

DEFENSE OF WYSLOKA



Wysloka, Poland, September 2, 1939: Operation Fall Weiss was underway and a great initial success. Everywhere the German panzer, motorized and infantry troops were advancing, the birth of blitzkrieg was seemingly a success. The 2nd Panzer Division advanced out of Spytkowice through the village of Wysloka. Upon reaching the village the leading German units ran into well dug in AT defenses. The defenses augmented by a group of officer students. Snipers played havoc with the exposed tankers and supporting infantry, especially the officers. The Poles had set up a hedge hog defense in the village, fortifying the village, allowing the Germans to capture the heights. Late in the day, the German artillery began shelling the village, setting part of it aflame, causing severe casualties among the defenders. However, the AT Guns, AT Rifles and even artillery guns firing over open sights were able to take out a large number of German tanks.

VICTORY CONDITIONS: The German player wins immediately upon exiting ≥ 15 VP off the north edge.

BALANCE:



Add one 8-1 AL to the German OOB.



Replace one 9-1 with a 9-2 in the Polish

BOARD CONFIGURATION:

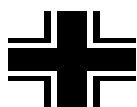


53
44

TURN RECORD CHART

POLISH Sets Up First	1	2	3	4	5	6	7	END
GERMAN Moves First								

ORDER OF BATTLE



2nd Grenadier Division: Set up on/south of hexes numbered 4 on board 44:

[ELR: 3]

[SAN: 3]

1 4'-6-7	8-1	8-0	5-12	3-8	20L(4) 1941	Pz Ib	Pz IIF
16	2	2	3	2	3	2	

4th Squadron, 24th Uhlan Regiment and 16th Motorized Artillery Brigade:

Set up concealed (Gun and crew may set up HIP) on board 53:



[ELR: 3]

[SAN: 3]

E 4'-5-8	1 4-5-7	2-2-8	9-1	8-0	6-12	4-11	20L 1-12	50" (4-14)	37L	wz 34 II
6	6	2	2	2	3	3	3	3	3	3

SCENARIO SPECIFIC RULES:

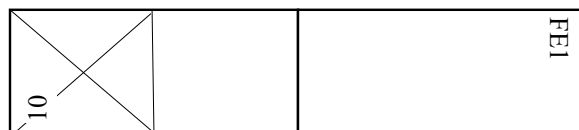
1. EC are Moderate with no wind at start.
2. The Polish Elite and 1st Line Squads have Assault Fire. The ATR is not the 20L version but the regular ATR version.
3. The Polish AT Gun is the 37mm Bofors AT Allied Minor Ordnance Note 24



Koenigsdorf, Germany, September 2, 1939: The German invasion of Poland was underway. The German assault did not just consist of armored spearheads and infantry and swarms of air-planes denoting the typical blitzkrieg operation. In many secondary areas only border guards and garrison troops tentatively advanced across the border to hold the Polish units in place to allow for other units to advance against weaker opposition. In the area of Lezno, the 71st Armored Battalion equipped with obsolete equipment tussled with the 2nd line German troops including a number of Fifth Columnists. The Poles were able to hold the town and beat back the attackers. The 2nd platoon of armored cars and a company from the III/55th Battalion pushed into Germany chasing the retreating Germans, accomplishing the first invasion of Germany in World War 2. The Poles tangled with some more border forces, knocked out a few cars before falling back into Poland. The first invasion, though limited in scope was a success.

BOARD CONFIGURATION:

 Add a MMG dm to the Polish OOB.



✚ GERMAN Moves First	1	2	3	4	5	6	7	END
✚ GERMAN Sets Up First								

Only hexrows R through GG
on board 10 are in play.

Set up on board 10:

[SAN: 2]

237	6+1	LMG  3-8	Kfz 1
4		2	3

Enter on Turn 1 on the east edge:

447				
	8-0	7-0	dmMMG	LMG
8				2

Elements of the 71st Armored Battalion: Enter as Riders on Turn 1 on the east edge:



[SAN: 2]

					MMG dm	Medium Truck	wz34 I	wz 34 II
12						6	2	2

1. EC are Moderate with a mild breeze to the NE. All buildings are wooden and have Level 0 only, no rowbars exist, treat as open ground.

2. Place Immobilized Opel Blitz trucks in each of the following hexes: FE1AA5, FE1Y8, FE1P1, FE1P6, FE1M8, FE1H5 and FE1B5. Minimum road MP costs is 1 MP.

3. German units that set up on board 10, may not leave board 10; they ignore board FE1 and all its terrain for routing purposes. Polish Elite and 1st Line squads have assault fire.

JAKACKING ASS



Jakack Poland, September 11, 1939: Kampfgruppe Kempf was moving towards the town of Andrzejewo through the village of Jakack. The Polish 71st Infantry Regiment of the 18th Division was dug in on the western outskirts of the village. The Polish defenders had a number of AT Guns and AT Rifles hidden from sight in ambush positions. A sergeant Solokoski manned a 37mm Bofors AT Gun around some farmbuildings along the main road entering the village. As the leading elements of the German troops came into view, Solokoski targetted on the lead armored car. Bang the car brewed up. Quickly switching targets, the Polish AT Gunner soon knocked out 2 more cars, a trio of trucks and a armored half track. The Germans recoiled against the sudden onslaught, fell back, regrouped, spread out and assaulted the village. The Poles skillfully relocated themselves, meeting each thrust with concentrated fire. Throughout the day, the defenders stopped repeated German assaults, finally falling back as night came on and the Germans has begun to flank the defenders.

VICTORY CONDITIONS: The German player wins if he has more VP than the Polish player. CVP is gained normally and 1 VP is awarded to control of each non-rowhouse multi-hex building

BALANCE:



Add one LMG to the German OOB.



Add on 248 HS to the Polish OOB.

TURN RECORD CHART

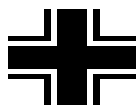
POLISH Sets Up First	1	2	3	4	5	6	7	END
GERMAN Moves First								

BOARD CONFIGURATION:



53

ORDER OF BATTLE



10th Panzer Division: Enter on the north edge in convoy on a road hex:

[ELR: 3]

[SAN: 4]

1 4-6-7	9-1	8-0	dmMMG	LMG	3-8	20L (4) FPM 232	AAMG SPW 25/1	20L Opal 802	Kfz 1
7						2	2	2	

18th Infantry Division: Set up on/south of hexes numbered 5:

[ELR: 3]

[SAN: 3]

1 4-6-7	E 2-4-8	2-2-8	9-2	7-0	MMG 4-11	MTR 50° (4-14)	ATR 20L 1-12	AT 37L
3	4							

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. Boresighting and Kindling are NA.
2. All German infantry must enter as passengers and in convoy. The German player may freely deploy for this purpose. Once an unarmored vehicle no longer has a passenger it is placed under a recall counter.
3. The Polish player may HIP 2 squad equivalents and any SW/SMC stacked with them. The Polish Elite and 1st Line Squads have Assault Fire. The ATR is not the 20L version but the regular ATR version.
4. The Polish AT Gun is the ... Allied Minor Ordnance Note...

ANDRZEJEWO AFLAME



VICTORY CONDITIONS: The Polish player wins if he gains more VP than the German player. The German player gain CVP and the Polish player earn CVP and EVP for exiting off the east or west edge of board 57 on/after Turn 6.

Andrzejewo Poland, September 13, 1939: The Battle of Andrzejewo took place from the 12th to the 14th of September in north-eastern Poland. The Germans succeeded in encircling and annihilating the Polish 18th Infantry Division, which was attempting to break through the encirclement. The Poles attempted to break out by fighting south from Letowinca towards Czyzew and most of the fighting occurred in Andrzejewo, which changed hands 6 times over 3 days. German aerial bombardment set Letowinca aflame as the Poles attempted to hold the town as a rearguard while the remainder of the division advanced. The Poles were caught in a pincer movement as they moved forward, German panzers and infantry assaulting from west and east against them. 500 German soldiers captured in earlier fighting were released from captivity and 5000 Poles were forced to surrender. The Poles could take pride from the fact that it took 4 German divisions including panzer and motorized infantry to destroy them and still a significant of Poles escaped to fight another day.

BALANCE:



BOARD CONFIGURATION:

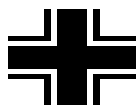


57
53

TURN RECORD CHART

POLISH Sets Up First	1	2	3	4	5	6	7	END
GERMAN Moves First								

ORDER OF BATTLE



10th Panzer Division: Enter on any edge (See SSR 2):

[ELR: 3]

[SAN: 4]

				PzIIF	Pz 35(t)	PzIIIA	PzIVA
4'-5-7	9-1	8-0	5-12	3-8			
20	4	2	4	3	3	3	

18th Infantry Division: Set up on hexes numbered ≤ 5 :

[ELR: 4]

[SAN: 3]

										75 ART
37L	20L 1-12	4-11	6-12	8-0	8-1	9-1	2-2-8	4-5-7	4'-5-8	
	2	2						4	14	

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. Germans can divide their forces and enter from any board edge.
3. Germans receive one module of 105mm OBA directed by an offboard observer at level 2 on the north edge whose location is selected prior to all set up.
4. After set up but prior to play the Polish player rolls one die for each building hex. If the dr is a 1 place a blaze counter in that hex, if the result is a 2-3 place flame counter in that hex, if the result is a 4-6, place no counter in the hex. Any unit set up in a building hex that becomes a blaze as a result of this dr is placed in a random adjacent hex broken and DM. Any GUN set up in a hex that becomes a Blaze by this method or SW possessed by a unit in excess of 3PP thus broken is eliminated.
5. The Polish AT Gun is the 37mm Bofors AT Allied Minor Ordnance Note 24. The ART Gun is the 75mm wz 02/26 Allied Minor Ordnance Note 3. The Polish Elite and 1st Line Squads have Assault Fire. The ATR is not the 20L version but the regular ATR version.

GARDENS OF THE CITADEL



VICTORY CONDITIONS: The German player wins at game end if he controls ≥ 4 of the multi-hex stone buildings on board 20.

Brzesc, Poland, September 14, 1939: In September 1939, the Polish army utilized a small number of obsolete French manufactured light tanks, mostly in garrison, second line units. The 2nd Armored Battalion had 3 companies of light tanks, equipped with Renault FT-17 tanks. Their mobilization was completed on September 6th and they were transported by rail towards Brzesc on the Bug River. Aerial bombing on the railroad forced the unloading of two companies at Lukow on the 9th but the disintegrating Polish defenses forced a withdraw to the east where they finally arrived at Brzesc and were set up to defend the fortress there. The light tanks were deployed in defensive positions on the northern portion of the City, expecting an attack at any moment. The German 10th Panzer Division attacked Brzesc on the 14th September. 12 tanks FT-17 of 113. company, deployed in the gardens to the north of the Citadel in Brzesc, were destroyed fighting against German II Battalion, 8th Panzer Regiment. However, by the 16th, after all-day combat, the Polish units abandoned the citadel. A breakthrough attempt by the remaining tanks failed, so they were abandoned.

BALANCE:

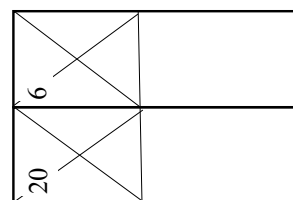


Change 4 to 3 in the Victory Conditions.



Add a 8-1 AL to the Polish OOB.

BOARD CONFIGURATION:

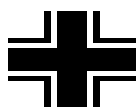


TURN RECORD CHART

POLISH Sets Up First	1	2	3	4	5	6	7	END
GERMAN Moves First								

Only hexrows Q through GG are in play.

ORDER OF BATTLE



2nd Battalion, 8th Panzer Regiment, 10th Panzer Division: Enter on Turn 1 on the north edge:

[ELR: 3]

[SAN: 2]

1 4-6-7	1 9-1	1 8-0	1 5-12	1 3-8	PzIb	Pz35(t)	PzIb w/ 150 INF
9	2	2	2	3			

113th Light Tank Company: Set up on board 20 and/or on/south of hexes numbered 5 on board 6:

[ELR: 3]

[SAN: 3]

1 4-5-7	1 9-1	1 8-0	1 4-11	1 20L 1-12	FT-17C	FT-17M
6			2	2		

SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind at start.
- The Polish Elite and 1st Line Squads have Assault Fire. The ATR is not the 20L version but the regular ATR version.

FE

TAKE THE FLAG!



Laski, Poland, September 20, 1939: The battle of the Kampinos forest raged for 3 days and nights as Polish units struggled to reach Warsaw. On Tuesday the 19th, the Polish cavalry units under a General Abraham had reached the eastern edges of the forest north of Warsaw. Through the night and into the early morning the Polish cavalry and mounted light infantry successfully captured the village of Sierakow. The next step was to capture and move through the village of Laki, which was the last major roadblock in front of the capital. But the village was strongly defended. Late in the day, the commander of the 14th Uhlan Regiment decided to make one last cavalry charge in true equestrian spirit. The Poles lined up in the edge of the woods, drew sabers and prepared to charge. As the troops galloped across the tundra, they were met with heavy fire, the regimental commander turned to see his standard bearer, Corporal Maziarski, plunging to the ground. The Corporal yelled "TAKE THE FLAG!" Corporal Czech ignored the flying bullets, turned his horse, rode back, grabbed the standard and lead his squadron through the German defenses. The Poles had made it.

VICTORY CONDITIONS: The Polish Player wins if he exits ≥ 13 EVP off the east edge.

BALANCE:



Change 13 to 15 in the Victory Conditions.



Change 13 to 11 in the Victory Conditions.

BOARD CONFIGURATION:

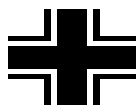


32
5

TURN RECORD CHART

POLISH Moves Second	1	2	3	4	5	6	7	END
GERMAN Moves First								

ORDER OF BATTLE



Elements of the 1st Panzer Division: Enter on Turn 1 on the south edge:

[ELR: 3]

[SAN: 2]

1 4'-6-7	9-1	8-1	8-0	dmMMG	LMG	dmMTR
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8

2

14th Uhlan Regiment: Enter as Riders on the west edge of board 32 on Turn 1:



[ELR: 4]

[SAN: 2]

E 4'-5-8	9-2	8-1	8-0	7-0		
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15

15

4

SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start. All marsh are woods. All woods are Pine Woods. All streams are dry and no bridges exist.
2. The Polish Player may not use Gallop or CX on Turn 1 unless he has LOS to a Known Enemy Unit. All Polish Elite and 1st Line Squads have Assault Fire.

SHREDKOWICE



VICTORY CONDITIONS: The German player secretly selects one VC: 1. Control the 21Z2 building at game end OR 2. Exit ≥ 14 VP off the south edge (must include ≥ 5 VP worth of non-crew infantry EVP); prisoners are worth 0 EVP.

Chwedkowice, Poland, September 17, 1939: On September 14, 1939, elements of the XIX Panzer Corps reached the area of Brzesc, which was defended by a small force under General Plisowski, while Kobryn was defended by an improvised division under Colonel Epler. Early on the 14th, Colonel Epler received a report of German forces entering the area. Elements of the German XIX Panzer Corps were advancing on the towns of Brzesc and Kobryn as well as toward an important railway junction located at the village of Zabinka. To Epler ordered the 2nd battalion of his 84th Infantry Regiment to commence a delaying action in the area of Zabinka train station. At the same time the 2nd battalion of 83rd Infantry Regiment was ordered to organize a defensive line along the Troszcanica river. On September 15, the German 3rd Armored Division encountered and destroyed a column of light artillery. However, Epler's forces were not spotted until late evening of that day, when they were bombarded by the Luftwaffe. The following day the main force of the German XIX Corps arrived. After a brief skirmish the Germans fell back and regrouped. At dawn of September 17, 1939, the reconnaissance units of the German 2nd Motorized Infantry Division finally reached the Polish lines. After a short skirmish the Poles withdrew behind the defensive positions guarded by the 2nd battalion of the 83rd Infantry Regiment. The Germans then tried to outflank the Poles by attacking the cemetery in the village of Chwedkowice, but were repelled with light losses, mostly due to direct fire from the Polish 100mm howitzers.

BALANCE:

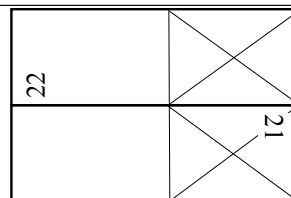


Replace the German 8-1 with a 9-2.



Replace 2 4-3-7's with 4-5-7's.

BOARD CONFIGURATION:

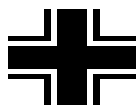


Only hexrows R through GG on board 22 and A through P on board 21 are in play.

TURN RECORD CHART

POLISH Sets Up First	1	2	3	4	5	6	7	END
GERMAN Moves First								

ORDER OF BATTLE



2nd Grenadier Division: Enter on/after Turn 1 on north edge:

[ELR: 3]

[SAN: 3]

1 4-5-7	8-1	8-0	5-12	3-8	20L (4) PSW 231	PSW 231 8 Rad
10	2		3	2	3	

2nd Battalion, 83rd Infantry Regiment: Set up on board 21 and/or on/south of hexes numbered 5 on board 22:

[ELR: 2]

[SAN: 3]

1 4-5-7	G 4-3-7	9-1	8-0	4-11	20L 1-12	2-2-8	100mm ART
4	6	2			2	2	

SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind at start. Kindling is NA. All buildings are wooden and have Level 0, ground level only.
- The Polish ART Gun is the 100mm wz 14/19, Allied Minor Ordnance Note 4.
- The Polish Elite and 1st Line Squads have Assault Fire. The ATR is not the 20L version but the regular ATR version.

FE

HURRAH!



VICTORY CONDITIONS: The Polish player wins at game end if there are no GO German units on board 10 and he controls the 18oK8 building.

Krasnobod, Poland, September 23, 1939: One of the last cavalry battles of the Polish campaign and probably in history occurred in the early hours of September 23rd in the fields around the village of Krasnobod. Late the previous evening the Nowogrodzka Cavalry Brigade arrived in the area. Early the next morning the battle spread like wildfire. Moving through early morning mist, the 2nd Squadron swept through the defenses in the village. The Poles reached the outskirts of the village and machine gun fire sprayed forth. With a great shout "HURRAH!", the mounted troops charged forward into the town, scattering the German defenders who were shocked at the ferocity of the horse borne attack. The Uhlans, mounted on small sturdy, tan horses, lances at the ready, surged on in a headlong gallop, their flat steel helmets protecting their heads, the dreaded four edged pike of their lances glinting in the sunlight. The Germans retreated back to a defensive position on a hill centered on a monastery. Just then a force of Prussian cavalry arrived. Like mounted knights of old, the Polish on their light, nimble mounts, dodged and thrust amidst the heavy warhorse of the Germans. Sabers flashed, pistols fired, cries of pain from humans mixing with wounded animals make a gruesome image of battle. The turning point comes when Corporal Mikalojewski cut down the German commander with a saber. The German cavalry fell back and the monastery soon fell.

BALANCE:



Add on 467 to the board 10 set up.



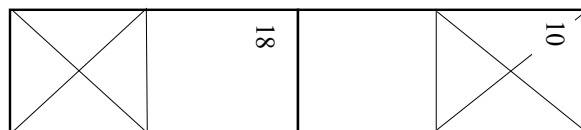
Replace the Polish 9-2 with a 10-2.

TURN RECORD CHART

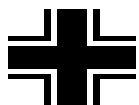
 POLISH Moves First	1	2	3	4	5	6	7	END
 GERMAN Sets Up First								

Only hexrows A through P on board 18 and R through GG on board 10 are in play.

BOARD CONFIGURATION:



ORDER OF BATTLE



8th Panzer Division:

Setup in building hexes on board 10: Set up HIP on/west of hexrow 18C:

Enter as Riders on Turn 3 on the west edge:

[ELR: 4/3]

[SAN: 2]

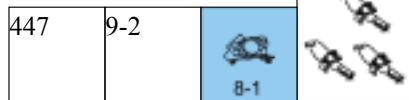


4



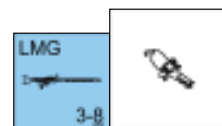
2

2



10

10



2

2

1st and 2nd Squadrons, 25th Uhlán Regiment: Enter as Riders on Turn 1 on the east edge:



[ELR: 4]

[SAN: 2]



18

2

6

18

5

SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind at start. All buildings are wooden and have Level 0 only, no rowbars exist, treat as open ground. Add Overlay Hi7 on 18I2-18J2 and Overlay X22 on o18K8. Overlay X22 is at Level 2. Overlay hexes and partial hexes that extend offboard are considered not in play and are ignored for all reasons. There is level 0 terrain between the overly Hill and the 18K4, N7 and 18D2 hill masses, ex. to go from 18K4 to 18oJ4 takes an infantry unit 2 MF.
- German reinforcement MMC have a printed GO and broken morale 1 higher than printed and are considered elite and have an underlined morale. These units including the MMC entering with them have an ELR of 4, all other German units have an ELR of 3.
- The German units set up on board 18 are set up under a No Move counter which can only be removed if they have LOS to a known enemy unit on board 18 or are subjected to an attack.

FE

ASSAULT ON FORT IX



Szack, Poland, September 28, 1939: The Polish city of Szack was defended by a number of fortified strong points. The German 10th Infantry Regiment was assigned the task of assaulting and reducing Fort number IX. The fort was assaulted from several directions at once. From the north the 3rd Platoon, 2nd Company, 88th Pioneer Battalion assaulted across a causeway but were stopped with heavy losses. The 1st Platoon attempted to cross the water filled AT Ditch on pneumatic boats supported by machine gun and mortar fire. During the first assault the first boat didn't even reach the water before it was destroyed and the assault stopped. The boats were moved to a different location and the assault carried over the water obstacle. Supporting machine guns suppressed the defenders fire allowing the pioneers to cross the ditch. This was the beginning of the end for the defenders of Fort IX. 50 prisoners were soon taken and the Germans expanded their bridgehead. Still 500 defenders held out within the fortress. A platoon of 75mm mountain howitzers were brought forward and fired on the fort over open sights. Under this cover, the Germans brought forward some TNT and blasted a hole in the fort allowing the pioneers armed with hand grenades and flame throwers to enter the fort. Despite causing very heavy casualties, the defenders were doomed.

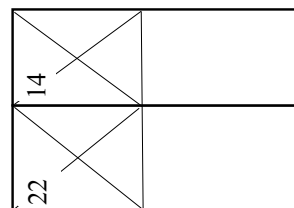
VICTORY CONDITIONS: The German player wins if there are no GO Polish MMC in a Pillbox at game end.

BALANCE:

Replace the 9-2 with a 10-3 in the German OOB.

Replace 1 4-3-7 with 1 4-5-7 in the Polish OOB.

BOARD CONFIGURATION:

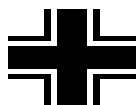


TURN RECORD CHART

POLISH Sets Up First	1	2	3	4	5	6	7	8	END
GERMAN Moves First									

Only hexrows R through GG are in play.

ORDER OF BATTLE



1. Platoon, 2nd Company / Pi Btl 88: Set up ≥ 3 hexes south of the Anti Tank Ditch:

[ELR: 5]

[SAN: 2]

5-4-8	9-2	8-1	5-12	3-8	30-1	24-1		
9	2	2	3	9				

PNEU-
MATIC
BOATS
2 MP (1S)

15th Cavalry Brigade: Set up on/north of the Anti-Tank Ditch (See SSR 2):

[ELR: 3]

[SAN: 3]

4-5-8	4-3-7	9-1	8-0	6-12	4-11			
4	4			4	10	2		

SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind at start.
- Add overlay **Rv1** on 22BB4-CC4. This river is a water filled AT Ditch and is considered a River with a moderate current to the west.
- Germans are Assault Engineers and Sappers. Polish Elite and 1st Line Squads have Assault Fire Capability.

HELL AT KIERNOZIA



Kiernozia Poland, September 16, 1939: During the battle of Bzura, the key transportation hub of Kiernozia was the scene of a hard struggle. The whole 1st Panzer Division participated in the attack. The 1st Panzer and the 35th Panzer Regiment attacked from different direction toward the town. The attack started out well, but after breaking through the Polish lines, the armor and infantry became separated. The Polish infantry cut off the armor and then the Polish AT Guns picked off the tanks one at a time. The decisive moment of battle had come, nearly a dozen German tanks were knocked out and the German and Polish infantry were locked in close and mortal combat. The Germans tried to regroup under fire and renewed the attack with increased ferocity, but the Poles received timely reinforcements and stopped the Germans in their tracks. The Poles continued to surround and isolate the Germans that had penetrated their lines and eventually crushed them. The Germans thereafter referred to this day as Hell at Kiernozia.

VICTORY CONDITIONS: The German player wins upon gaining 54 VP. CVP are gained normally (Prisoners are not doubled) and EVP are earned for exiting between FE3GG6 and FE4GG5.

BALANCE:



Add one Game Turn.



Replace one 9-1 with a 9-2.

BOARD CONFIGURATION:

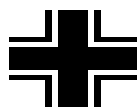


FE3
FE4

TURN RECORD CHART

GERMAN Moves First	1	2	3	4	5	6	7	8	9	END
POLISH Sets Up First										

ORDER OF BATTLE



[ELR: 3]

[SAN: 3]

1st Panzer Division: Enter on/after Turn 1 on the west edge:

2	Pz IIIF		PSW 221	
	Pz 35(t)	Opel Blitz	SPW 251/1	
2		5	4	

58th Infantry Regiment: Set up on Level 1 or higher hexes:



[ELR: 3]

[SAN: 3]

4-5-8	4-5-7	2-2-8	9-1	8-0	HMG	MMG	Radio	155mm ART	37L AT Gun	100* ART
8	10	5	2	2	2	2			3	

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. The Polish ART Gun is the 155mm Model 17S, Allied Minor Ordnance Note 33. The 37L AT Gun is the 37mm Bofors AT, Allied Minor Ordnance Note 24. The 100* ART is the 100mm wz 14/19, Allied Minor Ordnance Note 5.
3. The Polish player receives one module of 100mm OBA (HE Only). The Polish player can set up two squad equivalents and any SMC/SW that sets up with them, HIP. The Polish Elite and 1st Line MMC Squads have Assault Fire.

HELL AT KIERNOZIA



Kiernozia Poland, September 16, 1939: The battle of Kiernozia took place during the battle of Bzura; during the failed German Panzer counterattack on the Polish forces. The entire 1st Panzer Division was used in the armored assault. The 1st Panzer and the 35th Panzer Regiment were to attack concentrically towards the village of Ruszki. Initially the attack went well, but as the Germans penetrated the Polish lines, the armor became separated from the supporting infantry. The Polish infantry surrounded the lead elements and kept the German infantry from supporting the armor. The Polish AT nests put up strong resistance against the armor. The decisive moment of the battle occurred at this point in front of Kiernozia. The German attack was chaotic and was easily repulsed by the Polish infantry causing heavy casualties to the attackers, knocking out over a dozen of tanks. The Germans tried to regroup and repeated the attack with even more energy, but the Poles had received timely reinforcements and the attack was stopped in its tracks. Within a few hours, the Poles surrounded the dispersed German forces and were decisively crushed. The Germans referred to this day as Hell at Kiernozia.

VICTORY CONDITIONS: The German player wins upon gaining ≥ 54 VP. CVP are gained normally (Prisoners are not doubled) and EVP are gained for exiting between FE3GG6 and FE 4GG4.

BALANCE:



Add one Game Turn.



Replace one Polish 9-1 with a 9-2.

BOARD CONFIGURATION:



FE 3

FE 4

TURN RECORD CHART

POLISH Sets Up First	1	2	3	4	5	6	7	8	9	END
GERMAN Moves First										

ORDER OF BATTLE



1st Panzer Division:

Enter on/after Turn 1 on the west edge:

[ELR: 3]

[SAN: 3]

							Pz IVA	Pz 35(t)		
4'-5-7	9-2	8-1	8-0	5-12	3-8	1-12	3	2	5	4

2

PzIIIF

PSW 221

58th Infantry Regiment: Set up on Level 1 or higher hexes:



[ELR: 3]

[SAN: 3]

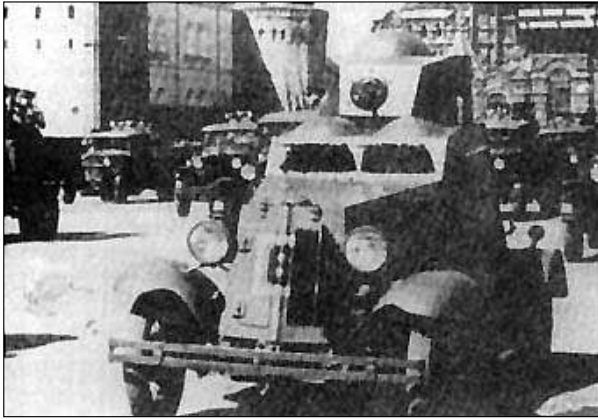
							Radio	155 ART	37L AT Gun	100* ART
4'-5-8	4-5-7	2-2-8	9-1	8-0	6-12	4-11				
8	10	5	2	2	2	2			3	

SCENARIO SPECIFIC RULES

- EC are Wet with no wind at start.
- The Polish ART Gun is the 155m Model 17S Allied Minor Ordnance Note 33. The 37L is the Bofors. The 100 is the ...
- The Polish Player receives 100mm OBA (HE Only). The Polish player can set up two squad equivalents and any SMC/SW that sets up with them HIP. The Polish Elite and 1st Line Squads have Assault Fire.

FE

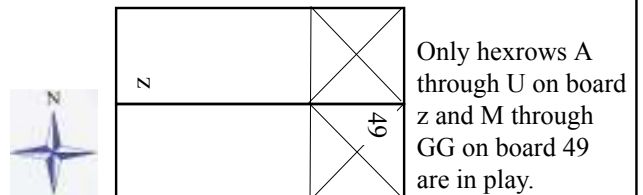
THE WORLD IS AGAINST US



VICTORY CONDITIONS: The Russian player wins at game end if he controls ≥ 18 VP. 1 VP is awarded for each multi-hex stone building on board 49 and 2 VP for each multi-hex stone building on board z controlled.

Wilno, Poland, September 20, 1939: When the first Soviet units crossed the Polish border in the early hours of September 17th, 1939, Poland's fate was sealed. The Polish-Soviet border was split by the Pripet Marshes dividing the invaders into northern and southern groups. The dispersed defenses and the fact that most of the Polish stine troops were confronting the Germans to the west resulted in sporadic and mostly small unit fights between the Poles and the Soviets. The town of Wilno initially provided a focus for the defenders with 10,000 Poles garrisoning the city supplemented by hundreds of volunteers. However, sufficient arms was a problem as only hadlf the defending troops were armed. Therefore, the Polish command ordered the garrison to fail bak into Romania for internment with a small rear guard left to allow the troops to escape. On the 20th, the Soviet 6th Tank Brigade approached the city from the south and was met by elements of the KOP Regiment Wilno. The Poles and the Soviets soon met in spirited and fierce street fighting. A Polish anti-aircraft battery had some success knocking out a number of armored vehicles. But numbers and time soon won out for the Soviets and the Poles were forced out of the city.

BOARD CONFIGURATION:



BALANCE:

-  Change 18 to 20 in the Victory Conditions.
-  Change 18 to 16 in the Victory Conditions.

TURN RECORD CHART

 POLISH Sets Up First	1	2	3	4	5	6	7	END
 RUSSIAN Moves First								

ORDER OF BATTLE



KOP Regiment "Wilno": Set up on board z and/or on board 49 on/north of hexrow 9:

[ELR: 3]

[SAN: 3]

 4-5-7	 4-3-7	 9-1	 7-0	 6-12	 4-11	 2-2-8	ATR	75AA GUN
9	7		3		2	2		2



Elements of the 6th Tank Brigade: Enter on Turn 1 on the south edge:

[ELR: 3]

[SAN: 2]

 4-4-7	 9-1	 9-0	 8-0	 4-10	 2-5	 (3-20)	BA-64	BT-2A
17				4	2	2	2	4

SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind at start. Kindling is NA.
- The Vehicular crews may not voluntarily abandon their vehicles.
- The Polish AA Gun is the... Allied Minor Ordinance Note...
- Polish 1st Line and Elite MMC have Assault Fire Capability.