Summer '20

RED STAR / WHITE EAGLE

The Soviet Counter-Offensive in the Russo-Polish War
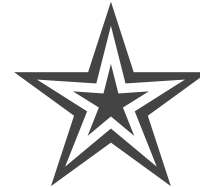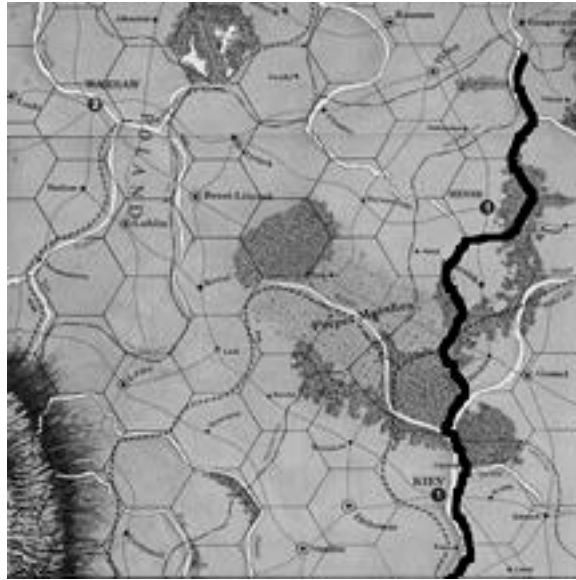
POLISH	UNITS	CV
HQs	2*	4
INFANTRY	7	16
CAVALRY	2	3
PRODUCT	12	
AIR POWER	SF	
HANDICAP	+20	

* Including *Pilsudski* (AF)

SOVIET	UNITS	CV
HQs	3*	5
INFANTRY	10	22
CAVALRY	3	8
PRODUCT	21	
AIR POWER	—	

* Including *STAVKA*

S'20 SPECIAL RULES

Soviet Frontline: *Polotsk — OrshaW1 — Borisov — Bobruisk* — 4 hexes SE to *Lubny* — 3 hexes SW to *Balta*.

1a) HISTORICAL DEPLOYMENT

Please see *Order of Battle* information on the next page.

1b) QUASI-HISTORICAL DEPLOYMENT

Soviets: Set up second and move first. All units except HQs must set up in frontline hexes. Field HQs set up anywhere behind the frontline; place STAVKA SHQ in Moscow.

Poles: Set up first and move second. All units except HQs must set up in frontline hexes. Field HQs set up anywhere behind the frontline; place Pilsudski SHQ in Warsaw.

1c) FREE DEPLOYMENT

Select starting units according to the *Starting Forces* charts above. Polish units set up first anywhere west of the frontline; then place Soviet units anywhere east of the front.

2) S'20 SCENARIO LENGTH

This scenario begins with the **June I** turn and ends after the **October II** turn (only five months long).

3) NEUTRAL COUNTRIES

Neither players' units may enter the following neutral countries: Rumania, Hungary, Czechoslovakia, Germany (including East Prussia), *Danzig* (hex), Latvia, Estonia, and Finland.

4) HEX CONTROL CLARIFICATIONS

Rumania controls hexes *Cernauti*, *CernautiW1*, & *CernautiE1*. Czechoslovakia controls *LvovW2*. Poland controls hexes *BreslauE1*, *PosnanE1*, & *Swalki*. Lithuania controls *Memel*. Latvia controls *Jelgava* and *JelgavaE1*. Soviets control hexes *Ostrov* and *Polotsk*. Germany controls *AllensteinW1*.

5) POLISH & SOVIET SPECIAL VICTORY POINTS

Eliminated units count as –1 VP; dead HQs are –4 VPs. Soviet-controlled minor cities in Poland('39) & Lithuania count as $^1/_2$ VP for Soviets. Polish-controlled minor cities in Ukraine & Russia('39) count $^1/_2$ VP for Poles.

6) POLISH PRODUCTION

Use Allied unit costs. Poland enjoys extensive support from several Western powers. Britain, France, and the U.S. contribute five (5) PPs towards the Polish total. Other Polish PP sources are *Warsaw* (2), *Katowitz* (2), *Krakow* (1), *Minsk* (1), and *Kiev* (1).

New Polish cadres may be built in any Polish-controlled major or minor city within Poland('39); new Ukrainian armies are built in any major or minor city within the Ukraine; new Lithuanian armies are built in *Kaunas* or *Vilna*. The Polish player may build up to two British "HG" static units as if Polish Home Guard units (represents workers' battalions & militia).

7) SOVIET PRODUCTION

Use Allied unit costs. New Soviet cadres may be built in any Soviet-controlled major or minor city within Russia('39). Soviet cadres may only be built in major cities in the Ukraine, *not* in minor cities. The Soviet player may *not* use Tank, Mech, Shock, Para, Coastal, nor Guards (4CV max) units.

East of the hex row containing both Odessa and Tula nothing counts for purposes of calculating Production. Should Polish forces reach these non-producing sites, they receive VPs but no PPs. On the other hand, losing these sites does not reduce Soviet PPs, but does count against their Victory.

8) POLISH SURRENDER

Capturing Warsaw causes Poland, Lithuania, and Ukraine to surrender.

9) LIMITED RESOURCES & TACTICAL DOCTRINE

Neither side may Blitz.

10) WEATHER

EastFront weather applies to the entire area of play.

HISTORICAL O/B:

Units must set up either in hex location indicated or adjacent to it.

SOVIET FORCES

Historical ID	Game Unit	Location
STAVKA	**SHQ I**	**Moscow**
WESTERN FRONT		
West Front	**West HQ II**	**Orsha**
3rd Cavalry Corps	Cavalry 2	Polotsk
4th Army	Infantry 3	Polotsk
15th Army	Infantry 3	OrshaW1
3rd Army	Infantry 3	Borisov
16th Army	Infantry 3	Bobruisk
Mozyr Group	Inf 1, Inf 1	Gomel
SOUTHWESTERN FRONT		
Southwest Front	**South HQ II**	**Kirovograd**
12th Army	Infantry 3	Nezhin
Fastov Group	Inf 1, Inf 1	Cherkasy, Lubny
1st Cavalry Army	Cav 3, Cav 3	Uman
14th Army	Infantry 3	Balta

POLISH FORCES

Historical ID	Game Unit	Location
Pilsudski (AF) *	**SHQ II**	**Warsaw**
Polish Field HQ	**Pol HQ II**	**Zhitomir**
1st Army	Infantry 1	Warsaw
2nd Army	Infantry 3	Molodechno
4th Army	Infantry 3	Minsk
Polesie Group	Cavalry 2	Slutsk
3rd Army	Infantry 3	Kiev
Frontier Group §	Cavary 1	VinnitsaE1
6th Army	Infantry 3	Tulchin
Ukrainian Army †	Infantry 2	Kanev
Lithuanian Army ‡	Infantry 1	Vilna

* = Use the British "AF" SHQ from **WestFront**.

§ = Use a French Tank unit to represent this cavalry unit.

† = Use a Yugoslavian unit to represent the Ukrainian Army. Additional Ukrainian (Yugo) Armies may be built if the Poles control a major or minor city in the Ukraine.

‡ = Use the Belgian Infantry unit to represent the Lithuanian Army. An additional Lithuanian Army may be built if the Poles control Kaunas or Vilna. Use the Belgian Fort unit to represent this second Lithuanian infantry army.

S'20 HISTORICAL COMMENTARY

In 1918, at the end of World War I, political chaos reigned in the western border provinces of the former Russian Empire. Having been conquered by the Central Powers and then liberated by the Armistice, these provinces suddenly acquired autonomous governments. Ukraine, White Russia, Poland, Lithuania, Latvia, Estonia and Finland formed separate states independent from Russia (sound familiar?). Elsewhere, the Soviets in central Russia found themselves beset on all sides by White Russian (anti-Bolshevist) groups. To deal with these threats to their sovereignty, the Soviets shifted forces from the western border. This power vacuum allowed Polish forces under Marshal Pilsudski to expand eastward. While the Red Army concentrated on defeating White Russian and Entente armies, the Poles (along with their Ukrainian and Lithuanian allies) freely advanced deep into formerly Tsarist territory — laying claim to their far-flung 17th century borders. By the summer of 1920, however, the Red Army had beaten all opponents except the Poles and their allies.

Polish forces had just captured Kiev, but were unable to advance further due to the presence of large Soviet troop concentrations to the east. The Red Army's counter-attack began with the Soviet 1st Cavalry Army. These anachronistic cossacks eliminated the Ukrainians, provoking Polish forces into headlong flight. By August, the Poles had been pushed all the way back to Warsaw. However, the Red Army was exhausted and maneuvered clumsily. Exploiting a gap in the Soviet front lines, Pilsudski's troops cut off a majority of the Red Army. Battle lines then flowed eastward, almost reaching the 1939 border of Poland. Finally, in October hostilities ceased due to mutual consent (and dwindling stocks of munitions). The Poles got their "Greater Poland," but at the price of alienating their eastern neighbor. Nineteen years later Stalin would help Hitler carve up Poland in retribution for this Polish incursion.

S'20 SCENARIO NOTES

Because of its low piece density and short playing time (under an hour!), *Red Star/White Eagle* is a good scenario for introducing players to **EastFront**. This scenario's simplicity allows novices to experience a wide range of **EastFront**'s decisions, without an overwhelming number of units. Just remember to give a new player the Soviet side, since the Poles are more difficult to play well.

Tim Taylor