsudski's plans for a federation had to be abandoned and the city was evacuated on June 10. The commander of the 3rd Army, General Rydz-Śmigły, decided to retreat northwest, toward Korosteń, rather than try to smash the Konarmiya, which was expecting to see a Polish march toward Koziatyń in the southwest. Poor reconnaissance and the lack of communication – and thus coordination – between the Soviet units saved the encircled 3rd Army.

The 3rd Army's breakout from the cauldron and the organization of the new 2nd Army brought order from the chaos after Budyonny's raid and made it possible to think about a counter-offensive. The next month saw a series of unsuccessful Polish counter-attacks following a repeated pattern: initial successes – threatened exposed wings – withdrawal. Budyonny kept pushing forward, but his offensive was slowing down. Polish troops were less nervous about the Konarmiya threat and began fighting more boldly. Just as the situation in the south seemed to be changing for the better, a Soviet offensive in the north brought a new blow to Polish morale.

Tukhachevsky's Offensive

On July 4, after a month of local clashes, the advance of the Soviet Western Front began. Tukhachevsky spent that month significantly increasing the number of his troops, even mobilizing the inhabitants of villages near the front. As the Soviet forces grew, expanding to four armies and a cavalry corps, the Polish forces were depleted from sending reinforcements south to Ukraine.

The Soviet offensive was well-prepared and well-planned. The northernmost 3rd Cavalry Corps was to advance quickly, covered on its right wing by Lithuanian territory hostile to Poland and East Prussia. The concentrated forces of the 4th, 15th, and 3rd Armies were to make a decisive attack, secured from the south by the 16th Army and the Mozyr Group. The goal was to push the Polish army to the Pripet Marshes and completely destroy it.

The first day of the offensive brought considerable success. The 3rd Cavalry Corps broke through the front; the Polish 1st Army, exhausted by all-day counterattacks, began to retreat when its flank was threatened. This soon became a poorly

controlled rout driven by the enemy's advances. On July 14, the Soviets captured Wilno (Vilnius), undermining the sense of defending the line of the old German trenches. The 3rd Cavalry Corps followed that by capturing Grodno on July 19. Unsuccessful attempts to recapture this city by the 1st Army forced it to abandon the Niemen line. During the Battle of Vilnius, the Lithuanians actively opposed the Polish army, receiving control over their historical capital from the Soviets.

Polish troops were not pushed to the Pripet Marshes, but their situation was miserable. Complete demoralization made any coordinated action impossible. Looking for counter-measures, the Polish command decided to form the Volunteer Army. All those who were not subject to the normal conscription were summoned to the ranks. They were to bring a new spirit to the regular army's troops, exhausted from the retreat. It was also decided to finally settle the situation in the south favorably.

The Battle of Brody

The Konarmiya's capture of Brody was a direct threat to Lwów (Lvov / Lviv). The next Polish counter-offensive was to include the freshly-organized Cavalry Operational Group. Its creation was an attempt to counter the challenge of the Soviet cavalry, a cavalry that achieved its success thanks to operating in a compact mass of men.

On July 29, this group, together with troops of the 2nd Army, set off to attack Brody, a town roughly 80 kilometers (50 miles) east of Lwów. The Poles were approaching Budyonny's cavalrymen from the east, while at the same time being threatened by his turning maneuver. Polish success was secured by the counter-attacks of the 18th Infantry Division, ending with the recapture of Brody and the almost complete encirclement of some of the Soviet forces. Total victory was again thwarted by a lack of coordination and, above all, time. Due to the fall of Brześć, the Polish offensive was suspended, and most of the forces were redeployed to the north. Although both sides suffered significant losses, the Konarmiya's advance was stopped for the time being.

The Battle of Warsaw

After crossing the Niemen River on the way to Warszawa (Warsaw), Tukhachevsky faced another obstacle – the Bug and the Narew rivers. But this time, he managed to break through quickly. The 3rd Cavalry Corps captured Łomża and Ostrołęka. The fortress in Brześć, from where the Polish command wanted to launch a counter-offensive, was captured by the Soviet 16th Army in the first assault.

When trying to cross the Bug, however, this army met with strong resistance from the units of the Polish 4th Army and Grupa Poleska, who were relatively unharmed by previous battles. After marching several hundred kilometers, the Soviet troops were not much less tired than the Polish ones. After a week of continual fighting, however, the Bug was crossed. The road to Warszawa was barred only by a line of fortifications hastily erected before the city.

Tukhachevsky planned to bypass Warszawa from the north. Only the 16th Army was to attack frontally; the rest were to attack the capital from the west after crossing the lower Wisła (Vistula) near Włocławek and trap the surrounded defenders. However, the plan had a serious defect that would lead to its failure. Where the Pripet Marshes ended, the southern flank of the advancing Western Front was protected only by the weak Mozyr Group. The Southwestern Front, deployed toward Lwów, remained behind and did not take part in the decisive battle.

A daring Polish counter-offensive was about to be launched from the south. The troops of the 4th Army, after being driven back from the Bug, did not retreat toward Warszawa, but behind the Wieprz river, near Lublin, losing contact with the enemy. The defense of the Warszawa suburb was entrusted to the 1st Army, and the task of stopping the Soviet armies on the Wkra River to the north of Modlin was entrusted to the newly created 5th Army of General Sikorski.

Meanwhile, the Soviets kept advancing. The 3rd Cavalry Corps together with the Soviet 4th Army crossed Wkra and headed toward Włocławek. The 15th and 3rd armies were approaching the Modlin Fortress. The 16th Army was nearing Warszawa. Its units attacked Radzymin on August 13 and broke the outer ring of fortifications.

Given the expected assault of the main Soviet forces, it was decided to speed up the offensives from the Wieprz and Wkra rivers. When Ciechanów (a town north of Modlin) was captured by a Polish cavalry raid, the headquarters of the Soviet 4th Army stationed there panicked. In their flight, their radio – their only means of communication with the front headquarters – was destroyed. When fierce fighting broke out over the Wkra River, led by the Polish 5th Army, the Soviet 4th Army kept marching west, unaware of the evolving situation.

On August 15, a counter-attack near Radzymin restored the original Polish defensive positions. This success had a great effect on morale. The next day, at dawn, the decisive counter-offensive from the Wieprz river began. The dispersal of the troops of the Mozyr Group stretched out over a large area only increased the self-confidence of the attackers. Marching at a dizzying pace, the Polish units reached Narew and Białystok within 6 days. At risk of being outflanked, the Soviet armies began a retreat which, as so often in this war, turned into disorderly flight.

The Soviet 3rd and 15th Armies suffered the least, moving stealthily along the German border. Only remnants of the 16th Army remained, mixed up and decimated while breaking through Białystok. The 4th Army and the 3rd Cavalry Corps, which had advanced farthest to the west, were also the last to flee, due to lack of communication. But there was already

no chance of escape. They daringly but vainly broke through several Polish units. Out of ammunition and faced with overwhelming forces on the road to the east, the 3rd Cavalry Corps crossed the border and was interned in Germany. The critical battle for the survival of Poland was over.

Lwów and Komarów

While the decisive battles near Warszawa were taking place, the fighting in the south did not stop. On August 13, the Konarmiya advanced again. Its objective was Lwów, defended by the isolated 6th Army. The Ukrainian army retreated behind the Dniest (Dniester) river, while the upper Bug was defended by negligible forces.

Fierce fighting ensued. However, miscommunications in the Soviet command, which contributed to their defeat near Warszawa, also determined the fate of the Konarmiya. After Tukhachevsky's strenuous efforts, the Konarmiya was finally transferred from the Southwestern to the Western Front. It was ordered to march on Lublin and the Wieprz River and break up the Polish units poised to begin their climactic counter-offensive. However, it was already too late, especially since Budyonny was reluctant to act. He could not reconcile himself to abandoning his attack on Lwów, which was only a few kilometers away.

When Budyonny finally relented and moved in the ordered direction, the Polish forces were already near Białystok. Due to the weakness of the Polish forces north of Lwów, the Konarmiya easily reached Zamość, halfway between Lwów and Lublin. Polish troops released from other tasks were however already arriving from many directions and their pressure steadily increased. On August 31, the last large cavalry battle in European history took place near Komarów. The Polish 1st Cavalry Division defeated the Soviet 6th Cavalry Division in a day full of mounted charges and counter-charges. Budyonny's last success was a daring breakthrough, escaping the encircling Polish troops. Despite this successful escape, the Konarmiya's broken morale forced it to withdraw from the front.

The Polish and Ukrainian armies achieved a significant numerical superiority along the southern front. A motorized raid on Kowel and the crossing of the Dniestr by Ukrainians started a general offensive in mid-September, which ended a month later with a cavalry raid on Korosteń, as well as reaching the Słucza and Usza rivers.

The Battle of the Niemen River

The victory at Warszawa averted the immediate danger, but it did not decide the fate of the war. Using Russia's vast resources, the Western Front quickly regained its previous strength and prepared for a second offensive. The Polish army had already reached its peak size and could only count on the forces it had.

Due to the need to reorganize troops that had become disordered during the offensive, the frontline stabilized at the beginning of September near Grodno. The Suwałki region was recaptured from the hands of the Lithuanian army. Not waiting for the Soviet attack, Piłsudski decided on a new offensive. The plan was ambitious – it intended to encircle all the enemy forces, who would be assaulted in front by the 2nd and 4th Armies. On September 20, a strong flanking force moved through Lithuanian territory and captured the Niemen crossing in Druskieniki. The troops from the south were to move through the Pripet Marshes.

Meanwhile, the frontal attacks of Polish troops did not yield much success. But when the flanking force emerged from the Lithuanian forests and occupied Lida, and Bułak-Bałachowicz's Belarusian division captured Pińsk, it became clear that the Soviet defense line was untenable.

The Soviet 3rd Army retreating from Grodno, under attack from the flanking force, broke through with some of its troops to the east, bloodied in continuous fighting. However, like the rest of the fleeing troops, it could no longer put up any serious resistance. The Polish units kept advancing, accelerating peace negotiations. The approaching winter heralded the end of the war.

The final chords

On October 8, the 1st Lithuanian-Belarusian Division led by General Żeligowski, stationed for this specific purpose near Wilno, "defected" from the Polish army and recaptured the city from the Lithuanians. The creation of Central Lithuania, later incorporated into Poland, was announced. On October 18, the day the armistice came into force, Polish troops also occupied Mińsk. The war ended with a complete Polish victory.

Its tragic epilogue was the fate of the betrayed allies – Ukrainians, Belarusians, and White Russians, who tried to continue the fight on their own after the withdrawal of the Poles. But by the end of the year, all their units, pressed by the overwhelming Soviet forces, had been driven back behind the Polish lines, where they laid down their arms.

Victory in this war removed the threat of communism from Poland, and probably from Europe, for twenty years. A whole generation of officers and politicians who took part in the conflict were deeply influenced by it, including Generals Anders and Charles de Gaulle, and Stalin himself, at the time the political commissar of the Southwestern Front. Its course determined the fate of the art of war in both countries – it was the subject of research and analysis throughout the interwar period. Passions aroused by the Polish-Soviet War determined the relations among the nations of Central and Eastern Europe for much longer.

Jarosław Flis