

PANZERBLITZ: POLAND 1939

**By
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This module is for playing the 1939 campaign in Poland using the Panzerblitz rules. While there have been several Poland 1939 modules for Panzerblitz published in the past, each used their own sets of counters which did not work in other modules and were not consistent in their counter values when using the Dunnigan system. What I intend to do in this module is to bring the different scenarios from those past modules into one system, with one set of counters and rules.

The Rules

Poland 1939 uses the rules from Panzerblitz and all clarifications pertaining to them. There are a few additions and exceptions though and these are noted below.

Stacking: German and Polish units may stack three units per hex, Russian units may only stack two units per hex.

Transporting Units: No armored vehicle units, other than halftracks and tractors, may transport any non-armored units. (This tactic did not start until late 1941 in Russia.)

Overruns: The German GW-1 Assault Gun may not perform Overrun Attacks.

Optional Rule Indirect Fire: Polish mortar units may employ Indirect Fire. The German Kubelwagon CP unit may direct Indirect Fire but may not move on the turn that it does so.

Panzerblitz Assaults: No units may perform Panzerblitz assaults.

Experimental Indirect Fire: Only Polish CP units may be used to direct the Indirect Fire of artillery and mortar units. Only those Polish units so indicated in the Unit Function Chart may employ indirect fire.

The following Experimental Rules were originally created for Panzer Leader 1940 by Ronald A. Bell. However, they are equally applicable to Poland 1939 and so I have adapted them to Panzerblitz.

Players may use them at their option.

1. When infantry units make close assault attacks against armored vehicle units, they receive no die roll modifier. The presence of engineer units in a given combat still raises the odds by one column, but no close assault die roll modifier is used against the armored vehicular units. If there are non-armored units and/or fortifications stacked in the same target hex as the armored vehicular units, the attacker would receive the close assault die roll modifier, but only against those units. The rule is true even if non-armored units are stacked in town hexes, thus making them armored targets. All other close assault rules apply.
2. When an armored vehicular unit is in a woods or town hex and there are no infantry, engineer, machine gun, security, cavalry, bicycle, or motorcycle units stacked with it, the armored vehicular unit does not get the plus-one (+1) terrain modification to the die roll if it is close assaulted by enemy units from adjacent woods, slopes, or town hexes.
3. Armored vehicular units may overrun non-armored type units in woods, slope, or wood/slope hexes. In this type of overrun, the attacking unit does not receive the odds column shift not the

die roll modifier for overruns. Armored units may not be overrun in woods, slopes, or woods/slope hexes and if these are stacked with non-armored units in those hexes, then they prevent them from being overrun too. All other aspects of overrun combat and terrain modifiers remain the same.

Note that these rules cannot be used in regular Panzerblitz as the conditions that fostered them in the early war years no longer existed in 1941 and beyond.

The Counters

Poland 1939 uses the Polish, early war Russian, and early war German counters from the Imaginative Strategist website. These will be supplemented by counters from Greg's Panzerblitz website. The armored vehicle counters will have the normal increased defense factors that are found in the same units in such game modules as Panzer Leader 1940 and Pansari Salama. Players who would want to use the vehicle counters with the reduced defense factors (found in both previously mentioned websites) may do so providing both players agree to do this and both use armored vehicle counters with reduced defense factors.

(There has been much debate about the defense values on German tank units in the early war years. Many players believe that they should use their true maximum armor thickness and nothing else as the basis of their defense values. But the early war Germans were very cognizant of the thin armor on their tanks and so trained their tank crews to make maximum use of existing terrain, not just on the defense, but on the offense as well, as a combat multiplier. This is why their defense factors are increased. The oblique attack tactic, mentioned in another article, was only one of many tactics used in the early years. Even if it was rarely if ever used in Poland, despite the fact that the tactic started to be taught in Panzer crew training in 1939, this does not justify lowering the defense value of the German tanks just so the Allied player can gain some game advantage in a scenario. Nor were Germans the only ones who followed this practice. There were other nations with weak tanks who used the terrain whenever possible, its just that the Germans were the most proficient at it.)

New Units

German

Cavalry (2-I-4-2-3): This is the Panzerblitz version of the early war cavalry platoon.

Motorcycle (2-I-4-2-12): This is the Panzerblitz version of the early war motorcycle platoon.

SdKfz 221 AC (2-I-4-2-8): This is the Panzerblitz version of the early war armored car.

Polish

120mm How (45-H-36-2-0): This is old French 120mm field gun which was used in the First World War in Polish service. Was used in heavy artillery regiments.

Bicycle (2-I-2-2-2): These are the Polish bicycle troops. Used primarily as reconnaissance troops.

Note: The Polish 47mm ATG and 120mm Mortar were extremely rare in September 1939. Neither weapon was yet in production and only the prototypes which were issued to selected units in the summer of 1939 for field testing were all that existed. Naturally they were used in combat in September 1939, at least until the limited ammunition ran out. Thus the counters, except those in specific scenarios, are for "what-if" scenarios only.

Also, the story that Ur 7.92mm Anti-Tank Rifle was never issued to the troops is a myth. In truth, the

anti-tank rifle was issued to the first line units before the war. Yes, because they were still a secret they were kept locked away in boxes when training was not being done with them. However, once the war started, the local commanders had the authority to issue them to the troops on the spot. Many infantry units, especially those being attacked by German armor certainly did use them. In fact, the Germans recorded that they first encountered the Ur 7.92mm ART in combat on 6 September, 1939. The Polish cavalry units certainly had them in action since the beginning. The myth got started towards the end of the campaign as the Germans took the surrender of surrounded Polish units. When the ATRs were turned over to the Germans, they were still locked in their boxes. These were from Polish infantry units which only fought against German infantry units. In this case, the Polish commanders did not issue the ATR to the troops as no German armor had been encountered by them. But these units were few most Polish units did use the ART in combat.

The Scenarios

The following scenarios were gathered from earlier Poland modules and variants that have been published over the years for Panzerblitz. I have modified them to one system for ease of play and understanding. Some scenarios were easy straight forward conversions. Others were major reconstructions so as to make more historically accurate. But I did not create them and so I will list the original authors and which scenarios they created:

Steven V. Cole: Situations PO-2 and PO-9

Thomas Williams: Situations PO-1, PO-4, PO-8, PO-10, PO-13, and PO-14

Dean Henderson: Situations PO-3, PO-5, PO-6, and PO-7

M. W. Myers: Situations PO-11 and PO-12

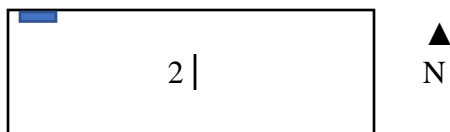
For those of you who are wondering why I did not include a scenario for the battle of Mokra in this module, it is because a scenario already exists for it in the Panzer Zug module.

Situation PO-1

Novy Targ (1 September 1939)

General Maczek's Polish 10th Mechanized Brigade counterattacks against the opening thrusts of the German 2nd Panzer and 4th Light Panzer Divisions.

Mapboard:



Polish Forces: 3 VAU-33 LT (4-A-2-4-6), 2 TK-3 Tankettes (2-I-2-2-8), 1 Wz-34 AC (2 -H-2-2-12), 7 Rifle (2-I-2-6-1), 1 CP (0- -0-1-0), 4 37mm ATG (5-A-2-3-0), 1 40mm AA (8-H-12-2-0), 2 105mm How (40-H-32-2-0), 4 C2P Tractors, 3 C7P Tractors, 8 Trucks

German Forces: 2 Pz-III MT (6-A-2-6-8), 2 Pz-IV MT (5-H-8-5-8), 3 Pz-II LT (2-A-2-4-10), 4 Pz-I LT (2-I-2-4-8), 1 Kubelwagon CP (1-I-2-1-14), 8 Rifle (2-I-4-8-1), 2 MG (4-I-4-4-1), 3 37mm ATG (5-A-2-3-0), 1 81mm Mortar (3-M-12-3-1), 4 Sd Kfz 8 (0-C-0-1-10), 11 Trucks (0-C-0-1-12)

Set Up: Polish: Enter on the eastern edge of the board.

German: Enter on the western edge of the board.

Special Rules: None.

Game Length: 10 Game Turns – Polish move first.

Victory Conditions: Polish victory levels are based on the number of German units destroyed.

Marginal Victory: 5 German units destroyed.

Tactical Victory: 10 German units destroyed.

Decisive Victory: 15 German units destroyed.

German victory levels are based on the number of German units exited off of the eastern edge of the board by the end of the game.

Marginal Victory: 10 German units exited.

Tactical Victory: 20 German units exited.

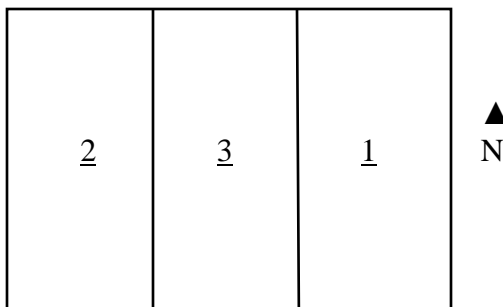
Decisive Victory: 30 German units exited.

Situation PO-2

Klobuck (1 September, 1939)

On the opening day of the war, the German 1st Panzer Division attempts to slip in between the Polish 7th and 30th Infantry Divisions to disrupt the border defenses.

Mapboard:



Polish Forces: 16 Rifle (2-I-2-6-1), 2 Engineer (1-I-2-6-1), 3 Cavalry (3-I-3-2-3), 1 CP (0- -0-1-0), 4 Wz-30 HMG (8-I-4-2-0), 4 37mm ATG (5-A-2-3-0), 2 75mm IG (2-H-12-2-0), 2 81mm Mortar (3-M-12-3-1), 1 TK-3 Tankette (2-I-2-2-8), 1 Wagons (0-C-0-1-3), 6 Forts (Strength 30), 2 Blocks

German Forces: 2 Pz IV MT (5-H-8-5-8), 2 Pz III MT (6-A-2-6-8), 5 Pz II LT (2-A-2-4-10), 10 Pz I LT (2-I-2-4-8), 1 GW-1 AG (10-H-12-2-6), 2 SdKfz 222 AC (2-H-4-2-10), 2 SdKfz 10/4 SPAA (4-H-10-4-10), 1 Kubelwagon CP (1-I-2-1-14), 18 Rifle (2-I-4-8-1), 1 37mm ATG (5-A-2-3-0), 2 75mm IG (2-H-12-2-0), 2 81mm Mortar (3-M-12-3-1), 3 Halftracks (2-C(I)-4-4-10), 1 SdKfz 8 (0-C-0-1-10), 19 Trucks (0-C-0-1-12)

Set Up: Polish: Set up anywhere on the board at least three hexes away from the southern edge of the board.

German: Enter anywhere along the southern edge of Board 3 on Turn 1.

Special Rules: None.

Game Length: 10 Game Turns – Germans move first.

Victory Conditions: Victory is based on victory points earned by each side.

Polish: Each German armored unit destroyed – 4 points.

Each German non-armored unit destroyed – 3 points.

German: Each Polish unit destroyed – 1 point.

Each German unit exited off the northern edge of the board by the end of the game – 3 points.

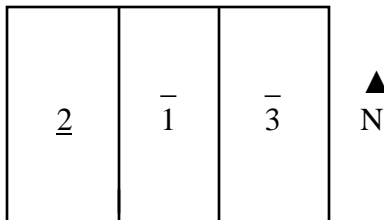
Side with the highest point total wins.

Situation PO-3

Tuchela Forest (1 September, 1939)

Elements of the German 3rd Panzer and 23rd Infantry Divisions attack the Polish 9th Infantry Division which is holding defensive positions in the Tuchela Forest in the Polish Corridor.

Mapboard:



Polish Forces: 15 Rifle (2-I-2-6-1), 2 Rifle (1-I-2-5-1), 2 CP (0- -0-1-0), 6 37mm ATG (5-A-2-3-0), 2 75mm IG (2-H-12-2-0), 2 120mm How (45-H-36-2-0), 2 81mm Mortar (3-M-12-3-1), 1 120mm Mortar (12-M-20-2-0), 2 TKS Tankettes (2-A-2-2-8), 4 Bicycles (2-I-2-2-2), 4 Forts (Strength 20), 4 Forts (Strength 30), 10 Minefields, 6 Blocks

German Forces: 1 Pz IV MT (5-H-8-5-8), 3 Pz III MT (6-A-2-6-2), 4 Pz II LT (2-A-2-4-10), 3 Pz I LT (2-I-2-4-8), 1 GW-1 AG (10-H-12-2-6), 11 Rifle (2-I-4-8-1), 3 MG (4-I-4-4-1), 2 Engineer (3-I-4-10-1), 2 CP (0- -0-1-0), 3 75mm IG (2-H-12-2-0), 1 150mm IG (20-H-12-2-0), 1 150mm How (60-H-36-2-0), 2 81mm Mortar (3-M-12-3-1), 12 Wagons (0-C-0-1-3), 10 Trucks (0-C-0-1-12)

Set Up: Polish: Set up first anywhere on Board 1.

German: Set up second anywhere on Board 2 at least three hexes away from nearest Polish unit.

Special Rules: Polish CPs may spot for the 120mm How and 120mm Mortar units only if CPs are set up within 4 hexes of the units.

Game Length: 12 Game Turns – Germans move first.

Victory Conditions: Polish: Marginal Victory - Destroy 10 German units.
Tactical Victory – Destroy 20 German units.
Decisive Victory – Destroy 30 German units.

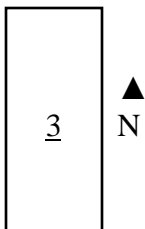
German: Marginal Victory – Exit 20 units off of the eastern edge of the board by the end of the game.
Tactical Victory – Exit 30 units off of the eastern edge of the board by the end of the game.
Decisive Victory – Exit 40 units off of the eastern edge of the board by the end of the game.

Situation PO-4

Krojanty (1 September, 1939)

The infamous Polish cavalry against German tanks. Actually, this was the Polish 18th Uhlan Regiment which was probing the German lines and chanced upon an entire dismounted German motorized infantry battalion from the 20th Motorized Division, whose transport was elsewhere and was exercising very lax security. The Polish regiment charged, overrunning and destroying one company, and put the other companies to flight. However, armored cars from the recon battalion arrived to retrieve the situation before the other companies could be destroyed. The Polish cavalry, upon taking fire from the armored cars, withdrew from the area.

Mapboard:



Polish Forces: 8 Cavalry (3-I-3-2-3)

German Forces: Group A: 8 Rifle (2-I-4-8-1), 2 MG (4-I-4-4-1), 1 CP (0- - 0-1-0),
1 81mm Mortar (3-M-12-3-1)

Group B: 2 SdKfz 221 AC (2-I-4-2-8), 2 SdKfz 231/6 AC (2-H-4-2-8),
4 Motorcycle (2-I-4-2-12), 1 81mm Mortar (3-M-12-3-1),
1 Truck (0-C-0-1-12)

Set Up: German: German Group A sets up anywhere hex rows G and L. All units are dispersed and are unstacked.
German Group B enters anywhere on the northern edge of the board on Game Turn 7.

Special Rules: German units in Group A remain dispersed until at least one unit has been attacked in some manner by a Polish unit. At the end of the friendly player turn after the first German unit was attacked, all remaining dispersed German units may become undispersed.

Game Length: 8 Game Turns – Polish move first.

Victory Conditions: Victory is based on the number of German units destroyed.

German Decisive Victory - 1 or 0 units destroyed.
 German Tactical Victory – 2 units destroyed.
 German Marginal Victory – 3 units destroyed.
 Polish Marginal Victory – 4 units destroyed.
 Polish Tactical Victory – 5 units destroyed.
 Polish Decisive Victory – 6 or more units destroyed.

Situation PO-5

Mlawa Stronghold (1 September, 1939)

Units of the German 11th and 61st Infantry Divisions, supported by elements of Panzer Division Kempf, attack the Mlawa Stronghold held by the Polish 20th Infantry Division.

Mapboard:



Polish Forces: 16 Rifle (2-I-2-6-1), 2 Engineer (1-I-2-6-1), 2 CP (0- -0-1-0), 2 Wz-30 HMG (8-I-4-2-0),
 2 37mm ATG (5-A-2-3-0), 1 47mm ATG (6-A-3-3-0), 2 75mm IG (2-H-12-2-0),
 1 150mm How (60-H-36-2-0), 1 81mm Mortar (3-M-12-3-1), 1 Peugeot (2-I-2-2-6),
 2 Wagons (0-C-0-1-3), 1 Truck (0-C-0-1-12), 3 Forts (Strength 40),
 4 Forts (Strength 30), 9 Forts (Strength 20)

German Forces: 2 Pz IV MT (5-H-8-5-8), 16 Pz II LT (2-A-2-4-10), 12 Pz I LT (2-I-2-4-8),
 1 SdKfz 221 AC (2-I-2-2-8), 6 Motorcycles (2-I-4-2-12), 18 Rifle (2-I-4-8-1),
 2 Engineer (3-I-4-10-1), 4 MG (4-I-4-4-1), 3 37mm ATG (5-A-2-3-0),
 4 75mm IG (2-H-12-2-0), 2 150mm IG (20-H-12-2-0), 2 150mm How (60-H-36-2-0),
 4 81mm Mortar (3-M-12-3-1), 10 Wagons (0-C-0-1-3), 2 Limbers (0-C-0-1-3),
 3 Trucks (0-C-0-1-12)

Set Up: Polish: Sets up first anywhere east of Hexrow M (inclusive).

German: Sets up second anywhere west of the east-west gully starting in Hex 2-I-1 and ending
 in Hex 2-I-10.

Special Rules: None.

Game Length: 12 Game Turns – Germans move first.

Victory Conditions: Polish: Marginal Victory – Destroy 10 German units.
 Tactical Victory – Destroy 20 German units.
 Decisive Victory – Destroy 30 German units.

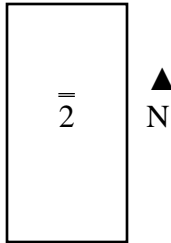
German: Marginal Victory – Destroy 4 Forts.
 Tactical Victory – Destroy 8 Forts.
 Decisive Victory – Destroy 12 Forts.

Situation PO-6

Mlawa (1 September, 1939)

While the German I Corps take on the Mława Stronghold, elements of the German 1st Infantry Division probe the eastern flank of Polish 20th Infantry Division.

Mapboard:



Polish Forces: Group A: 1 120mm Mortar (12-M-20-2-), 2 Bicycles (2-I-2-2-2),
1 Motorcycle (2-I-2-2-12), 1 Wz-34 AC (2-I-2-2-12),
1 Wz-34 AC (2-H-2-2-12), 1 C7P (0-C-0-1-8)
Group B: 1 FT-17 LT (3-A-2-4-2), 6 Rifle (2-I-2-6-1), 1 CP (0- -0-1-0),
1 75mm IG (2-H-12-2-0), 1 105mm How (40-H-32-2-0)
Group C: 3 Rifle (2-I-2-6-1), 3 Wagons (0-C-0-1-3), 2 Blocks

German Forces: 18 Rifle (2-I-4-8-1), 1 Engineer (3-I-4-10-1), 6 MG (4-I-4-4-1), 3 Security (2-I-4-5-1),
3 CP (0- -0-1-0), 2 20mm AA (4-H-10-1-0), 2 150mm IG (20-H-12-2-0),
2 105mm How (40-H-32-2-0), 2 81mm Mortar (3-M-12-3-1), 8 Wagons (0-C-0-1-3),
2 Limbers (0-C-0-1-3)

Set Up: Polish: Group A sets up in Golod (The mortar unit may start the game loaded up).
Group B sets up anywhere on Hill 132 on any Hilltop hex.
Group C sets up anywhere on the board south of Hexrow Z.

German: Enter anywhere along the northern edge of the board on Turn 1.

Special Rules: None

Game Length: 10 Game Turns – Germans move first.

Victory Conditions: Polish: Marginal Victory – Destroy 10 German units.
Tactical Victory – Destroy 15 German units.
Decisive Victory – Destroy 20 German units.

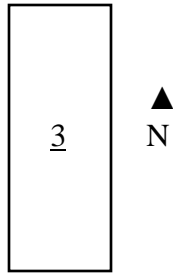
German: Marginal Victory - Get at least one unit 8 hexes south of the northern edge
of the board by the end of the game.
Tactical Victory – Get at least one unit 16 hexes south of the northern
edge of the board by the end of the game.
Decisive Victory – Get at least one unit 24 hexes south of the northern
edge of the board by the end of the game.

Situation PO-7

Eastern Prussia (3 September, 1939)

While German forces were advancing all along the Polish frontier, the Poles managed to sneak a cavalry brigade into East Prussia to conduct a raid. Here elements of the Polish Podlaska Cavalry Brigade attack scattered units of the German Lotzen Brigade, of the Brandt Border Guard Group.

Mapboard:



Polish Forces: 1 TK-3 Tankette (2-I-2-2-8), 1 TKS Tankette (2-A-2-2-8), 1 Wz-29 AC (2-I-2-2-8),
8 Cavalry (3-I-3-2-3), 2 CP (0- -0-1-0), 2 Wz-30 HMG (8-I-4-2-0),
2 75mm IG (2-H-12-2-0), 2 81mm Mortar (3-M-12-3-1), 6 Wagons (0-C-0-1-3),
2 Trucks (0-C-0-1-12)

German Forces: Group A: 1 Security (2-I-4-5-1), 1 CP (0- -0-1-0), 1 75mm IG (2-H-12-2-0)
Group B: 1 Security (2-I-4-5-1), 1 Wagon (0-C-0-1-3)
Group C: 1 Security (2-I-4-5-1), 1 CP (0- -0-1-0), 1 Wagon (0-C-0-1-3)
Group D: 1 81mm Mortar (3-M-12-3-1), 1 Wagon (0-C-0-1-3)
Group E: 1 75mm IG (2-H-12-2-0), 1 CP (0- -0-1-0), 1 Wagon (0-C-0-1-3)

Set Up: Polish: Enter anywhere along the southern edge of the board on Turn 1.

German: Group A: Sets up on Hex 3-DD-6 and/or on any adjacent woods hex.
Group B: Sets up on Hex 3-FF-9 and/or on any adjacent woods hex.
Group C: Sets up in any hex in the town of Zabvenia.
Group D: Sets up in Hex 3-DD-2 and/or on any adjacent slope hex.
Group E: Sets up in Hex 3-Z-4 and/or on any adjacent woods hex.

Special Rules: 1. Each German unit may not move until it has either been attacked by a Polish unit or a Polish unit has moved adjacent to it at any point during a turn.
2. CPs on both sides may only spot for mortar units.

Game Length: 10 Game Turns – Polish move first.

Victory Conditions: Polish: Marginal Victory – Destroy 4 German units.
Tactical Victory – Destroy 8 German units.
Decisive Victory – Destroy 12 German units.

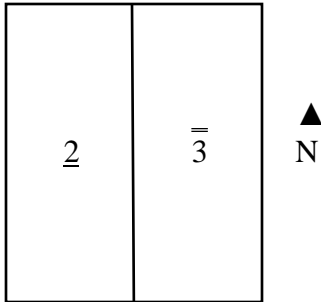
German: Marginal Victory – Destroy 2 Polish units.
Tactical Victory – Destroy 4 Polish units.
Decisive Victory – Destroy 6 Polish units.

Situation PO-8

Piotrkow (4 September, 1939)

Advancing units of the German 1st and 4th Panzer Divisions encounter forward elements of the Polish 19th Infantry Division, which is supported by the 2nd Light Tank Battalion.

Mapboard:



Polish Forces: 5 7TP LT (5-A-2-5-6), 2 7TP LT (2-I-2-5-6), 2 TK-3 Tankette (2-I-2-2-8),
2 Cavalry(3-I-3-2-3), 6 Rifle (2-I-2-6-1), 1 CP (0- -0-1-0), 1 Wz-30 HMG (8-I-4-2-0),
2 37mm ATG (5-A-2-3-0), 1 40mm AA (8-H-12-2-0), 2 75mm IG (2-H-12-2-0),
1 81mm Mortar (3-M-12-3-1), 6 Wagons (0-C-0-1-3), 1 Truck (0-C-0-1-12),
1 C7P (0-C-0-1-8)

German Forces: 2 Pz IV MT (5-H-8-5-8), 2 Pz III MT (6-A-2-6-8), 2 Pz II LT (2-A-2-4-10),
2 Pz I LT (2-I-2-4-8), 2 SdKfz 221 AC (2-I-4-2-8), 2 Sdkfz 231/6 AC (2-H-4-2-8),
2 SdKfz 10/4 SPAA (4-H-10-4-10), 1 Kubelwagon CP (1-I-2-1-14),
8 Rifle (2-I-4-8-1), 1 37mm ATG (5-A-2-3-0), 1 81mm Mortar (3-M-12-3-1),
3 Halftracks (2-C(I)-4-4-10), 1 SdKfz 8 (0-C-0-1-10), 6 Trucks (0-C-0-1-12)

Set Up: Polish: Enter anywhere along the northern edge of Board 2.

German: Enter anywhere along the southern edge of Board 3.

Special Rules: None.

Game Length: 10 Game Turns – Germans move first.

Victory Conditions: Polish: Marginal Victory – Destroy 5 German units.
Tactical Victory – Destroy 10 German units.
Decisive Victory – Destroy 15 German units.

German: Marginal Victory – Exit 10 units off of the northern edge of Board 2 by
the end of the game.

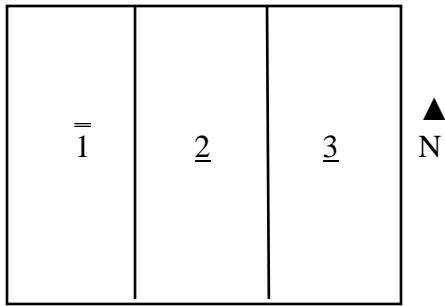
Tactical Victory – Marginal Victory plus destroy 5 Polish units.
Decisive Victory – Marginal Victory plus destroy 10 Polish units.

Situation PO-9

Zakliczyn (6 September, 1939)

The combined advanced guard of the German XXII Corps, consisting of elements of the 2nd Panzer, 4th Light Panzer, and 3rd Mountain Divisions, make a final push to break through the Polish 10th Mechanized Brigade, which has been conducting a successful delaying action against them over the previous five days.

Mapboard:



Polish Forces: 1 VAU-33 LT (2-I-2-2-6), 1 VAU-33 LT (4-A-2-2-6), 1 TKS Tankette (2-A-2-2-8), 1 Motorcycle (2-I-2-2-12), 14 Rifle (2-I-2-6-1), 7 Rifle (1-I-2-5-1), 3 Engineer (1-I-2-6-1), 4 Wz-30 HMG (8-I-4-2-0), 4 37mm ATG (5-A-2-3-0), 1 40mm AA (8-H-12-2-0), 1 75mm How (20-H-32-2-0), 1 100mm How (40-H-32-2-0), 1 Wagon (0-C-0-1-3), 20 Trucks (0-C-0-1-12)

German Forces: Group A: 1 Pz III MT (6-A-2-6-8), 3 Pz II LT (2-A-2-4-10), 3 SdKfz 222 AC (2-H-4-2-10), 6 Rifle (2-I-4-8-1), 6 Trucks (0-C-0-1-12)
Group B: 2 SdKfz 221 AC (2-I-4-2-8), 5 Motorcycles (2-I-4-2-12), 1 75mm IG (2-H-12-2-0), 1 Truck (0-C-0-1-12)
Group C: 6 Rifle (2-I-4-8-1), 1 MG (4-I-4-4-1), 1 150mm IG (20-H-12-2-0), 7 Trucks (0-C-0-1-12)
Group D: 1 Pz II LT (2-A-2-4-10), 3 SdKfz 222 AC (2-H-4-2-10), 3 Motorcycles (2-I-4-2-12)

Set Up: Polish: Sets up anywhere on the board.

German: Group A enters anywhere along the southern edge of Board 1 on Turn 1.
Group B enters anywhere along the southern edge of Board 2 on Turn 1.
Group C enters anywhere along the southern edge of Board 3 on Turn 1.
Group D enters anywhere along the eastern edge of Board 3 on Turn 1.

Special Rules: None.

Game Length: 10 Game Turns – Germans move first.

Victory Conditions: Victory is based on the number German units exited off of the northern edge of the board by the end of the game.
German Decisive Victory – 30 or more German units.
German Tactical Victory – 25-29 German units.
German Marginal Victory – 21-24 German units.
Draw – 17-20 German units.
Polish Marginal Victory – 14-16 German units.
Polish Tactical Victory – 11-13 German units.
Polish Decisive Victory – 10 or fewer German units.

Situation PO-10

Bzura River (10 September, 1939)

Elements of the Polish 14th, 17th, and 25th Infantry Division, supported by the remnants of two cavalry brigades, drive an infantry battalion from the German 30th Infantry Division out of the town of Piatek, just south of the Bzura River.

Mapboard:



Polish Forces: 2 TKS Tankette (2-I-2-2-8), 1 Wz-34 AC (2-H-2-2-12), 12 Rifle (2-I-2-6-1), 6 Rifle (1-I-2-5-1), 8 Cavalry (3-I-3-2-3), 1 CP (0- -0-1-0), 2 Wz-30 HMG (8-I-4-2-0), 3 37mm ATG (5-A-2-3-0), 3 75mm IG (2-H-12-2-0), 2 100mm How (40-H-32-2-0), 1 81mm Mortar (3-M-12-3-1), 6 Wagons (0-C-0-1-3), 4 Trucks (0-C-0-1-12)

German Forces: 8 Rifle (2-I-4-8-1), 2 MG (4-I-4-4-1), 1 CP (0- -0-1-0), 2 37mm ATG (5-A-2-3-0), 2 75mm IG (2-H-12-2-0), 1 105mm How (40-H-32-2-0), 1 81mm Mortar (3-M-12-3-1), 4 Wagons (0-C-0-1-3), 2 Trucks (0-C-0-1-12)

Set Up: Polish: Sets up second anywhere on Board 1.

German: Sets up first anywhere on Board 2.

Special Rules: None.

Game Length: 12 Game Turns – Polish move first.

Victory Conditions: Polish: Marginal Victory – Control one hex of the town of Bednost at the end of the game.

Tactical Victory - Control two hexes of the town of Bednost at the end of the game, plus destroy 8 German units.

Decisive Victory – Control all three hexes of the town of Bednost at the end of the game, plus destroy 8 German units.

German: Marginal Victory – Destroy 10 Polish units.

Tactical Victory – Destroy 10 Polish units, plus control one hex of the town of Bednost at the end of the game.

Decisive Victory – Destroy 10 Polish units, plus control all hexes of the town of Bednost at the end of the game.

Situation PO-11

Grodno (19 September, 1939)

Elements of the 15th Tank Corps, from the Dzerzhinsky Cavalry-Mech group from the Russian Belorussian Front attack the remnants of the Wolkowysk Cavalry Brigade of Polish Group Narew, being held in reserve near the town of Grodno.

Mapboard:



Polish Forces: 2 TK-3 Tankettes (2-I-2-2-8), 1 Wz-34 AC (2-I-2-2-12), 5 Cavalry (3-I-3-2-3), 3 Rifle (2-I-2-6-1), 1 Wz-30 HMG (8-I-4-2-0), 1 75mm IG (2-H-12-2-0), 5 Wagons (0-C-0-1-3)

Russian Forces: 2 BT-5 LT (5-A-3-5-13), 4 T-26a (2-I-2-4-6), 4 Cavalry (8-I-3-8-3), 6 Rifle (3-I-4-8-1), 1 12.7mm MG (6-I-6-2-0), 1 37mm ATG (5-A-2-3-0), 1 82mm Mortar (Mot) (2-M-12-3-1), 9 Trucks (0-C-0-1-12)

Set Up: Polish: Set up anywhere on Board 1.

Russian: Enter anywhere along the eastern of Board 3 on Turn 1.

Special Rules: None.

Game Length: 8 Game Turns – Russians move first.

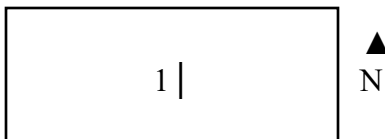
Victory Conditions: The Russians win if they destroy 12 Polish units by the end of the game. The Polish if they prevent the Russians from exiting 8 or more units off of the western side of Board 3 by the end of the game. If neither side, or both sides, achieve their victory conditions, the game is then a draw.

Situation PO-12

Brest-Litovsk (20 September, 1939)

Elements of the Front Cavalry Group of the Russian 12th Army attack units of the Polish Eastern Border Command between the Pripet Marshes and Brest-Litovsk. The Russians are in a hurry to reach the demarcation line before the Germans extend eastward.

Mapboard:



Polish Forces: 4 Rifle (1-I-2-5-1), 1 Engineer (1-I-2-6-1), 1 CP (0- -0-1-0), 1 Motorcycle (2-I-2-2-12), 2 Bicycles (2-I-2-2-2), Wz-30 HMG (8-I-4-2-0), 2 37mm ATG (5-A-2-3-0), 2 75mm IG (2-H-12-2-0), 2 81mm Mortar (3-M-12-3-1), 2 Wagons (0-C-0-1-3), 3 Forts (Strength 20), 3 Blocks

Russian Forces: 2 T-28a MT (6-H-6-7-10), 2 BT-5 LT (5-A-3-5-13), 2 BT-7m (10-H-5-5-13), 4 Cavalry (8-I-3-8-3), 9 Rifle (3-I-4-8-1), 1 12.7mm MG (6-I-6-2-0), 3 37mm ATG (5-A-2-3-0), 1 76.2mm IG (3-H-10-2-0) 1 152mm How (60-H-25-2-0),

3 82mm Mortar (3-M-12-3-1), 6 Trucks (0-C-0-1-12), 11 Wagons (0-C-0-1-3),
1 T-20 Tractor (2-C(I)-1-2-10)

Set Up: Polish: Sets up on or west of Hexrow AA.

Russian: Enters anywhere along the eastern side of the board on Turn 1.

Special Rules: None.

Game Length: 10 Game Turns – Russians move first.

Victory Conditions: Victory is based on the number of Russian counters exited off of the western edge of the board by the end of the game.

Polish Decisive Victory – 0-2 Russian units.

Polish Tactical Victory – 3-5 Russian units.

Polish Marginal Victory – 6-8 Russian units.

Russian Marginal Victory – 9-11 Russian units.

Russian Tactical Victory – 12-14 Russian units.

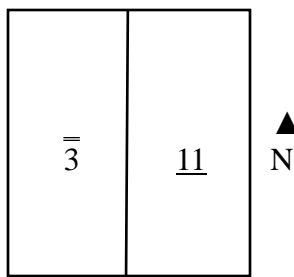
Russian Decisive Victory – 15 or more Russian units.

Situation PO-13

Polish/Hungarian Border (27 September, 1939)

A composite Polish cavalry group, made up of remnants of several different cavalry brigades, encounter the Russian 5th Tank Brigade, from the 25th Tank Corps, as they fight their way towards Hungary.

Mapboard:



Polish Forces: 8 Cavalry (3-I-3-2-3), 1 CP (0- -0-1-0), 2 Wz-30 HMG (8-I-4-2-0),
2 37mm ATG (5-A-2-3-0), 2 76.2mm How (20-H-32-2-0), 2 Trucks (0-C-0-1-12),
5 Wagons (0-C-0-1-3)

Russian Forces: 5 BT-5 LT (5-A-3-5-13), 1 BA-32a AC (5-A-3-2-12), 3 Rifle (3-I-4-8-1),
1 12.7mm MG (6-I-6-2-0), 1 76.2mm ATG (12-A-5-2-0),
1 82mm Mortar (Mot) (2-M-12-3-1), 6 Trucks (0-C-0-1-12)

Set Up: Polish: Sets up second anywhere on Board 3.

Russian: Sets up first anywhere on Board 11.

Special Rules: None.

Game Length: 8 Game Turns – Poles move first.

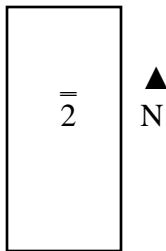
Victory Conditions: Polish receive 1 point for each Russian unit destroyed and 1 point for each Polish unit exited off of the eastern edge of the board by the end of the game.
Russians receive 1 point for each Polish unit destroyed.
Side with the highest point total at the end of the game wins.

Situation PO-14

Kock (3 October, 1939)

The “Polesie” Independent Operational Group, composed of elements of the Polish 50th and 60th Reserve Infantry Divisions, and the Podlaska Cavalry Brigade, clash with the German 13th Motorized Division which is blocking their retreat to the Hungarian frontier.

Mapboard:



Polish Forces: 8 Cavalry (3-I-3-2-3), 18 Rifle (1-I-2-5-1), 2 Engineer (1-I-2-6-1), 3 CP (0- -0-1-0),
2 Wz-30 HMG (8-I-4-2-0), 1 75mm IG (2-H-12-2-0), 1 76.2mm How (20-H-32-2-0),
2 81mm Mortar (3-M-12-3-1), 7 Wagons (0-C-0-1-3)

German Forces: 2 SdKfz 221 AC (2-I-2-2-8), 2 SdKfz 231/6 AC (2-H-4-2-8),
3 Motorcycles (2-I-4-2-12), 12 Rifle (2-I-4-8-1), 3 MG (4-I-4-4-1),
2 37mm ATG (5-A-2-3-0), 1 105mm How (40-H-32-2-0),
2 81mm Mortar (3-M-12-3-1), 2 SdKfz 8 (0-C-0-1-10), 6 Trucks (0-C-0-1-12)

Set Up: Polish: Enter anywhere along the western edge of the board on Turn 1.

German: Sets up anywhere on the board.

Special Rules: None.

Game Length: 12 Game Turns - Polish move first.

Victory Conditions: Polish receive 1 point for each German unit destroyed and 1 point for each Polish unit exited off of the eastern edge of the board by the end of the game.
Germans receive 1 point for each Polish unit destroyed.
Side with the highest point total at the end of the game wins.