

LIGHTNING: POLAND

Background

This game depicts the German blitzkrieg campaign against Poland in September, 1939. Historically, it was a stunning victory but the blitzkrieg strategy was untested and the potential was present for Poland to hold on long enough for other countries to intervene against Germany. In the game, the German side needs to force the Polish surrender quickly. This occurs by capturing the Polish capital, Warsaw, and other Polish rallying points. The Polish side needs to delay the German advance long enough to garner international intervention. This occurs when the Polish win three delaying actions.

How to Win

The first player to capture ten Victory Points of Objective Cards wins!

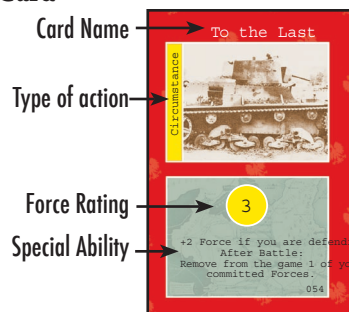
Types of Cards

There are four types of cards in the game: Country Cards, Objectives Cards, Force Cards, and Action Cards.

Set-Up

- 1) **Decks.** One player gets the German deck of cards (with the cross on the backs) while the other gets the Polish deck (with the eagle on the backs).
- 2) **Starting Forces.** Both players put their Country cards, and starting Force cards face-up on the table (see Tabletop Layout). Starting Force cards are indicated with an “S” in the top-right corner.

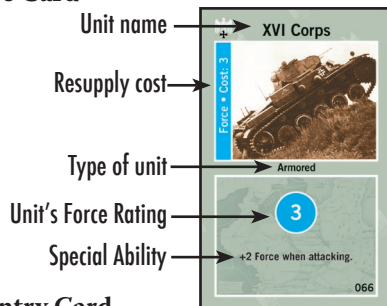
Action Card



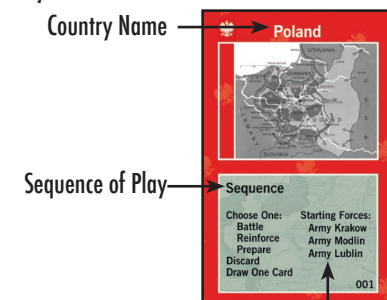
Objective Card



Force Card



Country Card



List of force cards that begin the game in play for that country.

- 3) **Objective Cards.** Both players place the Objective cards of the opposing player next to their cards for easy reference.
- 4) **Starting Hand.** Both players draw nine cards.
- 5) **The German player takes the first turn.** Players alternate their turns back and forth until there is a winner. If a deck is depleted, shuffle that player's discards to create a new deck and then continue play.

Turns

- 1) The player selects ONE of the following three operations. Each turn, the player may select the same or a different operation.

Battle (Attack an Objective)—Select an enemy Objective and attempt to capture it.

Reinforce (Put more Force cards into play)—Place up to three Supply points of Force cards from your hand on the table face-up. The Supply points of each Force card are noted along its left edge. You'll draw more force cards from your deck as well as return Force cards that have been used in previous Battles.

Prepare—Draw cards until you hold nine cards. This lets you draw more Action and Force cards. If you run out of cards shuffle your discards and make a new Draw Deck.

- 2) If a Battle was selected, resolve the battle.
- 3) Discard none to all cards.
- 4) Draw one card (nine cards maximum).
- 5) The Polish player then completes steps 1-4.
- 6) Repeat until a player captures ten (10) victory points of objectives.

How to Resolve a Battle

- 1) The player who selected Battle selects an enemy Objective card and places it in the middle of the playing area. He then commits one or more of his Force cards on the table by moving them towards the Objective card. This player is said to be “Attacking.”
- 2) The other player commits none, some, or all of his Force cards on the table by moving them towards the Objective card. The other player is said to be “Defending.”
- 3) A player must move at least one Force card to the Battle in order to play Action cards. A player can play Action cards for a Battle even if the other player did not commit any Force cards to the battle. (Thus, even if you believe you will lose the battle, you may want to commit a Force card in order to prevent your opponent from being able to play Action cards without response. You may also want to consider carefully before you commit your last face-up force card to a Battle. Your opponent might be able to immediately attack in his turn.)
- 4) The Attacking player plays one or more Action cards (Military, Circumstance, or Intelligence).

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- 5) The Defending player can play one or more Action cards (Military, Circumstance, or Intelligence).
- 6) Repeat steps 4 & 5 until both sides pass consecutively.
- 7) When an Action card is played, it immediately discards all Action cards of the same type already played (by either player). There can only be one Military, Intelligence, or Circumstance card in play at a time.

Examples:

The Polish player plays a Military card. The German player then plays a Military card. The Polish Military card is discarded.

The Polish player plays a Circumstance card. At a later time in the battle, the Polish player plays another Circumstance card. His first Circumstance card is discarded.

The German player plays a Military card that discards an Intelligence card. This would discard both the Polish Military card and Intelligence card.

- 8) A player can pass, and later play a card.
- 9) When both players pass in succession, the Battle is over.
- 10) Some cards have special text showing their effect, and when they can be played:

“When Played”—The effect happens only when the card is played. The effect does not occur later should the circumstances of the effect come about even if it had no effect when played.

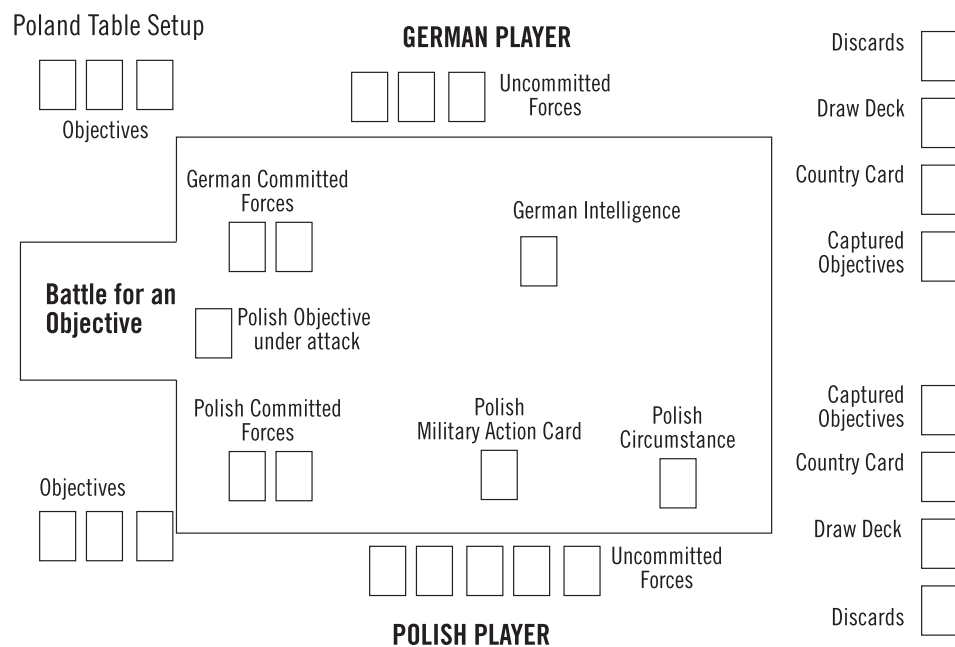
“After Battle”—The effect happens after the Battle is over. This only happens if the card is still in play at the end of the Battle. If the card is removed before the Battle is over, the effect does not occur. (After Battle effects take place for both the winner and loser of the battle. Draw cards may exceed hand maximum.)

“Resolution”—The effect happens when determining the winner of the Battle. This only happens if the card is still in play at the end of the Battle. If the card is removed before the Battle is over, the effect does not occur.

“Cost”—Discard one card of your choice from your hand to your discard deck in order to play the card. If you have no other card to discard, this card can not be played.

- 11) The player with the higher Force value wins (Defender wins ties). If the Attacker wins, he captures the Objective. If the Defender wins, the Objective remains in play. In either case, ALL Force cards committed to the Battle by both players are returned to their owners’ hands (note: some Force cards are allowed to return to the face-up Forces area on the table. Also, some Force cards may be discarded or removed due to After Battle effects).

- 12) Discard all Action cards remaining in play for the battle.



Game Credits

Designer: Dan Verssen

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Special thanks to Kevin Bertram.

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