

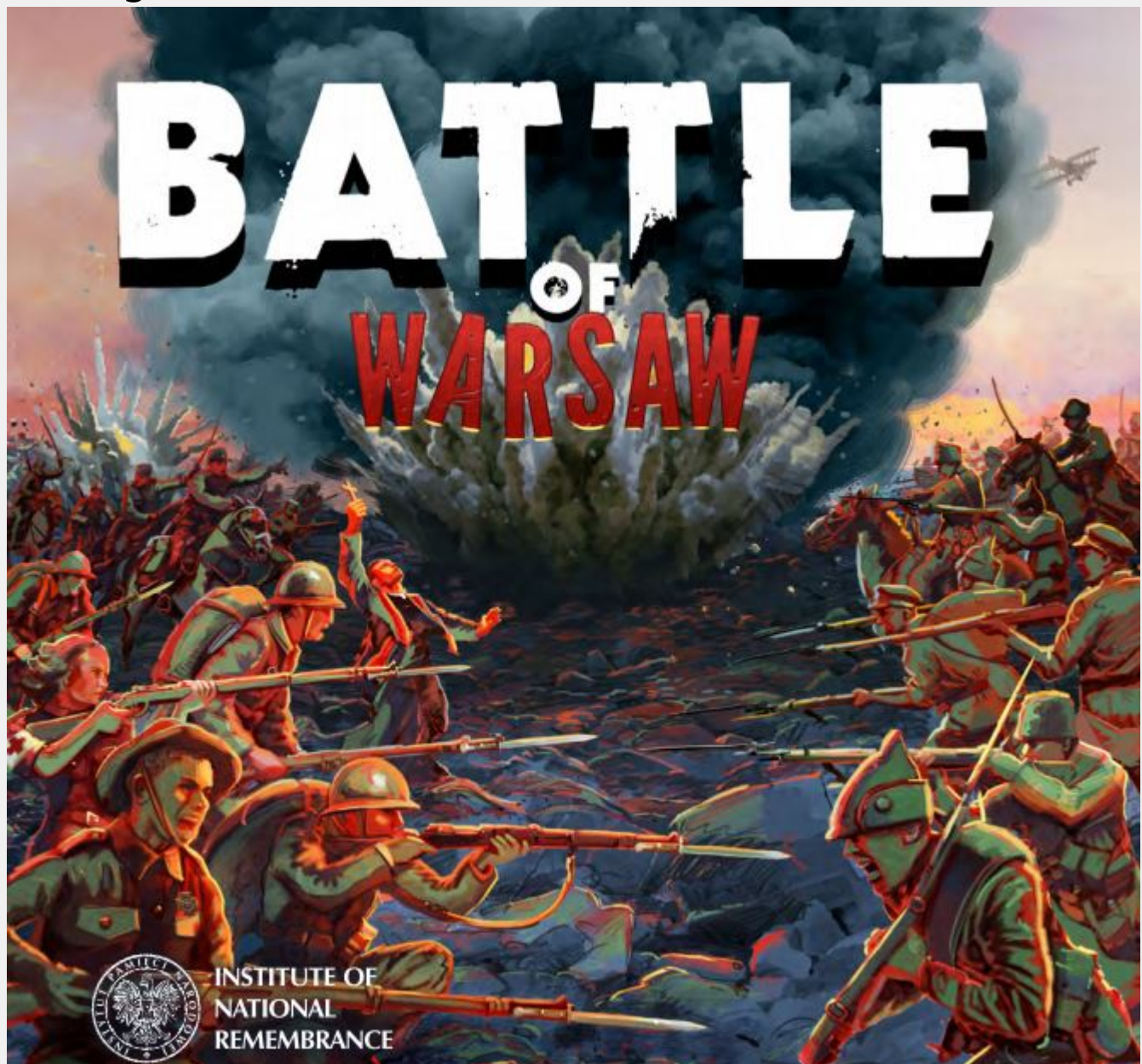
# Institute of National Remembrance

<https://ipn.gov.pl/en/news/6824,Battle-of-Warsaw-a-fast-paced-wargame-depicting-the-landmark-events-of-August-19.html>

19.04.2024, 17:55

23.11.2020

“Battle of Warsaw” - a fast-paced wargame depicting the landmark events of August 1920 during the Polish-Bolshevik war.



“Battle of Warsaw” is a fast-paced wargame for two players, depicting the landmark events of August 1920 during the Polish-Bolshevik war. The Polish Army must face the Bolshevik armies attacking Warsaw. The Red Army player’s goal is to invade the capital. The Polish Army player’s goal is to block them and destroy the attacker’s armies. Will Polish soldiers succeed? Can they defend Warsaw? If they fail, Bolshevik armies will continue west over “the corpse of white Poland”, and communism will spread across Europe...



## Game components:

1. Game board with a hexagonal grid

2. 12 army unit tokens: x 6 pentagonal Red Army units x 6 round Polish Army units, including 1 “Obrońcy Warszawy” (Warsaw Defenders) unit.
3. 60 command cards: x 30 Red Army cards x 30 Polish Army cards
4. 24 wooden command markers
5. 6 two-sided attack markers
6. 1 wooden time marker



## Goals:

The Red player's goal is to invade Warsaw, which happens if any Red Army unit enters Warsaw (marked with a red border). The Polish player's goal is to smash the attacker's units, forcing the Red troops to retreat before being reinforced by the Southwestern Front. To achieve this, eliminate any 3 Red Army units, or disperse all Red Army units.

## **Credits:**

**Game design:** Jan Madejski

**Historical article:** dr hab. Marek Gałęzowski

**Order of battle research:** dr Marek Kozubel

**Assistance:** dr Tomasz Ginter, dr Paweł Rokicki, Tomasz Sikorski

**Review:** Wojciech Sieroń

**Editing:** Iwona Gałęzowska

**Polish proofreading:** Magdalena Baj

**English Translation:** Russ Williams

**English proofreading:** Anna Skudlarska

**Graphic design and illustrations:** Roman Kucharski, Maciej Czaplicki

**Layout and typesetting:** Łukasz M. Pogoda, Paulina Żak

**The game uses graphic elements from the game 7. The Defense of Lwów** (Warszawa, 2014).

The game was tested by members of Monsoon Group

**Project management:** Łukasz M. Pogoda

**Printed by** Trefl

Questions? Feedback? Missing pieces? Send a message to  
**lukasz.pogoda@ipn.gov.pl**

### **For more information on the Battle of Warsaw:**

[It was good to fight for Poland by President Jarosław Szarek Ph.D.](#)

[Mirosław Szumiło Ph.D. - Battle of Warsaw](#)

[Jaroslaw Szarek: The Battle of Warsaw 1920-The Defeat of the Empire of Evil](#)

[Roger Moorhouse-on the export of the Revolution in 1920](#)

[The Polish Soviet War of 1920 - Paweł Libera](#)

[War of the Worlds exhibition](#)

[Animation on the Battle of Warsaw](#)

---

## Downloads

["Battle of Warsaw" brochure \(pdf, 8.4 MB\)](#)

## Opcje strony

- [Print this page](#)
- [Generate PDF of this page](#)
- [Notify about this page](#)

• Share this article

[Share on Facebook](#)

[Share on Twitter](#)