The year is 1920. WWI has ended, but the battle for Europe has just begun. Trotsky, Lenin and Stalin plan to spread the workers’ revolution by blasting through Poland in order to support the growing communist movements in Germany, France and Britain. Only the armies of Poland stand in the way of the Bolshevik tide.

Strike of the Eagle is a strategy game for 2 - 4 players that simulates the tenseness of the Polish-Soviet War of 1920. This war featured a return of sweeping cavalry attacks combined with innovative new weapons such as planes, tanks and armored cars. Gone was the static trench warfare of WWI where front line changes were measured in yards. Instead, the gains of this war’s campaigns were measured in hundreds of miles from Kiev and beyond Minsk in the east, to Warsaw and the German border in the west.

Strike of the Eagle presents several scenarios highlighting crucial campaigns of the war. During the game, players use their armies to fight for objectives to gain victory points (VPs). The armies are composed of wooden blocks that represent Brigade and Division strength forces of between 1,500 to 8,000 men. Whichever side meets the scenario’s victory conditions wins.

Scenarios last a varying number of rounds and each round is composed of 5 identical Operation Phases. The heart of this unique game lies in players placing secret orders on the map during each Operation Phase to bluff, mislead, misdirect and outplay their opponents. The orders are then revealed and executed. Opposing blocks that end their movements in the same area initiate battle. After all five Operation Phases have been played, blocks are reinforced and a new round begins.

Critical decision making is required on how to best utilize the 6 cards each player receives at the beginning of each round. Players must constantly weigh the pros and cons of their choices; use the cards to increase the number of orders they can issue, build up reinforcement resources, modify combat strengths, and much more. Strike of the Eagle is a fast playing strategic game of constant action and critical decision making.

Game Components

The rule book is divided into different colored text for ease of learning. Black text denotes basic rules, red text illustrates examples and blue text is designer’s notes.

1.0 Map
The map portrays a portion of Eastern Europe in 1920. It is divided into areas that are named after local cities to simplify scenario setups. Along the outer edge of the map is a grid to help find areas during game setup. Each area name is followed by its grid location.

Ex: Warsaw (B4) or Kaunas (E1).

Each area can hold a maximum of four blocks (7.33). Areas are connected by roads and rails. Blocks travel from one area to the next via a road or a rail.

Rivers and woods do not affect the game in any way, but do give players a sense of how the geography affected area fortifications and road or rail connections.

1.1 Fronts
The map is divided into two fronts; the northern and the southern. The front line is designated by a yellow line that runs from east to west (A4-K4). In 4 player scenarios, each allied player commands blocks on one front only. If a block of one player crosses the line between fronts, it moves to the control of his ally at the beginning of the next Operation Phase.

1.2 Fortifications
Some areas give defending blocks an advantage. These areas have a fortification symbol facing specific roads and rails.

Fortification Bonus: Defending blocks ignore one flanking penalty (7.34) and lose one less Strength Point (SP) during battle if attacked exclusively from fortified directions. No fortification bonus is applied unless ALL attacks come from fortified directions.

1.3 Key Cities
Areas with their names printed on a banner background are key cities and can support one garrison (3.0). A player controls a key city if a friendly garrison and/or one of his blocks occupies the city. Controlled key cities are worth victory points (VPs), which are designated by a VP value within a yellow circle.

Ex: Kiev is a key city worth 2 VPs.

If a player holds a key city with no garrison in it, then moves all of his blocks off of it, the city becomes neutral (8.1). The player loses any VPs for the city and neither player may trace supply to it (7.7).

1.31 Supply Depots
A controlled key city acts as a Supply Depot if it is in-supply. The key city is in-supply if it has a clear path to Warsaw for the Poles or a Soviet Eastern Link (1.4) for the Soviets. A “Clear Path” is defined as a path of any length that does not pass through areas that have enemy blocks or garrisons.

1.4 Soviet Eastern Links
Three key city areas on the eastern edge of the map represent links to the rest of Russia and are supply bases. These areas, Yartsevo, Klintsy and Elizavetgrad, have rectangular backgrounds and are accessible to Soviet blocks only and may never be attacked. Soviet reinforcements arrive at these locations.

An unlimited number of blocks may be stacked in each Soviet Eastern Link area.

Designer’s Note: National territories are color coded for player connections.
reference. Some countries have fixed borders, such as between the Free State of Prussia and Lithuania (D1). Other borders were contested and in constant flux. This was especially true of the entire region between the Curzon Line (E2-F8), which the British had marked as the eastern border of Poland, and the western border of Russia. This no-man’s land, which stretches through the middle of the map from north to south (F4), was claimed by both countries.

2.0 Blocks
Blue blocks represent the Polish Alliance forces and red blocks represent the Soviet Alliance forces. Each block has squares depicted along its sides. Each square represents a **Strength Point (SP)**. A block is placed on the map with its current strength at the top of the block, facing the controlling player. As a block takes damage, it is rotated to a smaller value, corresponding to the number of SPs it lost. A 1SP block that takes a loss is destroyed and removed from the map.

Ex: A 4SP infantry block takes 1SP damage and is rotated to 3 squares along the top edge.

There are two types of blocks in the game - infantry and cavalry.
- Infantry are depicted with black squares.
- Cavalry are depicted with white squares.
- Polish and Soviet allied infantry are depicted with green squares.

Designer’s Note: Each square on a block edge represents either 1,500 cavalry (sabers) or 2,000 infantry (bayonets).

Infantry blocks - Move 1 area or force march up to 2 areas (7.2). Cavalry blocks - Move 2 areas or force march up to 3 areas.

2.1 Divisions and Brigades
Blocks with up to 3SPs or 4SPs represent **Divisions** (D) and blocks with only 2SPs represent smaller volunteer, militia and detached **Brigades** (B).

2.2 Detachments
A player may split off up to two SPs from a Division block with a ‘Move’ or ‘Forced March’ order to create a new Brigade block(s). The combined SPs of the now weakened Division and the newly created Brigade will equal the Division’s original strength before being split.

The newly created Brigade may not move during this Operation Phase.

Ex: A player wishes to move a 4SP Division out of an area, but needs to leave a presence behind. To accomplish this, the player can create a new 1SP Brigade block for the area, rotate the 4SP Division block to 3SPs and move it to an adjoining area.

A detachment may not be created if there are no Brigade blocks available in the Force Pool (4.0).

Blocks may be combined during the Reinforcement Phase (8.2).

3.0 Garrison Counters
Each key city (1.3) can support one garrison counter, which represents police and supporting units. Each garrison counter has a Polish and a Soviet side and is placed on a key city with the controlling player’s side up.

Garrisons **do not** count towards block stacking limits (7.33), may never move, count as 1SP in battle, and are the first SP destroyed when taking combat losses.

Garrisons may be replaced at not cost during the Reinforcement Phase (8.1).

3.1 Order Counters
Each side has its own pool of order markers. The Polish players use the blue orders with the eagle on the back and the Soviet players use the red orders with the star on the back. Orders are given by all players at the beginning of each Operation Phase.

3.2 Reinforcement Cubes
Reinforcement cubes can be collected during each Operation Phase and are used to increase the strength of blocks or build new blocks during the Reinforcement Phase. Collected cubes are not hidden from other players.

Black cubes = Polish or Soviet infantry reinforcements.
White cubes = Polish or Soviet cavalry reinforcements.
Green cubes = Polish or Soviet allied infantry reinforcements.

3.3 Track Sheet
The track sheet includes the Victory Points (VPs) Track, the Round Phase Track and the Initiative Track.

The Round Phase Track marks the game’s progression. Each round is divided into the Replenish Cards Phase, five identical Operation Phases, and a Reinforcement Phase.

The Initiative Track is divided into the Northern and Southern Front Initiative. It marks which player on each front has initiative.

3.4 Cards
A card may be played in one of six ways. A player will play a card for only one of its abilities.

1: **Order Modifier**
Increases the number of orders given.

2: **Reinforcements**
Black = Infantry
White = Cavalry
Green = Allied

3, 5 & 6: **Events**
Historical, Battle or Reaction.

4: **Combat Modifier**
Increases a player’s Combat Value in battle.

+1 Bonus to value if played from the hand and not drawn from the deck.

**Historical Notes**
This section gives a historical perspective for this card.

1. A card may be played from a player’s hand at the beginning of an Operation Phase to increase the number of orders a player can give during that phase (7.11).
2. A card may be played from a player’s hand at the beginning of an Operation Phase to collect Reinforcement Cubes (7.12).
3. A card may be played from a player’s hand at the beginning of an Operation Phase to resolve a Historical Event (7.13).
4. A card is always played during combat to modify a player’s Combat Value (7.41). The card is either drawn blindly from the deck or played from the player’s hand for a +1 combat modifier bonus.
5. A Battle Card may be played from a player’s hand at the beginning of a battle to influence combat results (7.41).
6. A Reaction Card may be played from a player’s hand in accordance with the card’s description.

**Game Setup**

4.0 Game Setup
Each player controls either the Polish or Soviet forces on one front (1.1). Ex: In a 4 player game, a player controls either the Polish northern front, the Polish southern front, the Soviet northern front or Soviet southern front.

For each session of Strike of the Eagle, you follow the steps below before playing:
- The Track Sheet is placed next to the map where all players can see it. Each scenario specifies in which round it begins and ends.
- Place the Round Marker on the specified beginning phase. Place track counters on the Victory Points (VPs) track and the Northern and Southern Front Initiative tracks.
- The Poles and the Soviets have their own unique card decks and order counters which are separated and shared by the allied players.
- The Polish cards and order counters have blue backs, the Soviet cards and order counters have red backs.
- The reinforcement cubes are placed in a location accessible to all players.

- Choose the scenario to play. The scenario sheet describes the map setup, block setup, and victory conditions.
- Place a garrison counter on each Key City (3.0), controlling player side up.

Place the starting blocks on the map as listed in the scenario. A player’s blocks are set up with their stats facing them and the blank sides facing their opponent(s). Blocks and their values are only revealed to the opponent during combat resolution, when resolving a ‘Recon’ order (7.31) or when a leader’s special ability is used (9.0).

Some blocks enter the game at later times and are placed on the Track Sheet’s corresponding Operation Phase spaces as a reminder of when they enter the game.

**Force Pool:** All remaining blocks are kept in a pile next to the map. These blocks may be built during a Reinforcement Phase (8.4) or used to create detachments when resolving moves (2.2). Blocks destroyed in battle are placed back into the force pool (7.41.5).

**Game Overview**

5.0 Game Progression Overview
A scenario lasts for a specified number of rounds. Each round is divided into a Replenish Cards Phase, five identical Operation Phases, and lastly a Reinforcements Phase.

**Replenish Cards Phase:** Players draw 6 new cards at the beginning of each round. After drawing the cards, the round marker is advanced to the first Operation Phase space.

**Operation Phases 1 - 5:** Each round has 5 Operation Phases. During each phase players will place orders, execute these orders and resolve battles. They then check for supply, award victory points and finally advance the round marker to the next Operation Phase. This progression is played through five times, after which play continues on to the Reinforcement Phase.

**Reinforcement Phase:** Players may now strengthen blocks already on the map (8.3) and/or build new blocks (8.4) with the reinforcement cubes that they may have collected at the beginning of each Operation Phase and/or from Strategic Cities that they control (8.5).

The round marker is advanced to the next round’s Replenish Cards Phase and so on until the scenario is over. The player(s) that meet the scenario’s victory conditions wins.

**Game Progression**

6.0 Replenish Cards Phase:
Each round begins with players replenishing their card hand by drawing 6 new cards from their specific decks. They then must discard down to a maximum of 7 cards, if they have cards remaining from the previous round.

6.1 Initiative
The sequence of placing and executing orders is determined by the player(s) with initiative. Each front has its own initiative track. Initiative is gained and lost as the game progresses.

Scenarios list the starting initiative values, which are tracked with two sided counters. A counter is placed face up with the emblem of the player with initiative.

The player with initiative decides who places the first order during each Operation Phase and then who executes each order type first.

Initiative changes when:

Certain Event Cards are played.

**Battles are Fought.** The player with initiative gains an initiative point if he wins a battle and inflicts more SP losses on his opponent than his current initiative level.

The player with initiative loses an initiative point for each battle that he loses, no matter the size of the loss.

After each battle, the initiative level cannot increase or decrease by more than 1 point.

Ex: On the northern front, the Soviets have an initiative of 2. To increase the initiative to 3, he must win the battle and inflict at least 3SPs of real losses on his opponent. The Soviet initiative would drop to 1 if he lost the battle, regardless of the results.

There are no ‘0’ values on the initiative tracks. A player with a ‘1’ initiative that loses a battle simply flips the marker to the opponent’s emblem side up.

Ex: The Polish player has a 1 initiative on the southern front. He loses a battle, so the initiative marker is flipped to the Soviet side and it stays on the 1 initiative space.

7.0 Operation Phases 1-5
The following progression is played through 5 times per round. After each phase has been played through, the round marker is advanced to the next phase.

7.1 Increase Orders or Collect Reinforcement Cubes:
At the beginning of each Operation Phase, players may play one card out of their hand for each front they control. They may use this card to increase the number of orders that they may give that phase or to collect reinforcement cubes or to play its Historical Event. A player is not required to play a card.

1. The non-initiative player chooses if he will play a card. If he chooses to play one, he plays it face down.
2. Then the Initiative player does the same.
3. The non-initiative player reveals his card and announces which section of the card he will use (reinforcements, orders, event, etc.
4. Initiative player does the same.
Each player can play his card to do one of the following:

7.11 Increase the Number of Orders he may give his blocks during this Operation Phase by an amount equal to the blue Orders Number printed in the top left corner of his card. Without playing this card, a player may place only two orders during this Operation Phase, one of which must be a ‘Recon’ order.

Ex: The Polish player wishes to increase the number of orders he may give and plays a card with a 2 blue order number in the top left corner. He may now place four orders during this Operation Phase, one of which must be a ‘Recon’ order.

7.12 Collect Reinforcement Cubes. A player may play a card from his hand to collect Reinforcement Cubes. Each card has a number of white, black and/or green squares printed on the bottom which represent the number of reinforcement cubes (3.2) the player pulls and places in front of him. These cubes will strengthen his blocks or build new blocks at the end of the round.

7.13 Play a Historical Event. Cards with a Historical Event may be played to resolve the event described on the card. Cards are placed in the discard pile after use, unless if played as an event card, in which case the card is removed from the game.

Designer’s Note: Players draw only 6 cards at the beginning of each round and must make them last for all 5 Operation Phases. The cards can run out quickly, and if not carefully used, players will not have cards to play in later operation phases of the round.

7.2 Place Order Markers
Players alternate placing order markers face down on areas on the map. Each player may place 2 orders on each front he controls, one of which must always be a ‘Recon’ order. The number of orders that may be placed on a front can be increased by playing a card to increase orders at the beginning of the operation phase (7.11).

On each front, the player with initiative chooses which player places the first order. (Usually he chooses his opponent.)

The number of order counters for each country provided in the game is listed next to the order.

Ex: (x5) means 5 order counters are included with the game.

Forced March To (x5): This order may be placed on an empty, friendly occupied or enemy occupied area within at least one friendly block’s forced march range. Blocks may be forced marched to the area from different directions. A block may only execute a ‘Forced March To’ order if the target area is in its movement range.

Forced March Out (x5): This order must be placed on friendly block(s). These blocks may force march out to different areas.

Forced march blocks receive a bonus move, increasing the range up to 2 areas for infantry and up to 3 areas for cavalry. All forced march blocks must begin the phase in-supply (7.7). Blocks that forced march fight at half-strength rounded down.

Ex: Two Soviet blocks with 3SPs each force march into battle. Their SPs are each halved individually to 1SP each, for a total combat value of 2SPs. Other friendly blocks in the same area that were not forced marched fight at full strength.

Ex: The Polish player has the initiative and wishes to pin a lone Soviet block before it can move away. The Pole places a ‘Forced March Out’ order on his block, allowing him to move into the Soviet’s area before it can move away, thus pinning it (7.32).

Hint: To help players remember which blocks forced marched, place a blank yellow marker next to these blocks.

Recon Area (x2): This order may be placed on any area within a range of 3 areas (even across enemy blocks) of any friendly infantry, cavalry or leader block. When the ‘Recon’ order is executed, the player may look at all enemy blocks located in that area.

Ex: This order may be used as a bluff by placing it on an area with no blocks in it to simulate a ‘Move To’ order.

Polish players may not place the Recon order on any of the Soviet Eastern Link cities of Yartsevo, Klintsy or Elizavetgrad.

Move To (x5): This order may be placed on an empty, friendly occupied or enemy occupied area within at least one friendly block’s movement range. A block may only execute a ‘Move To’ order if it begins the phase in-supply and the target area is in its movement range.

Move Out (x5): This order must be placed on friendly block(s). These blocks may move out to different areas. ‘Move Out’ blocks need NOT begin in-supply.

Infantry may move 1 area and cavalry up to 2 areas. Blocks with move orders fight at their full strength.

Withdraw (x2): This order must be placed on friendly block(s) and is carried out only if enemy blocks enter the area. All friendly blocks must withdraw without giving through a battle procedure and lose 1SP from any one block. Blocks must move to a Friendly Area is an area with no enemy units and a clear path to a Supply Depot. If no such area exists, the blocks cannot retreat and they must stand and fight. They still lose 1SP in addition to any normal combat results.

Cavalry withdraw and ignore the 1SP withdrawal penalty if attacked only by infantry blocks.

Blocks may execute ‘ Forced March’, ‘Move’, and ‘Withdraw’ orders via roads and/or rails.

Defend Area (x5): This order must be placed on friendly block(s). These blocks hold a defensive stance, waiting for an enemy attack. Such blocks fight at full strength.

During battle, no matter from which direction he is attacked, the defender:

- Ignores the loss of 1SP and
- Negates one flank attack penalty (7.34).

These benefits are cumulative with fortifications (1.2) printed on the map. A ‘Defend Area’ order benefits the entire force in battle even if some friendly blocks just entered the area, provided that at least one block began the operations phase in the area.

Reorganization (x2): Only one block in an area can execute this order. It must begin in-supply and may not move during this phase. This block will gain 1SP.

If attacked, the order is revealed and the block fights at half-strength rounded down. If the player wins, the block may reorganize and gain the 1SP.

Rail Transport (x1): This order must be placed on friendly in-supply block(s) with no other orders. Up to four (4) blocks that have not moved this phase may each move up to 8 areas along rail lines only. These areas must be in-supply and clear of enemy blocks. The blocks may be sent to different locations.

Ex: The Polish player has initiative and decides that the Soviet will place the first order. The Soviet played a +1 orders card to increase the number of orders he can give to 3. He places a ‘Recon’ order.

The Polish player did not play a card to modify the number of orders he can give, so is limited to two for this Operation Phase. He places a ‘Move Out’ order.

The Soviet places a “Defend” order.
The Polish player places a “Recon” order.
The Soviet places a “Move Out” order.

All orders have been placed and now the orders are executed.

Multiple Orders: More than one order may be placed in an area, but never two of the same type of order. A player need not place all of his allowable order allotment. Un-placed orders are wasted and are not saved for the next Operation Phase.

An order may only be placed if at least one block can execute it. So ‘ Forced March’, ‘Move’ and ‘Defend’ orders must be able to be carried out by at least one block at the time of placement and may not be ignored once placed.

Ex: The Soviet commander has two blocks in an area. He places a “Defend Area” order for one block and then a “Reorganization” order on the other block. If only one block were present, only one order could be placed. If this area is attacked, all of the defending Soviet blocks...
If you had instead placed a 'Force March Out' or 'Move Out' order on the cavalry block, it could move into the area occupied by the enemy block. This is because blocks do not have to move their maximum distance when executing 'Force March Out' and 'Move Out' orders.

A block may execute only one order per Operation Phase. 'Defend Area' orders are not executed and are all revealed at the beginning of the Battles stage.

7.31 Executing Movement and Recon Orders
Blocks move from one area to the next via roads or rails. The only difference between roads and rails is that blocks moving with 'Rail Transport' orders can do so only over rails. All blocks can use either roads and/or rails for all other types of movement.

Infantry blocks move 1 area per 'Move' order and up to 2 areas per 'Force March' order (7.2).

Cavalry may move up to 2 areas per 'Move' order and up to 3 areas per 'Force March' (7.2).

Blocks moving into an enemy occupied area engage in battle and must stop on the road/rail leading into the area. This helps the players remember which direction the blocks are attacking. 'Defend' orders are executed after 'Force March' and before 'Move' orders.

7.32 Attacking and Defending Blocks
A player starting with a block or having a friendly garrison in a contested area is considered the defender. If a contested area was empty at the beginning of the phase, the first player to have moved a block into the area is the defender.

Blocks moving into an area pin an equal number of opposing blocks for battle. Unpinned blocks may still execute their own orders. These unpinned blocks may not move along a road or rail occupied by incoming enemy blocks.

Ex: Two Soviet blocks move into an area held by four Polish blocks with a 'Move Out' order. Two of the Polish blocks are pinned for battle, one must move out since the 'Move Out' order was given, and the last decides to stay in the area to help in its defense.

If there is more than one possible way to reach an area within a block's movement range, the player may choose the path.

A block with a 'Forced March' or 'Move' order that cannot move because it is surrounded by enemy blocks, stays in place.

Units that force march into a Fortification (7.2) or an area with units that have "Defend Area" orders still fight at ½ strength for combat purposes.

7.33 Stacking
No more than four friendly blocks may end an Operation Phase in an area. Garrison counters do not count towards this limit.

An area may be attacked or defended by more than 4 blocks, but a maximum of 4 blocks per side may enter a battle area along any one road or rail. Units can move freely through a friendly area with 4 blocks in it as long as they finish their move elsewhere within stacking limits. Stacking limitations are only enforced at the end of each Operations Phase.

Soviet Eastern Links have no stacking limits and may not be entered by enemy forces.

Ex: The Polish player anticipates a large Soviet attack into Lutsk, which he currently occupies with 2 Polish blocks. The Pole moves first and wishes to move 3 more blocks to Lutsk's defense from Sokal in west. The first two Polish blocks move into Lutsk and the city has now reached its stacking limit. The third Polish block would overlap the area, so this block must remain on the road from Sokal leading into Lutsk.

The Soviets never attack Lutsk, so at the end of the Battle Resolutions, this block must move back to Sokal. If Sokal is Soviet occupied, the Pole must retreat this block to an area adjacent to Lutsk that has the shortest clear path to a Supply Center. If no such area exists, the block is eliminated.

7.34 Flank Attacks
When enemy blocks attack an area from multiple directions, it is considered a flank attack. The first enemy block(s) to move into an
area is considered the **primary attack**. Every additional enemy attack that enters the battle from a different road and/or rail than the primary attack is considered a **flank attack**.

The attacker is never penalized if the defender enters the battle from more directions than he does.

Ex: An area is attacked by the enemy along 3 different roads and/or rails. The first attack is the primary attack. The next two attacks are both considered flank attacks and the defender receives a -4SP penalty to his Combat Value (7.41.3).

Fortifications (1.2) and ‘Defend Area’ orders (7.2) each negate one flank attack penalty.

In the previous example, if the area had a ‘Defend Area’ order, the defender would only be penalized -2SP.

**Supporting Blocks** are friendly blocks moving into a defended area. Supporting blocks **negate one flank attack penalty** for each separate direction they enter the area.

Ex: A fortified Polish area with a ‘Defend Area’ order is under attack. A Polish block moves in to support the area. The Poles ignore up to 3 flank attack penalties and lose two less SPs in combat. This is because:

- The Fortification negates one flanking penalty and the defender loses one less SP.
- The ‘Defend Area’ order negates one flanking penalty and the defender loses one less SP.
- The Supporting Block negates one flanking penalty.

The rest of their orders elsewhere on the map.

First all ‘Forced March’ orders are executed. The Soviet did not place any, so the Pole reveals his ‘Forced March Out’ order on Charysh.

Note: The orders are shown face up for example purposes only!

The Soviet then places a ‘Move To’ order on Zlobin. The Pole also places a ‘Move To’ order on Zlobin. The Soviet places a ‘Recon’ order on Mazyr. Both players continue to place the rest of their orders elsewhere on the map.

The Soviet now executes his ‘Recon’ order, looks at block 7 and discovers that it is a 2SP cavalry unit.

Next all ‘Move’ orders are executed. The Soviet decides to reveal and execute his ‘Move To’ order in Zlobin first. He moves in block 2 from the north and blocks 3 and 4 from the east. He decides not to move block 5 from the south, since it blocks the Polish cavalry #7 from reaching the battle. Now the Pole reveals and executes his ‘Move To’ order, moving block 6 from the west.

The supporting Polish cavalry block moves in to support the area. The Poles ignores the Soviet block 5 blocks its path, blocking it from executing its order.

All movement is completed and battles occur.

### 7.4 Battles

A battle occurs when opposing blocks or garrisons end in the same area after all ‘Forced March’, ‘Move’ and ‘Withdraw’ orders have been executed. Each battle is resolved separately with the battle having the least number of engaged blocks being resolved first and so on. If multiple battles are of the same scale, the player with initiative on that front determines the order in which the battles will be resolved.

#### 7.41 Resolving Battles

Battles results are **simultaneous** for both players. Each player begins a battle by playing an optional Battle Event card if they choose to, then each player must play a mandatory Combat Modifier card.

1. **Battle Card**: At the beginning of each battle, a player may play a single Battle Card from his hand for its Battle effect. The text on the card describes how the battle will be influenced. The attacker decides if he will play a card first, followed by the defender. They both place their cards face down in front of them.

2. **Combat Modifier Card**: Each player participating in the battle must play a card that will modify their Combat Value. Players either play a card that is blindly drawn from their deck or a card from their hand. Players increase their force’s Combat Value by the red Combat Modifier number listed in the top right corner of the card. The attacker decides which card he will play first, followed by the defender. Both players then reveal the cards simultaneously.

A player finds his Combat Value on the top row of the Combat Chart. The red number directly below his Combat Value is the number of SP losses inflicted on his opponent.

#### 4. Players modify their SP losses for:

- Defender occupying a Fortification lose 1SP less (1.2).
- Defender occupying an area with a ‘Defend Area’ order lose 1SP less.
- Any played Battle Card effects.
- Any Reaction Cards they wish to play at this time.

5. Players simultaneously take losses to their blocks. If a garrison is present, it takes the first loss and is removed from the map. Next, losses are taken from the strongest remaining block one SP at a time.

1SP blocks that take a SP loss are destroyed, removed from the board and placed in the Force Pool (4.0). These blocks can be rebuilt during the Reinforcements Phase (8.4).

A player DOES NOT receive VPs for destroying his opponent's blocks in combat.

Continuing the previous example: There are two battles and the smaller southern one is resolved first. Neither player plays a Battle Card. Each player decides to draw a Combat Modifier card. The Pole draws a 3 Combat Modifier card for a total Combat Value of 5. This falls into the 4-6 range on the Combat Table and the Soviet will have to lose 1SP. The Soviet drew only a 1 Combat Modifier card for a total...
Combat Value of 3, which inflicts no losses on the Poles. The Soviet loses the battle and must immediately retreat his block to Rechitsa, which is the closest area to a Soviet Supply Depot. The Soviet player had a 1 initiative level on this front and lost the battle, so loses one initiative point. The marker is flipped to the Polish side, who now has a 1 initiative level.

On to the larger Zlobin battle! The attacking Soviet player has three blocks attacking from two directions with a total of 11SPs. A Soviet flanking bonus is cancelled by the Polish reinforcement block #6. The Soviet draws a card with a +2 combat modifier for a total 13 Combat Value which inflicts 4SPs of damage to the Poles.

The Polish player has a block strength of 5SPs (block 1 force marched into Zlobin, so is halved and rounded down to 1SP). Part of the Soviet attack is from Zlobin’s unfortified northern side, negating a Polish fortification bonus. The Polish player decides to play a card from his hand with a 4 red combat modifier, which is increased to 5, since it was played from his hand. This guarantees his a 10 Combat Value, which inflicts 3SPs of damage to the Soviets.

Both players mark off the damage at the same time. The Soviet has to first lose 1SP each from both of its 4SP blocks and then can decide which of the three blocks will take the last loss. The Pole took 4 losses and lowers one initiative point to 0.

Reminder: Players may play Reaction Cards at any time, if allowed in its event description.

6. The side, which takes the most losses, loses the battle. If there is a draw, the attacker loses the battle. Losing blocks have to retreat first.

7.42 Retreating after a Battle
A defender that lost a battle must retreat all blocks together to an area adjacent to the battle area that has the shortest clear path to a friendly Key City, irregardless from which direction they entered the battle. If this is not possible, due to enemy blocks being present, the blocks must move to an adjacent area with the next shortest clear path to a friendly key city and so on. The blocks may not retreat along a road or rail blocked by enemy blocks. If the defender must retreat more blocks than can stack in the first retreat area, the excess blocks retreat to the next area with the shortest clear path to a friendly key city and so on.

Encirclement: Blocks with no area to retreat to are eliminated and are permanently removed from the game. They are not put into the Force Pool (4.0) and may not be rebuilt in later Reinforcement Phases (8.4).

7.5 Execute Reorganize Orders
All ‘Reorganize’ orders are executed by increasing one block’s strength by 1SP (7.2). The block may not have moved this phase.

7.6 Execute Rail Transport Orders
Up to four blocks in an area with a ‘Rail Transport’ order may be moved up to 8 areas away via rails only. They may not transport into areas with enemy blocks and/or garrisons. Their destination area must be able to trace a clear 3 area path to a friendly Supply Depot. Blocks from the same starting area may rail transport to different destination areas.

The blocks to be rail transported may not have moved in this Operation Phase or fought in a battle.

7.7 Check Supply
At the end of each Operation Phase, players check if their blocks are in-supply by tracing a clear path to a friendly Supply Depot (13.31).

Friendly Supply Depots supply all of a player’s infantry blocks within a 3 area path and cavalry blocks within a 5 area path, clear of enemy blocks.

7.71 Out of Supply
Out of supply blocks (not leaders) are marked with an “Out of Supply” counter and immediately lose 1SP each.

Out of supply blocks can only execute ‘Move Out’, ‘Withdraw’, or ‘Defend Area’ orders.

1SP blocks that take a loss due to being out of supply are eliminated and are permanently removed from the game. They may not be rebuilt at a later time.

A player receives 1VP for each of his opponent’s blocks eliminated due to being out of supply.

7.44 Great Victory
If the winner of a battle inflicts 4SPs or more of real losses on his opponent, then he immediately receives 1VP. Real Losses are actual SPs removed from enemy blocks.

If a winner scored 4 or more SP losses on the combat chart, but his opponent had only a 2SP block in the battle, the winner does not score a Great Victory, since there are only 2SP of real losses.

Continuing the Zlobin battle example in the le: The Poles lost the battle, so must first retreat all blocks to Charýshi, which is the shortest path to a friendly key city.

The Soviet player decides to occupy Zlobin with blocks 3 and 4. He moves block 2 back to Rohachev where it came from.

The Soviet player won the battle and inflicted 4SP of damage, celebrates a Great Victory and receives 1VP.

The Poles had regained the initiative by winning the Kalenkovichi battle, but now lose an initiative point for the loss of the Zlobin battle. The initiative marker flips back to the Soviet side and the initiative on this front swings back in favor of the Soviets (8.1). Had the Poles won this battle, then they would have had to have inflicted at least 2SPs of losses on the Soviets to increase their initiative level from 1 to 2.

When all battles have been resolved, play continues on to execute the ‘Reorganize’ orders.
Out of supply garrisons are removed from key cities.

- A Polish garrison is in a key city that cannot trace a clear path to Warsaw. The key city no longer acts as a supply depot and the garrison must be removed.

**7.8 Victory Points (VPs)**

VPs are won by:
- Taking control of key cities (1.3).
- Playing certain Event cards.
- Eliminating opponent’s blocks for having no routes of retreat after a battle (7.42).
- Winning Great Victories (7.44).
- Eliminating opponent’s blocks for being out of supply (7.71).
- Gaining scenario specific victory objectives.

There is one VP tracking counter with either a Polish or Soviet symbol on each side. Only one side has a VP advantage at any one time. This advantage changes when a side’s VPs drops below 1.

- The Poles lead with 1VP on the VP track. They then lose the 2VP city of Mazyr (I4). The Soviet will gain 2VPs by first flipping the VP track counter to the Soviet side for the first VP gain and then moving the counter to the 2VP space for the second VP gain.

**7.9 Begin next Phase**

The round marker is advanced to the next Operation Phase space. After 5 Operation Phases, the round marker is advanced to the Reinforcement Phase.

**Play Scenario 1 before continuing with the rules.**
Reinforcements and leaders are not used in this scenario.

**8.0 Reinforcement Phase Overview**

During the Reinforcement Phase players first replace garrisons.

- They then may combine blocks, followed by strengthening and building new blocks. Blocks may not be detached during this phase.

**8.1 Replace Garrisons**

Any player that occupies an in-supply key city with no garrison may now place a friendly garrison in that key city at no cost.

- The Poles were forced from Polotsk (I1) and lost their garrison. The Soviets now occupy Polotsk and can trace a clear path to a Soviet Eastern Link, so may place a Soviet garrison counter on it.

- Key cities that are unoccupied or not in-supply do not get a garrison during this Reinforcement Phase.

**8.2 Combine Blocks**

A Division block may absorb other Brigade or Division blocks if they all occupy the same area. The absorbed Division and/or Brigade block(s) is removed from the map and its SPs are added to the remaining Division block’s SPs.

- A 2SP Division block absorbs a 1SP Brigade block and a 1SP Division block. Both absorbed blocks are placed in the force pool and the 2SP Division block is rotated to 4SPs.

  Reminder: Blocks may be detached during any ‘Move’ or ‘Forced March’ order (2.2), but may only be combined during the Reinforcement Phase.

**8.3 Strengthen Blocks**

Players may now spend the Reinforcement Cubes that they collected during the Operation Phases (7.12) to increase the strength of in-supply blocks. A player may increase the strength of a block up to its maximum strength by spending 1 cube for each 1SP increase. He rotates the block to reflect the gain in SPs.

- A 1SP Infantry Division is strengthened to 4SPs by spending 3 black cubes.

- A player with 5 black cubes has three 2SP infantry divisions in an area. He reinforces two of them up to their full strength for 4 cubes and the last to 3SP with his fifth cube.

**8.31 Front Line Reinforcements**

Blocks in a front line area (an area next to an enemy held area) may only increase one block’s strength by 1SP during the entire reinforcement phase.

- 3 infantry and 1 cavalry block occupy a front line area. The player strengthens the cavalry by 1SP and spends 1 white cube.

**8.4 Build New Blocks**

Blocks in the force pool may be built and placed on a friendly Supply Depot. A player spends 1 cube to build a 1SP Brigade and 2 cubes to build a 1SP Division (2.1). A newly built block may not be strengthened beyond 1SP during the reinforcement phase in which it was built.

**Designer’s Note:** Divisions cost more to build, since they are better trained and outfitted. They thus have the potential to be strengthened to full 3SPs or 4SPs blocks, may create detachments (2.2) and may have other blocks combine with them (8.2).

- Blocks that were eliminated due to ‘no retreat’ (7.42) or ‘out of supply’ (7.71) have been removed from the game and may not be rebuilt.

**Unspent Reinforcement Cubes may be saved for the next round.**

**8.5 Strategic Reinforcements**

Some key cities have Strategic Reinforcement squares printed above them on the map. If a player controls such a city and it is in-supply, then he may pull the number of cubes printed. The player must immediately spend these Strategic Reinforcement cubes and may not save them for future rounds.

**Strategic Reinforcements** may only be used to reinforce blocks on the same front as the strategic key city they originated from. New built blocks must be placed on the key city the Strategic Reinforcement cubes originated from.

**Lithuanian Strategic City:** If the Lithuanians are allied to Russia, by playing Historical Event card 23, then the Soviet player may use the Kaunas Strategic Reinforcements for Lithuanian blocks only.

**9.0 Leader Blocks**

Leader blocks represent a headquarter battalion and have 1SP for combat purposes. Leader blocks combat, move and stack the same as cavalry blocks.

- Leader blocks are always in supply.

- Leaders destroyed in battle are eliminated, are permanently removed from the game and are worth 1VP.

- Leaders that lose a battle and cannot retreat are considered captured, are permanently removed from the game and are worth 2VPs.

Each leader has the ability to give a unique order that he can use once per round (not per Operation Phase). When a player issues a leader order, he reveals the leader to his opponent, rotates the leader one area and may have other blocks combine with the leader block one area at a time. This advantage changes when a side’s VPs drops below 1.

**Leader Order:**

- May give a free ‘Defend Area’ order to any area within 2 areas of his position up to Resolve Battles.

**Mikhail Tukhachevsky**

- May give any one order within 2 areas of his position up to Resolve Battles.

**Josef Stalin**

- May immediately reorganize a block by 1SP in his area on the southern front only up to Resolve Battles.

- A Leader may give and execute an order up to Battle Resolutions. None may be given once battles are being resolved (except for Sikorski’s ‘Recon’ order).

- A Leader Order can be given to any block(s) that does not have an order. Or a Leader Order can be given to a block(s) that already
has an order, which is countermanded and taken off of the map to be replaced by the new Leader Order.

A Leader Order is executed when that player next has order execution initiative. The order may only be executed by blocks that have not executed any other order already this phase.

Ex: All orders have been placed. The players have executed ‘ Forced March’ and ‘Recon’, orders, and begin to execute ‘Move’ orders. The Soviets have the initiative and decide to execute their moves first. They make a move that the Poles were not expecting. When the Poles can execute their Move orders, Piłsudski gives a ‘ Forced March Out’ order to blocks in an area two areas away from his location. He may execute this ‘ Forced March Out’ order before or after he executes any other ‘ Move’ order he may have. This order may only be executed by blocks that have not executed any other order.

Ex: All ‘ Move’ orders have been executed. The Soviets see an opportunity and Budyonny gives a ‘ Forced March Out’ order to two cavalry blocks that have not executed any other order. The Soviet cavalry blocks execute their ‘ Forced March Out’ by moving three areas into the Key City of Kiev which has only one Polish block (which just moved there) defending it.

The Poles would like to react by having Jozef Haller, who is one area away, place a ‘ Defend Area’ order into Kiev. But the only Polish block in this Key City already executed a ‘ Move’ order this Phase, so cannot execute the ‘ Defend Area’ order.

Now battles are resolved.

10.0 Scenarios for 3 - 4 Players
Each player chooses to command either the northern or southern front of the Polish or Soviet forces. Northern front orders and battles are always placed and executed first.

Each player draws 6 cards at the beginning of each round. A player can only give orders to blocks in his front (1.1) and may not play Historical Event Cards designated for the other front.

Players will need to negotiate who gets which order counters during each Operation Phase, since the number of order counters are limited. (See 10.2)

Teams win or lose the game together.

10.1 Two Players Playing Scenarios for 3 - 4 Players
If only two players are playing a 3 or 4 player scenario, a player may take control of both front commands for a side. He draws 6 cards at the beginning of a new round and two more at the beginning of each Operation Phases 2 - 4. He may hold a maximum of only 7 cards at any time. The player may still play an order card (7.11), a reinforcement card (7.12) or a Historical Event card (7.13) for each front at the beginning of each Operation Phase, etc.

A player also places 2 orders per front. (More if he played an order card on a front to increase that front’s allowable orders.) All northern front orders are played first, then all southern front orders.

10.2 Player Rivalry
The Soviet player controlling the most VP cities may choose the ‘ Rail Transport’ and ‘Reorganization’ orders first. The northern commander may choose first in case of a tie.

Whichever Soviet commanding leader block (such as Stalin or Tukhachevsky) is closest to Klintsy during the Reinforcements Phase receives Klintsy’s strategic reinforcements for use on his front. The northern commander receives the reinforcements in case of a tie.

The Poles must assign a supreme player at the beginning of a 4 player scenario and he gets first choice of orders.

Historical note: There was poor coordination and communication between the Soviet fronts. Rivalry was common, insubordination rampant and there was conflict and friction between many of the Soviet leaders vying for power and control. Reinforcements intended for one front were often diverted to the other. For example, crucial orders requiring the transfer of the 1st Cavalry Army and the 11th Army to the northern front were delayed for two days due to “decoding problems”. This gave the Poles the time they needed to reorganize their forces to hold off the defeat of Warsaw and turn the tide of the war.