Heroes of the Great War:
Limanowa 1914
Skirmish at Podolin

Russians' victory criterion:
1): Occupy the settlement of Podolin by the end of the 12th turn and control the settlement at the end of any round.

Austro-Hungarians' victory criterion:
1): Defend the settlement of Podolin until the end of the 12th turn.

Russians' tactical objectives:
1): Having occupied the settlement of Ólubló, the Russian army corps shall draw a battlecard
2): Having occupied the settlement of Szepesbéla, the Russian army corps shall draw a battlecard
3): Having occupied the settlement of Késmárk, the Russian army corps shall draw a battlecard

Russian setup (the two army corps are fully identical):
1 pc. Guard infantry unit
1 pc. Cossack unit
1 pc. Russian line cavalry
1 pc. M1902 artillery unit
2 pcs. Russian infantry
4 pcs. Battlecards

Austro-Hungarian setup (the two army corps are fully identical):
1 pc. machine-gun unit
1 pc. Hussar unit
1 pc. Uhlans
1 pc. 1875M artillery unit
2 pcs. Austro-Hungarian infantry
3 pcs. Battlecards

Placement order at the beginning of the game:
First, the two Russian army corps shall place their units on the board, followed by the two Austro-Hungarian army corps.

Move order within the turn:
1): Russian Army Corps VIII.
2): Hadfy Group
3): Russian Army Corps VII.
4): Szurmay Group

Special rule:
1): Both army corps are allowed to mark two actions in their own round, within the central phase.

Advice:
Indicate the injuries of the units by drawing lines on them with a pencil!

Heroes of the Great War:
Limanowa 1914
Army corps' starting positions at Podolin

The Hadfy Group's start positions are highlighted in light blue, the Szurmay Group's start positions are highlighted in dark blue, the Army Corps VII's start positions are highlighted in light green, and the Army Corps VIII's start positions are highlighted in dark green.
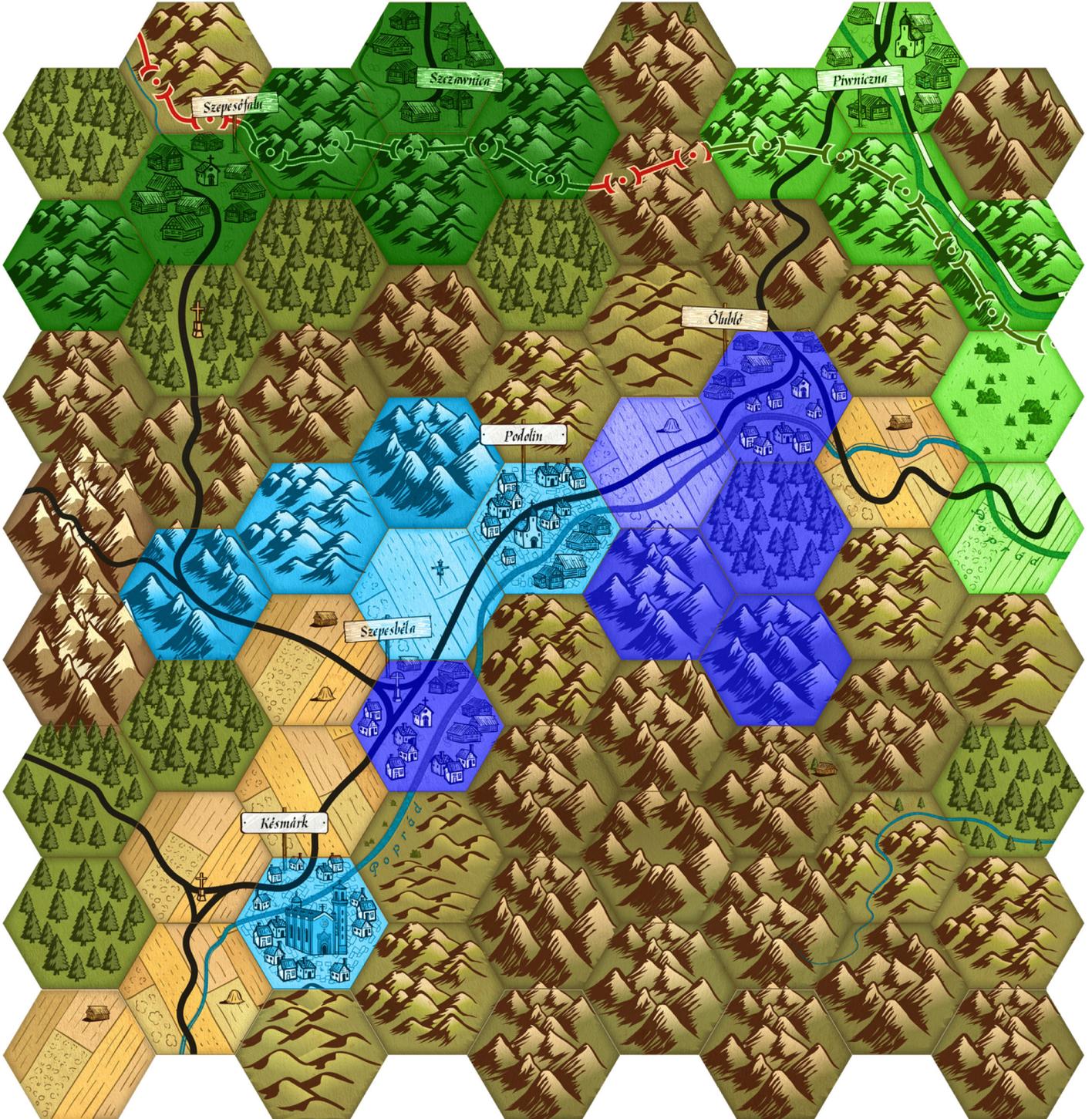
Heroes of the Great War:
Limanowa 1914
Pursuit to Gorlice

Russians' victory criteria – Russians win if either of these are met:
1): Eliminate the Hadfy and Szurmay officer units.
2): Defend the settlement of Gorlice until the end of the 12th turn.

Hungarians' victory criterion:
1): Occupy the settlement of Gorlice by the end of the 12th turn and control the settlement at the end of any round.

Tactical objective:
Having occupied the settlement of Biecz, the Austro-Hungarian army corps shall draw a battlecard

Russian setup (the two army corps are fully identical):
1 pc. officer unit (Orlov or Eck)
1 pc. machine-gun unit
1 pc. Cossack unit
1 pc. Russian artillery reconnaissance unit
1 pc. M1902 artillery unit
2 pcs. Russian infantry
4 pcs. Battlecards

Austro-Hungarian setup (the two army corps are fully identical):
1 pcs. officer unit (Hadfy or Szurmay)
1 pc. 1905M artillery unit
1 pc. Hussar unit
1 pc. Uhlans
1 pc. Artillery reconnaissance unit
2 pcs. Austro-Hungarian infantry
3 pcs. Battlecards
2 pcs. Artillery tokens

Placement order at the beginning of the game:
First, the two Austro-Hungarian army corps shall place their units on the board, followed by the two Russian army corps.

Move order within the turn:
1): Hadfy Group
2): Russian Army Corps VIII.
3): Szurmay Group
4): Russian Army Corps VII.

Special rule:
1): Both army corps are allowed to mark two actions in their own round, within the central phase.

Advice:
Indicate the injuries of the units by drawing lines on them with a pencil!

Heroes of the Great War:
Limanowa 1914
Army corps' starting positions at Gorlice

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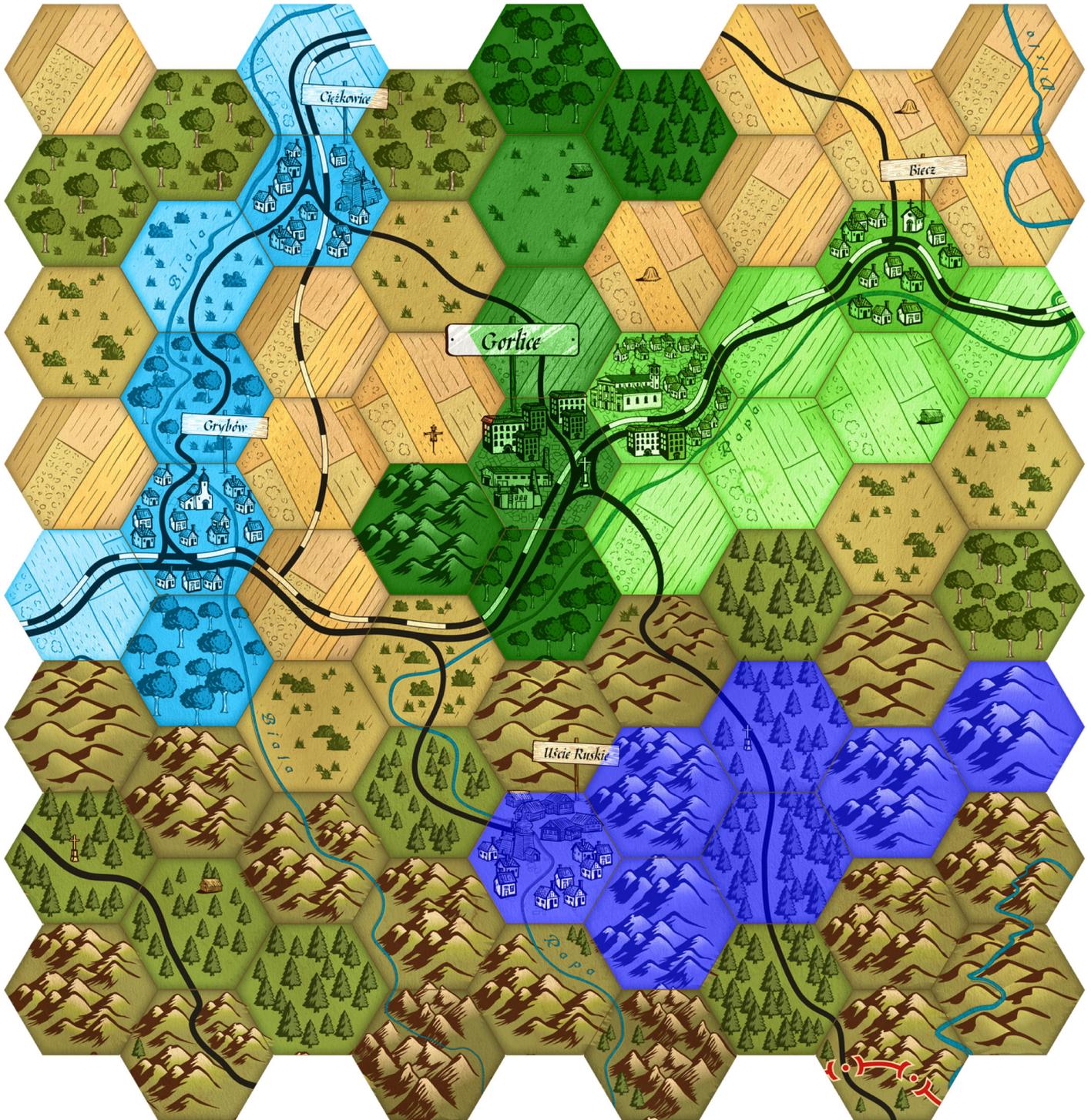
Heroes of the Great War: Limanowa 1914

K.u.K. LINE INFANTRY

name: K.u.K. LINE INFANTRY

combat arm: infantry

✗	6
■	2
👤	4
▶	1

Special military qualification:

BAYONET COMBAT

⊕ During (✗), the infantry may launch ⊕ against one of the enemy units it is fighting.

Inflicts casualties of -1👤 at most upon the selected unit in the event of a successful attack.

NO COUNTER-ATTACK CAN BE LAUNCHED IN THIS CASE!

Year of issue 1914

K.u.K. artillery OBSERVER

name: K.u.K. artillery OBSERVER

combat arm: infantry

✗	6
■	2
👤	4
▶	1
∞	2 (3)

Special military qualification:

INDIRECT TARGETING

Your own 🏛 can attack the enemy within ∞ of the observer more effectively.

You may launch 🔴 with +1✗.

You may launch 🔴 against a unit in the forest.

The observer has ∞ of 2 ⬡s, which is to increase to 3 ⬡s if on high ground.

DEFECTION

If attacked by 🖥 or ⬜, you may decide to move away 1 ⬡ with your unit.

In this event, this corps loses as many 👤 as the number of units it was attacked by.

NO COUNTER-ATTACK CAN BE LAUNCHED IN THIS CASE!

Year of issue 1914

K.u.K. MACHINE-GUNNER

name: K.u.K. MACHINE-GUNNER

combat arm: infantry

✗	7
■	3
👤	4
▶	1

Special military qualification:

MACHINE-GUN SECTION

Ahead of (✗)s, 🔵 may be launched against all 🖥s and ⬜s if they attack a machine-gunner. The attacker party cannot launch a counter-attack in this case!

Inflicts casualties of -1👤 at most in the event of a successful attack.

MAY BE USED ONLY IN DEFENCE!

Year of issue 1914

K.u.K. 1875M Uchatius cannon

name: K.u.K. 1875M Uchatius cannon

combat arm: field artillery

✗	6
■	2
👤	4
▶	1
	2

Special military qualification:

ARTILLERY ATTACK

🔴 The cannon may launch an attack against an enemy target within ⊕.

A successful attack inflicts casualties of -1👤 at most.

ARTILLERY SUPPORT

🔴 Ahead of (✗)s, it may launch a fire attack against the enemy awaiting assault it its 🏛 is within ⊕.

To be used only with the help of ◼ if the target is located in the forest.

The enemy unit is to fight with -2✗ and -2◼ in the upcoming combat.

NO THROW OF DICE NECESSARY FOR THIS 🔴!

Year of issue 1914

K.u.K. UHLAN

name: .... K.u.K. UHLAN ....

combat arm: .... cavalry ....

⚔ 7
🛡 1
👤 4
▶ 2

Special military qualification:

HORSEBACK RIDING

〰🗁s may move 2x as much as 🗀s.

MARAUDING

🔴 If the Uhlan is the attacking party and the attacked unit holds less 👤 than it, the Line Cavalry is to fight with +3 ⚔.

Year of issue 1914

K.u.K. HUSSAR

name: .... K.u.K. HUSSAR ....

combat arm: .... cavalry ....

⚔ 8
🛡 2
👤 4
▶ 2

Special military qualification:

HORSEBACK RIDING

〰🗁s may move 2x as much as 🗀s.

CAVALRY CHARGE

🔴 As 🗁s, Hussars can decide to charge into the enemy on horseback.
In this event, they fight in the clash winning +2 ⚔ but losing -2 🛡.

MAY BE USED ONLY IN ATTACK!

Year of issue 1914

HADFY de Livnó Imre

name:

.... HADFY de Livnó ....

.... Imre ....

rank:

.... lieutenant-general ....

combat arm: 🗀

.... infantry ....

⚔ 8 | 🛡 4 | 👤 4

▶ 1

Special military qualification:

AMBUSH

Following his ▶, Hadfy may immediately launch ⚔ against an enemy located on a ⬡ next to him.
All own and allied units may take part in the ⚔ which could otherwise launch an assault against the already attacked unit.

🔴

SWIFT REACTION

When an enemy unit moves away from beside Hadfy, the general may launch ⚔ against it, against which a counter-attack cannot be launched.

CANNOT BE USED IF THE ENEMY IS MOVING NEXT TO HADFY BUT DOES NOT DISTANCE ITSELF FROM HIM.

🔵

Year of issue 1914

SZURMAY Sándor

name:

.... SZURMAY ....

.... Sándor ....

rank:

.... lieutenant-general ....

combat arm: 🗀

.... infantry ....

⚔ 8 | 🛡 4 | 👤 4

▶ 1

Special military qualification:

ORGANISED ADVANCE

If Szurmay launches ⚔, a 🗀 or 🗁 is able to arrive to a ⬡ neighbouring the attacked unit at the end of its ▶, may take part in the assault following its moves.

THIS UNIT FIGHTS WITH -2 ⚔!

🔴

RELEGATION OF ATTACKERS

Szurmay may also launch ✚ against the enemy attacked by him in the round.
If this proves successful, the enemy must recede 1 ⬡ in the direction opposite to the attack it faced.

✚ Being unable to do so, it loses 1 👤.
In this case, an own unit that had taken part in the attack may occupy its position.

MAY ALSO BE USED IN DEFENCE!

Year of issue 1914

Card 1

name: ...... KuK 1905M cannon ....

combat arm: .... field artillery ....

⚔ 7
▬ 3
👤 4
▶ 1
⊕ 2

Special military qualification:

ARTILLERY ATTACK

The cannon may launch an attack against an enemy target within ⊕.

A successful attack inflicts casualties of -1👤 at most.

ARTILLERY SUPPORT

Ahead of ⊗s, it may launch a fire attack against the enemy awaiting assault it its ⊡ is within ⊕.

To be used only with the help of ▬ if the target is located in the forest.

The enemy unit is to fight with -2⚔ and -2▬ in the upcoming combat.

NO THROW OF DICE NECESSARY FOR THIS ▥!

Year of issue 1914

Card 2

name: ...... russian M1902 Putilov cannon ....

combat arm: .... field artillery ....

⚔ 6
▬ 2
👤 4
▶ 1
⊕ 2

Special military qualification:

ARTILLERY ATTACK

The cannon may launch an attack against an enemy target within ⊕.

A successful attack inflicts casualties of -1👤 at most.

ARTILLERY SUPPORT

Ahead of ⊗s, it may launch a fire attack against the enemy awaiting assault it its ⊡ is within ⊕.

To be used only with the help of ▬ if the target is located in the forest.

The enemy unit is to fight with -2⚔ and -2▬ in the upcoming combat.

NO THROW OF DICE NECESSARY FOR THIS ▥!

Year of issue 1914

Card 3

name: ...... russian LINE INFANTRY ....

combat arm: .... infantry ....

⚔ 6
▬ 2
👤 4
▶ 1

Special military qualification:

BAYONET COMBAT

During ⊗, the infantry may launch ⊕ against one of the enemy units it is fighting.

Inflicts casualties of -1👤 at most upon the selected unit in the event of a successful attack.

NO COUNTER-ATTACK CAN BE LAUNCHED IN THIS CASE!

Year of issue 1914

Card 4

name: ...... russian GUARD INFANTRY ....

combat arm: .... infantry ....

⚔ 7
▬ 3
👤 4
▶ 1

Special military qualification:

BAYONET COMBAT

During ⊗, the infantry may launch ⊕ against one of the enemy units it is fighting.

Inflicts casualties of -1👤 at most upon the selected unit in the event of a successful attack.

NO COUNTER-ATTACK CAN BE LAUNCHED IN THIS CASE!

Year of issue 1914

паме: russian LINE CAVALRY regiment

сомбат агм: cavalry

⚔	7
◆	1
🧍	4
▶	2

CORE UNIT · DIV. DIVISION HEADQUARTERS

Special military qualification:

HORSEBACK RIDING

🌊🏇s may move 2x as much as 🏛s.

MARAUDING

If the Line Cavalry is the attacking party and the attacked unit holds less 🧍 than it, the Line Cavalry is to fight with +3 ⚔.

Year of issue 1914

паме: russian COSSACK

сомбат агм: cavalry

⚔	8
◆	2
🧍	4
▶	2

ELITE UNIT · DIVISION HEADQUARTERS

Special military qualification:

HORSEBACK RIDING

🌊🏇s may move 2x as much as 🏛s.

CAVALRY CHARGE

As 🏇s, Cossacks can decide to charge into the enemy on horseback.

In this event, they fight in the clash winning +2 ⚔ but losing -2 ◆.

MAY BE USED ONLY IN ATTACK!

Year of issue 1914

паме: .... ECK ....
Edward Vladimirovich

ганк: general of the infantry

сомбат агм: infantry ...... 🏛

⚔	8	◆	4	🧍	4
▶	1				

Special military qualification:

SWEEPING CHARGE

General Eck shall fight with +4 ⚔ if he is the attacking party.

RUSSIAN STEAMROLLER

If General Eck moves, an own 🏛 may move together with him.

This 🏛 must be in a ⬡ neighbouring at the beginning and at the end of the ▶.

General Eck may also step to the ⬡ occupied by this 🏛 if the 🏛 also moves; or, they can simply switch places.

Year of issue 1914

паме: .... ORLOV ....
Nikolai Aleksandrovich

ганк: general of the infantry

сомбат агм: infantry ...... 🏛

⚔	8	◆	4	🧍	4
▶	1				

Special military qualification:

AGGRESSIVE TACTICS

If your own 🏛 or 🏇 on a ⬡ next to General Orlov enters into combat, choose one of them which is to fight with +2 ⚔ during the clash.

CAN BE APPLIED BOTH IN ATTACK AND IN DEFENCE!

HUMAN WAVE

Upon Orlov's orders and respecting rules of movement, a unit shall make 1x ▶ so as to arrive next to the General at the end of its steps!

THIS UNIT CANNOT PERFORM ANOTHER OPERATION IN THE ROUND!

Year of issue 1914

Heroes of the Great War: Limanowa 1914

паме: russian MACHINE-GUNNER

сомбат агм: .... infantry ....

⚔ 7
🛡 3
🧍 4
▶ 1

Special military qualification:

MACHINE-GUN SECTION

▶ Ahead of ⊗ s, ◯ may be launched against all 🔲 s and 🔷 s if they attack a machine-gunner. The attacker party cannot launch a counter-attack in this case!

Inflicts casualties of -1🧍 at most in the event of a successful attack.

MAY BE USED ONLY IN DEFENCE!

Year of issue 1914

паме: russian artillery OBSERVER

сомбат агм: .... infantry ....

⚔ 6
🛡 2
🧍 4
▶ 1
∞ 2 (3)

Special military qualification:

INDIRECT TARGETING

≈ Your own 🔳 can attack the enemy within ∞ of the observer more effectively.

You may launch 🔴 with +1⚔
You may launch 🔴 against a unit in the forest.

The observer has ∞ of 2 ◯ s, which is to increase to 3 ◯ s if on high ground.

DEFECTION

≈ If attacked by 🔲 or 🔷, you may decide to move away 1⬡ with your unit.

In this event, this corps loses as many 🧍 as the number of units it was attacked by.

NO COUNTER-ATTACK CAN BE LAUNCHED IN THIS CASE!

Year of issue 1914

Legend

For the game "Heroes of Limanowa"

Unit types		Action types		Properties	
Core unit/Elite unit		▶ Move action		Battlecard	
Artillery unit		🦅 Railway action		⚔ Attack point	
Cavalry unit		Artillery action		🛡 Defence point	
Infantry unit		Card operation		▶ Movement point	
		⊗ Close Combat		🧍 Replacement point	
		🎲 Roll dice!		⊕ Shooting range	
		⬡ Field (hexa)		∞ Range of vision	

Abilities

Preventive
Continuous
Extra Attack

Defence
Preventive Defence
Continous Defence

Permanent Continous
Permanent Extra Attack

Attack
Preventive Attack
Continous Attack
Artillery attack
Artillery support

Heroes of the Great War: Limanowa 1914

ARTILLERY TOKEN

designation :

IN 1 ROUND max. 1x
IN 1 TURN max. 4x

On own turn: +1
On allied turn: 1 — Only if you agree!
On enemies' turn: 1–1 — Only if you agree!

PROPERTIES OF ROUNDS' PHASES

designation :

Opening Phase

- 1x Card operation

Central Phase

- Move action
- Railway action
- Artillery action — 2 actions (may be identical)

- 1x Card operation (if not used before)
- Close Combat

Closing Phase

- 1x Card operation (if not used before)

ORDER OF ROUNDS

designation :

Opening Phase

The attacker may use 1 card.

The defender may use 1 card.

Central Phase

The attacker explains his plans in detail:
THIS CANNOT BE CHANGED IN LATER PHASES!

2 actions (may be identical) and 1 card operation

- Move action
- Railway action
- Card operation (if not used before)
- Artillery action

Unlimited assaults
- Close Combat

Exhausting all possibilities is not obligatory!
1 card MAY BE USED IN EACH ROUND!

The attacker may use 1 card (if not used before).

With the defender's card effects in mind, the attacker performs his previously explained actions in the following order:

- Carry out the named Card operation
- Perform the named Move action(s)
- Perform the named Railway action(s) — If one of these have been named
- Perform the named Artillery action(s)
- Implement Close Combat clash(es)

Closing Phase

The attacker may use 1 card (if not used before).

The attacker may use 1 card (if not used before).

ORDER OF ATTACK

sequence	side	designation
1.		**Checking modifiers' effects** (cards, properties, terrain)
2a.		**Attacker's artillery attack (if any)** — If the defender is eliminated, the attack is finished! If any or was assigned to attack this unit, one of the attackers may occupy the field of the eliminated defender unit
2b.		**Defender's artillery attack (if any)** only in exchange for 1 artillery token! If the attacker is eliminated, the attack is finished!
3a.		**Attacker's artillery support (if any)**
3b.		**Defender's artillery support (if any)** If no artillery token has been used in the round!
4a.		**Attacker's preventive ability (if any)**
4b.		**Defender's preventive ability (if any)**
5.		**Attacker's Basic Attack**
6.		**Attacker's additional attacks (if any)**
7.		**Defender's Counter Attack**
8.		**Defender's additional attacks (if any)**
9.		The attacker may occupy the field of the eliminated defender unit.