

Polish Great War, 1914-1920

By

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OpenGen-Kaiser General efile 2012

The campaign

This campaign recreates the main battles fought by Polish soldiers between 1914 and 1920, first as a branch of the Austro-Hungarian army during the Great War, and then as a newborn army that fights for the independence of its country, specially against Soviet Russia.

The main campaign path has 16 scenarios, but it is also possible to finish it within 15 or 17.

Normally, any kind of victory will take you to the next scenario, and any loss will imply the end of the game, but there are two exceptions: You can lose the scenarios 6 and 11.

This campaign is the fusion of two older, and shorter, ones: Blitzstoper's "Legiony Polskie" and Urica's "The Polish-Soviet war".

Prestige management and core composition

Scenarios set during WWI should be played with the restricted core, which is suggested in the briefings. That's why players can't get prototypes during those battles (except the very first scenario). Players will have chances to get prototypes since the spring of 1919. In this year experience of newly purchased units slowly rises, to reach 100 in spring of 1920. Good opportunities (weather and prestige) to develop the air forces will be in the spring of 1920.

Playing @ 100% secures enough prestige for all the needed upgrades, all the airfield purchases during the battles and even the refitting during the battles,

Playing @ 50% secures enough prestige for all the needed upgrades and all the airfield purchases during the battles. The refitting during the battles will be too expensive.

Playing @ 25% (and lower) is harder, but possible for experienced players.

Playing @ 101-299 % is not recommended. It can cause frustration. More in-scenario prestige won't change much (the prestige cap will do its duty).

Playing @ 300% (and higher) is recommended for freestylers. The prestige cap won't stop the flood of prestige, so all is possible - even the fleet of level bombers.

Historical background

The XIX century wasn't a lucky one for Poles. Most of Poland was divided between the Austrian, German and Russian Empires. And, worst of all, in 1831 Russia attacked the Kingdom of Poland and conquered the country. Only in the Austro-Hungarian Empire Polish citizens have rights. They could develop their own organizations under the rule of the house of Habsburg. Not only could these organizations be scientific and political, but they could also be paramilitary. In 1908 a refugee from the "Russian" part of Poland, Józef Piłsudski, took control over these paramilitary organizations and prepared these people to fight against the Russian Empire in the coming war, which started in 1914.

After 4 years of fierce battles, political plots and intelligence affairs, Józef Piłsudski and his men, who served in Legiony Polskie - Polish Legions in the KuK Army - created independent Poland. (The impact of the First War should not be forgotten.)

In November 1918 many things changed but the old Polish enemy - Russia - didn't. Poles had to defend their independence. And also the independence and freedom of all Europeans, because if Russians had won the war against Poland, they would have turned the greater part of Europe into an oppressive, communist union. The war that followed was a terrible test for Poland, which was on the brink of disappearing under the pressure of the Red Army.

After some minor skirmishes in the winter of 1918 and 1919 the Polish Army was able to stop the Soviet eastbound advance. But Poles knew that they would not be able to defend their independence alone, so they wanted to create a belt of friendly states between Poland and Russia. After liberation of Belarus in the summer of 1919, Polish Army defeated the Red Army at Dyneburg (Daugavpils) in the winter of 1920 helping Latvians in defending their own independency. Poland allied not only with Latvia but also with the Ukrainian Republic. Then Polish Army stroke South, to liberate Ukraine. Kijów was liberated on May, 7th, 1920.

But Ukrainians - for whom it was the 6th year of constant war - didn't support the fight against Russians. Also on May, 24th, 1920 the Red Army counterattacked, broke the entire Polish front and forced the Polish Army to retreat. In August the Russians were at the gates of Warsaw and Lwów. The end of the Polish Republic seemed near.

Knowing that near Warsaw the Soviet southern flank was relatively weak, Józef Piłsudski planned a counterattack. His elite "Assault Group", along with the Polish 3rd and 4th Armies, would attack from the south, breaking the Soviet flank, separating the Red Army from its reserves and finally encircling the Soviets. In the meantime the Polish 1st, 2nd and specially the 5th Armies would have to resist the Soviet attacks in the vicinity of Warsaw.

After their victory at the gates of Warsaw the Poles counterattacked. The Soviets retreated to a line of defence at the river Niemen, but the Polish army broke that line in September. In October the Poles were once again approaching Minsk, but they were exhausted and the winter was near. A ceasefire was declared, and on March 18, 1921 Poland and the Soviet Russian Republic signed the Treaty of Riga, which ended the war.

There were no chances to rebuild independent states for Ukraine or Belarus. Those countries had to wait 70 years for independence. Under the clauses of the Treaty the

frontier between Poland and the Soviets was established some 200 Km (125 miles) west of the XVIII century Russo-Polish border. More than 1 millions of Poles were left east of that border. Most of them were killed by communists in the thirties. Even more Ukrainians, Belarussians, Russians and Jews were killed by Bolsheviks.

Note: We don't support any kind of political movement or ideology. This campaign only tries to represent the great war of Poles in the wargame OpenGen.

Campaign scenario flow table

Number	Scenario Name	Date	Map (number)
0	Failed uprising	August, 1914	Hollabrun (281)
1	Winter warfare	December, 1914	Ufa (301)
2	Go East!	May, 1915	Dubno (236)
3	Broken steamroller	July, 1916	Dubno (236)
4	Do you pledge? (choice scenario)	July, 1917	Warsaw (349)
5	Through the front line	February, 1918	Korsun (642)
6	Germans flee!	November, 1918	Vistula River (157)
7	Wilno offensive	April, 1919	Vilnius 2 (764)
8	Liberating Bialorus	August, 1919	Minsk West (683)
9	Battle of Dyneburg	January, 1920	Moscow (67)
10	Liberating Ukraine	April, 1920	Zhitomir 1920 (835)
11	Race to Kijów	May, 1920	Kiev (229)
12	Surviving the red tide	June, 1920	Zhitomir 1920 (835)
13	Battle of Warszawa: Poland's last chance	August, 1920	Novogeorgievsk (389)
14	Komarów, the last cavalry battle	August, 1920	Komarow (474)
15	Riding across the Niemen River	September, 1920	Grodno (738)
16	Back to Minsk	October, 1920	Minsk Northwest (923)
17	Approach to Wilno	April, 1919	Vilnius 2 (764)
18	Wilno offensive	April, 1919	Vilnius 2 (764)

#	Scenario	Scn Date	B.V	N.V	T.V	L	
0	polska_00.scn	Ago 4, 1914	1	1	1	Ls	
1	polska_01.scn	Dic 1, 1914	2	2	2	Ls	
2	polska_02.scn	May 30, 1915	3	3	3	Ls	
3	polska_03.scn	Jul 4, 1916	4	4	4	Ls	
4	polska_04.scn	Jul 9, 1917	5	6	17	Ls	
5	polska_05.scn	Feb 15, 1918	6	6	17	Ls	
6	polska_06.scn	Nov 11, 1918	7	7	7	7	
7	polska_07.scn	Abr 15, 1919	8	8	8	Ls	
8	polska_08.scn	Ago 4, 1919	9	9	9	Ls	
9	polska_09.scn	Ene 3, 1920	10	10	10	Ls	
10	polska_10.scn	Abr 25, 1920	11	11	11	Ls	
11	polska_11.scn	May 5, 1920	12	12	12	12	
12	polska_12.scn	Jun 4, 1920	13	13	13	Ls	
13	polska_13.scn	Ago 13, 1920	14	14	14	Ls	
14	polska_14.scn	Ago 31, 1920	15	15	15	Ls	
15	polska_15.scn	Sep 20, 1920	16	16	16	Ls	
16	polska_16.scn	Oct 9, 1920	Win	Win	Win	Ls	
17	polska_17.scn	Abr 15, 1919	18	18	18	Ls	
18	polska_18.scn	Abr 18, 1919	8	8	8	Ls	

Setup

Create a Kaiser General folder into the main OpenGen folder (it usually is C:\OpenGen). Unzip the the newest **Kaiser General efile** into the Kaiser General folder (usually C:\OpenGen\KG2).

Then unzip the file **Polish_Great_War_Camp.zip** into the Kaiser General efile's scenario folder (usually C:\OpenGen\KG2\scenario).

You can download the efile from Kaiser General webpage:

<http://sites.google.com/site/jkpanzer/graphics/efile>

Requirements

OpenGen, at least the 0.78 version. You can download the OpenGen game from Luis Guzman's webpage:

<http://luis-guzman.com/>

Soundup (sound files), at least the aug/2010 version. You can download it from Kaiser General webpage:

<http://sites.google.com/site/jkpanzer/graphics/efile>

Datup (icon files). It's really easy to install. Unzip the Openicons.dat file into your main OpenGen folder, usually c:\OpenGen. You can find the latest Openicons.dat here:

<http://sourceforge.net/projects/opengeneral/files/DailyBuild/>

Maps; The campaign needs the next maps, which can be found on the next link: <http://hosted.wargamer.com/pg2campaigns/steve/pg2.htm> or also here: <http://pg2mapfinder.gilestiel.eu/>. If you prefer it, OpenGen can automatically download them, too.

Dubno (236); Grodno (738); Hollabrun (281); Kiev (229); Komarow (474); Korsun (642); Minsk West (683); Minsk Northwest (923); Moscow (67); Novogeorgievsk (389); Ufa (301); Vilnius 2 (764); Vistula River (157); Warsaw (349); Zhitomir 1920 (835)

1° Save the .map files which are included into the zip package of this campaign in a folder named SCENARIO, located in the main PG2 game folder; c:\OpenGen\scenario.

2° Unzip each .shp or .png zip file into a folder named MAP located in the main PG2 game folder; c:\OpenGen\map.

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...And to the whole PG2 community, which we hope will enjoy this campaign.

Finally...

These files are free; We made it only for fun. We hope you take fun too playing it. You are not allowed to modify or to sell the files of the campaign without permission of the authors.

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The authors are not responsible from any bad use or damaged caused by these files. We haven't any political interest with this campaign; which is only made for historical and fun purposes for OpenGen.