RULEBOOK

1920 Nest of Eagles

TABLE OF CONTENTS

1. INTRODUCTION	1
2. THE BOARD	2
3. UNITS	4
4. LINES OF FRICTION	7
5. GAME ROUND	8
6. STACKING LIMIT	9
7. MOVEMENT	9
8. REACTIVE MOVEMENT	11
9. RAIL TRANSPORT	12
10. ATTACK	13
11. RETREAT	15
12. ADVANCE	17
13. MORALE ADVANTAGE	17
14. SPECIAL ORDERS	19
15. SUPPLY	19
16. REINFORCEMENTS	20
17. REPLACEMENTS	20
18. UNIT REORGANIZATION	22
19. POLISH SPECIAL UNITS	23
20. SOVIET SPECIAL UNITS	26
21. LITHUANIA	28
22. THREE-PLAYER GAMES	29
23. OPTIONAL RULES	29
DESIGN NOTES	34
INDEX	35
EASILY FORGOTTEN RULES	36
CREDITS	36

1. INTRODUCTION

1920: Nest of Eagles is a strategic board game (wargame) covering the six critical months of the Polish-Soviet War (1919-1921). Players take on the roles of overall military commanders of both sides of the conflict and their allies. One player controls the Polish forces, fighting to save the independence of their newly reinstated country and secure its new borders. The other Soviet forces, trying to vanquish Poland and spread communism to Western Europe by force. As commanders, players control and move counters representing military units (typically divisions and brigades) to achieve specific objectives or, more importantly, gain the Morale Advantage.

The game is played in rounds. Every round one player takes their turn, following a number of phases, then the other player does the same. Reactive Movement from one player might interrupt the other's turn. Combat is resolved through dice rolls that reflect the fortunes of war. This influences the success of military operations. Combat rarely inflicts outright losses, instead forcing enemy units to retreat. Retreat, however, may incur losses, especially if units cross a Line of Friction. These are generated by most units, making maneuvering and encirclements vitally important and critical to success.

1.1 LEARNING THE GAME

There are two ways new players can learn the rules for *1920: Nest of Eagles*. Due to the complexity of the rules, **the recommended approach is to play through Scenarios 1 to 3, using the Introductory Rules**. These set out which sections of this rulebook players need to read to be able to play the scenario, and the scenario-specific rules players can ignore for introductory purposes (indicated with an **orange** or **red** color). The second approach is to read through this rulebook in full, and then just start playing a scenario. Since there is little hidden information in the game, it plays very well solo, playing each side to the best of the player's ability. However, the game truly shines when playing with one or two opponents.

These rules use a numbering system in parentheses (e.g. 2.4) for quick referencing. Such indicated rules or sections can be easily looked up for quick clarification.

Play and design notes are presented in blue shaded boxes.

Historical notes are presented in purple shaded boxes.

1.2 GAME COMPONENTS

A complete game of *1920: Nest of Eagles* includes:

- 84 x 56 cm (33" x 22") double-sided board
- 175 unit counters (94 Polish, 78 Soviet and 3 Lithuanian)
- 247 markers (sample markers below)
- 2 six-sided dice
- 4 player aids (2 per language version)
- 8 scenario cards (6 bilingual, 1 English, 1 Polish)
- 2 scenario books (1 per language version)
- 2 rulebooks (1 per language version)


Round (5.2)



Morale Advantage (13.0)


Replacement (17.0)



Victory Points


Control (2.7)


Operation (17.1.1)


Reactive Movement (8.1)



Cheka (17.1.5)



Kijów (13.3.3)


Ukrainian Rebellion (20.4.1)


Rail Transport (9.2)


Movement Prohibited (7.0)


Event (23.3.1)



Political Priorities (23.5)



Group (23.1.2)



Patrol (23.1.1)

1.3 HOW TO USE DICE

The game uses 2 standard six-sided dice. "Roll 1d" means to roll 1 die (giving a random result from 1 to 6) and "roll 2d6" means to roll 2 dice and add their results together (giving a random result from 2 to 12).

1.4 SCENARIOS AND SCENARIO CARDS

1920: Nest of Eagles includes nine scenarios covering different stages of the Polish-Soviet War. That includes the full campaign scenario played from April to October 1920. To play a game of *1920: Nest of Eagles*, players will need to use both the scenario book and the card corresponding to the selected scenario. The former contains basic information about the scenario, its victory conditions and special rules. The latter contains the unit setup and the Reinforcement schedule.

2. BOARD

The board contains:

1. **Map**, on which the main portion of the game takes place, divided into a hex grid of 30 km per hex.
2. **Terrain Key** depicting various terrain types used in the game.
3. **Attack Success Chance** table, used to establish initial Attack Success Chance in combat.
4. **Round Track** with outlined mini-tracks used for specific scenarios (dates on the track represent the starting dates of each week-long round; months are represented by Roman numerals).
5. **Morale Track** with spaces marked with two numbers, also used in Scenarios 1-4 & 8 as a **Victory Points Track**.
6. **Holding boxes** for various units and markers.



2.1 HEX TERRAIN

Different types of terrain are printed on the map. Each hex contains a single area terrain type (clear, forest, swamp or mountain) and may contain urban terrain (town, city or fortress) and railroads. Some hexes are also connected by bridges.

2.2 HEXSIDE TERRAIN

Various borders and obstacles are printed on hexsides between adjacent hexes: water obstacles (small and large rivers), fortification lines, impassable national borders, dashed white lines between Theaters of War, and two multicolored dashed lines connected to Lithuania's status in the game.

A summary of the effect of hex and hexside terrain is set out on a player aid placed on the back of Scenario 8 card.

All names printed on the map are in Polish in order to keep consistent nomenclature, and avoid using different, often conflicting transliterations of Ukrainian or Belarusian names (which were, at the time, usually transliterated to English from their Russian form). The scenario names are the only exception to this rule e.g. the Battle of Warsaw.

Two large rivers (Dniepr and Prypeć) are depicted in a lighter shade of blue to indicate their unique status to Soviet units (2.6). In addition, only large rivers are explicitly named on the map.

2.3 MAP BOUNDARIES

The playing area is limited by the edges of the map and by impassable national borders.

2.3.1 Impassable national borders

Units may not, under any circumstances, cross the borders of non-playable neighboring countries (Germany, Czechoslovakia, Romania) and most parts of Lithuania represented by dark brown borderless hexes.

2.3.2 Map edges

Each player's units treat each map edge differently.

- All map edges are impassable to the Polish player. The western map edge is impassable to the Soviet player.
- Soviet units forced to Retreat (11.0) across **the northern or eastern map edge** are removed from the map and must be placed as Reinforcements for the next round.
- Soviet units forced to Retreat across **the southern map edge** are removed and must be placed as Reinforcements 3 rounds later.

2.4 THEATERS

Dashed white lines divide the playing area into three Theaters:

- The **Polish Theater** in the west.
- The **Ukrainian Theater** in the southeast.
- The **Lithuanian-Belarusian Theater** in the northeast.



2.4.1 Moving into the Polish Theater

Polish units can voluntarily move into the Polish Theater from the Ukrainian or Lithuanian-Belarusian Theaters only if:

- At least one Soviet unit has entered the Polish Theater, or
- The Soviet player has Level 2 Morale (13.0) on either the Ukrainian or Lithuanian-Belarusian Theater.

Soviet units can always move into the Polish Theater unless that Theater is out of play in a given scenario.

Polish units can always move through the Polish Theater (e.g. by using Rail Transport (9.0)) as long as they end their movement in a Theater it is legal for them to move into.

2.5 SOVIET FRONTS AND THEIR LIMITS OF COOPERATION

Soviet units are divided into two Fronts: the Western Front (marked with a teal band, see image in 3.2) and the Southwestern Front (marked with a gold band). This rigid division makes it difficult for them to cooperate.

2.5.1 Soviet Fronts' Theaters

- The Western Front's units can operate only in the Lithuanian-Belarusian Theater and the Polish Theater.
- The Southwestern Front's units can operate only in the Ukrainian Theater and the Polish Theater.
- A Soviet unit may move into the non-Polish Theater it's not assigned to (i.e. a Western Front Unit into the Ukrainian Theater, and a Southwestern Front unit into the Lithuanian-Belarusian one) only if no other unit from its Front is already there. That unit cannot voluntarily move more than 2 hexes away from the Theater's border.

If additional units are forced to Retreat (11.0) outside their assigned Theaters, they must return to their Theater in the Soviet player's next Movement Phase.

A front was a Soviet name for an army group and thus the name may cause some confusion, especially since in 1920: Nest of Eagles Soviet Fronts are initially tied to specific Theaters. Those two terms, however, are not interchangeable; different rules relate to Fronts and Theaters.

2.5.2 Separate Soviet Replacement Pools

Each Front has its own Replacement Pool. One Front's Replacements (17.0) cannot Rebuild (17.2) or Strengthen (17.3) units of the other Front.

2.6 DNIEPR AND PRYPEĆ RIVERS FOR SOVIET UNITS

The Soviet player treats Dniepr and Prypeć as small rivers for all Movement (7.1), Attack (10.0), Retreat (11.0), and Supply (15.0) purposes.

Both rivers are depicted in a lighter shade of blue than other large rivers on the map to indicate their unique status (see images below contrasting Prypeć with Niemen, a standard large river).





Soviets had control of both rivers due to the presence and support of the Dnieper Flotilla.

2.7 TERRAIN CONTROL



Stopping in or moving through an enemy-controlled urban hex immediately changes control of that hex. All urban hexes with one player's units on them – and all those west (for the Polish player) or east (for the Soviet player) of them – at setup are considered to be under the control of that player.

It is a good idea to mark who controls urban hexes closest to the frontline with Control markers, for various game mechanics reasons (e.g. Victory Points and Rail Transport). Marking all captured urban hexes may, however, create unnecessary clutter on the map.



3. UNITS

Hexagonal counters represent regular units and round counters represent support units.

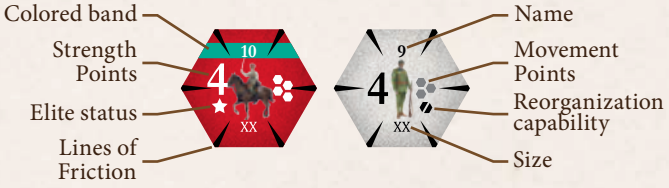
3.1 UNIT COLOR AND AFFILIATION

The background color of a unit denotes who controls it. All gray units are controlled by the Polish player and are collectively called Polish units. All red units are controlled by the Soviet player and are collectively called Soviet units. In some scenarios, the Soviet player also controls three Lithuanian units (green color).

Units with the same background can be stacked together on one hex, obeying the Stacking Limit (6.0). Soviet and Lithuanian units (21.1) cannot stack together.

Players can always look at the units in an opponent's stack, unless playing with the Concealment optional rule (23.1).

3.2 HOW TO READ REGULAR UNITS



Colored band: Indicates the unit is governed by special rules (19.0, 20.0), or, in the case of most Soviet units, their Front affiliation (2.5). The few Soviet units without a colored band are also governed by special rules (20.1).

Strength Points (SP): Indicates the number of Strength Points a unit has when resolving an Attack (10.0).

Elite status: This icon indicates a unit has a modifier to its Attack (10.0) and Out of Supply attrition checks (15.3). It also influences Reactive Movement Eligibility (8.2) and Issuing Special Orders (14.1). Elite icons are crosses (Polish units) and stars (Soviet units).

The Polish player's Elite icon represents the cross of Virtuti Militari, Poland's highest military decoration. The Soviet player's Elite icon represents the Soviet red star.

Lines of Friction (LOF): If black lines on the six points of the counter are present, these indicate the unit generates LOF (4.0).

Asterisk: Four units (three Soviet and one Polish) that have their names marked with an asterisk may only be used in the game if the Political Priorities optional rule (23.5) is in play.

Movement Points (MPs): The maximum number of Movement Points a unit may expend for Movement (7.1).

Reorganization capability: On a division, this icon means the unit can be split into two brigades. Two brigades with this icon can be merged to create a division (18.0).

Name: The name or number of the unit.

All units have historical numbers (e.g. the full name for the Polish infantry division with "12" would be "12th Infantry Division" and "12th Rifle Division" for the Soviet infantry unit) or names (usually the first letter of a name). This allows players to place each specific unit in its correct historical place at setup. However, since names are not essential (unless using the Political Priorities optional rules) to gameplay, players may instead place each unit at scenario setup wherever they want, as long as their values, types, Elite status, and colored bands (if any) are the same.

Type: There are three basic unit types in the game:

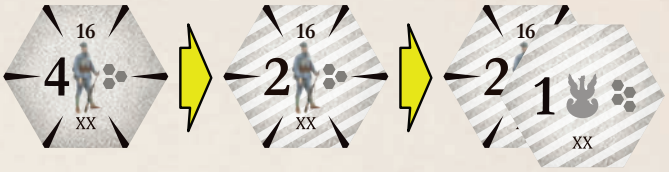
- **Infantry**, each with 3 MPs (hexagonal counter illustrated by an infantryman), with the exception of one Polish Motorized Infantry unit with 4 MPs (hexagonal counter illustrated by a truck).
- **Cavalry**, each with 4 MPs (hexagonal counter illustrated by a mounted cavalryman).
- **Support units** (round counter illustrated by a combat vehicle or an artillery piece).

Size: There are three types of unit sizes present in the game:

- **III** – regiment
- **X** – brigade
- **XX** – division

3.3 UNIT STRENGTH AND STEP LOSSES

- A unit may have three possible strength levels, called **steps**.
  - A **3-step** unit can either be **Full**, **Reduced** or **Remnant**.
  - A **2-step** unit can either be **Full** or **Reduced**.
  - A **1-step** unit can only be **Full**.
- **Reduced** units have a striped background on their reverse.
- **Remnant** units are those covered with a Remnant counter (only a unit with LOF depicted on its Reduced side can become a Remnant). A Remnant unit has 1 SP and 4 MPs, and generates no LOF, as indicated by the counter.
  - If a Remnant unit ends its move – either voluntarily or as a result of Retreat (11.0) – adjacent to any enemy unit, and the Remnant unit has no friendly non-Remnant unit in its own hex, then eliminate the Remnant unit.
- A unit may suffer multiple step losses at the same time from one effect.
- If a 3-step unit suffers a step loss, it goes from Full to Reduced, from Reduced to Remnant (by covering it with a Remnant counter, see image below), or from Remnant to eliminated.



- If a 2-step unit suffers a step loss, it goes from Full to Reduced, or from Reduced to eliminated.
- If a 1-step unit suffers a step loss, it is eliminated.
- If a stack of units suffers a step loss, the owner of the stack chooses which unit in the stack (including a support unit) suffers a step loss.

3.4 SUPPORT UNITS



Support units include aircraft, tanks, artillery, armored cars, and armored trains. They have various Movement abilities or restrictions and always count against the Stacking Limit. They do not have SPs, but they do affect the outcome of combat.

3.4.1 How to read support units

Colored band: Indicates a Soviet unit's Front affiliation.

Support icon: Grants a +1 modifier to Attack when Attacking and a –1 modifier to Attack when defending for **each** Support icon in combat. Support icons are eagles (Polish units) and hammer and ploughs (Soviet units).

The Polish player's Support icon represents the military insignia used in the Polish army (i.e. military eagle). The Soviet player's Support icon represents the Red Army's original insignia, hammer and plough (placed inside a red cockade).

Railroad: Indicates that a unit can only move along friendly-controlled railroads.

Name: Indicates the name or number of the unit.

Unit type: There are five support unit types in the game (each has a matching illustration):

- Armored trains
- Armored cars
- Artillery
- Aircraft (Polish player only)
- Tank (Polish player only)

Movement Points (MPs): Indicates the maximum number of MPs a unit may expend for Movement.

3.4.2 Effect of support units on combat and Reactive Movement

- Each Attacking support unit increases the Attack Success Chance by 1 for each Support icon it has (10.7). Likewise, each defending support unit reduces the enemy's Attack Success Chance by 1 for each Support icon it has.
- A support unit that is Out of Supply (15.0) may join an Attack (10.0) but does not increase the Attack Success Chance with its Support icons if it does. It may Advance (12.0) as normal. An Out of Supply support unit still contributes its Support icons in defense.
- The maximum number of support units that can participate in an Attack is equal to the number of Attacking SPs.
- A step loss can be taken by any support unit, except for aircraft.
- For the purposes of Reactive Movement Eligibility (8.2), support units count as 1 SP.
- The presence of support units may facilitate issuing Special Orders (14.1).

3.4.3 Armored trains



Both players have access to two armored trains each. Armored trains:

- Can move any distance, but only along railroads. They cannot cross any enemy LOF (4.0), unless they enter a hex with a friendly unit. They also cannot move through enemy-controlled urban hexes.
- Cannot take control of an enemy-controlled urban hex, unless there is a friendly unit within 3 hexes of that hex.
- Can only Attack (10.0) along a railroad (i.e. against an adjacent railroad hex with the same railroad the Attacking armored train is on). When Attacked, it always adds a –1 modifier to Attack.
- Cannot Attack if it moved to a different Theater earlier in the same turn.
- Defend with 1 SP each if Attacked in a hex without regular units.
- Do not suffer step losses if forced to Retreat (11.1) in the wrong Retreat Direction.
- Can be Rebuilt (17.2) by the Soviet player only when the Front the armored train belongs to is operationally paused (17.1.1), and by the Polish player only when all Theaters are operationally paused.
- Cannot be used to Rail Transport (9.0) friendly units.

Example: The Polish 16th Infantry Division can Attack any Soviet unit it is adjacent to. However, the armored train can only support an Attack against the Soviet 41st Rifle Division as that unit would be Attacked along the same railroad the train is on. Should any Soviet unit Attack the hex with an armored train, the train would add a –1 modifier to that Attack.



3.4.4 Armored cars



Both players have access to one armored car unit each. Armored cars:

- Cannot voluntarily cross a large river without a bridge. If forced to Retreat (11.0) across a large river without a bridge, they are removed from the game (3.6).
- Can move through hexes with 1 or 2 SPs of enemy units.
- Ignore enemy LOF (4.0) they move across, if alone (without any other unit types in their stack) and if not simultaneously crossing a small river or entering difficult terrain.
- If in Supply (15.0), do not lose that status after moving through enemy units or LOF, and thus remain in Supply until the end of the Phasing player's (5.0) turn.
- Cannot Attack (10.0) across a large river.
- Defend with 1 SP if Attacked in a hex without regular units.
- Are removed from the game if they suffer a step loss.
- Cannot be Rebuilt (17.2).

3.4.5 Artillery



Both sides have access to one artillery unit each. Artillery:

- Is removed from the game (3.6) if Attacked (10.0) in a hex without regular units.
- Is removed from the game if it suffers a step loss.
- Cannot be Rebuilt (17.2).

3.4.6 Tanks



The Polish player has access to one tank unit. It:

- Cannot voluntarily cross a large river without a bridge. If forced to Retreat (11.0) across a large river without a bridge, it is removed from the game (3.6).

- Cannot Attack (10.0) across a large river.
- Is removed from the game if Attacked in a hex without regular units.
- Is removed from the game if it suffers a step loss.
- Cannot be Rebuilt (17.2).

The Polish army had one armored regiment of Renault FT tanks. Due to their low speed and very limited range, they could only operate over small distances. They also required frequent servicing, and couldn't operate on their own.

3.4.7 Aircraft



The Polish player has access to an air unit – the 7th Air Escadrille – that operates differently from all other units.

- During the Reactive Movement Phase (8.0), the Polish player can place the air unit on on any hex within 5 hexes of a Polish-controlled urban hex connected to a Supply source (15.1) by railroads. This hex must contain a friendly unit.
- The 7th Air Escadrille may support any unit it is stacked with in Attacking and in being Attacked.
- If the supported unit leaves its hex (voluntarily, including by Advance (12.0), or by Retreat (11.0)) or is eliminated, place the 7th Air Escadrille in the nearest friendly-controlled urban hex with no adjacent enemy units.
- It is automatically eliminated if Attacked (10.0) in a hex without regular units.
- If the 7th Air Escadrille is eliminated, place it on the Game Round after the next on the Round Track, as a Polish player's Reinforcement (16.0).

The 7th Air Escadrille, better known as the Kościuszko Squadron, was a highly successful fighter squadron that consisted of a group of American volunteers and Polish pilots. The famous 303 Polish Squadron was its successor.

3.5 AVAILABILITY OF SUPPORT UNITS

- Armored trains are always available at setup.
- The Polish aircraft unit is available at setup in every scenario except for 1 and 8.
- The Soviet armored cars unit is placed with the other Konarmiya units on 23.V round.
- The Soviet artillery unit is placed as a Reinforcement (16.0) on 20.VI round.
- All other Polish support units (armored cars, tanks, and artillery) are placed during the forming of the Volunteer Army (19.1.1).

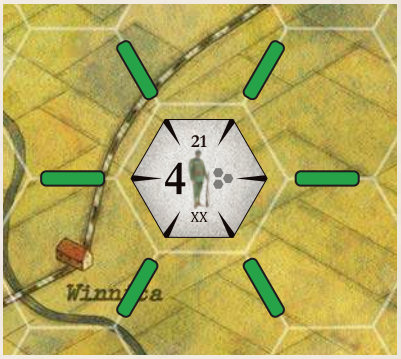
3.6 UNIT ELIMINATION OR REMOVAL

When eliminated, units may either become available to be Rebuilt (17.2) later in the game, or removed from the game. If the latter happens, the removal is permanent; they cannot be Rebuilt (with the exception of some units if the players are using the Morale Boost (23.3) optional rule).

Eliminated units are placed in each player's (and Front's, in the Soviet player's case) respective Available to Rebuild holding boxes. Some special units return to their respective holding boxes (more details in 19.0 and 20.0).

If a unit that cannot be Rebuilt is eliminated as a result of various game effects (such as suffering a step loss), treat it as being removed from the game.

4. LINES OF FRICTION

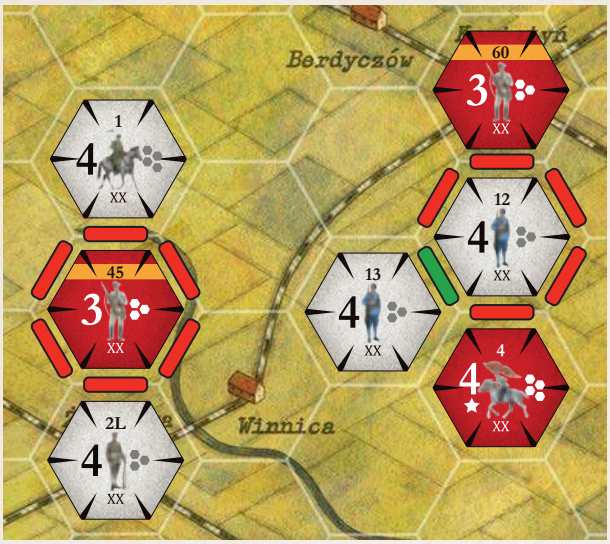


Some units generate Lines of Friction (LOF). A unit's LOF is a hexside shared by 2 hexes adjacent to the unit's hex. LOF affect:

- Spending Movement Points (7.1).
- Rail Transport requirements (9.1).
- Retreat losses (11.3).
- Attack (10.0) if the enemy unit is Encircled (4.1).
- Supply (15.0).

4.1 ENCIRCLEMENT

- A unit is Encircled when every one of its hexsides either has:
  - An enemy unit on the other side.
  - An enemy LOF with no friendly unit on the other side.
  - A Large river without a bridge and no friendly unit on the other side.
  - Impassible national borders or map edges (**Exception**: the eastern and southern map edges do not count as such for Soviet units).
- Units Attacking Encircled units apply a +2 modifier to their Attack Success Chance.



Example: The Soviet 45th Rifle Division is Encircled. The Polish 12th Infantry Division is not Encircled, because the 13th Infantry Division neutralizes the opponent's LOF. Consequently, should the 2nd Legions Infantry Division Attack (with or without the help of the 1st Cavalry Division) the 45th Rifle Division, it would apply a +2 modifier to its Attack Success Chance, in addition to other potential modifiers.

4.2 LOF RESTRICTIONS

A unit does not generate a Line of Friction if:

- That LOF would cross a large river **or**
- That LOF would run along a large river hexside and the hex adjacent to that hexside has an enemy-controlled fortress (if that fortress is on the same side of the river as the unit).



Example: The red lines represent the 53rd Rifle Division's ungenerated LOF: the southwestern line due to it crossing a large river, and the western line due to it running along a large river that has an enemy-controlled fortress (Grodno) adjacent to it on the same side of the river as the 53rd Rifle Divison.

A friendly LOF does not negate the effects of an enemy LOF.

Friendly units in hexes adjacent to an enemy LOF do not negate its effects on Movement, but they do negate its effects on Encirclement (4.1), Retreat (11.0), and Supply (15.0).

5. GAME ROUND

- Each Game Round represents one week.
- Scenario rules determine which player starts the first Game Round.
- In a Game Round, one player takes their player turn, then the other player takes their player turn.
- The player who is taking their turn is called the Phasing player. The other player is called the non-Phasing player.
- A player turn has several Phases.
- When undertaking the actions of a Phase, it is not permitted to take the actions of another Phase.

5.1 PHASES

During a player turn, the Phasing player follows a sequence of Phases in order.

1. Reactive Movement Phase (optional; both players)

- The Phasing player may declare a Reactive Movement (8.0). If undeclared, the non-Phasing player may declare a Reactive Movement.
- The player who declared a Reactive Movement (the active player) can move units with Reactive Movement Eligibility (8.2).
- If the active player is also the Phasing player, it is their **first Movement Phase.** Before moving, they must:
  - Strengthen (17.3) their units covered with Replacement markers, **then**
  - place their Reinforcements (16.0); newly placed units can be moved, unless they were placed by Rail Transport or by spending MPs.

2. First Attack Phase (Phasing Player)

- The Phasing player can Attack (10.0) adjacent enemy units.

3. Reactive Movement Phase (optional; both players)

- Identical to Phase 1.

4. Operational Movement Phase (Phasing Player)

- If the Phasing player did not declare a Reactive Movement this turn, this is their **first Movement Phase.** Before moving, they must:
  - Strengthen (17.3) their units covered with Replacement markers, **then**
  - place their Reinforcements (16.0); newly placed units can be moved, unless they were placed by Rail Transport or by spending MPs.

- The Phasing player can move units that did not Attack in the First Attack Phase.

5. Reactive Movement Phase (optional; Phasing Player)

- Identical to Phase 1, except only the Phasing player may declare the Reactive Movement.

6. Second Attack Phase (Phasing Player)

- The Phasing player can Attack adjacent enemy units, but with a –3 modifier to the Attack Success Chance.

7. Replacement Phase (Phasing Player)

- The Phasing player receives Replacements (17.0) and checks for Out of Supply attrition (15.3).
- The Phasing player removes their Reactive Movement prohibited marker (8.1).
- The Phasing player may Reorganize eligible units (18.0).

5.2 END OF PLAYER'S TURN



After the Phasing player finishes their Replacement Phase, the other player becomes the Phasing player and begins their turn (flip the Round marker to the other side). After both players have finished playing their turns, move the Round marker to the next round on the Round Track, or, if the player has finished playing the final Round of the scenario, resolve the scenario's Victory Conditions.

6. STACKING LIMIT

The stacking limit is the maximum number of regular and support units (not steps) allowed in a hex.

Except in Warszawa, **the stacking limit is 4**: a player may not voluntarily move to have more than 4 units in a hex.

6.1 STACKING LIMIT IN WARSZAWA

Warszawa can hold up to 5 units.

6.2 OVERSTACKING

Overstacking is only possible due to:

- Retreat (11.6) **or**
- Arrival of Polish Reinforcements (16.0) in Warszawa.

If that happens, the player must move excess units out in their next Movement Phase.

7. MOVEMENT

There are two types of Movement in the game:

- **Operational Movement** – any units that have not Attacked (10.0) this turn may take this Movement.
- **Reactive Movement** – any units with Reactive Movement Eligibility (8.2) may take this Movement.

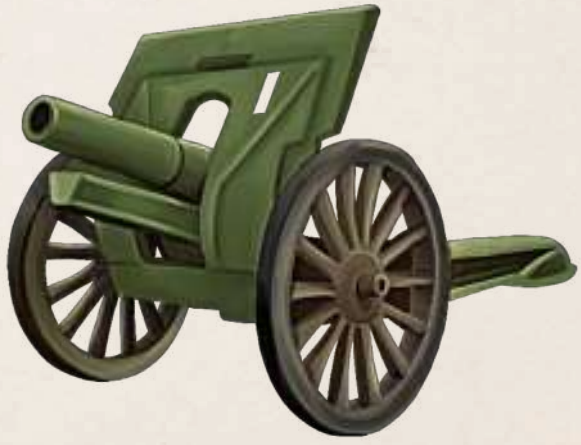


It is helpful to mark which units can take Operational Movement with the triangle-shaped Movement Prohibited / Allowed markers. For instance, if some units have Attacked during the First Attack Phase, the player can either mark those units with a yellow side of the marker or mark those units that didn't Attack with the blue side of the marker. Those markers can be also used to mark which units have Reactive Movement Eligibility.

Units that have Attacked during the First Attack Phase are **not prohibited** *from taking Reactive Movement.*

For both types of Movement, the following rules apply:

- The player can move each unit individually or as a part of a stack, in any order desired.
- A given unit can move only once per Movement Phase. That means that a given unit can potentially move in both the Operational Movement Phase and a Reactive Movement Phase in the same player turn.
- Units move from one hex to an adjacent hex (without skipping hexes).
- Each unit may only move up to its Movement Points allowance (3 for infantry, 4 for cavalry and motorized infantry, and various allowances for support units).
- Units may not move into or through a hex occupied by enemy units. Exceptions: motorized infantry and armored cars (3.4.4 and 19.5).



7.1 SPENDING MOVEMENT POINTS

Each unit has a number of available Movement Points. Moving a unit costs it a number of MPs, dependent on the situation.

The MP cost of every possible movement is shown below, along with how crossing a terrain or enemy LOF modifies that cost.

IMPORTANT: *The presence of a railroad or a town in a hex does not change the cost of entering that hex.*

Movement costs for entering terrain without crossing the enemy's Line of Friction:

- Clear **and/or** crossing non-river terrain lines: **1 MP**
- Difficult terrain (swamp, forest, mountain): **2 MPs**
- Crossing a small river: **+1 MP**
- Crossing a large river across a bridge: **+1 MP**
- Crossing a large river without a bridge: **all MPs**
- Crossing a large river into difficult terrain: **all MPs**

Movement costs for entering terrain when crossing the enemy's Line of Friction:

- Clear **and/or** crossing non-river terrain lines: **2 MPs**
- Difficult terrain (swamp, forest, mountain): **all MPs**
- Crossing a small river: **all MPs**
- Crossing a large river (with or without a bridge): **all MPs*** / **prohibited**
- Crossing any river into difficult terrain: **all MPs*** / **prohibited**
- Crossing a fortification line from the side it is oriented towards**: **2 MP*** / **all MPs**

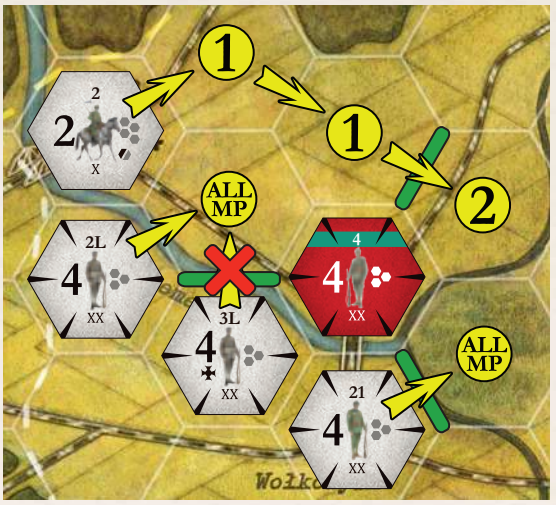
* If another friendly unit started that Movement Phase in the destination hex.

** Fortification lines are always oriented towards specific hexes.

Only large rivers have bridges that influence game mechanics. For game mechanics purposes treat all small rivers as unbridged.



Example: The 53rd Rifle Division must spend all its MPs to cross an enemy's LOF and the fortification line to the west (the line is oriented towards the east) or 2 MPs to cross the line to the north since another friendly unit (the 2nd Cavalry Brigade) has started that Phase in the destination hex.



Example: The Polish 2nd Cavalry Brigade must spend 2 MPs at the end of its Movement because it's crossing the enemy's LOF (green lines) when moving into the clear terrain. The 2nd Legions Infantry Division must spend all its MPs to cross a large river without a bridge. The 3rd Legions Infantry Division can't cross the same large river as that move is prohibited across the enemy's LOF unless a friendly unit started the Movement Phase in the destination hex. The 21st Infantry Brigade must spend all its MPs to cross a small river across an enemy's LOF.

Other rules:

- Any move that costs all of a unit's MPs (**all MPs**) is prohibited if that unit has already moved this Movement Phase.
- A unit cannot move into a hex if the MP cost is more than its remaining MPs.
- A moving unit does not have to spend all its MPs. Unused MPs cannot be saved for later, and they cannot be transferred to another unit.
- For the purpose of calculating Movement costs, crossing any LOF generated by two or more enemy units is treated as crossing one LOF.

7.2 ATTACK RESTRICTIONS DUE TO MOVEMENT

A unit moving across an enemy LOF **and**

- entering difficult terrain (swamp, forest or mountain) **or**
- crossing any river,

cannot Attack (10.0) in the next Attack Phase, unless another friendly unit started that Movement Phase in the destination hex.

Mark those units that cannot Attack in the next Attack Phase with an Attack Prohibited marker as a reminder.



8. REACTIVE MOVEMENT

Military operations are often decided by factors such as initiative, pinning enemy units, or using reserves to exploit a success or prevent a breakthrough. The Reactive Movement Phase represents these complicated processes.

8.1 REACTIVE MOVEMENT ACTIVATION

- Both players begin the game with a Reactive Movement Activation. They may perform it during most Reactive Movement Phases, whether they are the Phasing or the non-Phasing player.
- If they perform the Reactive Movement Activation, they place their Reactive Movement Prohibited marker on the Round Track; they cannot perform a Reactive Movement Activation until that marker is removed.



- The marker is removed in the Replacement Phase of the Phasing player's turn.
- The Phasing player has priority in deciding to perform a Reactive Movement Activation.
- A player cannot perform a Reactive Movement Activation immediately after the other player's Reactive Movement Activation (i.e. only one Reactive Movement Activation is allowed in one Reactive Movement Phase).

Here are the Phases when a player may perform a Reactive Movement Activation (in bold):

1. **Reactive Movement Phase – by Phasing player or non-Phasing player**
2. First Attack Phase
3. **Reactive Movement Phase – by Phasing player or non-Phasing player**
4. Operational Movement Phase
5. **Reactive Movement Phase – by Phasing player only**
6. Second Attack Phase
7. Replacement Phase

The Reactive Movement Phase is a key part of the game. It can be used to regroup forces before an Attack Phase (its most common use), patch holes in the frontline (after enemy Attacks), withdraw from the enemy (after the Operational Movement Phase, allowing units to move twice in a row), or for a long raid behind enemy lines. There are more possible uses and opportunities for the players to explore, making for deep and dynamic gameplay.

8.2. REACTIVE MOVEMENT ELIGIBILITY

A unit is only able to move using Reactive Movement if it has Reactive Movement Eligibility i.e. **its Reactive Strength (RS) is greater than the combined Reactive Strength of all enemy stacks in hexes adjacent to it**. Ignore enemy stacks across a large river, unless a bridge connects the two hexes.

Reactive Movement Eligibility is established at the beginning of a Reactive Movement Phase. It is never recalculated during the rest of the same Phase.

The Reactive Strength of a stack is calculated as follows:

- First add together the SPs of all friendly units in the same hex. Then **add:**
  - **50%** of the SPs of any cavalry units (keeping fractions),
  - **2** for every Elite unit.

Example: For RS calculation, a 4-SP infantry unit contributes 4 RS, 4-SP cavalry unit contributes 6 RS (4 + 2), and a 1-SP cavalry contributes 1.5 RS (1 + 0.5). An Elite 4-SP infantry division contributes 6 RS (4 + 2), and an Elite 4-SP cavalry division contributes 8 RS (4 + 2 + 2).

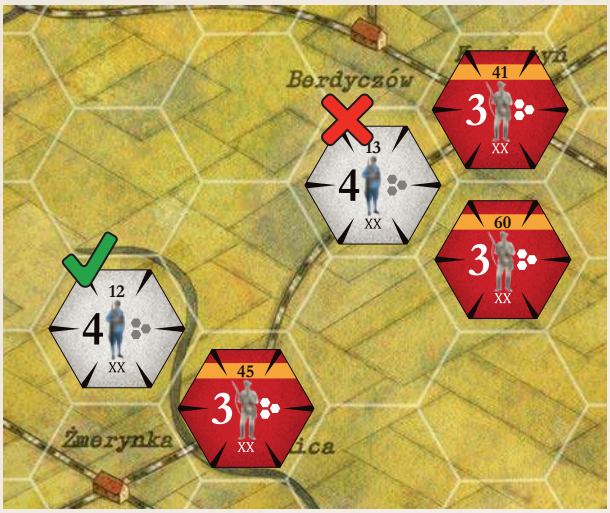
Only the Soviet player has Elite cavalry units.

After having calculated every individual units' RS in a stack, determine if any units can aid them in having Reactive Movement Eligibility. **A stack can only be aided if it is adjacent to no more than 1 hex with an enemy stack in it**. A stack can only be aided by any friendly stacks that:

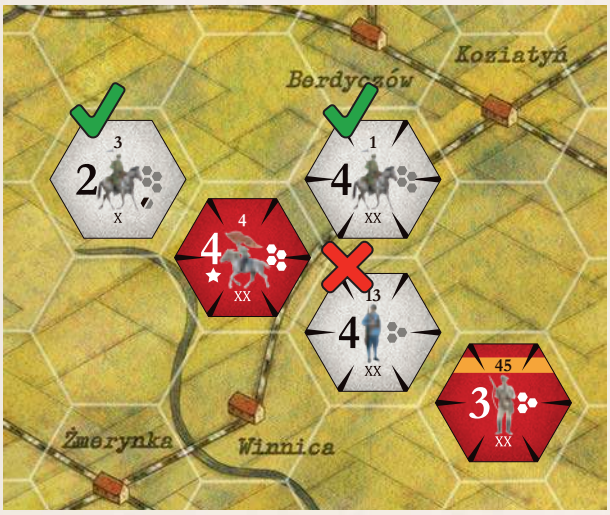
- are adjacent to the same 1 hex with an enemy stack, **and**
- do not have a large river without a bridge on the hexside they share with that 1 hex, **and**
- are not adjacent to any other enemy stacks.

For the purpose of determining Reactive Movement Eligibility, **treat the RS of any stack as if it also has the RS of any stacks that can aid it.**





Example: The Polish 12th Infantry Division has Reactive Movement Eligibility because the only Soviet unit it is adjacent to (the 45th Rifle Division), is weaker than it (4 RS against 3 RS). The 13th Infantry Division with 4 RS doesn't have Reactive Movement Eligibility because its adjacent Soviet units have a total RS of 6: greater than the 13th's.



Example: The Polish player uses their Reactive Movement Activation and calculates the RS for all units: The Soviet Konarmiya's Elite 4th Cavalry Division has 8 RS (4 + 2 + 2) and their 45th Rifle Division has 3. The Polish 1st Cavalry Division has 6 RS (4 + 2), the 3rd Cavalry Brigade has 3 (2 + 1) and the 13th Infantry Division has 4. Because the first two Polish stacks are only adjacent to the same enemy stack, they both treat the others' RS as their own for the sake of comparison, for a total of 9. This means they exceed the RS of the 4th Cavalry Division and have Reactive Movement Eligibility. The 13th Infantry Division – being adjacent to a total of 11 RS of Soviet units – does not have this eligibility (note that the 13th Infantry Division cannot be aided by any units because it is adjacent to more than 1 hex with an enemy stack in it).

9. RAIL TRANSPORT

Instead of moving by spending MPs (7.1) during the Operational or Reactive Movement Phase, a unit may move by Rail Transport.

9.1 RAIL TRANSPORT REQUIREMENTS

- Rail Transport can move units (regardless of their size or type) from one urban hex to another urban hex.
- The hexes must be connected by a railroad, with no enemy units in or adjacent to any urban hexes along the way, or enemy LOF (4.0) crossing the railroad.
- Rail Transport to an urban hex adjacent to an enemy unit is forbidden unless that urban hex already contains a friendly unit.
- A unit cannot use Rail Transport to enter an urban hex that is now empty but was enemy controlled at the start of the current Movement Phase.

9.2 RAIL TRANSPORT CAPACITY

Players have a specific number of Rail Transports available.

The Polish player can use:

- **3 Rail Transports** in the current Movement Phase **or**
- **6 Rail Transports** in the current Movement Phase but **none** in the next Movement Phase.
- **1 additional Rail Transport** when using the Mińsk - Bobrujsk - Żłobin - Kalenkowicze - Mozyrz – Korosteń railroad line (depicted by a black and red color scheme as opposed to a black and white color scheme).

The Soviet player can use:

- **1 Rail Transport** per Front in the current Movement Phase (to be used on that Front's Theater only) **or**
- **2 Rail Transports** per Front in the current Movement Phase (to be used on that Front's Theater only) but none in the next Movement Phase.
- **Unlimited Rail Transports** for Reinforcements (16.0).

Moving an armored train does not require a Rail Transport.

Whenever a player uses a doubled number of Rail Transports in a Movement Phase, place an appropriate Rail Transport Forbidden marker on the Turn Track to make it easier to remember the player cannot use Rail Transports in their next Movement Phase.



9.3 RAIL TRANSPORT COSTS

- **1 Rail Transport** for **1 unit** if it moves inside **1 Theater** and through up to 3 hexes of 1 additional Theater.
- **2 Rail Transports** for **1 unit** if it moves inside **1 Theater** and through more than 3 hexes of 1 additional Theater.
- **3 Rail Transports** for **1 unit** if it moves inside **1 Theater** and through more than 3 hexes of 2 additional Theaters.
- **2 Rail Transports** for **1 unit** if it moves inside **1 Theater** when using Secret Concentration.
- **1 Rail Transport** for **1 unit** inside **1 Theater** when using Soviet Secret Concentration to bring Soviet Reinforcements.



Example: Transporting a unit by rail from (1) Baranowicze to (2) Czeremcha costs 1 Rail Transport because it goes only 3 hexes into the Polish Theater. Transport from Baranowicze to (3) Lublin costs 2 Rail Transports as it goes farther than 3 hexes. Transport from Baranowicze to Lublin via (4) Sarny costs 3 Rail Transports, as more than 3 hexes are traveled in each of the 3 Theaters.

9.4 SECRET CONCENTRATION

Players can transport units without revealing their destination urban hex. The player must write the destination hex's name on a piece of paper and set the transported units with the face-down paper. In the player's next Movement Phase, reveal the units in their destination hex; they can then move by spending MPs.

- All Secret Concentrations in a Movement Phase must go to the same urban hex and must start and end in the same Theater.
- If, in the meantime, the opponent captures the secret destination hex, the transported units will appear instead in the closest (to the destination) friendly-controlled urban hex along that railroad, and they cannot move that Phase.
- Immediately after writing down the destination, roll 1d6. If the result is 6, enemy intelligence has learned the destination: reveal it to the opponent.

10. ATTACK

In an Attack, the active player declares the Attack target, the Attacking units, and determines the Attack's result. During an Attack Phase, the player may make any number of Attacks, in whatever order the player wishes.

10.1 ATTACK RULES

- Units may only Attack enemy units in an adjacent hex.
- An Attack must target all units in the target hex.
- Multiple units may Attack together. Attacking units may be in one or more hexes.
- Units in the same hex do not have to Attack together; they may Attack different hexes.
- A hex can be Attacked several times in an Attack Phase.
- A unit can Attack only once in an Attack Phase.
- Units with an Attack Prohibited marker on them cannot Attack (7.2).
- Attacking is voluntary; no unit has to Attack.

While Attacking rarely inflicts losses on the Attacking units, the player may wish to hold off doing so if the odds are not in the player's favor to keep from potentially losing the Morale Advantage (13.0) or Replacements (17.0).

10.2 ATTACK RESOLUTION

The Phasing player declares which units are Attacking, which hex is the target, calculates the Attack Success Chance, and determines the Attack Result by rolling 2d6.

If the Attack is successful, there may be a Retreat (11.0) and then an Advance (12.0).

Resolve each Attack fully before proceeding to the next Attack.

10.3 ATTACK PROCEDURE

To resolve an Attack, the player must complete the following procedure:

1. Calculate the sum of the SPs of the Attacking units.
2. Calculate the sum of the SPs of units in the Attacked hex.
3. On the Attack Success Chance table, cross-reference the column with the Attacker's Strength and the row with the Defender's Strength (the SPs can exceed 8 but additional SPs will not change the Attack Success Chance). That determines the **initial Attack Success Chance**.
4. Attacker Issues Special Orders (optional).
5. Defender Issues Special Orders (optional).

6. Apply modifiers to the initial Attack Success Chance to arrive at the **final Attack Success Chance**.

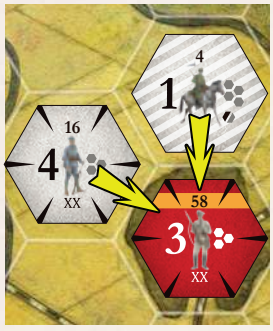
7. Roll 2d6. **The Attack is successful if the dice roll result is less than or equal** to the final Attack Success Chance and **other than 2 or 12**.

A successful Attack:

- Forces the defending units to immediately Retreat, opening the way for Attacking units to Advance.
- Shifts the Theater's Morale Advantage by 1 box in the Attacker's favor.

If the Attack fails:

- All units remain in their current hexes.
- The Theater's Morale Advantage shifts by 1 box in the defender's favor.



Example: The Polish 16th Infantry Division and the Reduced 4th Cavalry Brigade Attack the Soviet 58th Rifle Division. The Attacking SPs total is 5; the defending SPs total is 3. The initial Attack Success Chance is 8. However, since the 58th Rifle Division is in difficult terrain, the Attack Success Chance is lowered by 1. If the 2d6 result is 3 to 7, the Attack succeeds; if 8 to 11 it fails.

10.4 BLOODY FIGHT

If the 2d6 result is 2 or 12, the combat ends in a draw, and:

- All units remain in their hexes.
- Each side suffers 1 step loss.
- The Theater's Morale Advantage remains unchanged.

If a Bloody Fight causes the Attacked hex to become empty (i.e. the only defending unit was eliminated), then the surviving Attacking units may Advance (12.0).

Example: Following from the previous example, if the result of a 2d6 roll is 2 or 12, the Soviet unit must be Reduced, and the Polish player must choose to Reduce the 16th Infantry Division or to eliminate the already Reduced 4th Cavalry Brigade.

10.5 VERY FAVORABLE RATIO

The Attack has a Very Favorable Ratio if the Attacker has 8 SPs to the defender's 1-2 SPs, or 6-7 SPs to the defender's 1 SP. Those numbers are highlighted in pale orange on the Attack Success Chance table.

If such an Attack succeeds, and the 2d6 result sum is 4, 6, 8, or 10 (all even results with the exception of 2 and 12), the defender suffers a step loss.

Modifications to the initial Attack Success Chance do not impact the Very Favorable Ratio.



Example: The Polish 21st Infantry Division and the 1st Cavalry Division Attack the Soviet Reduced 53rd Rifle Division. The Attacking SPs total is 8; the defending SPs total is 2 so the Attack has a Very Favorable Ratio. Even though the 53rd Rifle Division is across a large river, lowering the Attack Success Chance by 2, from 11 to 9, the Attack retains a Very Favorable Ratio. If the 2d6 result is 3 to 9, the Attack succeeds; if the 2d6 result is 4, 6, or 8, the 53rd Rifle Division suffers a step loss and is covered by a Remnant counter.

10.6 MAXIMUM MORALE ADVANTAGE

If a player has a maximum Morale Advantage in a Theater (13.2), each successful Attack against enemy units in that Theater causes 1 additional step loss when the 2d6 result sum is 4, 6, 8, or 10.

10.7 MODIFIERS TO ATTACK SUCCESS CHANCE

The Attack Success Chance may increase or decrease depending on the particular circumstances. **All modifiers are cumulative**.

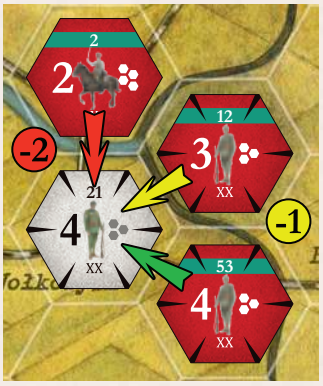
The Attack Success Chance is modified by Attacking:

- difficult terrain (swamp, forest, mountain): **–1**
- a city: **–1**
- a fortress: **–2**
- across a small river: –1
- across a large river: **–2**
- across fortification line (from the side it is oriented towards): **–2**
- during the Second Attack Phase: **–3**
- with at least one Out of Supply unit: **–1** (count only once)
- with at least one Elite unit: **+1** (count only once) (in the Second Attack Phase cavalry units with LOF count as Elite)
- with the Theater's Morale Level: **0** / **+1** / **+2** (depending on the Morale Level)
- with a support unit: **+1 for each Support icon** on each unit
- an enemy support unit: **–1 for each Support icon** on each unit
- Encircled units: **+2**

*Defender's Morale Level and Elite units **do not** modify the Attack Success Chance.*

Other rules:

- The large river modifier applies even if the Attack takes place across a bridge.
- If the target is Attacked from two hexes, but only one Attacking hex is Attacking through an obstacle hexside, apply that hexside modifier **only if half or more** of the Attacking SPs are Attacking through the obstacle hexside.
- If the target is Attacked from two or more hexes and through various hexside obstacles, calculate modifiers for each Attacking hex separately. Then the Attack must use the most unfavorable modifier that applies to **at least half** the Attacking SPs.



Example: The Soviet 53rd Rifle Division, 12th Rifle Division and 2nd Cavalry Brigade Attack the Polish 21st Infantry Division from 3 different Attack hexes. The modifier for the 53rd Rifle Division is 0, for the 12th Infantry Division it is –1, and for the 2nd Cavalry Brigade it is –2. Therefore, the entire Attack must use the –1 modifier, because the 12th and 2nd both have a –1 modifier or worse, and together they constitute at least half the Attacking SPs (5 out of 9 SPs).

- The final Attack Success Chance can result in a number lower than 3 or higher than 11, however, it does not mean the Attack will automatically succeed – there is always a chance the player will roll 2 or 12, leading to a Bloody Fight.
- The Attack Success Chance can also be influenced by Special Orders issued by one or both players (14.0).

Attack Success Chance modifiers should be treated as Die Roll Modifiers, not column/row shifts on the table. The table only represents the initial Attack Success Chance.

10.8 SECOND ATTACK PHASE

The Second Attack Phase follows the same rules as the First Attack Phase, but with the following changes:

- The Attack Success Chance is reduced by 3 for all Attacks.
- Cavalry units currently generating LOF count as Elite units, applying a +1 modifier to their Attack Success Chance.
- Units forced to Retreat must Retreat one hex instead of two unless they can Retreat through enemy units (11.4).
- Attacking units can Advance (12.0) into the Attacked hex, but cannot Advance further.

11. RETREAT

If an Attack (10.0) succeeds, all defending units must immediately Retreat:

- **2 hexes** in the First Attack Phase **or**
- **1 hex** in the Second Attack Phase (**Exception**: unless Retreating through Enemy units (11.4).

Defending units may suffer losses due to the presence of enemy units, terrain, enemy LOF, and inability to Retreat in the correct Retreat Direction.

11.1 CORRECT RETREAT DIRECTION

For Polish units, the correct Retreat Direction is either **directly westwards**, or the shortest way to Warszawa (in terms of hexes moved through, not MPs).

For Soviet units, the correct Retreat Direction is **directly eastwards**.

11.2 RETREAT IN STACKS

Units in one hex can Retreat together and are then treated like one multi-step unit for step loss purposes. Their combined Retreat must end in the same hex.

Units in one hex are not forced to Retreat together; they can Retreat individually or in several smaller stacks provided they continue to apply the Retreat requirements.

11.3 RETREAT LOSSES

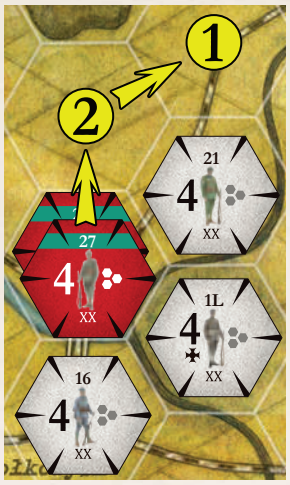
Each hex entered – or not entered, if blocked – during Retreat may cause step losses.

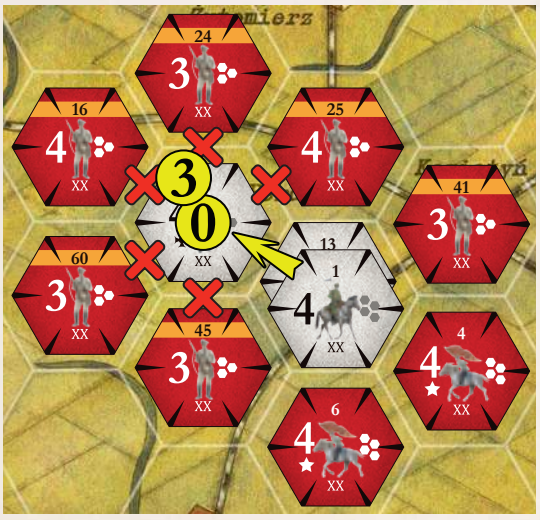
A retreating unit (or a stack) suffers:

- **1 step loss** – **each time it crosses an enemy LOF** (unless there is a friendly unit in the hex it is retreating into or the retreating units are all Remnant).
- **1 step loss** – **each time it Retreats in the wrong Retreat Direction** (unless the sole retreating unit is an armored train or the retreating units are all Remnant).
- **1 step loss** – **each time it crosses a large river without a bridge** (unless there is a friendly unit in the hex it is retreating into).
- **2 step losses** – **if it Retreats through enemy units** (11.4).
- **3 step losses** – **each time it cannot Retreat** (the Retreat is impossible: blocked by enemy units or an impassable border).

Retreat losses are cumulative. Thus a Retreat could cause up to 4 step losses, 2 for each hex (1 for enemy LOF and 1 for wrong Retreat Direction), unless a Retreat is impossible. In that case, a Retreat could cause up to 6 step losses.

Example A: It is the First Attack Phase. The Polish 1st Legions Infantry Division and 16th Infantry Division Attack two Soviet Divisions. The Attack succeeds, so the defenders must Retreat. In the first Retreat hex, they must suffer 2 step losses (Retreat in the wrong Retreat Direction and through a Polish LOF); in the second Retreat hex, they suffer another step loss (correct Retreat Direction, but through a Polish LOF). Therefore, the retreating units collectively suffer 2 + 1 = 3 step losses. The Soviet player must decide whether to Reduce both units and place a Remnant counter on one of them or to eliminate one unit altogether, leaving the other at Full strength. Note that if it was a Second Attack Phase, the Soviet units would only Retreat 1 hex and suffer 2 step losses.





Example B: It is the First Attack Phase. After a successful Soviet Attack by two Elite Konarmiya cavalry units, the Polish 1st Cavalry Division and 13th Infantry Brigade must Retreat. They Retreat together, first entering the hex with the Polish 18th Infantry Division (taking no step losses, since the friendly unit cancels the effect of crossing an enemy LOF). But then they cannot Retreat any further, or Retreat through enemy units (since each Retreat hex contains a Soviet unit with more than 2 SPs) so they must suffer 3 step losses: the Polish player must decide whether to Reduce both units and place a Remnant counter on one of them, or to eliminate one unit altogether, leaving the other at Full strength. Note that if it was a Second Attack Phase, the Polish units would not suffer any step losses.

11.4 RETREAT THROUGH ENEMY UNITS

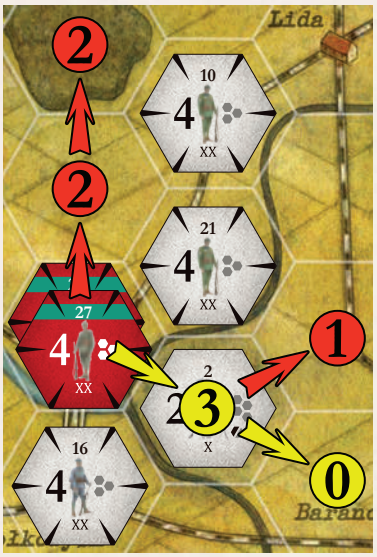
Retreating units with at least 3 SPs may Retreat through – but not finish in – a hex with enemy units if all conditions are true:

- The enemy units have no more than 2 SPs combined (for this rule, each support unit is treated as if it has 1 SP).
- These enemy units are in the first Retreat hex.
- The entire Retreat is conducted in the correct Retreat Direction.

11.5 RETREAT LOSS MINIMIZATION

If there is more than one possible Retreat route for a unit or stack, it must Retreat through a route that causes as few step losses as possible.

Example: It is the First Attack Phase. The Polish Attack on two Soviet divisions succeeds. They must Retreat through the Polish Infantry Divisions' LOF and the Polish 2nd Cavalry Brigade (which only has 2 SPs), thus suffering 1 + 2 = 3 step losses. The Soviet units couldn't choose to Retreat directly north or through the 2nd Cavalry Brigade and then northeast, as both options would cause them to suffer 4 step losses due to retreating in the wrong Retreat Direction and crossing additional Polish LOF. Note that if it was a Second Attack Phase, the Soviet units would have to Retreat directly north.



11.6 RETREATING RESTRICTIONS

- A retreating unit may never return to the hex from which the Retreat started.
- The second Retreat hex **cannot be adjacent** to the hex from which the Retreat started.
- Retreating units with a choice of several Retreat routes that cause equal step losses must choose a Retreat route to end **not adjacent** to enemy units, if possible.
- If there is still a choice, they must choose a Retreat route with the most moves in their correct Retreat Direction.

A retreating unit can end its Retreat in a hex with four or more friendly units even if it would result in Overstacking (6.2), however, it may only do so if there is no other Retreat route available.

12. ADVANCE

If an Attack (10.0) was successful and the defenders Retreated (11.0), Attacking units may Advance.

- An Attacking unit can always Advance into the Attacked hex. **Exception:** aircraft (3.4.7).
- The first hex entered during an Advance must be the hex that was Attacked.
- A player may choose to Advance all, some, or none of their Attacking units.
- Advance ranges for the First Attack Phase differ depending on the unit type. In the Second Attack Phase, the range is limited to the Attacked hex (for all unit types).

12.1 ADVANCE MOVEMENT POINTS

Different types of units have different Movement Points when Advancing during the First Attack Phase:

- Soviet cavalry, trains, and armored cars – **3 MPs**
- Polish infantry, cavalry, trains, and armored cars – **2 MPs**
- Soviet infantry – **1 MP**
- Tanks and artillery – **the Attacked hex**
- Aircraft – **cannot Advance**

Movement costs for entering terrain in Movement Phases also apply to costs to Advance.

Advance MPs during both Attack Phases may be increased by issuing Special Orders (14.0). That, however, does not include aircraft, tanks, and artillery units.

12.2 ADVANCE ACROSS A LARGE RIVER

An Attacking unit that Advances across a large river (whether or not across a bridge) must stop, advancing no further than the Attacked hex.

13. MORALE ADVANTAGE

The successes and failures of units affect each side's capabilities, increasing or decreasing each side's Morale Advantage in each Theater (2.4). Morale Advantage is critical to achieving the Victory Conditions of some scenarios, including the main campaign scenario, the War of 1920.

13.1 MORALE TRACK

The current Morale Advantage in a Theater is shown by a Theater-specific marker on the Morale Track on the right side of the board. Each Theater has its own Morale Advantage.



- Each scenario setup will indicate in which box to place each applicable Morale Advantage marker.
- Shifting a marker left increases the Polish Morale Advantage by 1 box. Shifting a marker right increases the Soviet Morale Advantage by 1 box.

13.2 MORALE LEVEL

Gray and red numbers on the Morale Track indicate the Morale Level.



- Gray numbers represent a Polish Morale Level of 0, 1 or 2 if the marker is in a corresponding box; red numbers represent a Soviet Morale Level.
- If an Attacked hex is in a Theater where the Attacker (10.0) has a Morale Level of 1 or 2, then increase the Attack Success Chance by this number (+1 or +2).



- If a player has a maximum Morale Advantage in a Theater (box numbered 24 highlighted in gray or red), then a successful Attack against enemy units in that Theater causes **1 additional step loss** on the 2d6 result of 4, 6, 8, or 10.

13.3 SHIFTING MORALE ADVANTAGE

A number of factors can shift the Morale Advantage. Unless otherwise specified, **a shift occurs in one Theater only**.

- A successful Attack (10.2): **+1 box**
- A failed Attack: **–1 box**
- A Bloody Fight (10.4): **no change**
- Eliminating an enemy Remnant Division: **+2 boxes**
- Eliminating a Polish Divisional Brigade: **+1 box**
- Capturing a strategically important urban hex: **+X boxes** where X is the number beside the urban hex (Capturing Lwów impacts all Theaters)
- Forming of the Volunteer Army (19.1.1): **+7 boxes** for the Polish player in the Polish Theater **in each turn** of the forming of the Volunteer Army
- More than half of all units in the Theater are Out of Supply in that player's Replacement Phase: **–10 boxes**
- Cooling Fervor (13.3.1): **–2 boxes** (does not apply for the Polish player in the Polish Theater)
- Morale support from another Theater (13.3.2): **+1 / –1 box** (does not apply to the Polish Theater)
- Kijów in Polish hands (13.3.3): **+1 box** for the Soviet player in their Replacement Phase for each Polish Morale Level (applies to all Theaters, each calculated separately)

13.3.1 Cooling Fervor

If a player has a Morale Level of 2 in a Theater, at the end of the player's turn shift that Theater's Morale Advantage by 2 boxes against the player, if they:

- made no Attack in that Theater **or**
- did not capture a strategically important urban hex (with a number beside the urban hex) in that Theater.

Exception: The Polish player never lowers their Morale Advantage in the Polish Theater due to Cooling Fervor.

13.3.2 Morale support from another Theater

If a player's unit moves from a Theater with:

- **a higher** Morale Level to **a Theater with a lower** Morale Level, shift the destination Theater's Morale Advantage by 1 box in favor of the player.
- **a lower** Morale Level to **a Theater with a higher** Morale Level, shift the destination Theater's morale by 1 box against the player.

Exception: That rule does not apply to the Polish Theater's Morale Level – moving to or from that Theater does not shift the Morale Advantage of any Theater.

13.3.3 Kijów in Polish hands



From the moment the Polish player captures Kijów until the first turn of the forming of the Volunteer Army (19.1.1), do the following during each Soviet Replacement Phase:

- For **each Theater** in which the Polish player has a positive Morale Level (1 or 2), shift the Morale Advantage that many boxes in favor of the Soviet player.

Place the Kijów marker near the Morale Track as a reminder.

13.4 POLISH THEATER'S MORALE ADVANTAGE

If, at setup, the Soviet player has no units in the Polish Theater, do not place the Polish Theater's Morale Advantage marker on the board.

When a Soviet unit first enters the Polish Theater, put the Polish Theater's Morale Advantage marker on top of the Morale Advantage marker of that Soviet unit's Front's Theater (i.e. on top of the Lithuanian-Belarusian marker if it is a Western Front unit, or the Ukrainian marker if it is a Southwestern Front unit).

The Morale Advantages of these two Theaters are now linked and tracked together: **each shift for one causes an identical shift for the other**.

If a Soviet Front no longer has any units in the Polish Theater, unlink that Front's Theater's Morale Advantage from the Polish Theater's Morale Advantage (place or leave that Theater's marker in the same box on the Morale Track) and begin tracking its Morale Advantage independently again.

If, in this situation, there are units from another Soviet Front in the Polish Theater, put the Polish Theater's Morale Advantage marker on top of the Morale Advantage marker of that Soviet unit's Front's Theater. If no Soviet units remain in the Polish Theater, remove the Polish Theater's Morale Advantage marker from the board.

Example: The first Soviet unit to enter the Polish Theater is a Western Front unit. Thus, the Polish Theater's Morale Advantage marker is placed on top of the Lithuanian-Belarusian Morale Advantage marker and is now linked with it. The Ukrainian Theater's Morale Advantage is still tracked separately.

> *If the Polish Theater's Morale Advantage marker is on the track, in most games it will be linked with the Lithuanian-Belarusian Morale Advantage marker since Western Front's units are more likely to reach the Polish Theater first.*

13.5 UNIFIED MORALE ADVANTAGE

Discard the Lithuanian-Belarusian and Ukrainian Theaters' Morale Advantage markers from the Morale Track if there are no Polish units on either the Lithuanian-Belarusian, or the Ukrainian Theater.

All Morale Advantage shifts now occur identically in all three Theaters and are tracked with the Polish Theater's Morale Advantage marker.

In addition, do not shift the Morale Advantage in the Soviet player's favor for capturing a strategically important urban hex on the non-Polish Theaters unless that hex is a city or a fortress (i.e. for capturing strategically important towns).

Example: Following from the previous example, all Polish units from the Lithuanian-Belarusian and Ukrainian Theaters withdraw from them. The Lithuanian-Belarusian and Ukrainian Theaters' Morale Advantage markers are immediately discarded. Only the Polish Theater's Morale Advantage marker remains on the track.

The Lithuanian-Belarusian or Ukrainian Morale Advantage markers may be placed back on the Morale Track only if all units of a Soviet Front leave a Theater following rules in 13.4.

> *The Polish player may voluntarily leave the last Theater in which they have a unit (usually the Ukrainian Theater) if the Soviet player has a higher Morale Advantage in that Theater than in the Polish Theater. This may be particularly useful in saving Polish units from further harm if the Soviet player has a maximum Morale Advantage (and thus inflicts a step loss on every roll of 4, 6, 8, and 10) in the Theater the Polish player vacates.*

14. SPECIAL ORDERS

Players can influence their units' operations by issuing Special Orders. During an Attack Phase, the Phasing player can issue a Special Order to their units to perform an Assault or Thrust, while the non-Phasing player can issue a Special Order to perform Stubborn Defense or a Counter Attack.

14.1 ISSUING SPECIAL ORDERS

Special Orders are issued immediately before an Attack (10.0), after determining which units are participating.

- A player may only issue one Special Order per Attack. The attacker declares first, then the defender.
- A Special Order may only be issued by a player if their units have at least 3 SPs.
- A player may issue a Special Order **once per turn** (not round). A Special Order does not count towards this limit if it is issued in an Attack that (next to enemy units) only involves that player's **Elite**, **cavalry** or **support units**.

14.2 TYPES OF SPECIAL ORDERS

- **Assault – Phasing player**
  - Modify the Attack Success Chance by **+2**.
  - If the 2d6 roll result is 3, 5, 7, 9, or 11 – the Attacking units suffer **1 step loss**.
- **Thrust – Phasing player**
  - Modify the Attack Success Chance by **–1**.
  - If the Attack is successful – the Attacking units gain **+2 Advance MPs** (12.1).
- **Stubborn Defense – non-Phasing player**
  - Modify the Attack Success Chance by **–2**.
  - If the 2d6 result is 3, 5, 7, 9, or 11 – the defending units suffer **1 step loss.**
- **Counter Attack – non-Phasing player**
  - Modify the Attack Success Chance by **+1**.
  - If the Attack fails – the Attacking units must Retreat (11.0), and the defending units may Advance (12.0).

Assault and Stubborn Defense Special Orders cancel each other out in regard to the Attack Success Chance. However, on the 2d6 roll result of 3, 5, 7, 9, or 11, both players would suffer 1 step loss each.

15. SUPPLY

A unit is In Supply if it can trace a route **6 MPs or less** (7.1) to an urban hex that has a railroad connection to that player's Supply source.

- The route cannot pass through enemy units or enemy LOF. Railroad connections are considered to end at enemy units or LOF.
- A friendly unit in the hex through which a Supply route is traced negates the effect of enemy LOF.

15.1 SUPPLY SOURCES

- Polish Supply sources are:
  - Warszawa, Kraków, Grudziądz,
  - the western map edge.
- Soviet Supply sources are:
  - the northern map edge from the eastern map edge to the river Dźwina,
  - the eastern map edge,
  - the southern map edge from (and including) Mohylów Podolski to Jelizawetgrad.

15.2 SUPPLY IN FORTRESSES

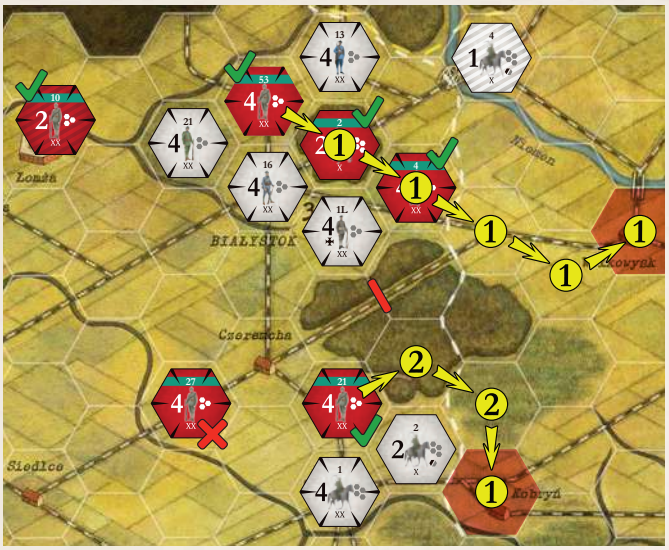
Units in a fortress are always in Supply.

15.3 OUT OF SUPPLY EFFECTS AND ATTRITION

- If any of the Attacking (10.0) units is Out of Supply, reduce the Attack Success Chance by –1.
- At the end of the player's Replacement Phase (5.1), roll 1d6 for each Out of Supply unit and add or subtract modifiers as shown below. If the result is **equal to or lower than 2**, that unit suffers 1 step loss. Out of Supply attrition roll modifiers (cumulative) are:
  - Theater's Morale Level: **from –2 to +2**
  - It is an Elite unit: **+1**
  - It is a cavalry unit: **+1**

Thus no unit with a Level 2 Morale can suffer a step loss due to attrition. If a unit has a cumulative modifier of +2 or more, the player does not need to roll for Out of Supply attrition.

Support units and units covered with Remnant counters that are alone in their hex and Out of Supply at the start of the player's Replacement Phase are automatically eliminated.



Example: Wołkowysk and Kobryń (highlighted in red) can trace a Supply route to the Soviet Supply source. Thus, the 53rd Rifle Division is In Supply as it can trace a 5 MPs-long Supply route through other Soviet units (negating enemy LOF on the way) to Wołkowysk. The 21st Rifle Division is also In Supply as it can trace a 5 MPs-long Supply route to Kobryń around the Polish 2nd Cavalry Brigade (since that unit is not generating LOF). The 27th Rifle Division cannot trace Supply through the railroad to Wołkowysk, as that railroad is cut by the Polish 1st Legions Infantry Division's LOF and the Supply route to Kobryń is 7 MPs long – 1 MP too long. If the 27th remains Out of Supply at the end of Soviet Replacement Phase, it will have to roll for Out of Supply attrition. Lastly, the Reduced Soviet 10th Rifle Division is in Supply in the Łomża Fortress since units in a fortress are always In Supply.

16. REINFORCEMENTS

Reinforcements must be put on the Round Track, on Game Rounds specified by scenario cards, Rebuilding (17.2) rules or special unit rules (19.0, 20.0). They become available for placement on the map at the start of those Game Rounds.

All units that arrive as Reinforcements must be placed on the map at the start of the first Movement Phase (5.1) of a player's turn.

All units Rebuilt (17.2) by the player in the Replacement Phase (5.1) are treated as Reinforcements.

- Polish Reinforcements are placed in Warszawa, even if this causes overstacking. Exceptions:
  - Polish-Allied Ukrainian infantry brigades are placed in any Polish-controlled urban hex in the Ukrainian Theater at least 3 hexes away from any Soviet unit.
  - The Polish-Allied Ukrainian cavalry brigade is placed in any Polish-controlled urban hex in the Ukrainian Theater (as a result of Rebellion of Ukrainian Brigades 20.4.1).
- Soviet Reinforcements (other than Konarmiya units) enter the eastern map edge by either:
  - **Spending 1 MP**, and can continue moving by spending the remaining MPs, **or**
  - **Rail Transport** (9.0), through Soviet-controlled urban hexes adjacent to the eastern map edge (Jarczewo, Rosławl, Klincy, Bachmacz, Łubny or Jelizawetgrad). This does not require spending Rail Transports but otherwise follows all other Rail Transport rules.

Units that are **not placed** by spending MPs or using Rail Transport (e.g. most special units) can be moved in the same Movement Phase they are placed.

When placing Polish infantry units with the Reorganization capability (18.0), place the corresponding divisional brigades or divisions in the Divisional Brigades holding box.

17. REPLACEMENTS

Each player receives Replacements (markers) during their own Replacement Phase (5.1), which can be spent to Rebuild eliminated units and to Strengthen Reduced or Remnant (3.3) units.

17.1 NUMBER OF REPLACEMENTS

The number of Replacements players receive depends on what type of Operations their units are conducting.

17.1.1 Types of Operations

- **Operational Pause** – the player made no Attacks this turn.
- **Limited Operations** – the player made 1 or 2 Attacks this turn.
- **Offensive** – the player made 3 or more Attacks this turn.

Other rules:

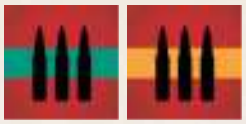
- The Soviet player determines this separately for each Front (2.5).
- The Polish player determines this separately for each Theater (2.4).
  - When the Polish player Attacks from any hex adjacent to the border between two Theaters, the player can choose which of those Theaters the hex counts as.
- Until the Polish Theater's Morale Advantage marker enters the game (13.4), it is assumed there is always an Operational Pause in the Polish Theater.

Each player has a set of Operation markers that can be used as reminders of what type of Operation units in a Theater or Front



are conducting with 'L' on one side indicating Limited Operations and 'P' on the other side indicating an Operational Pause. If the player is on the Offensive, the marker is not used at all.

17.1.2 Soviet Replacements



Each Front's (2.5) Replacement points are determined independently. The Soviet player receives Replacements separately for **each** of their Fronts according to the following rules:

- **2 Replacements** – Operational Pause.
- **1 Replacement** – Limited Operations.
- **0 Replacements** – Offensive.
- **1 Replacement** – always received each Soviet player's Replacement Phase to be assigned to one selected Front (regardless of which Operations the Fronts are conducting).

17.1.3 Polish Replacements



The Polish player receives Replacements according to the following rules:

- **4 Replacements** – Operational Pause in three Theaters.
- **3 Replacements** – Operational Pause in two Theaters, Limited Operations in one Theater.
- **2 Replacements** – Operational Pause in one Theater and Limited Operations in two Theaters.
- **2 Replacements** – Operational Pause in two Theaters and Offensive in one Theater.
- **1 Replacement** – Operational Pause in one Theater, Limited Operations in one Theater, and Offensive in one Theater.
- **1 Replacement** – Limited Operations in three Theaters.
- **0 Replacements** – Limited Operations in one Theater and Offensive in two Theaters.
- **0 Replacements** – Limited Operations in two Theaters and Offensive in one Theater.
- **0 Replacements** – Offensive in at least two Theaters.

17.1.4 Ukrainian Replacements



The Polish player receives 1 Ukrainian Replacement if either condition is true:

- There is at least one Polish unit in Kijów **or**
- The Polish player controls Lwów during the forming of the Volunteer Army (19.1.1).

A Ukrainian Replacement can be used to:

- Strengthen a Reduced Ukrainian division.
- Rebuild a Ukrainian division (some Ukrainian units can enter the game only through Rebuilding) in any urban hex in the Ukrainian Theater under the Polish player's control, that has no enemy unit within 2 hexes.

Polish Replacements cannot Strengthen or Rebuild Ukrainian units; Ukrainian Replacements cannot Strengthen or Rebuild Polish units.

17.1.5 Soviet Cheka Replacements



Soviet secret police, Cheka, represented by markers may provide the Western Front with additional Replacements. The Soviet player may place up to 4 Cheka markers (there are only 4 markers available) on the map in the Soviet Replacement Phase if both conditions are true:

- The Western Front took an Operational Pause this turn.
- The Polish player has, at any point during the game, launched an Offensive in the Lithuanian-Belarusian or Polish Theater.

Cheka markers can be placed in different urban hexes in the Lithuanian-Belarusian Theater (at most one Cheka per hex).

In each subsequent Soviet Replacement Phase, each Cheka marker may provide 1 Replacement. For each Cheka marker, roll 1d6. The chance of receiving 1 Replacement depends on the Cheka's location:

- East of Gomel – on a roll of **1 or 2**.
- Between Głębokie and Gomel (including Gomel) – on a roll of **1, 2, or 3.**
- West of Głębokie – on a roll of **1, 2, 3, or 4**.

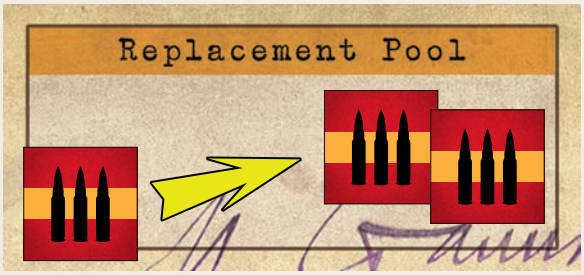
Other rules:

- Once placed, Cheka markers cannot be moved.
- If any Western Front unit makes an Attack (10.0), immediately remove all Cheka markers. They may be brought back into play again during an Operational Pause later.
- If a Polish unit Attacks a hex with a Cheka marker, there is no combat. Permanently remove that Cheka marker from the game.
- If the Soviet player has gained any Replacements using Cheka markers, the Polish player can now place the Bułak-Bałachowicz's Division (BB) as Reinforcements for the Polish player's next turn (19.7).

17.1.6 Replacement Pools

A player does not have to use Replacements when they are received; they can be saved and used in later turns.

- The Polish player must put a Polish Replacement marker in the Polish Replacement Pool, and a Ukrainian Replacement marker in the Ukraine holding box.
- The Soviet player must put each Front's Replacement markers in their respective Replacement Pools.



17.2 REBUILDING UNITS

A Replacement can be spent to Rebuild:

- Any unit in the player's Available to Rebuild holding box (the Soviet player has two holding boxes, one per Front). **Exception: A cavalry division requires 2 Replacements.**
- **Polish player only:** Any Reserve unit in the Reserves & Allies holding box.
- **Polish player only:** Any Ukrainian unit in the Ukrainian holding box (using a Ukrainian Replacement).

All units Rebuilt by the player in the Replacement Phase (5.1) are treated as Reinforcements (16.0) for that player's next turn.

- 3-step units (divisions with LOF on their Reduced) side are placed as Remnants (3.3).
- 2-step units are placed on their Reduced side.
- 1-step units are placed at Full strength.

17.3 STRENGTHENING UNITS

- Only a unit in Supply (15.0) and non-adjacent to any enemy unit can be Strengthened.
- To Strengthen a unit, a player must place a Replacement marker on it in the Replacement Phase.
- At the start of the player's next Movement Phase, the unit regains one strength level (from Remnant to Reduced, or from Reduced to Full). The Replacement marker is removed.
- A unit can regain only 1 step per round.
- If a unit with a Replacement marker is forced to Retreat (11.0), suffers a step loss, or becomes out of Supply, the Replacement is lost, and the unit is not Strengthened.

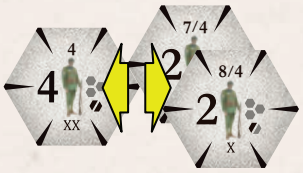
Unlike in some other games, it is not possible – in a single turn – to spend multiple Replacements to Rebuild a multi-step unit to Full strength. A unit can only be Rebuilt at its lowest step (a Remnant, in the case of a 3-step unit). That unit may then be Strengthened on the map using Replacements over one or two subsequent turns to bring it back to Full strength.

17.4 RECREATING ELIMINATED SOVIET DIVISIONS WITH BRIGADES

- Soviet infantry divisions in the Available to Rebuild holding box may be recreated in the Replacement Phase by merging two infantry brigades stacked together belonging to the same Soviet Front.
- A division recreated in this way is Reduced and placed in the same hex where the two merged infantry brigades were stacked.
- Place the merged brigades in the Available to Rebuild holding box.
- The Soviet player does not have to spend a Replacement to recreate a division in this way.

18. UNIT REORGANIZATION

The Polish player may Reorganize units on the board with the Reorganization capability (3.2) by merging two brigades stacked together into one division, or splitting one division into two brigades. All Reorganizations must be done during the Replacement Phase (5.1).



- A Full (3.3) division must be split into two Full brigades or vice versa.
- A Reduced (3.3) division must be split into two Reduced brigades or vice versa. If one brigade is Full and the other one Reduced, merging them will create a Reduced division.
- A Remnant (3.3) division cannot be Reorganized.
- When Reorganizing, place either the division or the two brigades that are being split or merged in the Divisional Brigades holding box.

18.1 POLISH DIVISIONAL INFANTRY BRIGADES

Polish infantry divisions numbered 4 through 9, and the 2nd Lithuanian-Belarusian Divisions, usually begin the game split into two independent brigades. Those brigades (called divisional brigades) may be Reorganized by the player into divisions, and then once again split into brigades, at will.

- Divisional brigades beginning the game in the same hex may be merged into a division at setup.
- If both divisional brigades are eliminated, the player may Rebuild them as a Remnant division.
- The Polish player can only Reorganize divisional brigades belonging to the same division (indicated by its name with the number on the right).

18.2 POLISH CAVALRY DIVISIONS

All regular non-special and volunteer Polish cavalry brigades may be Reorganized by the player into divisions, and then once again split into brigades at will.

- Any two Polish cavalry brigades stacked together may be Reorganized into the 2nd or the 3rd Cavalry Division or vice versa.
- The 2nd or the 3rd Cavalry Division can only be formed after the forming of the Volunteer Army (19.1.1) has begun, or as part of the forming the Polish Cavalry Operational Group (18.3).
- If a cavalry division is eliminated, the player may Rebuild it as a Remnant division.

18.3 FORMING THE POLISH CAVALRY OPERATIONAL GROUP

If the Soviet player has a Level 2 Morale (13.2) on the Ukrainian or Polish Theater, the Polish player may spend 1 Replacement (17.0) in the Replacement Phase to Reorganize cavalry units in the following manner:

- Replace one Full cavalry brigade (regular non-special or volunteer) with the Reduced 4th Cavalry Division; the replaced cavalry brigade is removed from the game (3.6) **and/or**
- Form the 2nd and the 3rd Cavalry Divisions by merging two cavalry brigades stacked together (regular non-special or volunteer) per each division formed.

To form the Polish Cavalry Operational Group, all Reorganized units must be at least 3 hexes away from any enemy unit.

The Polish player may form the Polish Cavalry Operational Group before, during, or after forming of the Volunteer Army, as long as the Soviet player has a Level 2 Morale. However, this is the only way to introduce the 4th Cavalry Division. The Polish player can always form the 2nd or the 3rd Cavalry Division after forming of the Volunteer Army has begun, not only as part of forming the Polish Cavalry Operational Group.

19. POLISH SPECIAL UNITS

All units with colored bands (and one without, the Motorized Infantry) controlled by the Polish player are special units (3.2).

Unless otherwise specified, Polish special units can be Rebuilt (17.2) if eliminated and follow the same rules as other regular units.

19.1 VOLUNTEER ARMY UNITS

Volunteer Army units are marked with a green band. Unless they are on the scenario card setup, they are placed in the Volunteer Army holding box. They enter play as a result of a special event called the forming of the Volunteer Army.

The event is triggered if either condition is true:

- Any Soviet unit enters the Polish Theater, **or**
- All Polish units leave either the Lithuanian-Belarusian or the Ukrainian Theater.

The event begins in the Polish player's next Movement phase.

19.1.1 Forming of the Volunteer Army

Forming of the Volunteer Army lasts for 3 Game Rounds (5.0). At the start of the first Movement Phase (5.1) of each of the 3 Polish player's turns during the forming of the Volunteer Army, the Polish player places in Warszawa:

- 2 volunteer infantry brigades;
- 2 volunteer infantry regiments;
- 1 volunteer cavalry brigade;
- 1 support unit (tanks, artillery, or armored cars).

Exception: One volunteer infantry brigade can be placed in Lwów instead of Warszawa, but only once during the forming of the Volunteer Army.

If players want to remain historically accurate, it should be the MOAO (Lesser Poland Volunteer Army Brigade).

At the beginning of each of the 3 Polish turns of the forming of the Volunteer Army, shift the Polish Theater's Morale Advantage 7 boxes in favor of the Polish player (13.3).

In addition, the Polish player can now place the Bułak-Bałachowicz's Division (BB) as Reinforcements for the Polish player's next turn (19.7).

19.1.2 Volunteer divisions



Two Full volunteer brigades stacked in the same hex may be Reorganized into a volunteer division during the Polish Replacement Phase.

- Once formed, volunteer divisions cannot be split back into brigades.

- Brigades used to create volunteer divisions are removed from the game (3.6).
- Otherwise, merging brigades follows the standard Unit Reorganization (18.1) rules.

19.1.3 Volunteer regiments



Volunteer regiments can be used to Strengthen (17.3) Reduced or Remnant (3.3) Polish regular infantry non-special units (i.e. Polish infantry units without colored bands).

- In the Polish Replacement Phase, a volunteer regiment may be merged with a Reduced or Remnant infantry unit in the same hex. Remove the volunteer regiment from the game and add one step to the infantry unit.
- A unit can gain only 1 step per Replacement Phase. (i.e. a unit cannot have 2 volunteer regiments merged into it on the same turn, nor can a unit be Strengthened by a Replacement (17.0) and by a volunteer regiment on the same turn.)
- Unlike Strengthening with Replacements, Strengthening with a volunteer regiment can be done anywhere, even adjacent to enemy units.

Eliminated volunteer regiments are removed from the game (3.6).

19.1.4 Volunteer brigades



Volunteer brigades – Full or Reduced – can also be used to Strengthen Reduced or Remnant regular Polish non-special units. The process follows the same rules as used for volunteer regiments with two differences:

- Strengthening has the same effect regardless if the volunteer brigade is Full or Reduced.
- Volunteer infantry brigades can only Strengthen regular infantry units while volunteer cavalry brigades can only Strengthen regular cavalry units.

Eliminated volunteer brigades are removed from the game (3.6). If Reduced, they can be Strengthened as usual.

19.2 POLISH RESERVE UNITS



Reserve units are marked with a gray band. Unless they are on the scenario card setup, they are placed in the Reserves and Allies holding box.

- The Polish player can form 4 reserve brigades (1R, 2R, 3R, and 7R), following Rebuilding (17.2) rules.
- Reserve units can be formed in any urban hex controlled by the Polish player in the Polish Theater.
- The 23rd Reserve Division (23R) can enter play only as a result of playing with the Political Priorities Optional Rule Silesian Uprising (25.5.1). If that happens, it replaces the 7th Reserve Brigade, or, if that brigade is already on the map, any other Reserve brigade in the Reserves and Allies holding box.

19.3 LITHUANIAN-BELARUSIAN DIVISIONS



Two Lithuanian-Belarusian divisions are marked with a red-brown band. Unless they are on the scenario card setup, they are placed in the Available to Rebuild box.

- They cannot voluntarily enter the Ukrainian Theater (2.4). If forced to Retreat (11.0) to the Ukrainian Theater, they must be moved out of it in the Polish player's next Movement Phase (5.1).
- The 2nd Lithuanian-Belarusian Division may be split into two brigades or vice versa following Reorganization rules (18.0).
- If there are Lithuanian units in Wilno, only the Lithuanian-Belarusian divisions can Attack them (21.4).

Lithuanian-Belarusian Divisions were composed mostly of ethnically Polish or polonized volunteers living in the Eastern Borderlands (Kresy Wschodnie). Both units were an integral part of the Polish army.

19.4 LWÓW DEFENDERS



The Lwów unit is marked with a yellow band and always placed in Lwów.

- The Lwów unit that cannot Attack (10.0) or move (7.0).
- When Attacked, it automatically receives a Stubborn Defense Special Order (14.2) (this automatic order does not count towards the player's limit of Special Orders for the turn).
- If forced to Retreat (11.0) or suffers a step loss, it is removed from the game (3.6).

This unit represents the civilian population of Lwów (then over 60% Polish) ready to defend the city against the Soviets.

19.5 MOTORIZED INFANTRY



The motorized infantry unit is represented by a truck illustration. Unless it is on the scenario card setup, it is placed in the Available to Rebuild box. It:

- Can move through hexes that have at most 2 SPs of enemy units.

- Ignores enemy LOF (4.0) it moves across, if not simultaneously crossing a river or entering difficult terrain.
- Cannot voluntarily cross a large river without a bridge.
- Is eliminated if forced to Retreat (11.0) across a large river without a bridge.
- Remains in Supply (15.0) during the Phasing player's turn if it moves through enemy units or LOF.

19.6 COSSACK BRIGADES

Two Cossack brigades are marked with a brown band. Unless they are on the scenario card at setup, they are placed in the Reserves & Allies holding box.



- When any Soviet Konarmiya (20.1) division suffers a step loss, for each step loss one Cossack brigade is placed as a Reinforcement (16.0) for the Polish player's next turn.
- A Cossack brigade can be placed in any hex at least 3 hexes away from any enemy unit.
- If eliminated, they are removed from the game (3.6).

These brigades represent deserters from the Konarmiya and former White Russian soldiers interned in Poland.

19.7 COUNTER-REVOLUTIONARY DIVISIONS

Two counter-revolutionary divisions are marked with a white band with black borders. Unless they are on the scenario card setup, they are placed in the Reserves & Allies holding box.

- They cannot be Strengthened (17.3) by Polish or Ukrainian Replacements. They can, however, be Strengthened in special circumstances (19.9).
- If eliminated, they are removed from the game (3.6).

Each counter-revolutionary unit enters play in a different way:



- **1st Infantry Division** (1) is placed as Reinforcements (16.0) for the Polish player's next turn if a Soviet unit crosses the Wisła river.



- **Bułak-Bałachowicz's Division** (BB) is placed as Reinforcements for the Polish player's next turn if:
  - The forming of the Volunteer Army has begun, **or**
  - The Soviet player has gained a Replacement with a Cheka marker (17.1.5).

Those units represent General Boris Peremykin's Russian White Guards and Stanisław Bułak-Bałachowicz's Belarusian forces that fought on the Polish side.

19.8 POLISH-ALLIED UKRAINIAN UNITS

Seven Polish-allied Ukrainian units are marked with a blue band. Unless they are on the scenario card at setup, they are placed in the Ukraine holding box. They:



- Cannot voluntarily enter the Lithuanian-Belarusian Theater. If forced to Retreat into this Theater, they must be moved out of it in the next Movement Phase.
- Cannot be Rebuilt (17.2) or Strengthened (17.3) using Polish Replacements. Instead, those units use Ukrainian Replacements (17.1.4) and can also be Strengthened in special circumstances (19.9).
- Can be Rebuilt using Ukrainian Replacements (17.1.4) if they are in the Ukrainian box (infantry only).

In addition, the Ukrainian cavalry brigade cannot be Rebuilt and enters play as a result of the Rebellion of Ukrainian Brigades event (20.4.1).

19.8.1 Ukrainian units and Kijów

If the Polish player does not capture Kijów by the end of 30.V round, remove all Ukrainian units from the game.



For Ukrainians to remain in the game, it suffices that the Polish player captures Kijów at any point before or during 30.V round – it does not matter whether the Soviets then recapture Kijów.

It is a good idea to place the Kijów marker (13.3.3) on 30.V round as a reminder.

19.9 REPLACEMENTS FOR UKRAINIAN AND COUNTER-REVOLUTIONARY UNITS

Once the forming of the Volunteer Army has begun (19.1.1) if the Polish player takes an Operational Pause in any Theater with a Reduced counter-revolutionary or Ukrainian unit, select one such unit and roll 1d6.

Modify that roll for the selected unit's Theater's Morale Level (from –2 if the Soviet player has a Level 2 Morale to +2 if the Polish player has a Level 2 Morale), and if the result is:

- **1-3**: Nothing happens.
- **4-6**: The selected unit is Strengthened.

Counter-revolutionary and Ukrainian units often recruited soldiers from among prisoners and deserters.

20. SOVIET SPECIAL UNITS

All units without colored bands or with colored bands other than either teal or gold (representing the Western and Southwestern Fronts respectively) controlled by the Soviet player are special units (3.2).

Unless otherwise specified, Soviet special units can be Rebuilt (17.2) if eliminated and follow the same rules as regular units.

20.1 KONARMIYA



Six Konarmiya units – 4 Elite cavalry divisions, 1 cavalry brigade, and 1 unit of armored cars (numbered 4, 6, 11, 14, S, and 9 respectively) – are the only Soviet units not marked with a colored band.

Konarmiya (literally 'Horse Army') was the unofficial name for the Soviet 1st Cavalry Army commanded by Semyon Budyonny.

20.1.1 Konarmiya's entry hexes



When the Konarmiya units enter play as Reinforcements (16.0) on 23.V round, the Soviet player must place them on one or more hexes marked with a red star in the southeastern corner of the map.

- The Konarmiya units cannot use Rail Transport (9.0) on the turn they enter, but they can move on their own as usual by spending MPs (7.1).
- On rounds 16.V to 6.VI, the Polish units may not enter the Konarmiya entry hexes. If any are already there, they must be moved out of them in the Polish player's next Movement Phase (5.1).

20.1.2 Konarmiya's special Replacements

In the Soviet Replacement Phase, if no Konarmiya units Attacked (10.0) that turn, roll 1d6 for each Reduced, Remnant, or eliminated Konarmiya division, and if the result is:

- 1-4: Nothing happens.
- 5-6: The division is Rebuilt (17.2) or Strengthened (17.3) at no cost in Replacements.

A unit that is Strengthened this way must be in Supply (15.0) and non-adjacent to any enemy unit.

Konarmiya enjoyed a privileged situation with supplies and replenishments thanks to Sergo Ordzhonikidze, a leading Bolshevik in the Caucasus.

20.1.3 Konarmiya's elimination by demoralization

Remove all Konarmiya units from the game if, at the end of a Soviet player's turn both conditions are true:

- There is no Full (3.3) Konarmiya division on the map **and**
- The Soviet player does not have a Morale Advantage (13.0) in the Ukrainian or Polish Theater (i.e. Morale Advantage at least 1 box in favor of the Soviet player).

20.1.4 Konarmiya's Theater

The Konarmiya units belong to the Southwestern Front. However, the Soviet player can transfer Konarmiya to the Western Front if:

- At the start of the Soviet player's turn, there are 2 or more Southwestern Front units in the Polish Theater.

The Konarmiya units cannot Attack (10.0) this turn, but from now on they belong to the Western Front and are treated as any other Western Front unit.

If at the time of the transfer they are in the Ukrainian Theater, during each of the Soviet player's Movement Phases they must be moved closer (in hexes) to the Polish Theater or Lithuanian-Belarusian Theater until they reach either one of them.

The Konarmiya was officially transferred to the Western Front in early August but the orders were ignored on the insistence of Stalin, the political commissar of the Southwestern Front, who wanted to use Konarmiya to capture Lwów.

20.2 SOVIET RESERVE DIVISIONS



Nine Reserve divisions are marked with a thick gray band at the top and a thin teal or gold band (depending on its Front affiliation) on the bottom. Unless they are on the scenario card at setup, they are placed in their respective Reserves holding boxes at setup. Those are:

- 3 Reserve Divisions of the Western Front (19, 48, 55).
- 3 Reserve Divisions of the Southwestern Front (3, 46, Ł).
- 3 Reserve Cavalry Divisions (8K, 17, 33K) that can be placed on the map as part of either Front.

20.2.1 Placing Reserve divisions

There are four instances when the Soviet player can place a Reserve infantry division as a Reinforcement for the next turn. If a Polish unit:

- Voluntarily moves within 2 hexes of the eastern map edge (place a Reserve division of a Front's Theater where that Polish unit ends its move) **or**
- Crosses the Dźwina River (place a Western Front Reserve division) **or**
- Enters Smoleńsk (place a Western Front Reserve division).

In addition, if the forming of the Volunteer Army (19.1.1) has already begun:

- A Front that takes an Operational Pause (17.1.1) can place a Reserve division as a Reinforcement (16.0) instead of receiving 2 Replacements (17.0).
  - Only 1 Reserve division can be placed per turn this way, even if both Fronts pause.
  - The Elite Latvian Rifle Division (Ł) can be placed only after all other Reserve infantry divisions are placed.

20.2.2 Reserve cavalry divisions



In each of the four instances, **in addition** to placing a Reserve infantry division, the Soviet player can form a Reserve cavalry division of either Front by disbanding a regular infantry or cavalry unit of that Front (note that some Reserve cavalry divisions are placed at setup or as Reinforcements; those units cannot be formed unless previously eliminated).

- The disbanded unit must have at least 2 SPs and no adjacent enemy units.
- Replace the disbanded unit with the newly formed Reserve cavalry division on its Reduced (3.3) side.
- The disbanded unit is removed from the game (3.6).

Each of the three Reserve cavalry divisions comes with two counters and can be formed as either a Western Front unit, or a Southwestern Front unit, never both at the same time. Use a division's appropriate counter (with a teal or gold band, depending on the Front). If eliminated, a Reserve cavalry division can be formed again as a unit of either Front.

Eliminated Reserve cavalry divisions cannot be Rebuilt. However, they are returned to the Reserves holding box and can be formed again.

20.3 POLISH REVOLUTIONARY DIVISION



The Polish Revolutionary Division is marked with a white band. It is placed off the board. The Soviet player may try to place it if both conditions are true:

- The forming of the Volunteer Army (19.1.1) is over **and**
- The Soviet player controls Białystok or Lublin.

If those conditions are true, in each Soviet Replacement Phase (5.1) in which the Polish Revolutionary Division is not on the map, the Soviet player rolls 1d6, and if the result is:

- **1-4**: Nothing happens.
- **5-6**: Place the Polish Revolutionary Division on its Reduced (3.3) side in one of these two cities.

After this unit is placed, in each subsequent Soviet Replacement Phase (5.1) in which the Soviet still controls Białystok or Lublin, the Soviet player rolls 1d6, and if the result is:

- **Even**: Nothing happens.
- **Odd**: Strengthen (17.3) the Polish Revolutionary Division.

This is a unit that theoretically could have been formed by the Soviets if they had managed to ignite revolutionary sentiments among the inhabitants of eastern Poland.

20.4 SOVIET-ALLIED UKRAINIAN BRIGADES



Three allied Ukrainian brigades are marked with a blue band. Unless they are on the scenario card at setup, they are placed off the board. At the start of Scenarios 2, 3, and 9 they may rebel in the face of the Polish offensive. They may also desert later in the game.

- Ukrainian Brigades are part of the Southwestern Front.
- They cannot be Rebuilt (17.2) using Soviet Replacements. Instead, those units can be Rebuilt in special circumstances (20.4.3).

Those units were called Halych Red Ukrainian Sich Rifle Brigades and were part of the 12th and 14th Soviet Armies. All three surrendered to Polish units, two without a fight.

20.4.1 Rebellion of Ukrainian Brigades



When playing Scenarios 2, 3, or 9, at the beginning of the game each player sets aside one selected Ukrainian marker from their pool of three numbered markers, face down. Each marker corresponds to one Soviet-allied Ukrainian brigade on the map. The marker indicates to which Ukrainian brigade the player intends to send emissaries (Poles) or commissars (Soviets).

As soon as the first Polish unit that moves adjacent to any Ukrainian brigade ends its Movement, both players reveal their selected markers.

- If players selected different numbers:
  - **The brigade selected by the Polish player** immediately joins the Polish side. It cannot move, but in the next Attack Phase (5.1) it can Attack adjacent Soviet units. At the end of the Polish turn, eliminate the brigade. The Polish player may freely move units into or through the brigade's hex.
  - **The brigade selected by the Soviet player** remains loyal: from that moment on, it is considered a regular Soviet unit.
  - **The brigade unselected by either player** enters into negotiations.

- If a brigade was selected by both players or by none, that brigade is called a **negotiating brigade**. It is treated as any other Soviet unit but it cannot move or Attack.
    - **If the Polish player does not Attack (10.0) a negotiating brigade this turn**, that brigade abandons the Soviet cause and is eliminated at the end of the Polish turn.
    - **If the Polish player Attacks a negotiating brigade this turn**, that brigade remains loyal to the Soviets: from that moment on, it is considered a regular Soviet unit.



If at least one brigade does not remain loyal to the Soviets, place the Polish-allied Ukrainian cavalry brigade (H) as a Reinforcement (16.0) for the Polish player's next turn. It may be placed in any Polish-controlled urban hex (that hex can be adjacent to Soviet units) in the Ukrainian Theater.

20.4.2 Desertion of Ukrainian Brigades

If the Polish Morale Advantage (13.2) in the Ukrainian Theater reaches Level 2, immediately eliminate all Soviet-allied Ukrainian brigades.

20.4.3 Rebuilding Ukrainian Brigades

If the Soviet player does not have all Ukrainian brigades on the map, and controls Lwów, or both Stanisławów and Borysław (cities south of Lwów), during the Soviet Replacement Phase, the Soviet player rolls 1d6, and if the result is:

- **1-5**: Nothing happens
- **6**: Place one Ukrainian brigade in any Soviet-controlled urban hex in the Ukrainian Theater with no enemy units within 2 hexes.

Soviet successes could have given an opportunity to exploit pro-Russian and pro-communist sympathies in Galicia (Western Ukraine) and recruit men for the Red Army.

21. LITHUANIA

During the Polish-Soviet War, Lithuania and Poland were waging a limited war with each other over the Wilno Region.

21.1 LITHUANIAN UNITS



The Soviet player controls three Lithuanian units, but Lithuanian and Soviet units cannot be stacked (6.0) or Attack (10.0) together.

- The correct Retreat Direction (11.1) for Lithuanian units is Kowno, which is also their Supply source (15.0).
- Lithuanian Reinforcements (16.0) appear in Kowno.
- Lithuanian units do not receive Replacements (17.0), cannot be Rebuilt (17.1) or transported by rail (9.0), and their Attacks do not affect the Western Front's type of Operation (17.1.1). If eliminated, remove them from the game.
- The Soviet Morale Advantage (13.0) in the Lithuanian-Belarusian Theater modifies the Attack Success Chance (10.3) in combat involving Lithuanian units and is modified by the outcome of any combat involving Lithuanians.
- Until a Lithuanian unit crosses the red Lithuanian Demarcation Line (21.2), Lithuanian units cannot be attacked by Polish units.

21.2 LITHUANIAN TERRITORY

The red dashed line on the board is the Lithuanian Demarcation Line. It bounds Lithuania's initial territory and works differently from other borders in the game.

- Soviet units cannot voluntarily cross the Lithuanian Demarcation Line. If forced to Retreat (11.0) across it, they must leave Lithuania in the Soviet player's next Movement Phase.
- Polish units have the same restriction, as long as no Lithuanian unit has crossed the Lithuanian Demarcation Line. Once that happens, Polish units can freely move into Lithuanian territory, however, they cannot Attack (10.0) Lithuanian units in Kowno or enter Kowno.

21.3 LITHUANIAN ASPIRATIONS LINE



The yellow dashed line on the board is the Lithuanian Aspirations Line. Lithuanian units cannot voluntarily cross the Lithuanian Aspirations Line.

- After Lithuanian units take control of Wilno, Soviet units cannot cross this line voluntarily, but they can use Rail Transport (9.0) and trace Supply (15.0) through it. This restriction is lifted when all Lithuanian units are eliminated.
- Mark any urban hex captured by the Lithuanian units with a Lithuanian control marker.
- Polish units ignore this line.

21.4 CAPTURING WILNO



Lithuanian units must cross the Lithuanian Demarcation Line or Attack (10.0) Wilno by the end of 29.VIII round (the same round when the 2nd and 3rd Lithuanian Infantry Divisions enter play as Reinforcements) and capture Wilno within the following two rounds.

- If Lithuanian units do not capture Wilno within two rounds of Attacking it or crossing the Lithuanian Demarcation Line, remove them from the game. Players

can place the Wilno marker on the Round Track as a reminder.

- If Wilno is controlled by Lithuanian units, the Polish player can Attack (10.0) it with Lithuanian-Belarusian Divisions (19.3) only.
- If Lithuanian units lose control of Wilno, remove them from the game.
- Lithuanian units can capture Wilno even if it is already Soviet-controlled (as long as there are no Soviet units in the hex).

22. THREE-PLAYER GAMES

1920: Nest of Eagles can be played with three players. One of the players commands Polish units, and the other two command Soviet units – each one of the two Soviet Fronts.

The player commanding the Western Front is called the Western Front player and the player commanding the Southwestern Front is called the Southwestern Front player.

22.1 WHO HAS PRIORITY

Priority in making Soviet moves, including managing the Reactive Movement Phase (8.0), is given to the player whose units operate on a Theatre with a lower Morale Advantage (13.0).

If the game is played on the Polish Theater, priority goes to the player who has fewer non-Remnant units west of the Grodno-Kobryń-Kołomyja line. Cavalry divisions count double, and Elite cavalry divisions count triple.

- The Reactive Movement Phase activated by one Soviet player is also activated for the other Soviet player.
- The player with Priority decides which Front receives the extra Reinforcement point (17.1.2).
- The player with Priority decides how to place Reserve Soviet units (20.2).
- Priority is checked at the start of the Soviet players' turn.

22.2 VICTORY CONDITIONS

Scenarios 3-7 and 9 contain rules regarding victory conditions for three-player games reflecting the historical competition between the commanders of two Fronts. In some scenarios, both Soviet players may win at the same time. In others – only one, if any.

- If Priority decides which Soviet player wins the scenario, check it at the end of the Soviet players' last turn.

23. OPTIONAL RULES

The following rules are additional rules that may be used in the game with the consent of both players. The rules of Concealment (23.1) and Forced March (23.2) can be used in any scenario, while the other rules should only be used in the War of 1920 scenario (campaign).

23.1 CONCEALMENT

Players can introduce Patrol markers into the game and create Groups to hide the identity of their units and perform deceptive actions (players can decide to use Patrols, but not Group, or Groups but not Patrols, or both rules at the same time). Once a Patrol marker is placed on a unit, the opponent cannot check what unit is under the marker, except in the event of reconnaissance. Patrol markers are removed as a result of revealing units – either by the opponent or the player themselves.

23.1.1 Patrols



Each player has 8 Patrol markers. These markers can be placed in the player's Replacements Phase on any of the player's units or stacks of units that are not adjacent to enemy units. If Patrol markers run out, no new Patrols can be created.

- Patrols do not generate LOF (4.0) and have 3 MPs. For the purposes of calculating Reactive Strength (8.2), the Patrol has 2 SPs.
- Units can enter the game as Patrols during setup or as Reinforcements (16.0).
- If two or more units that are under one Patrol marker are separated, a separate Patrol marker must be placed on each unit (taken from the pool, or another unit, maintaining the limit of 8 Patrol markers).
- The player cannot place Patrol markers on Remnant (3.3) or support (3.4) units. Additionally, the Soviet player cannot conceal Soviet-allied Ukrainian (20.4) or Lithuanian (21.1) units.
- The player can place a dummy unit composed of two Patrol markers on the map as a Reinforcement (16.0) to confuse the player's opponent. This dummy unit is treated as real until it is revealed; both markers are then removed from the map.
- If all the Attacked (10.0) units are dummies, the Attacking units may Advance (12.0).

23.1.2 Groups



Each player has two pools of 3 Group markers, marked with the letters A, B, and C. A player can replace a stack of units standing in one hex, not adjacent to the opponent's units, with a Group marker in the player's Replacements Phase. These units are placed next to the board, under the second Group marker marked with the same letter.

- Groups always generate LOF (4.0) and have 3 MPs. For the purposes of calculating Reactive Strength (8.2), the Group has 8 SPs.
- The player operates the Group like any other unit until it is revealed. When revealed, the Group marker is removed and units kept under the second marker (next to the board) are placed back on the map.
- A Group is treated in the same way as a Patrol and may be additionally covered with a separate Patrol marker to further confuse the opponent.
- The opponent cannot check what units are placed under the Group marker next to the board.
- A Group may consist of a maximum of two divisions. Brigades and regiments are treated as half divisions.
- A stack of units placed as Reinforcements (16.0) can be immediately combined into a Group.
- The player cannot include Remnant (3.3) or support (3.4) units in a Group. The Soviet player cannot include Soviet-allied Ukrainian (20.4) or Lithuanian (21.1) units.

23.1.3 Revealing Concealed units

Units under a Patrol or Group marker are Concealed. They are revealed if they:

- Are used to reveal Concealed enemy units.
- Attack (10.0).
- Are Attacked.
- The player voluntarily reveals them (only in that player's own phase).
- Are revealed by enemy units.

Units belonging to the Active player can reveal adjacent Concealed enemy units only during the Reactive Movement Phase (8.0) if they have Reactive Movement Eligibility and they are:

- Not moving **or**
- moving and can spend remaining MPs (7.2) to reveal units in **one** adjacent hex (the unit must have enough unused MPs to enter that hex, ignoring enemy LOF).

If there are at least 2 adjacent hexes with concealed units, the Active player chooses the target hex of the reveal action. **If the target is a stack of Concealed units, treat all Concealed units in the stack as 1 unit**.

If a unit performing the reveal action is not moving, the **number of Concealed enemy units it can reveal** depends on the type of unit performing the reveal action:

- infantry unit without LOF (4.0), armored car, and train (3.4) – **1 unit**
- infantry unit with LOF, cavalry unit without LOF – **2 units**
- Elite infantry unit, cavalry unit with LOF – **3 units**
- Elite cavalry unit – **all adjacent units**

A unit Advancing (12.0) after an Attack can also reveal adjacent Concealed units (again, the unit must have enough unused MPs to enter that hex, ignoring enemy LOF).

If all units in the revealed hex are dummies, they are removed and the unit performing the reveal action can spend MPs per standard Movement costs (7.1) to enter that hex.

Revealing enemy units is treated as 1 (but never more than 1) Attack for the purpose of determining the type of Operations (17.1.1) units are conducting for the given Theater (the Polish player) or Front (the Soviet player).

- If the revealing action took place during the Reactive Movement Phase of the non-Phasing player's move, this rule applies to the player's next turn.

Patrols, tanks, and artillery cannot reveal enemy units.

23.2 FORCED MARCH

Morale Advantage (13.0) may translate into an increase in the moving capabilities of units which, however, may lead to marching losses and a drop in morale.

23.2.1 Withdrawal

If the opposing player has a Level 1 or 2 Morale (13.2) in a given Theater, that player can increase the movement capabilities of each unit by +1 MP or +2 MPs if the entire Movement (7.0) is in their correct Retreat Direction (11.1).

If moving by +1 MP, immediately after making such a move, the player rolls 1d6 for each unit, and if the result is:

- **1** – the unit suffers 1 step loss.
- **2 or 3** – increase the opponent's Morale Advantage in that same Theater by 1 box.
- **4, 5, or 6** – no additional effect.

If moving by +2 MP, immediately after making such a move, the player rolls 1d6 for each unit, and if the result is:

- **1 or 2** – the unit suffers 1 step loss.
- **3, 4, or 5** – increase the opponent's Morale Advantage in that same Theater by 1 box.
- **6** – no additional effect.

If the opponent's Morale Advantage is already at its maximum level (box 24), results that would increase the Morale Advantage cause the unit taking the test to suffer 1 step loss instead.

23.2.2 Pursuit

If the player has a Level 1 or 2 Morale (13.2) in a given Theater, that player can increase the movement capabilities of each unit by +1 MP if the entire Movement (7.0) is in the correct Retreat Direction (11.1) of the opposing player's units.

Immediately after making such a move, the player rolls 1d6 for each unit, and if the result is:

- **1** – the unit suffers 1 step loss.
- **2 or 3** – increase the opponent's Morale Advantage in that same Theater by 1 box.
- **4, 5, or 6** – no additional effect.

23.3 MORALE BOOST

Each player can trigger a Morale Boost in that player's Reactive Movement Phase (8.0) and increase the Morale Advantage (13.2) in any selected Theater by 2 boxes. The opposing player immediately receives a random octagonal political Event marker.

- Each player has a separate pool of 10 such Event markers, each marked with a different Event name and number on the back.
- The received Event marker can be used by the player in the future at that player's discretion, but only in a phase specified by the Event.
- A Morale Boost can only be triggered once per Phase (5.1).
- A player cannot trigger a Morale Boost if there are no Event markers in the opponent's Event pool.

23.3.1 Polish Events



1. **Romania supports Ukraine** – *the Polish player's Replacement Phase.*

   The Polish player receives two Ukrainian Replacements as long as they can trace an uninterrupted rail line (no enemy units on the line, or LOF crossing it) from Warszawa to Romania or Mohylów Podolski.

2. **Poland supports the Belarusian national Movement** – *the Polish player's Replacement Phase.*

   The Polish player can place the Bułak-Bałachowicz (BB) division in Mińsk in the Polish player's next Movement Phase.

   - If this division is already on the board and is Reduced (3.3), it is Strengthened (17.3).
   - If it was removed from the game (3.6), it is placed in Mińsk on its Reduced side.
   - If there is a Soviet unit in Mińsk, and the BB division is off the board, the Event cannot be played.

3. **Entente pressures Lithuania** – *any Polish player's Phase.*

   Lithuanian units cannot cross the Lithuanian demarcation line until Wilno is captured by the Soviet player.

4. **Latvian-Lithuanian tensions** – *the Soviet player's Replacement Phase.*

   The Soviet player must immediately remove one Lithuanian division from the map and place it 3 rounds later on the Round Track as a Reinforcement (16.0).

5. **The Council of Ambassadors divides Cieszyn Silesia** – *the Polish player's Replacement Phase.*

   The Polish player receives as many Replacements as the Polish player's highest Morale Level in any Theater.

6. **Makhno's army raid** – *the Soviet player's Replacement Phase.*

   The Soviet player must immediately remove one Southwestern Front unit with at least 2 SPs from the map and place it 3 rounds later on the Round Track as a Reinforcement.

7. **Finland supports the uprising in Karelia** – *the Soviet player's Replacement Phase.*

   The Soviet player must immediately remove one armored train from the map and place it 3 rounds later on the Round Track as a Reinforcement.

8. **Volunteers from Hungary** – *the Polish player's Replacement Phase.*

   The Polish player can immediately Strengthen one Reduced regular or volunteer cavalry brigade.

9. **Escalation** – *as a reaction to the Soviet player's play of an Event marker.*

   After the Soviet player resolves an Event marker, the Polish player draws two Event markers.

10. **Counteraction** – *as a reaction to the Soviet player's play of an Event marker.*

    The effect of the Soviet player's Event marker is canceled.

23.3.2 Soviet Events



1. **The British stage a Ukrainian coup** – *the Polish player's Replacement Phase.*

   The Soviet player rolls 1d6 three times and inflicts a step loss on each Ukrainian division (1 to 6) with the number that was rolled.

   - If an affected division is not in play, nothing happens.
   - Rolls are made one after the other; if the same division is rolled, it can suffer another step loss (if it has not been already eliminated by the first roll).

2. **Counter-revolutionary and Cossack allies melt away** – *the Polish player's Replacement Phase.*

   The Soviet player rolls 1d6 twice and inflicts a step loss on:

   - 1st counter-revolutionary division – **on a roll of 1**.
   - BB counter-revolutionary division – **on a roll of 2**.
   - J Cossack cavalry brigade – **on a roll of 3**.
   - S Cossack cavalry brigade – **on a roll of 4**.
   - no unit – **on a roll of 5 or 6**.

3. **Soviet-Lithuanian Alliance** – *the Soviet player's Replacement Phase.*

   The Soviet player can place the Lithuanian 2nd Infantry Division in Kowno in the Soviet player's next Movement Phase.

   - If this division is already on the map and is Reduced, it is Strengthened.
   - If it was removed from the game (3.6), it is placed in Kowno on its Reduced side.

4. **The tachanka trap** – *the Polish player's Attack Phase.*

   The Polish air unit is eliminated after a combat in which it is involved. Place it 3 rounds later on the Round Track as a Reinforcement.

5. **Revolutionary moods** – *the Soviet player's Replacement Phase.*

   The Soviet player can place the Polish Revolutionary Division in any city in the Polish Theater in the Soviet player's next Movement Phase.

   - If this division is already on the map and is Reduced, it is Strengthened.

6. **Czechoslovak railroad workers are on strike** – *the Polish player's Replacement Phase.*

   The Polish player loses as many Replacements as the Soviet player's highest Morale Level.

7. **Conflicts in the Polish officer corps** – *any Soviet player's Phase.*

   In the next Polish player's turn, all Polish units temporarily lose the Elite trait (including cavalry generating LOF in the Second Attack Phase).

8. **German Freikorps militia** – *any Soviet player's Phase.*

   Until the end of the game, if the Soviet units Attack Polish units in a hex adjacent to the German border, the Soviet Attack Success Chance is increased by +1.

9. **Escalation** – *as a reaction to the Polish player's play of an Event marker.*

   After the Polish player resolves an Event marker, the Soviet player draws two Event markers.

10. **Counteraction** – *as a reaction to the Polish player's play of an Event marker.*

    The effect of the Polish player's Event marker is canceled.

23.4 ALTERNATIVE REINFORCEMENTS

Each player may use octagonal Reinforcement markers to change the entry order of some of their Reinforcements. The markers are placed face down on the Round Track and revealed at the start of the round they're placed on. The Soviet player also has a dummy marker at their disposal, which can be used to mislead the opponent about the selected Reinforcements.

- The Polish player can change the order in which the Volunteer Army (19.1) units enter the game.
- The Soviet player can change when the Konarmiya (20.1) and other Southwestern Front Reinforcements enter the game.

23.4.1 Polish Reinforcements



The Polish player has 3 sets of two identical Volunteer Army Reinforcement markers A & B. Each marker in a set corresponds with a unit or units that would enter the game as part of the forming of the Volunteer Army (19.1.1):

- **Marker A** – 2 volunteer infantry brigades.
- **Marker B** – 2 volunteer infantry regiments, 1 volunteer cavalry brigade & 1 support unit.

As soon as the forming of the Volunteer Army has started, the Polish player must place each set of markers A & B together, one set after the other, on three consecutive rounds on the Round Track.

The Polish player may then decide to delay any marker by 1 or 2 rounds to expedite another marker by the same number of rounds. The changes may never extend the forming of the Volunteer Army beyond 3 rounds.

Example: The Game Round is 1.VIII, it's the Polish player's turn, and the forming of the Volunteer Army has begun. The first set of A & B markers are placed on 1.VIII, the second on 8.VIII, and the third on 15.VIII. The Polish player urgently needs volunteer infantry regiments to Strengthen Reduced regular units fighting on the frontline. The player decides to move the second B marker one round up, and the third B marker two rounds up and place them both on 1.VIII round. To compensate for the change, they must move the first marker A two rounds down, and the second marker A one round down, and place them both on 15.VIII round. As a consequence, all 6 volunteer infantry brigades will be placed in Warszawa at the same time, on 15.VIII round. All the other units will be placed in Warszawa at the same time, on 1.VIII round. No units will be placed on 8.VIII round.

23.4.2 Soviet Reinforcements



The Soviet player has 5 Reinforcement markers, four with a date on which they would be placed following historical Reinforcement schedule and one dummy. Each date corresponds with a unit or units that enter the game at that moment as shown on the War of 1920 scenario card's Reinforcement schedule:

- **9.V** – 25th Rifle Division and Bashkir Cavalry Brigade (B).
- **23.V** – S, 4th, 6th, 11th & 14th cavalry units, armored cars (Konarmiya units).
- **13.VI** – 24th Rifle Division.
- **27.VI** – 8K Reserve Cavalry Division (if used in this variant, it must enter play as Southwestern Front units).

At the start of the game, the Soviet player may decide to change how those four units or groups of units enter the game.

- The player can delay the entry of Konarmiya by 1 round by placing its marker on 30.V round. All remaining Reinforcement markers are placed on 16.V round.
- The player can expedite the entry of Konarmiya by 1 round by placing its marker on 16.V round. The remaining Reinforcement markers must be placed at least 1 round later, for a combined total of 7 rounds later.

The Soviet player may additionally place a dummy marker on any round on the Round Track.

Example: The Soviet player decides to expedite the entry of Konarmiya and places the 23.V marker on 16.V round. All the remaining markers – 9.V, 13.VI and 27.VI – must be placed at least 1 round later, but that still leaves a combined total of 4 rounds of delay that need to be applied to one, all or some of them. The Soviet player decides to move the 13.VI marker those extra 4 rounds. In the end, the 9.V marker is placed on 16.V round (1 round later), the 13.VI marker on 18.VIII round (5 rounds later), and the 27.VI marker on 4.VII round (1 round later). Finally, the Soviet player places a dummy marker on 23.V.

23.5 POLITICAL PRIORITIES



When using this optional rule, both players must decide if they wish to select one of three available Political Priorities before the beginning of the War of 1920 scenario. To do so, each player chooses one of the three Political Priority octagonal markers and places it face-down as per instructions:

- The Polish Political Priority marker is placed on Kijów. It is revealed and resolved at the moment the Polish player captures Kijów.
- The Soviet Political Priority marker is placed on 20.VI round and revealed and resolved at the beginning of the Soviet player's turn.

The Political Priorities optional rule **cannot** be used at the same time as the Alternate Reinforcements (23.4).

23.5.1 Polish Political Priorities

- **Silesian Uprising**

  Poland actively supports the Silesian insurgents. When revealed:

  - The Polish player immediately removes from the game any two Polish Full or Reduced regular infantry divisions.
  - If the forming of the Volunteer Army has not started by 4.VII round, the Polish player places the 23th Reserve Infantry Division (23R) as a Reinforcement for that round and the Polish Morale Advantage increases by 5 boxes in each Theater. Move the Silesian Uprising marker from Kijów to the Round Track and place it on 4.VII round as a reminder.

- **Division of Galicia**

  Poland agrees to give part of Galicia to the Ukrainian People's Republic, increasing political tensions in Poland and discouraging volunteers from joining up. When revealed:

  - The Polish player places any Ukrainian division in Stanisławów at Full strength (3.3).
  - In each round in which the Polish player controls Kijów, the Polish player receives 2 Ukrainian Replacements instead of 1 (17.1.4).
  - The forming of a Volunteer Army (19.1.1) takes only 2 turns instead of 3 (i.e. the number of units and the increase in Morale Advantage are therefore one-third smaller).

- **None**

  There is no change in Political Priorities.

23.5.2 Soviet Political Priorities

The Commander-in-Chief of the Red Army, Sergey Kamenev, faced a dilemma as to which of the Fronts fighting against Poland should have priority when it comes to receiving reinforcements. Stalin tried to influence this decision by writing a letter to him.

- **Letter from Comrade Stalin**

  When revealed:

  - The 16th Rifle Division, 33rd Rifle Division, and 16th Cavalry Brigade enter the game as units of the Southwestern Front on 27.VI round.
  - Western Front units of the same number (16th & 33rd infantry, and 16th cavalry) are removed from the game (3.6).

- **Third Cavalry Army**

  When revealed:

  - The 8th Reserve Cavalry Division (8K) is placed as a Western Front unit Reinforcement for 20.VI round.
  - The 33rd Reserve Cavalry Division (33K) is placed as a Western Front unit Reinforcement for 20.VI round instead of the 33rd Rifle Division.
  - The 33rd Rifle Division is removed from the game (3.6).

- **None**

  There is no change in Political Priorities.

DESIGN NOTES

When one is creating a strategic game, it is impossible to avoid simplifications. I would like to give an account of them, as well as of the assumptions on which I based them.

LOGISTICS AND THE SCALE OF THE GAME

1920: Nest of Eagles is supposed to be a 'leader's' game, not a 'quartermaster's' game – hence the maximum limitation of logistics issues. There is no need to count how many kilometers the rail transport will cover in a week or how many soldiers are needed to make a division fully functional. Logistics appears where it constitutes a real limitation for the commander. The armored trains, of which there were actually a dozen or so on each side, had to be adapted to the scale of the game. The same applies to the Kościuszko Squadron; in any event, planes had a rather negligible impact on the war.

TACTICS

The assumptions on which I based my tactical rules are as follows:

- In the conditions of this war, it was not possible to effectively coordinate the attack of more than two divisions at the tactical level, nor was there a chance to achieve a troop density that would ensure that the position was maintained; hence the highest strength included in the table is 8 SPs.
- If the troops had a free way to retreat, then, except in the case of overwhelming superiority, the chances of inflicting significant losses on them by a frontal attack were minimal; hence, there are no losses resulting directly from combat.
- That said, even the smallest unit was, in special circumstances, able to stop and bloody an overwhelming enemy; hence the Bloody Fight rule.

OPERATIONAL ART

If frontal attacks do not provide a chance for a decisive victory, it is also to emphasize the importance of operational art in this war. You can defeat your opponent by surrounding their troops or forcing them to fight with an inverted front. The Reactive Movement Phase is the opportunity to use what is most important on an operational scale – initiative, freedom of action, and the advantage of maneuverability.

STRATEGY

The main problem was to simulate situations that led to strategic surprise, e.g. the Soviet July Offensive or the Polish counterattack from the Wieprz River, on a board where we know the balance of forces and their exact position. I introduced some of the rules, such as the Cheka markers and the No Man's Land, to lead to such situations. Concealing all units would force me to create a different game, however, I gave players the option to use the Secret Concentration and Patrol & Groups optional rules.

HISTORY

There are relatively few simplifications here. Ukrainians and Lithuanians, Cossacks and volunteers – the multitude of different types of formations undoubtedly complicates the game, but at the same time determines its uniqueness. In this war, politics often made demands that were contrary to a purely military point of view. This forced the introduction of additional rules. The importance of conquering Kijów or defending Lwów had to be reflected in the rules and victory objectives somehow.

Jarosław Flis

INDEX

Board 2.0
Advance 12.0
Advance across a large river 12.2
Advance Movement Points 12.1
Aircraft 3.4.7
Armored cars 3.4.4
Armored trains 3.4.3
Artillery 3.4.5
Attack 10.0
Attack procedure 10.3
Attack resolution 10.2
Attack restrictions due to Movement 7.2
Bloody Fight 10.4
Capturing Wilno 21.4
City 2.1
Cooling Fervor 13.3.1
Correct Retreat Direction 11.1
Cossack brigades 19.6
Counter-revolutionary divisions 19.7
Dniepr and Prypeć for Soviet units 2.6
Encirclement 4.1
Forest 2.1
Forming of the Volunteer Army 19.1.1
Forming the Polish Cavalry Operational Group 18.3
Fortifications 2.2
Fortress 2.1
Game Round 5.0
Hex terrain 2.1
Hexside terrain 2.2
How to read regular units 3.2
How to read support units 3.4.1
How to use dice 1.2
Impassable national borders 2.3.1
Kijów in Polish hands 13.3.3
Konarmiya 20.1
Konarmiya's elimination by demor. 20.1.3
Konarmiya's entry hexes 20.1.1
Konarmiya's special Replacements 20.1.2
Konarmiya's Theater 20.1.4
Large river 2.2
Lines of Friction 4.0
Lithuanian aspirations line 21.3
Lithuanian special rules 21.0
Lithuanian territory 21.2
Lithuanian units 21.1
Lithuanian-Belarusian divisions 19.3
LOF Restrictions 4.2
Lwów defenders 19.4
Map boundaries 2.3
Map edges 2.3.2
Modifiers to Attack Success Chance 10.7
Morale Advantage 13.0
Morale Level 13.2
Morale Track 13.1
Morale support from another Theater 13.3.2
Motorized infantry 19.5
Mountain 2.1
Movement 7.0
Movement Points 7.1
No man's land 2.2
Operations – types of 17.1.1
Special Orders 14.0
Special Orders – types of 14.2
Out of Supply effects and attrition 15.3
Overstacking 6.2
Phases 5.1
Polish cavalry divisions 18.2.
Polish divisional infantry brigades 18.1
Polish Replacements 17.1.3
Polish Reserve units 19.2
Polish revolutionary division 20.3
Polish special units 19.0
Polish Theater's Morale Advantage 13.4
Polish Theater – moving into it 2.4.1
Polish-allied Ukrainian units 19.8
Railroad 2.1
Rail Transport 9.0
Rail Transport Capacity 9.2
Rail Transport Costs 9.3
Rail Transport Requirements 9.1
Reactive Movement 8.0
Reactive Movement Activation 8.1
Reactive Movement Eligibility 8.2
Rebuilding units 17.2
Reinforcements 16.0
Remnant units 3.3
Replacement Pools 17.1.6
Replacements 17.0
Replacements for Ukrainian and counterrevolutionary units 19.9
Replacements – number of 17.1
Replacements – Ukrainian 17.1.4
Retreat in stacks 11.2
Retreat loss minimization 11.5
Retreat losses 11.3
Retreat restrictions 11.6
Retreat through enemy units 11.4
Retreat 11.0
Scenarios 1.4
Second Attack Phase 10.8
Secret Concentration 9.4
Shifting Morale Advantage 13.3
Small river 2.2
Soviet Cheka Replacements 17.1.5
Soviet Fronts and their limits of cooperation 2.5
Soviet Fronts' Theaters 2.5.1
Soviet Replacements 17.1.2
Soviet Reserve divisions 20.2
Soviet special units 20.0
Soviet-Allied Ukrainian brigades 20.4
Special Orders 14.0
Stacking limit 6.0
Strengthening units 17.3
Supply 15.0
Supply in Fortresses 15.2
Supply Sources 15.1
Support units 3.4
Support units in combat and Reactive Movement 3.4.2
Swamp 2.1
Tanks 3.4.6
Terrain control 2.7
Theaters 2.3.2
Three-Player Games 22.0
Town 2.1
Unified Morale Advantage 13.5
Unit color and affiliation 3.1
Unit elimination or removal 3.6
Unit Reorganization 18.0
Unit strength and step losses 3.3
Units 3.0
Very Favorable Ratio 10.5
Volunteer Army brigades 19.1.4
Volunteer Army divisions 19.1.2
Volunteer Army regiments 19.1.3
Volunteer Army units 19.1

EASILY FORGOTTEN RULES

ATTACK RESTRICTIONS (7.2)

A unit entering difficult terrain (swamp, forest or mountain) or crossing any river across an enemy LOF may not Attack (10.0) in the next Attack Phase, unless another friendly unit started that Movement Phase in the destination hex.

KIJÓW IN POLISH HANDS (13.3.3)

From the moment the Polish player captures Kijów until the first turn of the forming of the Volunteer Army (19.1.1), do the following during each Soviet Replacement Phase:

- For each Theater where the Polish player has a positive Morale Level (1 or 2) in that Theater, shift the Morale Advantage that many boxes in favor of the Soviet player.

FORMING OF THE VOLUNTEER ARMY (19.1.1)

When it begins:

- The Kijów marker is discarded and its effect canceled (13.3.3).
- If not already on the map, Bułak-Bałachowicz's Division (BB) is placed as Reinforcements for the Polish player's next turn (19.7).
- **From now on**, the Polish player may form the 2nd or the 3rd Cavalry Division (18.2).
- **From now on**, when the Polish player takes an Operational Pause in any Theater with a Reduced counter-revolutionary or Ukrainian unit, the player rolls 1d6 and has a chance to Strengthen one of these units (19.9).
- **From now on**, a Soviet Front that takes an Operation Pause can place a Reserve Division as a Reinforcement instead of receiving 2 Replacements (20.2.1).
  - The Soviets can place only 1 Reserve division per turn this way, even if both Fronts pause.
  - The elite Latvian Rifle Division (Ł) can be placed only after all other Reserve divisions are placed.

When it is ongoing (3 turns):

- The Polish player receives 1 Ukrainian Replacement if the Polish player controls Lwów (17.1.4).
- The Polish player places in Warsaw (19.1.1):
  - 2 volunteer infantry brigades;
  - 2 volunteer infantry regiments;
  - 1 volunteer cavalry brigade;
  - 1 support unit (tanks, artillery, or armored cars).
- Shift the Polish Theater's Morale Advantage 7 boxes in favor of the Polish player (19.1.1).

When it is over:

- The Soviet player rolls 1d6 and has a chance to place or Strengthen the Polish revolutionary division (20.3) if:
  - it is not already on the map, or is on it Reduced **and**:
  - the Soviet player controls Białystok or Lublin.

OTHER RULES:

- Friendly units in hexes adjacent to an enemy LOF do not negate its effects on Movement; they do negate its effects on Encirclement (4.1), Retreat (11.0), and Supply (15.0).
- If entering terrain requires a unit to spend all its MPs (7.1), that unit can move only if it has not yet moved in this Movement Phase.
- If a Remnant unit ends its move – either voluntarily or as a result of Retreat (11.0) – adjacent to any enemy unit, and the Remnant unit has no friendly non-Remnant unit in its own hex, then immediately eliminate the Remnant unit.
- Polish Divisional brigades beginning the game in the same hex may be merged into a division at setup.
- Eliminating an enemy Remnant Division shifts the Morale Advantage 2 boxes in the player's favor (13.3).
- The Soviet player treats Dniepr and Prypeć as small rivers for all Movement (7.1), Attack (10.0), Retreat (11.0), and Supply (15.0) purposes.

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