

# PanzerBlitz

## Situation # PO-5

MLAWA STRONGHOLD (1 September, 1939). Units of the German 11<sup>th</sup> and 61<sup>st</sup> Infantry Divisions, supported by elements of Panzer Division Kempf, attack the Mława Stronghold held by the Polish 20<sup>th</sup> Infantry Division.

SPECIAL RULES : none.

Map Configuration



### POLISH FORCES



Elements of the Polish 20<sup>th</sup> Infantry Division. Set up first anywhere east of Hexrow M (inclusive).

2 I 2 6 RIFLE 1	1 I 2 1 CP 1	0 - 0 0 CP 0	8 I 4 2 wz 30 0	5 A 2 3 37 mm 0	6 A 3 3 47 mm 0	2 H 12 2 75 mm 0	60 H 36 1 155 mm 0
<b>x16</b>	<b>x2</b>	<b>x2</b>	<b>x2</b>	<b>x2</b>		<b>x2</b>	

3 M 12 3 81 mm 1	2 I 2 2 Peugeot 6	0 C 0 0 Wagon 3	0 C 0 1 Truck 12	40	30	20
	<b>x2</b>			<b>x3</b>	<b>x4</b>	<b>x9</b>

#### VICTORY CONDITIONS:

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



### GERMAN FORCES



Elements of the German 11<sup>th</sup> and 61<sup>st</sup> Infantry Divisions, supported by elements of Panzer Division Kempf. Set up second anywhere west of the east-west gully starting in Hex 2-I-1 and ending in Hex 2-I-10.

5 H 8 5 PaKw IV 5	2 A 2 5 PaKw II 10	2 I 2 4 PaKw I 8	2 I 4 2 SdKfz 231 8	2 I 4 2 Motorcycle 12	2 I 4 8 RIFLE 1	3 I 4 10 10 1	4 I 4 4 RMG 4
<b>x2</b>	<b>x16</b>	<b>x12</b>		<b>x6</b>	<b>x18</b>	<b>x2</b>	<b>x4</b>

5 A 2 3 37 mm 0	2 H 12 2 75 mm 0	20 H 12 2 150 mm 0	60 H 36 2 150 mm 0	3 M 12 3 81 mm 1	0 C 0 1 Wagon 3	0 C 0 1 Limb 3	0 C 0 1 Truck 12
<b>x3</b>	<b>x4</b>	<b>x2</b>	<b>x2</b>	<b>x4</b>	<b>x10</b>	<b>x2</b>	<b>x3</b>

#### VICTORY CONDITIONS:

Marginal = Destroy 4 Forts.  
Tactical = Destroy 8 Forts.  
Decisive = Destroy 12 Forts.

Germans move first	Turn 1	2	3	4	5	6	7	8	9	10	11	12	END
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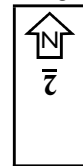
# PanzerBlitz

## Situation # PO-6

MLAWA (1 September, 1939). While the German I Corps take on the Mława Stronghold, elements of the German 1<sup>st</sup> Infantry Division probe the eastern flank of the Polish 20<sup>th</sup> Infantry Division.

SPECIAL RULES : none

Map Configuration



### POLISH FORCES



Elements of the 20<sup>th</sup> Polish Infantry Division. Group A sets up in Golod (mortar unit must start the game loaded). Group B sets up anywhere on Hill 132 on any hilltop hex. Group C sets up anywhere on the board south of Hexrow Z.

12 M 20 2 120 mm 0	2 I 2 2 Motorcycle 2	2 I 2 2 Motorcycle 12	2 I 2 2 wz 34 12	2 H 2 2 wz 34 12	0 C 0 1 CP 8
<b>x2</b>					

3 A 2 4 77-17 4	2 I 2 6 RIFLE 2	0 - 0 1 CP 1	2 H 12 2 75 mm 0	40 H 32 2 105 mm 0
<b>x6</b>				

#### VICTORY CONDITIONS:

Marginal = Destroy 10 German units.  
Tactical = Destroy 15 German units.  
Decisive = Destroy 20 German units.

2 I 2 6 RIFLE 1	0 C 0 1 Wagon 3	X
<b>x3</b>	<b>x3</b>	<b>x2</b>



### GERMAN FORCES



Elements of the German 1<sup>st</sup> Infantry Division. Enter anywhere along the northern edge of the board on Turn 1.

2 I 4 8 RIFLE 1	3 I 4 10 RIFLE 1	4 I 4 4 RIFLE 1	2 I 4 5 SECURITY 1	0 - 0 1 CP 1	0 H 10 1 20 mm 0	20 H 12 2 150 mm 0	40 H 32 2 105 mm 0
<b>x18</b>	<b>x6</b>	<b>x3</b>	<b>x3</b>	<b>x2</b>	<b>x2</b>	<b>x2</b>	

3 M 12 3 81 mm 1	0 C 0 1 Wagon 3	0 C 0 1 Limb 3
<b>x2</b>	<b>x8</b>	<b>x2</b>

#### VICTORY CONDITIONS:

Marginal = Get at least one unit 8 hexes south of the northern edge by the end of the game.  
Tactical = Get at least one unit 16 hexes south of the northern edge.  
Decisive = Get at least one unit 24 hexes south of the northern edge.

Germans move first	Turn 1	2	3	4	5	6	7	8	9	10	END
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