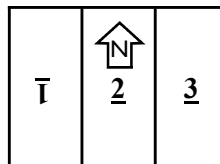


PanzerBlitz Situation # PO-9

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.

Map Configuration



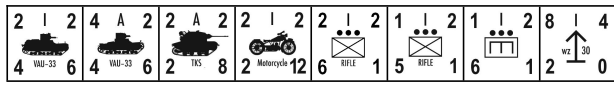
Special Rules: none



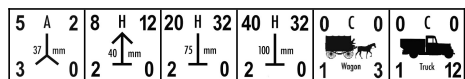
POLISH FORCES



Elements of the Polish 10th Mechanized Brigade. Set up anywhere on the board.



x14 x7 x3 x4



x4

x20

VICTORY CONDITIONS:

Draw = 17-20 German units exited.

Marginal = 14-16 German units exited.

Tactical = 11 - 13 German units exited.

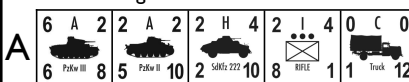
Decisive = 10 or fewer German units exited.



GERMAN FORCES



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.



x3

x3

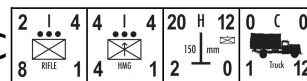
x6

x6



x2

x5



x6

x8

VICTORY CONDITIONS:

Marginal = 21-24 German units exited.

Tactical = 25-29 German units exited.

Decisive = 30 or more German units exited.



x3

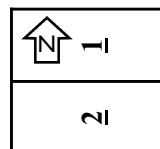
x3

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

PanzerBlitz Situation # PO-10

BZURA RIVER (10 September, 1939). Elements of the Polish 14th, 17th, and 25th Infantry Divisions, 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.

Map Configuration



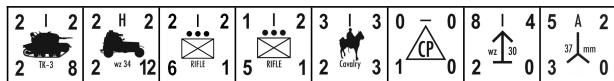
Special Rules: none



POLISH FORCES



Elements of the Polish 14th, 17th, and 25th Infantry Divisions, supported by remnants of two cavalry brigades. Set up second anywhere on board I.



x2

x12

x6

x8

x2

x3



x3

x2

x6

x4

VICTORY CONDITIONS:

Marginal = Control one hex of Bednost at the end of the game.

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

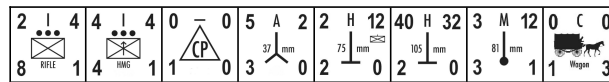
Decisive = Control all three hexes of Bednost at the end of the game, plus destroy 8 German units.



GERMAN FORCES



Elements of the German 30th Infantry Division. Set up first anywhere on Board 2.



x8

x2

x2

x2

x4



x2

VICTORY CONDITIONS:

Marginal = Destroy 10 Polish units.

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

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

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