

LITTLE INSURGENTS

Warsaw 1944

board game for 2-4 players

The game consists of two variants:

- **basic:** for players age 8+, gameplay time: 30 minutes
- **extended:** for players age 10+, gameplay time: 60 minutes

Introduction

Little Insurgents is an attempt to portray the scout military post operating during the Warsaw Uprising in the form of a board game. Putting their lives at stake, young scouts delivered mail and orders to insurgent squads, helping in the fight against the occupant. In *Little Insurgents*, each player takes on the role of a scout team leader. Your goal is to deliver the highest number of orders. Scouts from different teams compete against one another to be the first to deliver orders to their destination. However, they sometimes need to co-operate. If an order is not delivered on time, squads of the insurgents may lose particular locations or even entire districts. If too many districts are taken by enemy troops, all players lose the game.

The goal

The goal of the game is to earn the highest number of points. You get points mainly by carrying orders, given by commanders of the insurgent squads, between locations. Additional points may be earned at the end of the game, if scouts return safely to their starting locations. In the extended version, additional points will be earned by those players who successfully complete secret goals assigned at the start of the game.

Game elements

The box should contain the following:

- board with a map of left-bank Warsaw
- 12 scout playing figures in four different colours
- 12 scout tokens in four different colours
- deck of 20 movement cards
- deck of 42 order cards
- 7 small and 3 big German troops tokens
- 1 German soldier figure (used only in the basic version of the game)
- a die (used only in the basic version of the game)
- the Victory card (used only in the extended version of the game)
- deck of 24 secret goals (used only in the extended version of the game)
- marker of the player starting the round
- manual

2 game versions of *Little Insurgents*

Little Insurgents offers two game variants: basic and extended. First-time players should start with the basic one. After a few games with the basic rules, it is worth trying the extended version. The manual contains game rules for four players. The rules for three and two players are given in parentheses and at the end of the description of each game variant.

Basic variant

Setting up the game

Place the board on the table. Each player chooses a colour and takes scout figures, scout tokens and five movement cards in the chosen colour. Place the scout figures on the board – one scout in each colour on Plac Wilsona (Wilson Square), Budynek PAST-y (the PAST building) and Stary Mokotów (Old Mokotów). Carefully shuffle the deck of order cards and take the first 20 (3 players – 16 cards, 2 players – 12 cards). Place them face down in Rozkaz (Order) space on the board. Put the remaining order cards back in the box. Place the German soldier figure on Plac Narutowicza (Narutowicz Square). Put the small German troops tokens next to the board. The starting player marker is given to the player who visited the Warsaw Uprising Museum most recently. If none of you has ever been to the Warsaw Uprising Museum, you are free to decide who starts but do visit the museum next time you are around. You are now ready to start the game.

Gameplay

The game is played in a series of turns. Each turn is divided into four phases:

1. Order phase
2. Scout movement phase

3. German soldier movement phase
4. Time lapse phase

Detailed description of the phases

1. Order phase

The player starting the game takes two order cards (3 players – two cards in odd and one in even rounds, 2 players – you always draw just one card) from the top of the order deck and places them face up, one next to the other in the first space of the order queue.

All face-up order cards in the order queue are considered active. This means that each player whose scout reaches the starting location indicated on the card can place the scout token with his or her name on it on the order card (see Example 1). In this way the player informs that the scout received the order and will be trying to deliver it to its destination. Collecting of the order may be done at any point during the movement of the scout. Each order may be collected by any number of scouts, but only by one from a given team. Each scout may carry only one order at a time, but is free to abandon it at any time. In that case, the player removes the scout token from the order card.

The first scout to deliver the order to its destination earns points for his unit. All scout tokens should be removed from that card and returned to their owners, and the card should be removed from the order queue and handed to the player whose scout delivered the order. The card is placed face down in front of that player. Other players who also tried to deliver this order do not earn any points.

2. Scout movement phase

Each player chooses one of the movement cards from his hand and places it face down in front of him. In the following rounds, the player places the movement card on the movement cards used in the previous rounds. When the players have chosen their cards, they all turn them over at the same time. The players then make the moves indicated on the chosen cards. The order of the moves depends on the numbers on the cards. Number 1 goes first and number 5 last. If two or more players chose a card with the same number, the player who has the first player's marker goes first or the player next to him in clockwise order. Information on the bottom half of the card is irrelevant – they are intended for the extended version only.

In his or her turn, the player may:

- move the scout figures over as many spaces as indicated on the movement card

or

- make a jump with one scout from one location to another.

Just before the move, the player must put the scout or scouts who escaped from Więzienie (Prison) in the previous turn on the board. Those figures can be placed anywhere on the board (you will find more information on the Więzienie (Prison) in the description of the 3rd phase of the game).

Movement of scouts

If the player chooses to move the scouts, he or she may freely distribute movement points among them. The number on the movement card tells you how many movement points you have (see Example 2). A scout cannot occupy the same space as the German soldier and more than one scout can occupy the same space at the same time.

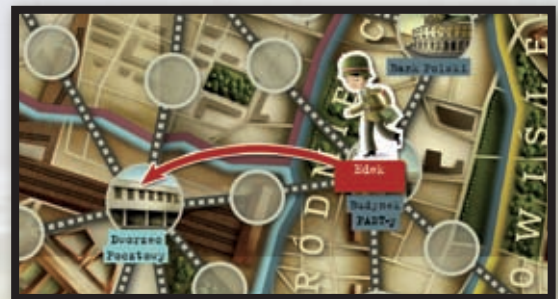
Jumping to nearby locations

If the player chooses to jump to a neighbouring location (see Example 3), he or she may remove one of the scouts from his present location and move him to the neighbouring location. If the scout is not in a location but on a space between the locations, he may not perform a jump. The player may jump over the German soldier if the officer is not in a location.

Example 1: A card appears in the first space of the order queue: Plac Wilsona (Wilson Square) – Port (Port). Any scout who visits Plac Wilsona (Wilson Square) may collect this order by placing a token with his name on the card. The first scout to carry the order to the Port (Port) earns 15 points for his team.



Example 2: The red player has two movement points. Red's scout, presently in the Budynek PAST-y (PAST building) location, may be moved two spaces to Dworzec Pocztowy (Postal Railway Station). The player can also decide to move the scout over one space and use the second movement point for another scout.



When all players have made their moves, the scout movement phase ends. Action cards used in it remain on the table. In the second round, each player will have only four cards left, three in the next one, etc. When all players have used all of their cards, they pick the entire set up from the table and have the choice between five movement cards again.

3. German soldier movement phase

When all players have moved their scouts, the movement phase of the German soldier begins. The soldier patrols Warsaw trying to capture the scouts. In each movement phase of the German soldier:

- First, all scouts located in Więzienie (Prison) return to the hands of the players. They managed to escape from prison and in the next turn they will be back in the game.
- Then the player who started the round rolls the die. If a black number comes up, the German soldier moves. If a red number appears, one of the scouts gets one additional move.
- If a black number comes up, the German soldier moves the number of spaces on the die in the direction of the nearest scout. If two or more scouts are in the same distance from the soldier, he runs towards the scout of the player who moved later in the round (played the movement card with a higher number, or who was latest after the starting player in clockwise order in case more than one player

Example 3: The red scout is in Plac Trzech Krzyży (Three Crosses Square). He may jump to the Budynek PAST-y (PAST building), Elektrownia Powiśle (Powiśle power plant), Przyczółek Czerniakowski (Czerniaków Beachhead), Aleja Szucha (Szucha Avenue) or Dworzec Pocztowy (Postal Railway Station). The orange scout, who is not in a location but on a space between the Budynek PAST-y (PAST building) and Elektrownia Powiśle (Powiśle power plant), cannot jump.



played the same highest movement card). If two or more scouts located closest to the German soldier belong to the same player, the owner may decide in whose direction the German soldier is going to run.

- If during the movement phase the soldier enters a space occupied by at least one scout, he immediately stops and arrests all the scouts on that space. The figures are removed from the board and placed in Więzienie (Prison). All orders carried by the arrested scouts are lost. These scouts' tokens need to be removed from the order cards (see Example 4).
- If a red number comes up, the scout closest to the German soldier can immediately move the number of spaces shown on the die. If two or more scouts are in the same distance from the soldier, the additional move goes to the scout of the player who moved later in the round (played the movement card with a higher number or was latest after the starting player in clockwise order in case more than one player played the same highest movement card). If two or more scouts located the closest to the German soldier belong to the same player, the owner may decide which of them gets an additional move.

4. Time lapse phase

At the end of the round, the time lapse phase begins. All order cards in the order queue are moved one space down. Those from space 1 are moved to 2, 2 to 3 and so on. Orders in the last (fifth) space are removed from the order queue.

Removing an order card from the queue means that the order was not delivered to the insurgents on time. As a result, enemy troops gain an advantage in the location to which the order was to be delivered.

The player who moved last in the round takes a small German troops token and places it on one of the routes leading out of the location to which the order was to be delivered. This route is from now on blocked by enemy troops – no scout may use or cross it in any way. If a scout occupies one of the spaces belonging to the route which is to be blocked, he is immediately moved to the nearest safe spot (i.e. the nearest neighboring location). If the two locations are equally close, the player chooses one of them and moves the scout figure there.

At the end of the time lapse phase, the player who started the round gives the round marker to the player on their left. The next round begins with the order phase.

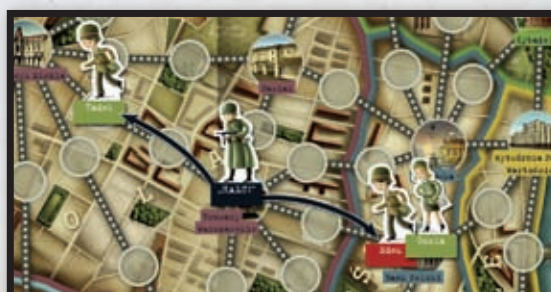
End of the game

Little Insurgents can end in two ways.

- If no order cards remain to be placed in the order queue, the order phase is not played in the following rounds. The game finishes at the end of the last round with the last order leaving the queue. Then, points earned are calculated.

Players reveal their successfully delivered order cards and add the points shown on them. Additional points are earned by those players whose scouts returned to the three

Example 4: The German soldier is in the Browary Warszawskie (Haberbusch and Schiele Brewery). The starting player rolls the die and the soldier is to move up to three spaces. The scouts located the closest to the soldier are: red and green in Bank Polski (Bank of Poland) and green located one space away from Pałacik Michla (Michla's Mansion). The green player moved later in this round than the red one, so it is in his direction that the soldier should run. However, two green scouts are equally close to the soldier and the player can choose in whose direction he will run. The player chooses the scout in Bank Polski (Bank of Poland). The German soldier moves two spaces and lands in Bank Polski (Bank of Poland), arresting both scouts in that location: green and red.





Example 5: The order card Wytwórnia Papierów Wartościowych (Polish Security Printing Works) – Aleja Szucha (Szucha Avenue) leaves the order queue – none of the scouts managed to deliver the order on time. The violet player who moved last in this round must block one of the routes leading out of Aleja Szucha (Szucha Avenue). He chooses the connection with Przyczółek Czerniakowski (Czerniaków Beachhead) and places the small German troops token there. The figure of the orange scout located on that route needs to be moved to the nearest safe spot, i.e. Przyczółek Czerniakowski (Czerniaków Beachhead).

starting locations: Plac Wilsona (Wilson Square), Budynek PAST-y (the PAST building) and Stary Mokotów (Old Mokotów). Several scouts belonging to one player may return to the same starting location. If one scout from the unit returned to one of the starting locations, the player earns 1 point, two scouts – 3 points, all three – 7 points. The one who scored the highest wins the game. In the event of a tie, the player whose scouts delivered more orders wins. If there is still a tie, the game is won by both players.

- b) Unfortunately, failure to deliver orders on time may result in the loss of all players. If at any point in the game the fourth German troops token is placed on the

board, the game ends immediately with the loss of all players. In this case, points are not calculated.

Basic version – a game for three

If three players are playing the game, the order deck consists of 16 cards. In the order phase, two cards are drawn from the deck in odd rounds and one card in even rounds.

Basic version – a game for two

If two players are playing the game, the order deck consists of 12 cards. In the order phase, one card is drawn from the deck in each round.

Extended version

The extended version is intended for advanced players, who have already played the basic version several times. Please find below the differences in rules as compared to the basic version.

Setting up the game

The game is prepared in the same way as in the basic version with the following 3 exceptions:

- In the extended version the German soldier does not take part in the game – do not place his figure on the board and skip his movement phase.
- Carefully shuffle the deck of order cards and take the first 12 (3 players – 18 cards, 2 players – 24 cards). Place them face down in Rozkaz (Order) space on the board and put the Victory card face down on top, then place the remaining cards on the pile – also face down.
- Shuffle the deck of secret goals and give each player six cards. Each player chooses three cards and places them face down in front of him or her (Note! The player cannot choose more than one card of the same colour!). The players put the remaining cards in the box without showing them to one another. If a player receives six cards of one or two colours only, shuffle the deck and deal the cards once again.

Gameplay

1. Order phase

The order phase is the same as in the basic version.

2. Scout movement phase

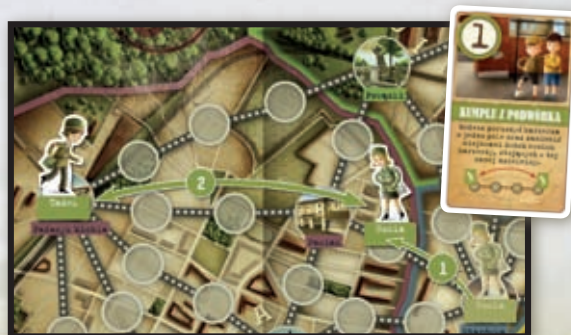
In the extended version, each movement card allows the player to make a move with his or her scout figures **and** perform the action described on the card. The player can make the move and perform the action in either order, however he or she needs to finish one of them before proceeding to the other one.

Actions

Cards numbered from 1 to 4, in addition to enabling movement, allow an additional action.

- Schoolyard Buddies.** The player can swap locations of two of his or her scouts within the same district (see Example 6).

Example 6: The green player played *Kumple z podwórka* (Schoolyard Buddies) card. The player first uses one movement point in order to move the first scout from the Starówka (Old Town) one space towards Pawiak. Next, the player uses the action and swaps him with the other scout, who is standing in the Pałacik Michła (Michla's Mansion). Thus the player has delivered the order to Pałacik Michła (Michla's Mansion).





Example 7: The violet player played *Oddział powstańczy* (Insurgent Squad) card. First, he or she utilises the action and jumps with the scout from *Elektrownia Powiśle* (Powiśle power plant) to *Wydawnia Papierów Wartościowych* (the Polish Security Printing Works). Next, the player uses the first of the two movement points to move this scout to the *Cytadela* (Warsaw Citadel). The second movement point is used to move another scout.



Example 8: The red player played *Zmiana rozkazów* (Change of Orders) card. First, he or she swaps the order on the fourth, last space in the order queue with the order on the third place. Thanks to that the player will have one more round to deliver the order to *Plac Wilsona* (Wilson Square). Next, the player utilises the three movement points and moves the scout from *Plac Trzech Krzyży* (Three Crosses Square) to *Bank Polski* (Bank of Poland).

2. **Insurgent Squad.** The scout meets a squad of uprisers who help him get safely to the neighbouring location. The player can move one of his or her scouts from one location to a neighbouring location, just like a movement Jump. The scout must be in a location for the player to be able to perform this action! (see Example 7).
3. **Change of Orders.** The player may swap any two orders on adjacent spaces in the order queue. The Victory card cannot be moved in this way in the order queue (see Example 8).
4. **Street hearsay.** The player may view cards from the top of the order deck. View as many as will be played in the next order phase. After viewing the cards the player returns them face down to the top of the deck. If one of those cards leads from or to a district which has already fallen, the player shows it to the rest of the players, discards it to the box and takes another card from the order deck (see Example 9).

3. Time lapse phase

Note! In the extended version, the order queue consists of only four spaces. Any order leaving the fourth space is considered undelivered on time!

If an order is the first one in the given district which has not been delivered on time, enemy troops gain advantage in the location to which it was to be delivered. The effect of this is the same as in the basic version with the following exception:

- In view of the enemy's advantage, the uprising squads need to take appropriate actions and commanders give new orders. Immediately take a card from the top of the order deck and place it in the first space of the order queue. As a result, at the beginning of the next round the first space of the order queue will contain an additional order. When placing a small German troops token on the route between two locations in two different districts, make sure the token is in the correct district.

If the order is the second in the given district which has not been delivered on time, enemy troops take over the entire district with the location to which the order was to be delivered. This has the following effects:

- The district is permanently lost. Place a big German troops token in this district.
- Immediately take a card from the top of the order deck and place it on the first space in the order queue. As a result, when the next round begins, the first space in the order queue will have one order more.
- All scouts located in this district are immediately moved to the nearest safe spots. If there is more than one nearest safe spot, the player chooses one of them and moves the scout figure there (see Example 10).
- From now on none of the scouts can enter the occupied district. All orders leading from or to the locations in this district from now on to be drawn from the order deck are discarded and replaced with new ones. However, orders from this district already carried by scouts may be delivered.

End of the game

Little Insurgents in the extended version can end in two ways.

- When the Victory card appears in the order queue, the order phase is no longer played in the following rounds. The game finishes at the end of the round during which the Victory card leaves the order queue. Points earned are counted in the same way as in the basic version of the game.

Additionally, players uncover secret goal cards chosen at the beginning of the game and check whether they managed to complete them. Points on the completed secret goal cards are added to the players' total scores.

The player who earned the highest number of points wins the game. In the event of a tie, the player whose scouts delivered more orders wins.

Example 9: The orange player played Plotki z ulicy (Street hearsay) card. First, he or she takes from the top of the order deck two cards, which will be played in the next round. The player sees that one of them is an order from the Port (Port), so he or she places the order cards back on top of the deck and uses four movement points to move the scout from Stary Mokotów (Old Mokotów) to the Port (Port), so that the scout can collect this order in the next round of the game.



Example 10: The order to be delivered to Stary Mokotów (Old Mokotów) falls from the order queue. The route from the SGGW (Warsaw University of Life Sciences) to Stary Mokotów (Old Mokotów) is already blocked by a small German troops token – previously, an order intended for the SGGW (Warsaw University of Life Sciences) has not been delivered in time. This means that the entire Mokotów district falls. The green scout standing in SGGW (Warsaw University of Life Sciences) has to choose from two nearest safe spots – next to Plac Narutowicza (Narutowicz Square) or next to the Dworzec Pocztowy (Postal Railway Station). The red scout standing between Aleja Szucha (Szucha Avenue) and Plac Trzech Krzyży (the Three Crosses Square) is moved to the nearest safe spot, i.e. Plac trzech Krzyży (the Three Crosses Square).

- Unfortunately, failure to deliver orders on time may result in the fall of the uprising and loss of all players. If three districts of Warsaw are taken, the game ends in the immediate loss of all players. In this case, points are not calculated.

Extended version – a game for three

When three players are playing the extended version of the game, the order deck is formed by 18 cards, the Victory card placed face down and the remaining order cards on top of the pile. In the order phase, two cards are drawn from the deck in odd rounds and one card in even rounds.

Extended version – a game for two

When two players are playing the extended version of the game, the order deck is formed by 24 cards, the Victory card placed face down and the remaining order cards on top of the pile. In the order phase, one card is drawn from the deck in each round.

The author's acknowledgments:

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Addition – secret goal cards

- Deliver the highest number of orders from a given district.** To accomplish this goal, the player must deliver the highest number of orders from among all the players from the district indicated on the card. If none of the players delivered any orders from this district, the goal is considered unaccomplished.
- Deliver the highest number of orders.** To accomplish this goal, the player must deliver the highest number of orders from among all the players.
- Deliver orders to 4, 5 or 6 districts.** To complete this goal the player must deliver at least one order to 4, 5 or 6 different districts.
- Deliver the most important order.** To accomplish this goal, the player must deliver the most important (worth the highest number of points) order from among all the players.

If the players are in a tie with respect to the number of orders of the type described on the secret goal card, it is considered that both have completed it!

Recommended by:

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