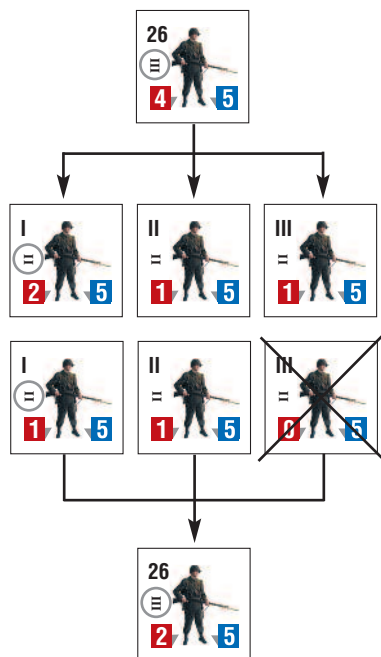


### Additional rules

It is possible to split regiments into battalions. Strength of all battalions together must be equal to the strength of the regiment.

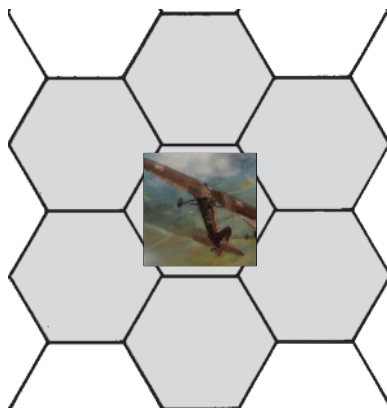
It is possible to join battalions together back into the regiment. Strength of a regiment cannot be higher than the sum of strength of all battalions.



### Polish fighters

Some scenarios allow Polish player to use Polish fighters. The Fighter's counter is placed on the map. It affects all the adjacent hexes.

If German player wants to perform any air operation at any of the hexes affected by the Polish fighters, he rolls 1D6:  
**1-5** – German air unit is removed from the board  
**6** – Polish fighters are removed from the board



2 x D6	nationality
<b>11, 12</b>	Germans
<b>11, 12</b>	Poles

## COMBAT INFLUENCE

rodzaj terenu:	movement		combat
	motorized (armored)	other [cavalry]	
clear	1	1	-
big river	only through the bridge	+3	1/2 Attacker SP
river	+5	+2	+2
stream	+2	+1	+1
city	3	2	+2
town	2	2	+1
main road	1/4 (1/3)	1/2 [1/3]	-
secondary road	1/3 (1/2)	1/2 [1/3]	-
forest	3	2	+2
swamp	3	2	1/2 Attacker SP
hills	3	2	+2
fortification lines	1	1	1/2 Attacker SP
fortres	1	1	1/2 Attacker SP and +3
lakes	impassable	impassable	forbiden

# 4 IX

After combining this scenario with the scenario "4 IX" from the game "Piotrków 1939", it is possible to perform, according to players own plans, a maneuver of Polish troops on the west bank of the Vistula. The scenario is accompanied by the entry calendar of Polish and German troops, but their movement depends only on the players.

If the "Plan Z" variant is chosen, the entire 5th Infantry Division and the Kutno artillery should be set up on the hex 3213.

## INITIAL SET UP:

### POLES:

<b>Warszawa</b>		13 InfReg / 8 InfDiv	4605	<b>HQ „Warszawa”</b>	Warszawa
40 InfReg / 5 InfDiv	Warszawa	Nowogródzka CavBrig	3405	<b>9 IX: HQ Pomorze</b>	2009
I, II, III / 26 InfReg / 5 InfDiv		78 InfReg / 20 InfDiv	5105	35 InfReg, Transport <b>2</b>	2516
	Warszawa	<b>6 IX: 32 InfReg / 8 InfDiv</b>	4605	<b>HQ Tokarzewski</b>	1805
IV/21, IV/30, II/41	Warszawa	79, 80 InfReg / 20 InfDiv	4005	15 InfDiv	1306, 1406, 1207
IV, V, VI, VII / 32 InfReg	5212 (2)	25 InfDiv	1018	5 MG	1309
Palmiry MG	5415	<b>HQ Poznań</b>	1014	9 InfDiv, 6 ckm	1605, 1705
144 InfReg / 44 InfDiv	1805	<b>7 IX: 21 InfReg / 8 InfDiv</b>	4605	27 InfDiv	1706, 1806
19 InfReg / 5 InfDiv	1805	14 InfDiv	1014	Art. Pomorze	1906
145 InfReg / 44 InfDiv	3622	17 InfDiv	1018	26 InfDiv	1212
		Wielkopolska CavBrig	1018	18 InfReg/26 ID, Transport <b>4</b>	1310
<b>Uzupełnienia:</b>		<b>HQ Knoll</b>	1018	Regiment is loaded into transport unit	and can move with 8 MP
<b>5 IX: HQ Siuda</b>	1116	<b>8 IX: Art. Poznań</b>	1018	<b>10 IX: I/360, Rembertów</b>	Warszawa
ON 1	1114	HQ Skotnicki	1014	<b>11 IX: II, III/360</b>	Warszawa
ON 2	1015	TK/Poznań	1014	Warszawa (armor)	Warszawa
ON 3	1016	TK/Pomorze	1014	<b>12 IX: Art. Warszawa 1</b>	Warszawa
ON 4	1017	Podolska CB, Pomorski CR	1014	V/360	Warszawa
ON 5	1018	<b>HQ Bołtuć</b>	1805	<b>13 IX: IV/360, Stołeczny</b>	Warszawa
ON 6	1019	4 InfDiv	1706	<b>14 IX: Art. Warszawa 2</b>	Warszawa
ON 7	1020	16 InfDiv	1907		

### GERMANS:

<b>Reinforcements:</b>		9 IX: 350 InfReg / 221 InfDiv	1026	217 InfDiv	6005, 5408, 4606
5 IX: 24 InfDiv	1033	HQ, Art. III Corps	1005	32 InfDiv	3905
6 IX: 30 InfDiv	1033	208 InfDiv	1006	10 IX: 228 InfDiv	4605
HQ, Art X Corps	1033	Brigade N	1106	11 IX: 360 InfReg / 221 InfDiv	1033
8 MG	1033	50 InfDiv	1505	12 IX: 375 InfReg / 221 InfDiv	1033
I/23 ArmReg.	1033	3 InfDiv	2805	16/22 InfDiv.	Łódź

## Footnotes:

Initiative: Germans.

Scenario length: 9-29 IX 1939 (or till all the Polish units are eliminated).

Supply: Germans: W, Poles: E, N.

Victory conditions: like in the „9 IX” scenario.

German reinforcements of the 10 Army are entering the game from Piotrków map.

Scenario is played on the boards from Bzura and Piotrków games.

**Set up abbreviations:** Inf – Infantry, Cav – Cavalry, Arm – Armored, Mot – Motorized, Art – Artillery, MG – machine guns, Bat – Battalion, Reg – Regiment, Brig – Brigade, Div – Division

# 9 IX

The battle of Bzura was the only opportunity for the Polish army to defeat the Germans in at least one clash. Three Polish divisions, supported by two cavalry brigades on the wings, made an attack in a 60 km wide line. The attack was a complete surprise for the Germans who, in the initial phase of the offensive, considered it a local attack of the enemy. But soon the reports from the 30th Infantry Division made it clear to the command of the German 8th Army that this was an operation of a much larger scale.

The Germans quickly made several key decisions and moved units of the 10th Army to the Bzura river, including light and armored divisions from near Warsaw.

The battle lasted until September 19. The Poles changed the directions of their attack and put new divisions into action. Unfortunately, it did not bring the desired results. Soon, the German air force entered action and was bombing places of concentration of Polish units. From September 14, armored divisions entered the battle, cutting off the last routes to Warsaw, and yet, despite the tragic situation, the Polish Army tried to made its way to Warsaw, breaking through the positions of the Germans. The fights in the Kampinos Forest and on the outskirts of the capital were bloody and fierce. Only a few managed to find shelter within the city walls. Most of the Polish soldiers died or were captured.

## INITIAL SET UP:

### POLACY:

<b>Army „Warszawa”</b>		56 InfReg / 25 InfDiv	2122	ON 2	1015
HQ, 40 InfReg / 5 ID	Warszawa U	Art. Poznan, 69 InfReg / 17 ID	2020	ON 3	1016
II, III / 26 InfReg / 5 ID	Warszawa U	17 InfDiv	2322	ON 4	1017
IV/21, IV/30	Warszawa U	14 InfDiv	2521, 2620, 2721	ON 5	1018
I/26 InfReg / 5 InfDiv	5912 U	Wielkopolska CavBrig	3122, 2921	ON 6	1019
13 InfReg / 8 InfDiv	4914	<b>Army „Pomorze”</b>		ON 7	1020
32 InfReg / 8 InfDiv	5113	<b>HQ</b>	2009	<b>Army „Łódź”</b>	
21 InfReg / 8 InfDiv	4809	19 InfReg / 5 InfDiv	3009	HQ Thomme	4026
IV, V, VI, VII / 32 InfReg	5212(2)	35 InfReg, Transport <b>2</b>	2516	Kresowa CavBrig	4026
Palmiry MG	5415	HQ Tokarzewski	1805	Wołyńska CavBrig	4323
II/41	4215	15 InfDiv	1306, 1406, 1207	31 InfReg / 10 InfDiv	4125
144 InfReg / 44 InfDiv	4724	5 MG	1309	28, 39 InfReg / 10 ID	4124
80, 79 InfReg / 20 InfDiv	4516	9 InfDiv, 6 ckm	1605, 1705	28 InfDiv	3927
78 InfReg / 20 InfDiv	5713	27 InfDiv	1706, 1806	2 InfDiv	3928
Nowogródzka CavBrig (N)	4715	Art. Pomorze	1906	30 InfDiv	4030
<b>Army „Poznań</b>		26 InfDiv	1212	146 InfReg / 44 InfDiv	4724
<b>HQ</b>	2918	18 InfReg / 26 ID, Transport <b>4</b>	1310	145 InfReg / 44 InfDiv	5932
<b>HQ Knoll</b>	2321	Regiment is loaded into transport unit		III/144	4118
<b>HQ Skotnicki</b>	1222	and can move with 8 MP		<b>Reinforcements (Warszawa):</b>	
Pomorski CavReg	1222	<b>HQ Bołtuć</b>	2612	10 IX: I/360, Rembertów	
Podolska CavBrig (P)	1222	4 InfDiv	2013	11 IX: II, III/360, Warszawa (tanks)	
TK/Poznań, TK/Pomorze	1222	16 InfDiv	2612	12 IX Art. Warszawa 1, V/360	
29 InfReg / 25 InfDiv	1722	<b>HQ Siuda</b>	1116	13 IX: IV/360, Stołeczny	
60 InfReg / 25 InfDiv	2022	ON 1	1114	14 IX: Art. Warszawa 2	

### Footnotes:

Initiative: At 9 IX only Polish units may move (with half o their MP, rounded up). Since 10 IX German player has an initiative

Scenario length: 9-29 IX 1939 (or till all the Polish units are eliminated)

At 10 IX German units from 8 and 10 Armies, save to the 30 InfDiv, may only move west

At 9 IX Polish units from Knoll and Skotnicki groups get +1 column shift for attacks.

German units cannot cross the Bzura river onto north till the end of 13 IX.

Supply:

Germans – W, Poles – Kutno, Palmiry, Modlin, Warszawa

At 1 IX German units have 1/2 of their MP only

U – Red fortifications (+2)

u – Yellow fortifications (+1)

It is possible to join the scenario with the Piotrków 1939 game. In such a case scenario is played until 29 IX.

### German ground attack air force:

**9-10:** 0, **11-14:** 4 SP, **15-20:** 9 SP

Polish units leaving the board in their own movement phase are not destroyed.

Polish transport units are removed from the board at 12 IX.

There have to be at last two Polish infantry battalions at the eastern side of Warsaw.

GERMANS:					
<b>4 Armia</b>		24 InfDiv	4319	1 ArmDiv.	6322, 6123 (1)
HQ, Art. <b>III Corps</b>		102 InfReg / 24 InfDiv	3622	This division cannot move till 14 XI.	
208 InfDiv	1006	HQ, Art <b>X Corps</b> , 8 MG	3226	<b>Reinforcements:</b>	
Brigade N	1106	10 InfDiv	3526, 3725, 3924	10 IX: 228 InfDiv	4605
50 InfDiv	1505	17 InfDiv	3329	11 IX: 360 InfReg / 221 InfDiv	1033
3 InfDiv	2805	I/23 ArmReg., 6 b ckm	2928	12 IX: 375 InfReg / 221 InfDiv	1033
217 InfDiv	6005, 5407, 4606	HQ, Art. <b>XIII Corps</b>	2928	14 IX: 3 LightDiv	5737
32 InfDiv	3905	<b>10 Army</b>		15 IX: 2 LightDiv., 29 MotDiv.	4936
<b>8 Army</b>		HQ, Art. XI Corps	3333	16 IX: HQ, Art. XIV Corps	4936
30 Infantry Division		18 InfDiv	3531	17 IX: 1 LightDiv.	2737
I/6 InfReg	2523	19 InfDiv	3933	16/22 InfDiv	Łódź
II/6 InfReg	2423	HQ, Art. <b>XVI Corps</b>	5924		
III/6 InfReg	2822	31 InfDiv	4232		
I/26 InfReg	2623	4 ArmDiv.	5721, 5523		
II/26 InfReg, I/46 InfReg	2023	LAH SS 5324			
III/26 InfReg	3123	33 / 13 MotDiv. 5523			
II/46 InfReg	2223	These three units can only attack			
III/46 InfReg	1725	Warsaw with maximum of 16 SP at 9 IX.			
350 / 221 (-1)	1026	Otherwise they cannot move till 13 IX.			
(III)/350 InfReg [2]	1225				



#### Victory points (Poles only):

- 1 VP** for each Polish unit that enters Warsaw
- 41+** Your leadership skill is worthy of the greatest heroes, and your actions will be mentioned in the national pantheon. Newspapers from all over the world are already writing about your deeds. But remember that the enemy is still chewing on us and must be destroyed on the way to Berlin.
- 36-40 VP** There is still hope. As soon as the English and French move, you are to counterattack and clear the country of barbaric hordes.
- 24-33 VP** It's not good, but hope is still smoldering. You have to act more efficiently and decisively. There is no more time to learn, each hour is an unnecessary waste. I entrust you with the defensive section in Warsaw in Mokotów, hope you will make it.
- 14-23 VP** It's not that we somehow warned you, that you are a political officer, and that you were promoted thanks to connections, But if you think that you deserve applause with such an poor command skills, you are wrong.
- 7-13 VP** The Commander-in-Chief trusts you no more. Your 89 place in the Military School, however, was not a mistake. In a moment, a counter-attack on Fort Mokotów is about to start. You're to lead it, and you'd better not come back without good news.
- 0-6 VP** Go to the Citadel immediately, our Intelligence wants to talk with you. At best, you will go in the spotlight as a combat scout in the upcoming attack.