



Heroes of the Great War: Limanowa 1914 Gorlice – Solo Mode



Austro-Hungarians' victory criterion:

Occupy the settlement of Gorlice by the end of the 15th turn and control the settlement at the end of any round.

Tactical objective:

Having occupied the settlement of Biecz, the Austro-Hungarian army corps should draw a battlecard

Russian setup – AI:

2 pcs. machine-gun units
1 pc. Cossack units
5 pcs. Russian infantry units
1 pc. Russian line cavalry units
2 pcs. M1902 artillery units
6 pcs. artillery tokens

Austro-Hungarian setup – Player

1 pc. officer unit: Hadfy
3 pcs. elite units: choice is arbitrary
5 pcs. core units: choice is arbitrary
3 pcs. Battlecards

Move order within the turn:

1): Hadfy Group
2): Russian Army Corps VIII.

Special rules of play:

1): At the beginning of the game, all two “Transporting reinforcement”, “Deployment of spare battery” and “Reorganisation of Defence” battlecards should be located and excluded from play.
2): The army corps controlled by the player is allowed to mark two actions in its own round, within the central phase.

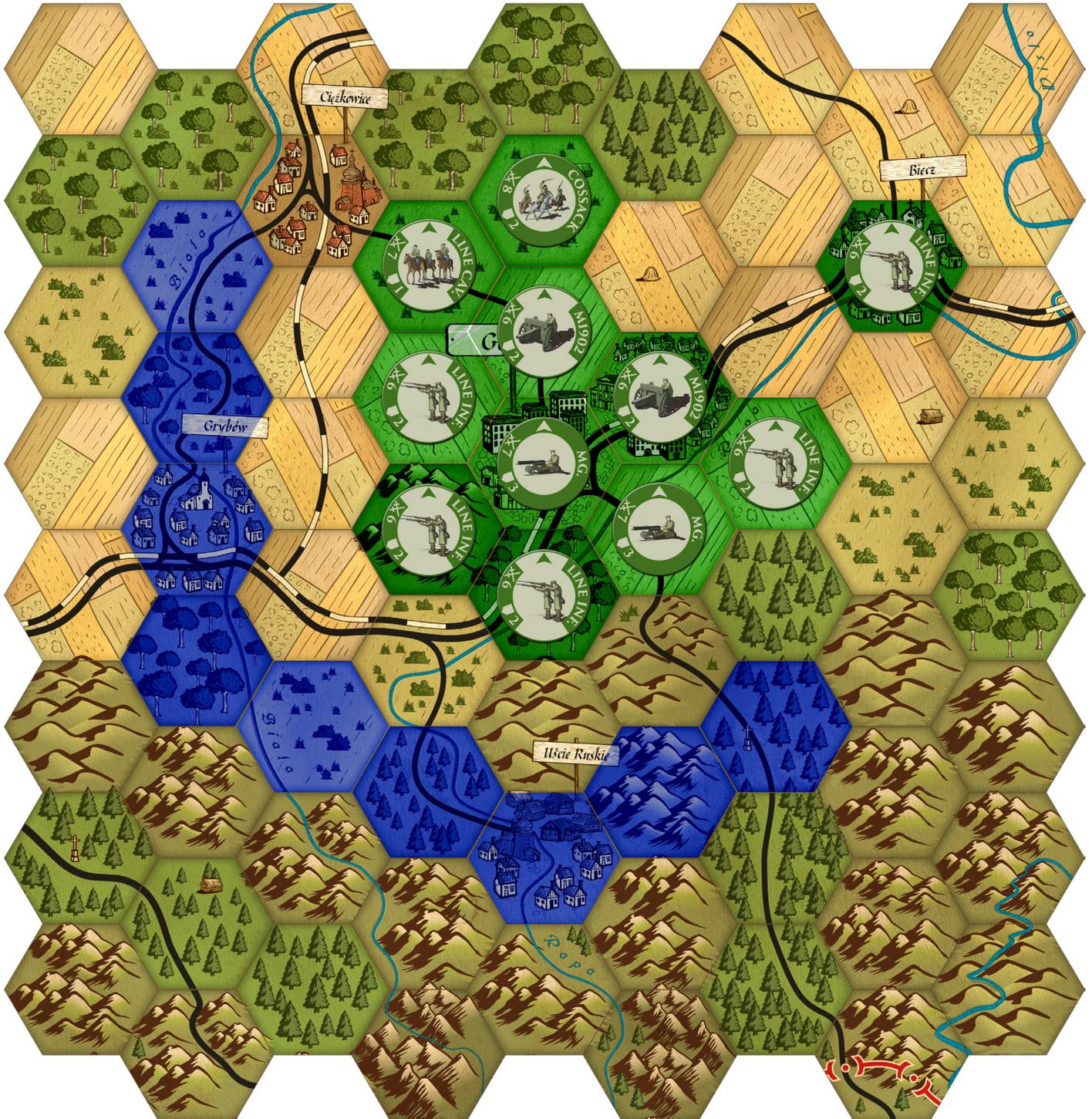
Victory points for each successful mission							
Number of turns played	15	14	13	12	11	10	9
Victory points	0	+1	+2	+3	+4	+5	+6



Heroes of the Great War: Limanowa 1914 Army groups' starting positions



The AI's army opening positions are highlighted in green, the players's opening positions are highlighted in blue.





Heroes of the Great War: Limanowa 1914 Podolin – Cooperative Mode



Russians' victory criterion:

Occupy the settlements of Ólubló, Podolin, Szepesbéla and Késmárk by the end of the 20th round and control these settlements at the end of any round.

Tactical objectives:

- The Russian army corps draws 1 Battlecard when occupying the settlement of Ólubló for the first time.
- The Russian army corps draws 1 Battlecard when occupying the settlement of Podolin for the first time.
- The Russian army corps draws 1 Battlecard when occupying the settlement of Szepesbéla for the first time.
- The Russian army corps draws 1 Battlecard when occupying the settlement of Késmárk for the first time.

Austro-Hungarian setup (Szurmay Group) – AI:

- 3 pcs. machine-gun units
- 4 pcs. Hussar units
- 1 pc. Polish Legion
- 3 pcs. Austro-Hungarian infantry units
- 3 pcs. 1875M artillery units
- 8 pcs. artillery tokens

Russian setup – Players:

Army Corps VII.:

- 1 pc. officer unit: Eck
- 2 pcs. elite units: choice is arbitrary
- 4 pcs. core units: choice is arbitrary
- 2 pcs. Battlecards

Army Corps VIII.:

- 1 pc. officer unit: Orlov
- 2 pcs. elite units: choice is arbitrary
- 4 pcs. core units: choice is arbitrary
- 2 pcs. Battlecards

Move order within the turn:

- 1): Russian Army Corps VIII.
- 2): Russian Army Corps VII.
- 3): Szurmay Group

Special rules of play:

- 1): At the beginning of the game, all two “Transporting reinforcement”, “Deployment of spare battery” and “Reorganisation of Defence” battlecards should be located and excluded from play.
- 2): Army corps controlled by the players are allowed to mark two actions in their own round, within the central phase.
- 3): The Szurmay Group, controlled by AI, defends itself in the rounds of both players (Russian army corps) and may use Battlecards and artillery tokens. The Szurmay Group takes its turn at the end of Russian army corps' rounds.

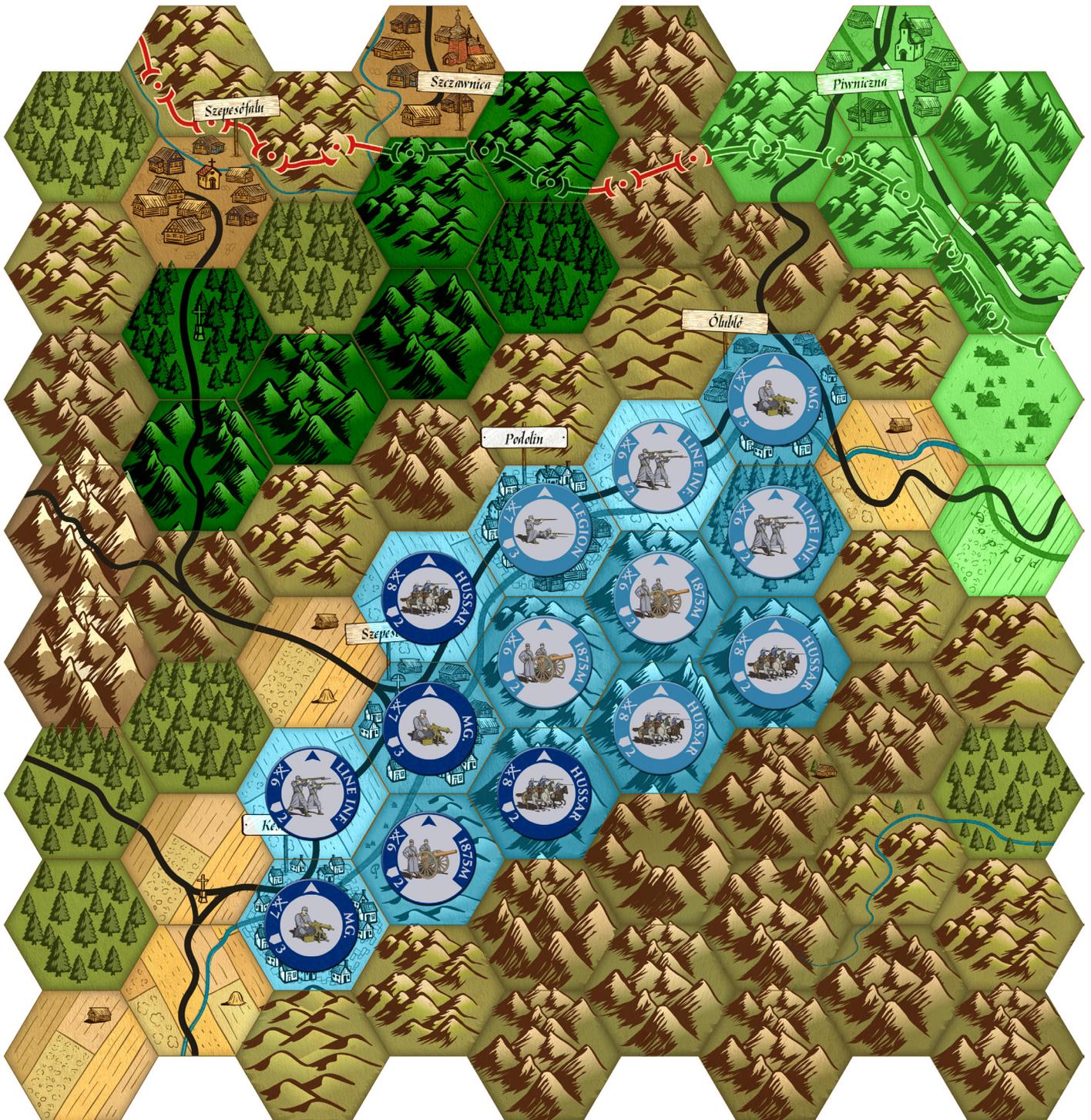
Victory points for each successful mission							
Number of turns played	19-20	17-18	16	15	14	13	12
Victory points	0	+1	+2	+3	+4	+5	+6



Heroes of the Great War: Limanowa 1914 Army groups' starting positions



The AI's army opening positions are highlighted in blue, the Army Corps VII's opening positions are highlighted in light green, and the Army Corps VIII's opening positions are highlighted in dark green.



Heroes of the Great War: Limanowa 1914



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

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

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

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

Heroes of the Great War: Limanowa 1914



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 Uhlán is the attacking party and the attacked unit holds less than it, the Uhlán is to fight with +3 .

Year of Issue 1914

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

name: **HADFY de Livno**
..... **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

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

Heroes of the Great War: Limanowa 1914



name:	K.u.K. MACHINE-GUNNER	<input type="checkbox"/>
combat arm:	infantry	
⚔	7	
♣	3	
♣	4	
▶	1	
Special military qualification:		
<p>MACHINE-GUN SECTION</p> <p>▶ 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!</p> <p>Inflicts casualties of -1♣ at most in the event of a successful attack.</p> <p>MAY BE USED ONLY IN DEFENCE!</p>		

Year of issue 1914

name:	K.u.K. POLISH LEGION	<input type="checkbox"/>
combat arm:	infantry	
⚔	7	
♣	3	
♣	4	
▶	1	
Special military qualification:		
<p>PATRIOTIC ZEAL</p> <p>♣ The Polish legion is protecting its own homeland; for this reason, when faced by ⚔ and forced into defence, it fights with +2⚔ and +2♣.</p> <p>MAY BE USED ONLY IN DEFENCE!</p>		

Year of issue 1914

name:	russian LINE INFANTRY	<input type="checkbox"/>
combat arm:	infantry	
⚔	6	
♣	2	
♣	4	
▶	1	
Special military qualification:		
<p>BAYONET COMBAT</p> <p>♣ 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.</p> <p>NO COUNTER-ATTACK CAN BE LAUNCHED IN THIS CASE!</p>		

Year of issue 1914

name:	russian GUARD INFANTRY	<input type="checkbox"/>
combat arm:	infantry	
⚔	7	
♣	3	
♣	4	
▶	1	
Special military qualification:		
<p>BAYONET COMBAT</p> <p>♣ 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.</p> <p>NO COUNTER-ATTACK CAN BE LAUNCHED IN THIS CASE!</p>		

Year of issue 1914

Heroes of the Great War: Limanowa 1914



наме: russian LINE CAVALRY regiment
 комбат арм: cavalry

☒	7
♣	1
♣	4
▶	2

Срeциaл мiлiтaрч җaлiфiкaциoн:

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☒.

наме: russian COSSACK
 комбат арм: cavalry

☒	8
♣	2
♣	4
▶	2

Срeциaл мiлiтaрч җaлiфiкaциoн:

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!

наме: ECK
 Edward Vladimirovich
 ранк: general of the infantry
 комбат арм: infantry

☒	8	♣	4	♣	4
▶	1				

Срeциaл мiлiтaрч җaлiфiкaциoн:

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.
 (♣)

наме: ORLOV
 Nikolai Aleksandrovich
 ранк: general of the infantry
 комбат арм: infantry

☒	8	♣	4	♣	4
▶	1				

Срeциaл мiлiтaрч җaлiфiкaциoн:

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!
 (♣)

Heroes of the Great War: Limanowa 1914



наме:	russian MACHINE-GUNNER	
сoмбат арм:	infantry	
	7	
	3	
	4	
	1	

Срeциaл мiлiтaрч җaлiфикациoн:

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!

Ҷeар of issue 1914

наме:	russian artillery OBSERVER	
сoмбат арм:	infantry	
	6	
	2	
	4	
	1	
	2 (3)	

Срeциaл мiлiтaрч җaлiфикациoн:

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 s as the number of units it was attacked by.

NO COUNTER-ATTACK CAN BE LAUNCHED IN THIS CASE!

Ҷeар of issue 1914

наме:	.. Russian M1877 siege cannon.	
сoмбат арм:	heavy artillery	
	7	
	3	
	4	
	1	
	2(3)	

Срeциaл мiлiтaрч җaлiфикациoн:

ARTILLERY ATTACK

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

A successful attack inflicts casualties of -1 at most.

LONG RANGE STRIKE

The may launch a against a target within 3 distance, but this implies -2 .

A successful attack inflicts casualties of -1 at most.

Ҷeар of issue 1914

наме:	russian M1902 Putilov cannon	
сoмбат арм:	field artillery	
	6	
	2	
	4	
	1	
	2	

Срeциaл мiлiтaрч җaлiфикациoн:

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 !

Ҷeар of issue 1914



Heroes of the Great War: Limanowa 1914



Heroes of the Great War

◆ BASIC INFORMATION ◆

Heroes of Limanowa 1914

designation: **ORDER OF TURNS**

1. Army Corps VIII. roll dice to the weather!
2. Hadfy Group roll dice to "Krakow Reinforcement"!
3. Army Corps VII.
4. Szurmaj Group
5. Control of strategic targets
The game ends if one of the sides holds 4 strategic targets.

designation: **PROPERTIES OF ROUNDS' PHASES**

Opening Phase	Central Phase	Closing Phase
<ul style="list-style-type: none"> - 1x Card operation 	<ul style="list-style-type: none"> - Move action - Railway action - Artillery action <p>3 actions (may be identical)</p> <ul style="list-style-type: none"> - 1x Card operation (if not used before) - Close Combat 	<ul style="list-style-type: none"> - 1x Card operation (if not used before)

designation: **ORDER OF ROUNDS**

Opening Phase

- The attacker may use 1 .
- The defender may use 1 .

Central Phase

- The attacker explains his plans in detail: **THIS CANNOT BE CHANGED IN LATER PHASES!**
3 actions (may be identical) and 1 card operation
- Move action
- Railway action
- Artillery action
- Card operation (if not used before)
- Unlimited and assaults
- Close Combat
- Exhausting all possibilities is not obligatory!
1 MAY BE USED IN EACH ROUND!

designation: **CLOSE COMBAT AGAINST ARTILLERY**

Uhlan 7+3

Line Inf. 6+3 6+3

If or attack , they do so with +3 . ALSO VALID FOR !

1875m 2+2

If an own or allied or stands next to it gains +2 during .

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

With the defender's 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)
- Perform the named Artillery action(s)
- Implement Close Combat clash(es)

If one of these have been named

designation: **EFFECTS OF GAME FIELDS**

Effects on Movement

Railway movement modifier: max. 10 . Only between stations, by paying 1 Railway token (see Rulebook, page 22 for details)

Road movement modifier: x2 =

Effects on Unit Defence

Plain: NO MODIFYING EFFECT

Forest: +3 against . cannot be used

Mountain: +1 +1. also valid when launching !

Settlement: +2

Closing Phase

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

designation: **WEATHER EFFECTS**

At the beginning of each round, the commander of the Army Corps VIII. shall roll the dice to determine the weather conditions.

1-3 Snow

4 Rain

5-6 Fair

"FAIR" no modifying effect

"SNOW" - attackers fight with -1 . - observers' is limited to 1

"RAIN" - roads' effect does not apply! - observers' is limited to 1



Heroes of the Great War: Limanowa 1914



Heroes of the Great War

⊗ CLOSE COMBAT ⊗

Heroes of Limanowa 1914

designation: **ARTILLERY TOKEN**



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!

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.

designation: **CALCULATING ATTACKERS' AND DEFENDERS' VALUES**

 	0.	1.	2.	3.	4.	5.	6.	7.	8.	9.
0.	0/0	0/1	0/2	0/3	0/4	0/5	0/6	0/7	0/8	0/9
1.	1/0	1/1	1/2	1/3	1/4	1/5	1/6	1/7	1/8	1/9
2.	2/0	2/1	2/2	2/3	2/4	2/5	2/6	2/7	2/8	2/9
3.	3/0	3/1	3/2	3/3	3/4	3/5	3/6	3/7	3/8	3/9
4.	4/0	4/1	4/2	4/3	4/4	4/5	4/6	4/7	4/8	4/9
5.	5/0	5/1	5/2	5/3	5/4	5/5	5/6	5/7	5/8	5/9
6.	6/0	6/1	6/2	6/3	6/4	6/5	6/6	6/7	6/8	6/9
7.	7/0	7/1	7/2	7/3	7/4	7/5	7/6	7/7	7/8	7/9
8.	8/0	8/1	8/2	8/3	8/4	8/5	8/6	8/7	8/8	8/9
9.	9/0	9/1	9/2	9/3	9/4	9/5	9/6	9/7	9/8	9/9
10.	10/0	10/1	10/2	10/3	10/4	10/5	10/6	10/7	10/8	10/9
11.	11/0	11/1	11/2	11/3	11/4	11/5	11/6	11/7	11/8	11/9
12.	12/0	12/1	12/2	12/3	12/4	12/5	12/6	12/7	12/8	12/9
13.	13/0	13/1	13/2	13/3	13/4	13/5	13/6	13/7	13/8	13/9
14.	14/0	14/1	14/2	14/3	14/4	14/5	14/6	14/7	14/8	14/9
15.	15/0	15/1	15/2	15/3	15/4	15/5	15/6	15/7	15/8	15/9
16.	16/0	16/1	16/2	16/3	16/4	16/5	16/6	16/7	16/8	16/9
17.	17/0	17/1	17/2	17/3	17/4	17/5	17/6	17/7	17/8	17/9
18.	18/0	18/1	18/2	18/3	18/4	18/5	18/6	18/7	18/8	18/9
19.	19/0	19/1	19/2	19/3	19/4	19/5	19/6	19/7	19/8	19/9



Heroes of the Great War: Limanowa 1914



Legend

For the game "Heroes of Limanowa"

Unit types	Action types	Properties
Core unit/Elite unit Artillery unit Cavalry unit Infantry unit	Move action Railway action Artillery action Card operation Close Combat <hr/> Roll dice! Field (hexa)	Battlecard Attack point Defence point Movement point Replacement point Shooting range Range of vision
Abilities Preventive Continuous Extra Attack	Defence Preventive Defence Continuous Defence Permanent Continuous Permanent Extra Attack	Attack Preventive Attack Continuous Attack Artillery attack Artillery support

Legend

For the game "Heroes of Limanowa"

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Heroes of the Great War: Limanowa 1914



Heroes of the Great War

Solo / Cooperative mode

Heroes of Limanowa 1914

Chance
for using an
artillery token



for 1 ✖

1-3

for 3 ✖

1-4

for 6 ✖

1-5



Chance for using a

for 1 ✖ 1-2

for 3 ✖ 1-3

for 6 ✖ 1-4

Hit chance vs.



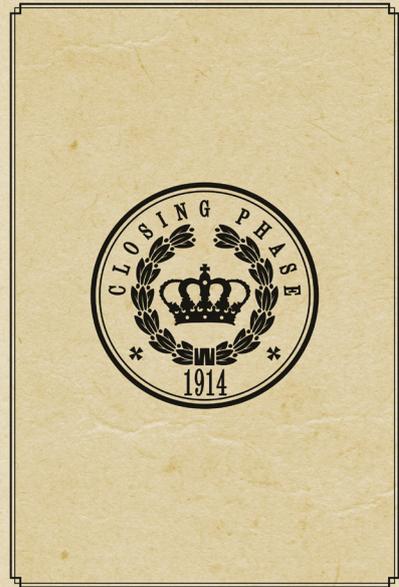
Chance for using a

1-3

1-4

1-5

Hit chance vs.



Chance for using a

1-4

1-5

1-6

Hit chance vs.