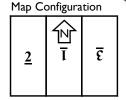
PanzerBlitz Situation *PO-3

TUCHELA FOREST (I 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.

SPECIAL RULES: Polish CP's may spot for the 120mm How and 120mm Mort only if the CP's are set up within 4 hexes of the units.





POLISH FORCES



Elements of the Polish 9th Infantry Division. Set up first anywhere on Board I.



VICTORY CONDITIONS:

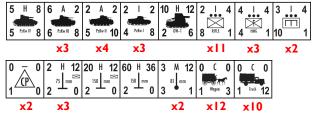
Marginal = Destroy 10 German units. Tactical = Destroy 20 German units. Decisive = Destroy 30 German units.



GERMAN FORCES



Elements of the German 3rd Panzer and 23rd Infantry Divisions. Set up second anywhere on Board 2 at least three hexes away from the nearest Polish unit.



VICTORY CONDITIONS:

Marginal = Exit 20 units off of the eastern edge of the board by the end of the game.

Tactical = Exit 30 units off of the eastern edge .

Decisive = Exit 40 units off of the eastern edge .

Germans move first											END
Turn											END
1	2	3	1	5	6	7	8	9	10	11	12
	_	_	_	•	•	•	•	•	10		

PanzerBlitz Situation *PO-4

KROJANTY (I 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.

Map Configuration





POLISH FORCES



Elements of the Polish 18th Uhlan Division. Enter anywhere along the eastern edge of the board



vΩ

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.

VICTORY CONDITIONS:

Marginal = Destroy 4 German units. Tactical = Destroy 5 German units. Decisive = Destroy 6 German units.



GERMAN FORCES



Elements of the German 20th Motorized Division. Group A sets up anywhere hex between hex rows G and L (exclusive) with all units dispersed and unstacked. Group B enters anywhere on the northern edge of the board on Game Turn 7.



VICTORY CONDITIONS:

Marginal = 3 German units lost.
Tactical = 2 German units lost.
Decisive = 0 or 1 German units lost.

Poles move first Turn	2	3	4	5	6	7	END 8				
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