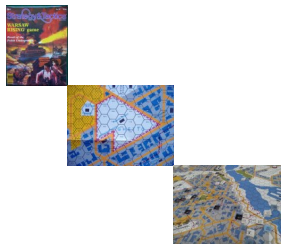


Warsaw Rising: Revolt of the Polish Underground, 1944



Very Good Condition, Punched Copy. Simulation of the Polish resistance in Warsaw during 1944.

Rating: Not Rated Yet

Price

Price £14.95

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Manufacturer [STRATEGY & TACTICS](#)

Description

Very Good Condition, Punched Copy.

Berg's Review of Games R. Berg
Books in Review Editors
Burnside's Bridge Robert E. Rothrock
Computer Conflict Editors
FYI A.A. Nofi
Home Army at Bay Luja Swiatkowski
MOVES Gaming Section Editors
Nicaraguan Insurrection of 1979 David Nolan

Simulation: Warsaw Rising John Prados

This game is a simulation of the Polish resistance in Warsaw during 1944.

The game includes a 16 page rulebook (covering all aspects of guerrilla warfare and resistance combat), 200 counters (representing the units and weapons involved in the conflict) and a 22" X 34" map of the City of Warsaw.

Two scenarios are provided: "Warsaw Rises! (August 1944 - 4 turns)" and "The German Juggernaut (September, 1944 - 5 turns). Victory is based on capturing or assaulting various buildings in the city, eliminating enemy units, and (for the German player) maintaining a supply line

through Warsaw. Points may also be spent during the game for additional reinforcements. The player with the most victory points at the end of the scenario, wins.

Straegos A. Nofi
Warsaw Rising John Prados