

1.0 INTRODUCTION

“September 1939” (W-39) system allows players to recreate all the major battles of the 1939 campaign in the regiment scale, although battalions are used as well. All the games of this series were designed as a parts of the one, big game, so if players have enough time and space, they can link their games together and create, one big map of the west, north, south, central and partially eastern Poland and play whole campaign day by day.

An idea of this game was to give players a feel of the 1939 campaign, with both devastating power of the blitzkrieg and desperate defense of the Polish army. It’s important to remember that German tactics was still in progress and the Polish campaign was a first full scale attempt of such combat. Polish resistance was also strongest than Germans expected, even with their superior equipment and air control, as well as the support of the Soviet allies.

The rules are fairly easy, while they still try to capture all the important elements of the 1939 campaign. Each game contains a number of the historical scenarios and sometimes a hypothetical ones as well. While each game of this series is stand alone product, some minor scenarios might require units from the other games.

2.0 GAME COMPONENTS

[2.1] Each game contains board that pictures the battlefield of the one of 1939 battles fought between Poland versus III Reich and its allies. The map shows the road network (primary and seconary roads), towns and cities, woods, rivers etc., which are vital to a military operations. A hexagonal grid is printed on the map to regulate movements and a placement of units. Each hex is has it’s number. All “W-39” boards were designed as a part of the series, so they can be linked with each other, to create a bigger one, so you can play not just a single battles but also a bigger parts of the whole 1939 campaign.

Map was made in the 1:250 000 scale. Each hex covers about 3000 m of a real terrain.

[2.2] Counters














There are two kinds of counters in the game: combat units that represent historical troops and information counters.

UNITS



GERMANS

-   - armored units
-   - reconnaissance units
-   - infantry units
-  - heavy artillery units
-  - motorized artillery units
-  - motorized infantry units
-  - light artillery units
-  - cyclists units
-  - motorcycle units
-  - headquarters
-  - heavy machine gun units

POLES

-  - heavy machine-gun units
-  - cavalry units
-  - light artillery units
-  - horse artillery units
-   - infantry units
-   - infantry units
-   - armored units
-   - heavy artillery units
-  - Headquarters




LITHUANIANS

-  - Headquarters
-  - Infantry units







SOVIETS

-  - Headquarters
-  - Armored units
-  - Reconnaissance units
-  - Motorized Infantry units
-  - Infantry units
-  - Cavalry units
-  - Artillery units

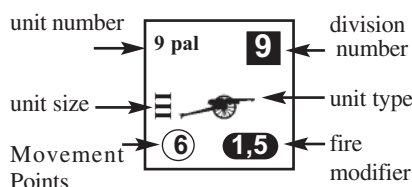
SLOVAKS

-  - Headquarters
-  - Infantry units
-  - Artillery units

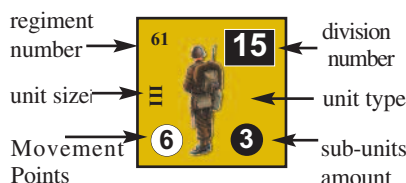
Types and the description of information counters:

-  - Retreat
-  - Level 1 Out of Supply
-  - Level 2 Out of Supply
-  - Attack
-  - Bridge Destroyed
-  - Field fortifications

Artillery Units Counters



Non-artillery Counters



All armored, motorized infantry, reconnaissance and artillery units movement factor 10 or greater are called mechanized units for the movement purpose. Numbers and names of units show the historical numeration and designation of a desirable unit, e.g. 17/31 means the seventeenth regiment of the thirty first division. The remaining symbols used to the description of units' names mean:

ND - National Defense Units

ND Kurpie – National Defense Battalion "Kurpie"

R.B. – Rifle Battalion

p.cz – Tank Regiment

pal – light artillery regiment

dac – heavy artillery squadron

puł – uhlan regiment

sk – horse rifles

The unit's scale is:

I – company/squadron,

II – battalion,

III – regiment,

X – brigade,

XX – division.

A **Unit's strength** is expressed in the strength points (SP). It represents the real strength of a unit, with it's manpower, equipment, morale and training.

The modifier of a gunfire is expressed in decimal fractions. It is printed on artillery units only and pictures the fire efficiency of these units.

The **range of fire** show the maximum distance (expressed in hexes) of artillery units effective fire. It is 3 hexes for all artillery units.

Movement factor is expressed in Movement Points (MP) and shows a potential ability of movement during the Movement Phase. Having a certain pool of points, the

unit pays from this pool for an admittance to each hex. Units expend Movement Points according to the type of terrain in the hex and the type of a unit. These costs are presented in The Terrain Characteristic Chart.

The number of sub-units show the amount of sub-units a unit can be divided up.

Each non-artillery unit and sub-unit has a reverse with all characteristic data and an obverse where both sides of the conflict are marked. Units' strength points are in The Unit Charts. The Unit Charts are used for recording of current strength of the units used in the game. For a certain degree of generalization, the game presents regiments (which can be divided into battalions) and self-contained battle groups. However, there are no engineer troops and anti-tank units. Their strength is included in the remaining division units. Virtually the artillery of the division (included in each division) is composed of a light artillery regiment and a heavy artillery squadron, but in the game the whole artillery of each division is portrayed by one counter which is marked by the number of the division in question (it usually corresponds with the light artillery regiment numeration). The artillery units which belong to corpses and armies are marked with their symbols e.g. artillery with an inscription: "art. III" is the artillery of the third corps.

Abbreviations:

a/d ratio – the attacker/defender strength ratio

MP – Movement points

SP – strength points

ZoC – Zone of Control

Rounding a quantity (in favor of defender) means the following: all ratios up to xxx.5 are rounded down and all ratios above xxx.5 are rounded up.

Example: 2.5 (2.5:1) rounds down to 2 (2:1) and 2.5001 (2.5001:1) rounds up to 3 (3:1).

3.0 THE GAME PHASES AND TURNS

All games of the "September 1939" system are played in turns. Each turn represents one day of the real time. During the turn each side performs certain actions. Turn is divided 11 cycles, called Phases. During these Phase each side has the right or is obligated to carry out a number of specified activities. It is forbidden to carry out any activities connected with the game apart from the phase during which they should take place. Turn is considered to be finished after the accomplishment of all activities provided in

phases from 1 to 11. Player may voluntary skip each of his phases if he is not obliged to perform any actions there.

[3.1] Phases

There's total 11 phases in the turn. A phase can be omitted when the activities provided in it need not be carried out, or players do not want to carry them out. There are German and Polish phases. All Soviet, Lithuanian and Slovakian units are performing their actions in the German phases, but they have to be done independently, so player moves all the German units first, then the Soviet ones.

Phase 1 - Weather phase.

During this phase of the game one of the players rolls a dice to set the weather for the turn:

- **1, 2, 3, 4** - good weather, air counters may be put on the chart without any obstacles.

- **5** - weather is changed for the worse, the placed counters may accomplish only one mission (they are turned up with number one facing up);

- **6** – bad weather, the aviation of both sides does not work - distribution of air counters over a chart is impossible.

Phase 2 – German Movement Phase

At the beginning of the phase German panicked and disorganized units may regain their efficiency. German player may then move any number of his units on the distance limited by Movement Points of each unit (with help of the Terrain Characteristics Chart). German units may conduct Armoured Raids. Transport trains may move. Units may be loaded/unloaded in/off the transport trains.

During this phase of the game German reinforcements enter the board.

Phase 3 – Field Fortification Building Phase.

In this phase German units, which have not moved in this turn, are not disorganized or panicked and not covered with a Retreat counters, may build fortifications. They are marked by Field Fortifications Counter, placed underneath a the units.

At the end of this phase Retreat counters are removed from German units.

Phase 4 – The German Attack Phase.

During this phase the German units may attack Polish units. Attacks maybe be supported by artillery and air forces. The defender, that is to say, the player operating the Polish units, may support the defense of his units with his own artillery. Place Attack counters on all German units which made an enemy retreat. Place Retreat counters on all Polish units which are retreating in con-

sequence of the battle. After all attacks are done, German player may conduct Armored Overruns.

At the end of this phase remove all the Attack counters from Polish units.

Phase 5 – Polish Counterattack Phase.

When all the German attacks are resolved, Polish player may perform counter-attacks. All Polish units, if they were not attacked in the previous phase (see [8.3]), may counter-attack all German units in their Zones of Control which are not in offensive (do not have Attack counters on). Counter-attack is fought like an ordinary combat. During a counter-attack the Germans may use the air force and the artillery which were not used for an attack in the previous phase and the Poles may reinforce their assault by the artillery that have not shot during the turn yet. The counters symbolizing the escape and offensive of units are not placed in the counter-attack phase.

Phase 6 – German Supply Phase

German player checks if any of his units surrenders to the enemy. Then the German player checks if all this units are supplied (see [14.0]). Place Out of Supply counters on the units that are not supplied. German Headquarters may rebuild destroyed and damaged bridges.

Phase 7 – Polish Movement Phase.

At the beginning of the phase Polish panicked and disorganized units may regain their efficiency.

Polish player may move any number of his units on the distance limited by Movement Points of each unit (with help of the Terrain Characteristics Chart). Transport trains may move. Units may be loaded/unloaded in/off the transport trains and Transport Columns. During this phase of the game Polish reinforcements enter the board.

Phase 8 – Polish Field fortification Building Phase.

In this phase Polish units, which have not moved in this turn, are not disorganized or panicked and not covered with a Retreat counters, may build fortifications. They are marked by Field Fortifications Counter, placed underneath the units.

At the end of this phase Retreat counters are removed from German units.

Phase 9 - Polish Attack Phase.

During this phase the Polish units may attack German units. Attacks maybe be supported by artillery and air forces. The defender, that is to say, the player operating the German units, may support the defense of his units with his own artillery. Place Attack counters on all Polish units which

made an enemy retreat. Place Retreat counters on all German units which are retreating in consequence of the battle.

At the end of this phase remove all the Attack counters from German units.

Phase 10 – German Counterattack Phase.

When all the Polish attacks are resolved, German player may perform counterattacks. All German units, if they were not attacked in the previous phase (see [8.3]), may counter-attack all Polish units in their Zones of Control which are not in offensive (do not have Attack counters on). Counter-attack is fought like an ordinary combat. During a counter-attack the Polish player may use the air force and the artillery which were not used for an attack in the previous phase and the German player may reinforce his assault by the artillery that have not shot during this turn yet. The counters symbolizing the escape and offensive of units are not placed in the counter-attack phase.

Phase 11 – Polish Supply Phase

Polish player checks if any of his units surrenders to the enemy. In this phase Polish player checks if all this units are supplied (see [14.0]). Place Out of Supply counters on the units that are not supplied. Polish Headquarters may rebuild damaged bridges. Polish units may receive reinforcement from the Reserve Centers.

4.0 MOVEMENT RULES

[4.1] General rules.

During the Movement Phases the Players may move as many units as they want in any direction. Units may be moved in any order, but each nationality has to move independently, e.g German player have to move all the German units first and then he may move any units of his allies. Units must move constantly from hex to hex, skipping a hex is forbidden (players of the opposing side must see the whole route of a unit. At the beginning of each Movement Phase all units have their movement limits, represented by the certain number of the Movement Points (MP). Entering each hex costs the certain amount of the Movement Point points. Movement is possible as long as the unit has enough MP to enter the next hex. The movement of units is allowed only during each side's Movement Phases or as a combat result.

[4.2] Detailed rules.

[4.21] A unit cannot enter the hex occupied by the enemy unit (exceptions: [12.0] and [13.26])

[4.22] A unit cannot spend more Movement

Points in a phase than its total movement ability amount.

[4.23] A unit does not have to spend all its MP in the phase.

[4.24] Movement Points which were not used up in phase do not pass to the next phase.

[4.25] Movement Points may not be transmitted from the one unit to another.

[4.26] When the player removes his hand from unit's counter, the movement is considered to be finished; the correction of the position is possible in the same phase only with the opponent's approval.

[4.3] Terrain Effects.

[4.31] A Unit spends one Movement Point for an entrance at a clear terrain hex; units have to pay more or less Movement Points for an entrance at other kinds of terrain.

[4.32] A Unit moving ALONG the primary road spends 1/2 of a Movement Point for hex.

[4.34] A unit entering the road from non-road hex pays a number of the Movement Points equal to the cost of terrain the road goes through. The road movement is possible only between two hexes directly connected by the road

[4.35] A unit moving along an secondary road, irrespective of terrain it goes through, always spends one Movement Point for an entrance on the next hex with that kind of road.

[4.36] Streams and small rivers may be crossed at any place but non-mechanized unit must spend additionally 1, 2 Movement Points (stream and small river respectively) if not using the bridge and adequately 3 or 6 Movement Points in the case of mechanized units.

[4.37] Non-mechanized units are also allowed to cross big rivers (the Vistula River, the Warta River, the Bug River). The unit which intends to cross a big river must (in own Movement Phase) be on the hex adjacent to it. In its next Movement Phase the unit may cross the river by moving onto the hex on the other side of the river. A unit spends 4 Movement Points for crossing a big river. If unit was attacked, it can't continue crossing. If a hex is occupied by an enemy unit the crossing can only occur as a result of a combat. Instead of moving, the unit must engage enemy units in its attack or counter-attack phase. If enemy unit(s) is forced to retreat, the attacking unit can only enter the hex formerly occupied by enemy. If no, the crossing is canceled.

A big river reduces the unit's Zone of Control extension (see [7.15]), it does not include hexes on the other side of a river.

[4.38] While entering the hex which includes a wood, the unit must spend +1 or +3 (in the case of mechanized units) Movement Points in addition.

Note: hexes where a wood covers 100% of a surface reduce the effect of a Control Zone (see [7.17]).

If unit is marching through the wood along with railroad tracks, it has to pay:

- Infantry – 1 MP per hex
- Cavalry – 2 MP per hex
- Mechanized – 3 MP per hex
- Artillery – 2 MP per hex

[4.39] Effects of terrain on units' movement are added up.

Example: a mechanized unit climbing up a hill which is overgrown with wood spends 1 MP entering the hex, 2 MP for climbing up the hill and 3 MP for the wood, which gives totally 6 MP.

[4.40] Soviet mechanized units movement depends on their mechanical reliability. Lot of them suffered such problems which limited their speed. When such unit starts its movement, player has to make a roll to see if no mechanical failures occurred:

- 1 – Unit has its normal MP
- 2 – Unit has 10 MP
- 3 – Unit has 8 MP
- 4 – Unit has 6 MP
- 5 – Unit has 4 MP
- 6 – Unit has 0 MP

Player makes a roll for each unit, not for a stack. Unit has to make a move first, then the player may make a roll for another unit.

[4.4] Effect of Friendly Units.

[4.41] A unit may move through a hex occupied by another Friendly Unit or its Zone of Control (see 7.0) without spending any additional Movement Points.

[4.42] There is no limit of the number of Friendly Units that may be moved through a particular hex during a Movement Phase.

[4.5] Effects of the German Air Force.

The German entire air supremacy effectively restricted the movement of Polish units on the battlefield. According to the weather and the number of planes (counters) employed in a battle, the Germans have been able to slow down the Polish unit's movement (detailed information - see 10.0).

5.0 STACKING

[5.1] In the "September 1939" system one hex may be occupied by several units of different kinds.

[5.11] There is no additional Movement

Point cost to stack or unstack.

[5.2] Detailed Rules:

[5.21] Units of total strength of more then 9 SP of the one nationality can't occupy one hex after the completion of each phase. Units of total strength of more then 14 SP of the one nationality can't not stay on the hex designated as strongholds.

[5.22] Each artillery unit has 1 SP for stacking and river crossing purpose.

[5.23] Each 1 SP of the armored unit is halved for a stacking purpose.

Example:

Player may stack total 18 SP of the armored units on the one hex, because each of their 1 SP counts as a half.

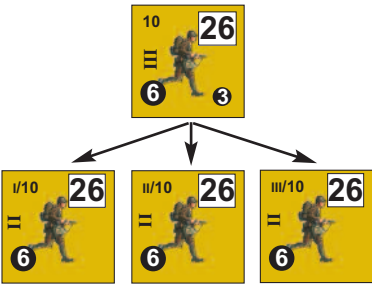
There might be also a situation that 5 SP of the infantry stacks with 8 SP of the armored units on the same hex. In such situation, player may use all the 13 SP in the combat.

[5.24] Units of the different nationalities (e.g. Germans and their allies) may move through each other, but they can't finish their movement on the same hex.

6.0 DIVISION OF UNITS INTO SUB-UNITS

[6.1] General Rules:

All units which are marked as consisting of the number of sub-units may be divided into smaller tactical units, e.g. regiments into battalions. Only units with a red circle with a number of sub-units in the down right corner of the counter may divide. Each regiment that can be divided, has its own battalions counters.



[6.2] Detailed Rules:

[6.21] A unit consisting of several sub-units may divide itself at any moment during Movement Phase. The player who has decided to do that, removes such unit from the board and puts a definite number of sub-units instead. They may move in their Movement Phase using Movement Points of mother unit left according to ordinary rules described in [4.0].

[6.22] The sum of sub-units strength must be equal to the mother unit strength in the

moment of division

[6.23] After the division, all sub-units have the same characteristic as other units.

[6.24] A unit may also divide during Attack Phases and Counterattack Phases. The division is accomplished before the fight has been determined.

[6.25] The sub-units which form a stack and belong to one unit may merge again, but only if they were originally a parts of the same unit.

[6.26] There is no additional Movement Points cost for division or merging the units.

[6.27] The unit which player decided to divide must divide itself strictly into such a number of sub-units as it possessed at the beginning of the battle or still possesses at this moment of the game (the number of sub-units the unit consisted of may have been reduced by the SP losses).

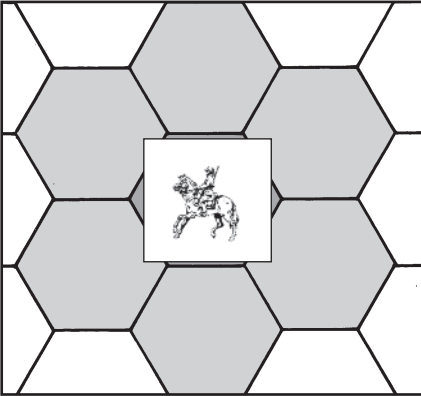
The example:

At the beginning of the battle 62 Infantry Regiment (6 SP) may have been split into three battalions (1st, 2nd and 3rd), each of them having 2 SP. After heavy losses during the second day of the battle (elimination of 1st battalion and losses in the second – total loss of the 3 SP) 78 Infantry Regiment may now divide itself into two sub-units:

- II battalion of 1 SP
- III battalion of 2 SP.

	I	II	III
62	2	1	2

7.0 THE ZONE OF CONTROL



[7.1] General Rules:

[7.11] The Zone of Control of a unit covers the six hexes surrounding the hex occupied by that unit.

[7.12] All units (except artillery units and Headquarters) have Zones of Control in every moment of the game (exception, see [8.51] and [22.16]).

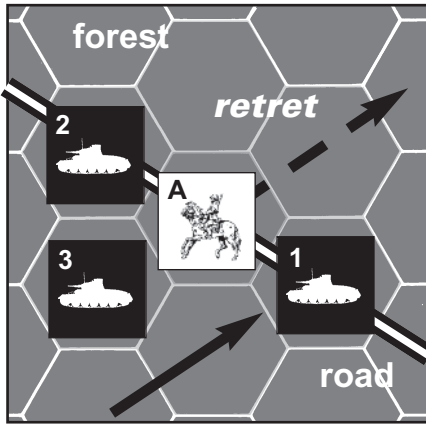
[7.13] The presence of several Zones of

Control on enemy or Friendly units at the same hex does not cause any consequences; all Zones of Control exist independently of each other - they neither negate or exclude themselves. A hex may thus be controlled by several units (enemy or friendly).

[7.14] The friendly Zone of Control never affects Friendly Units.

[7.15] The Zone of Control never extends into the hexes on the opposite bank of a big river and a lake.

[7.17] The Zone of Control never extends through the hexes covered by woods in 100%. There is no Zone of Control on such hex.



Example:
The unit A took its position in a wood and is expecting a frontal attack. Meanwhile the unit number 1 turns the enemy back seizing the opportunity of the fact that there are no Zones of Control in a hex 100% covered by wood and cuts off the enemy's possible retreat. In the meantime the main forces are attacking in front. If forced to retreat, unit A may avail of the same rule and retreat next to the unit number 1 (only through the field in 100% covered by the wood) ignoring its



Zone of Control.

[7.2] Zones of Control and movement.

[7.21] After a unit enters an enemy Zone of

Control it must immediately stop regardless of the amount of Movement Points which have not been used yet in this phase (the unit can no longer move in this phase). (exception - see: 12.0).

[7.22] A unit never pays an additional cost to enter an Enemy Zone of Control.

[7.23] Moving an own unit within Enemy Zone of Control (in particular within The Zones of Control of unit(s) on one hex) is allowed only during the pursuit (see: 12.0). Otherwise it is forbidden.

[7.24] During the retreat a unit may pass through the hex in Enemy Zone of Control but only when another Friendly unit is on that hex. The retreating unit (stack) loses 1 strength point (from the sum of all its points) for each hex crossed this way.

[7.3] Zones of Control abandonment

[7.31] If a unit begins an own Movement Phase within enemy Zone of Control it can leave it voluntarily without spending any additional Movement Points.

[7.32] During the same Movement Phase a unit may leave the Zone of Control of one enemy unit and enter the ZoC of other enemy unit; it may also move directly from one Zone of Control to another but it cannot move within Zones of Control of the same enemy unit.

8.0 COMBAT

[8.1] General Rules:

[8.11] Combat between units may be conducted only during Attack and Counter-attack Phases (exception see: [12]). A unit may attack or be attacked only once per phase (exception: [12.2]).

[8.12] A unit may be attacked only when it is in the enemy unit's Zone of Control at the beginning of the opponent's Attack or Counter-attack Phase (exception: a unit may be attacked if it is on the opposite side of big river or on the hex 100% covered with wood, even if it is not actually in enemy Zone of Control).

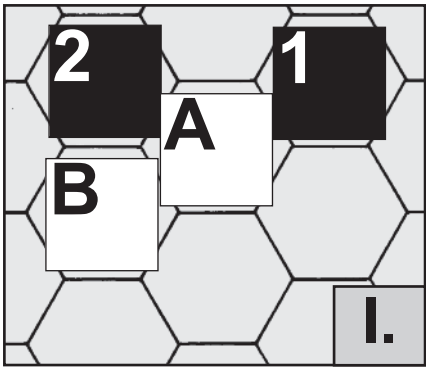
[8.13] The attacking player is considered as "the attacker" when his Attack or Counter-attack phase is on, the other player is then "defender".

[8.2] Attacks and their limitations

[8.21] A unit may but does not have to attack an opponent's unit or units which are in its Zone of Control at the beginning on the own attack or counter-attack phase (exception: [8.28]).

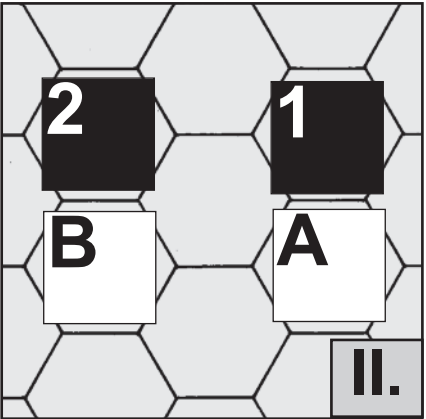
[8.22] All enemy's units which are in the Zone of Control of the unit which performs

an attack, must be attacked.



Example: (see I) if the unit A attacks the unit 1, the unit 2 must be also attacked by the unit B or A (it is in the Zone of Control of the attacking unit A). In the second case (see II) the unit 2 does not have to be attacked when the unit A attacks the unit 1.

[8.23] An enemy unit may be attacked at the same time by any number the units which are in its Zone of Control. In this case the strength of all attacking units is combined. A single unit may attack several enemy units (if they are in its Zone of Control). Then the defender sums up strength of all defending units.

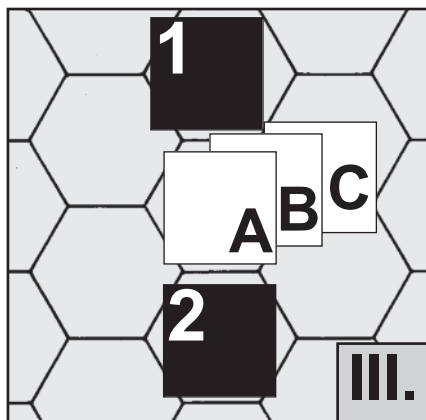


[8.24] In the case when several units are defending on the one hex, it is forbidden to attack each of them separately. In this situation the combat should be resolved in one attack and strength of all defending units occupying the same hex is summed up.

[8.25] It is allowed to divide the combat into several attacks when the attacking units occupy the same hex, e.g. units A and B attacking the unit 2 and then the unit C - attacking the unit 1.

Note: It is the way of getting out from the encirclement - a unit (if allowed) divides itself into sub-units. In the attack phase the strongest units attack the weakest unit in the opponent's group and the weakest sub-unit is sacrificed to engage remaining enemy units.

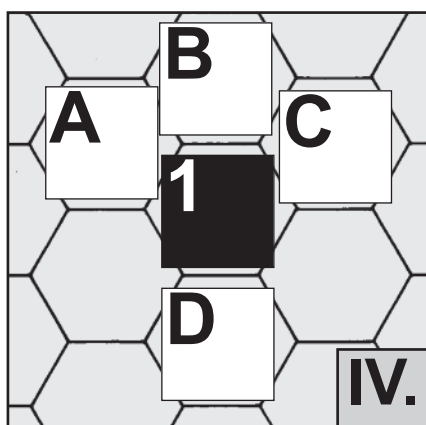
[8.26] The attacker resolves all attacks in



any order and combination he wishes.

[8.27] In case when the attack is taken up simultaneously from 3, 4, 5, or 6 hex, the attacker/defender ratio is modified (see: [8.4] and [8.4] - explanation) by values of +1, +2, +3 or +4, respectively.

Example: the units A, B, C, D attack the unit 1 from four hex, the attacker/defender ratio is modified additionally (according to [8.27]) by the +2.



[8.28] All units, which at the beginning of their own attack phase (not the counter-attack phase) have the attacking enemy units (having attack counters on them – meaning they successfully attacked in their last attack phase) in their Zones of Control, must attack. This does not affect the units in field or/and stationary fortifications.

[8.29] The attacker's several units do not have to attack several defender's units at the same time unless the defending units or/and the attacking units occupy one hex, e.g. (see III) units 1 and 2 attack the units A, B, C (or inversely). Only a simultaneous attack from several (or from one) hexes, directed to one hex or an attack from one hex upon several hexes are allowed. An Attack Phase (or Counter-attack Phase) lasts as long as all mandatory attacks have been resolved.

[8.30] Germans and their allies can't attack together, they have to attack individually.

[8.3] Allowance and Restrictions of counter-attacks.

[8.31] All rules described in [8.2] except [8.28] are obligatory in a Counter-attack Phase when attacks are conducted. A counter-attack gives a unit a possibility of attack twice in the same turn.

[8.32] The units which may counter-attack are:

- the ones which were not attacked by non-artillery units or artillery and/or Air Force with the sum of fire modifiers greater then 3 in the opponent's last attack phase;
- the ones which do not have attacking enemy units (with attack counters on them) in their Zones of Control (as opposed to [8.28] - they do not have to attack them in an Counter-attack Phase but they also must not counter-attack if they are in their ZoCs).

[8.4] Resolving the combat.

To resolve an attack or counter-attack the following procedure is conducted:

- a) The attacker chooses the attacked unit(s) and the unit(s) which attack(s) (together with artillery);
- b) The attacking unit's strength is divided by the defender's unit's strength and the obtained ratio is rounded to the closest integer (eg. 2.5:1 rounds to 2:1, 2.50001 :1 rounds to 3:1);
- c) The obtained result is modified according to effect of terrain, the presence of commands, supporting artillery and/or air force and number of attack directions as well (see [8.27]). All the modifiers positive for the attacker are included first and then the defender's modifiers are included;
- d) Having the modified ratio, the adequate column should be found on the Combat Result Tables chart (CRT); the ratios greater to 10:1 are treated as 10:1 and the ratios less than 1:4 - as 1:4;
- e) Attacker makes a 2D6 roll and finds the result in the column.
- f) To see if the attacker suffered any loses, 2D6 rolls is made. Result is find in the "Attacker's Loses After Combat" table in the verse with defender's SP and shows the number of SP that attacker's units lost in the combat.

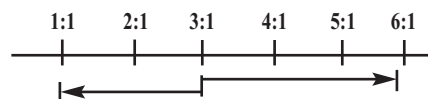
Explanation: The sum of modifiers (in [8.4]c) is a quantity expressed by a positive or negative number which changes the attacker/defender strength ratio by an adequate amount of positions to the left or to the right. Negative modifiers shift the primary result to the left and the positive - to the right, e.g. The attacker's/the defender's ratio is 3:1, the modifier +3 shifts the primary result by three positions to the right giving the result 6:1. The negative modifier

-3 would change 3:1 into 1:2 in the same case.

[8.5] Combat Results.

[8.51] The following symbols may appear in the first part of a combat result:

A1, A2 - All attacking units retreat by one



or two hexes respectively, any defending unit involved in a combat may stay in its place or pursuit the enemy retreating units.

B1, B2, B3, B4 - All defending units retreat by one, two, three or four hexes respectively.

B5 - All defending units retreat and lose their Zones of Control during the next turn.

[8.52] It was quite a common situation at the 1939 battlefields the Poles fought till the last man, despite the heavy losses. Following rule allows player to recreate such situations. It is still a question if it's worth to sacrifice soldier's life to keep the key position at all cost.

The unit or units forced to retreat may remain on its hex at the cost of SP losses. To check the amount of these losses, player should refer to the column obtained in (e) in the Losses Table. The intersection of that column and the row corresponding to the combat outcome gives the losses the unit(s) has(ve) to take in order not to give up the position.

Example: Let's assume that attacker's strength was 7 and the combat result was B2. In this case the defeated unit (or units) must lose one SP to stay in the same place.

[8.53] An attacking unit which has been forced to retreat may also stay in its hex at the cost of losses. In such a case in the Losses Table, in the "strength" row you must find the range including the defender's strength (not the attacker's). Having the applicable column you must find the results at the proper intersection (in this case we treat A results as they were B results).

Example: Let's assume that the attacker has to retreat 2 hexes and defender's strength was 8 (7-12 column). If Attacker wants to stay at his hex, his unit must loses 1 SP.

[8.53a] The defender may also retreat partially by smaller number of hexes than the result forced him to. In this case the retreating unit sustain losses proportional to the

number of hex it does not retreat (e.g. unit has received B3 as a combat result with total of 15 SP of the attacker; the unit may retreat 3 hexes, stay and lose 3 SP or retreat 2 hexes and lose 1 SP for remaining B1 result)

[8.54] A unit's strength reduction is marked by a reduction of a strength points at unit's table. When a unit is composed of several sub-units, the player allocates possible losses within his own discretion, but it is recommended to do it evenly.

[8.55] The loss of SP of a unit is irreversible (exception see [23.0]). The unit which strength has come down to 0 is eliminated from the game.

[8.56] If more stacks were involved in the combat where losses were suffered, SP reduction must be done evenly.

[8.57] If artillery unit suffers SP losses, it is eliminated from the game.

[8.6] Retreat.

[8.61] A defeated unit which decided to retreat, may move in any direction with objective to retreat as far from the attacker as possible. If it's possible, it should retreat into direction of "its" board edge. It may not enter the enemy's Zone of Control during the retreat (unless it is retreating through friendly unit and there are no other hexes free of enemy ZoCs to escape – see [7.24]), impassable terrain (a swamp for tank units) or move beyond the edge of the map. It is also prohibited to cross a big river during the retreat. Otherwise the retreating unit loses an appropriate amount of strength points and/or stays on the last hex possible to retreat.

Example:

The defender obtained the result B4 but after retreating two hexes player finds that the further movement is blocked by a big river. In such cause the retreating unit suffers loss of the strength points. The amount of those points is read in the point of intersection of the B2 and the proper column of the Defender's Losses Table.

[8.62] Defeated units retreat irrespective of movement points they posses and of terrain type (except an impassable terrain and the big rivers).

[8.63] Place "U" (Retreat) counters on all retreating units.

[8.64] For each retreating unit (Stack) player makes a D6 roll. 1,2 result means that unit (stack) lost 1 SP.

[8.7] Pursuit.

[8.71] If a unit (attacking or defending) decided to retreat, all victorious units may

accomplish a pursuit moving by the same (or less) amount of hexes as defeated unit has been forced to retreat (exception: a pursuit across a big river, see [4.37]). "Attack" counters are placed on all units in pursuit.

[8.72] The first hex entered by a victorious unit must be the hex formerly occupied by a retreating unit (or any of such hexes if there were several retreating units), the further direction of a pursuit depends on the victorious player's decision.

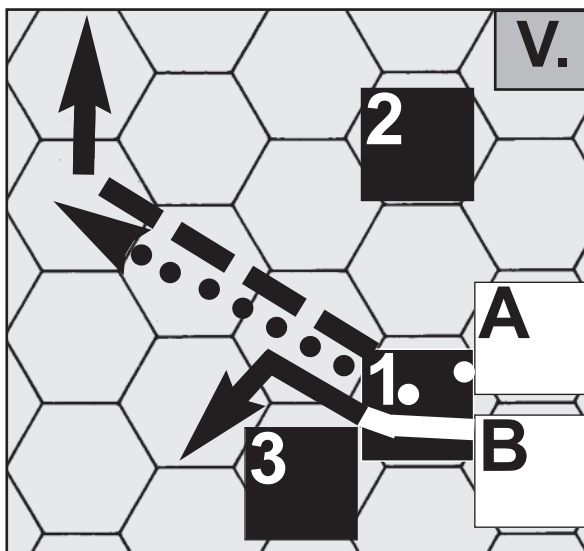
[8.73] A unit moving in pursuit along the path of retreat (the hexes that defeated unit was retreating through) ignores Zones of Control of the enemy units.

[8.74] A unit that performs pursuit is obligated to stop on the first hex which does not belong to a retreat path

[8.75] While performing pursuit unit moves irrespective of Movement Points it possesses and of terrain type (except an impassable terrain and big rivers).

[8.76] Pursuit may be performed by all victorious units involved in a combat except artillery units.

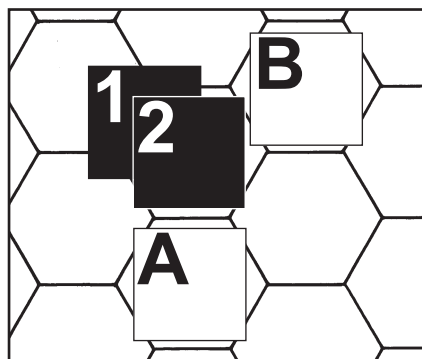
Example (see: V): The units A and B have attacked the unit 1 and have forced it to retreat by four hexes. The victorious units performs a pursuit: the unit A going along the opponent's retreat path, ignores the unit's 3 Zone of Control and moves by four fields but the unit B moves only by two hexes along the opponent's retreat path and after entering the field in the unit's 3 Zone of Control (the field is not placed on the retreat path) it must stop.



[8.77] A victorious unit can't perform a pursuit if a defending unit has been eliminated in consequence of the loss of SP but it kept its position thanks to this loss. In the result of this procedure the attacker may move no

more than two hexes from the position of defending unit(s).

Example: Attacker's SP is 20 with +3 modifier, while defender's SP is 3 with -2 modifier. Odds are 8:1. Attacker rolled 7, which brings B2 result. Defender has to retreat 2 hexes, but he may also keep his position at the cost of the 3 SP (according to [8.52]. If defender decides to fight till the last man, attacker may occupy defender's hex only. If attacker would roll 2 and get B4 result, then defender would have to retreat 4 hexes. If he'd decide to defend, his unit would be eliminated (4 SP loss) and the attacker would be allowed to occupy defender's hex and move one more hex.



[8.78] When the attack is unsuccessful, only the attacking units must retreat. Other Friendly Units, that were not involved in the combat but occupied the same hex, must stay in their place. In this case a pursuit is forbidden.

Example: Units 1 and 2 conducts two attacks: in the first attack the unit 1 attacks the unit A, in the second one the unit 2 attacks the unit B. In the result of the unsuccessful first attack the unit 1 retreats but the unit 2 remains on its place till the moment of the own attack's result and thereby foils unit's A pursuit.

[8.79] The next attack may be resolved only when the results of the previous combat have been fully resolved first (described in [8.5], [8.6], [8.7]).

[8.8] Effects of Terrain in a Combat.

[8.81] Terrain influences the combat by it's modifiers (see: [8.4]). The specification of all types of terrain and the corresponding with them modifiers are presented in the

Terrain Characteristics Chart.

[8.82] Only terrain occupied by the defender influences the combat - the only exception are swamps (see: [8.97]).

[8.83] The effects of terrain are cumulative, e.g. a total modifier for a hill (-2) covered by forest (-1) makes -3.

[8.84] Rivers (all types) and bridges have an effect on a combat only when the majority of attacking units (the sum of their strength points, not numerical force) is on the other side of a river or a bridge.

[8.85] When several units are being attacked at the same time and each of them is in a different terrain, the most profitable modifier is taken.

Example: Three units placed on different hexes are being attacked in the single combat. One of them has field fortifications. The units have positions as follows: hills (with fortification, total -3 modifier), a forest (-1) and a town (-2). Considering the rule [8.85], the most profitable modifier is taken for them, that is -3 (fortifications in the hills).

[8.86] Roads have not effect on a combat.

[8.87] The units attacking from swamps have their SP halved (rounding up).

[8.88] Armored and reconnaissance units standing in a forest or attacking the opponent's units which are in a forest, have their SP halved (rounding up).

[8.89] Armored or reconnaissance units attacking or defending in a town have their SP halved (rounding up). The above rule is not accomplished if the armored or reconnaissance units occupy the same hex or perform an attack with infantry or cavalry units participation.

9.0 ARTILLERY

[9.1] General Rules

[9.11] Artillery is the only kind of units that may participate in combat while being not in the Enemy Zone of Control.

[9.12] Artillery units affect combat by Artillery Fire Modifier they possess (see: example in [8.4]).

[9.13] Artillery that supports combat may not retreat, unless it is on the same hex that retreating unit.

[9.14] Artillery may never take part in a pursuit.

[9.15] Artillery units do not have Zones of Control.

[9.16] The artillery unit, which is not stacked with another non-artillery Friendly unit on the same hex, may be eliminated in

the Enemy Movement Phase or during a pursuit if the Enemy non-artillery unit passes through that hex. During this procedure the enemy unit spends an additional 1 Movement Point (during movement phase). If the armored unit performs this action, a D6 roll is made - result 1 means that such armored unit lost 1 SP. Artillery units in field and stationary fortifications can't be destroyed in this way.

[9.17] Artillery unit may fire only once per turn.

[9.2] An attack support.

[9.21] Artillery may support an attack only during the own Attack or Counter-attack Phase. An attacked unit(s) must be within the range of artillery supporting an attack. When the defending units are in different hexes, it is enough for at least one to be within the range of artillery.

[9.22] An attack may be supported by any amount of artillery units provided they belong to the division conducting attack or are corps auxiliary units such division belongs to.

[9.23] The attacking player is obligated to indicate the artillery units supporting an attack.

[9.24] When several artillery units supports same attack, their fire modifiers should be sum up.

Example: The attack odds are 2:1. The attacking player supports an attack with three artillery units, which modifiers are: 1, 0.7 and 0.4, the sum of modifiers is 2.1 and the modified ratio changes from 2:1 to 4.1:1, rounded up to 4:1.

[9.3] Defense support.

[9.31] Artillery units may support friendly units' defense during the enemy's Attack or Counter-attack Phase.

[9.33] The unit which defense is being supported must be within the range of assisting artillery fire (note also: [9.48]).

[9.34] A defense may be supported by several friendly artillery units, but only if they belong to the defending division or are corps auxiliary units that such division belongs to.

[9.35] If the enemy attacks several units, at least one of them must be within the range of assisting artillery fire in order to support the defense.

Example: Odds are 2.75:1, defender is supported by the artillery with a 1 modifier, so according to the [9.35] it works as a -1 modifier. Thanks to that odds are 1:1.75 and after rounding up, it's 2:1.

[9.36] The defender may declare the support of his own artillery (indicating the support-

ing artillery) not sooner than the attacker presents the total forces which would participate in attack (non-artillery units, artillery support and possible air support). Adding new units to the attack after the declaration is forbidden (to prevent manipulation of attacker/defender ratio).

[9.4] Individual artillery attacks

[9.41] Artillery units may conduct individual attacks without other types of units being involved.

[9.42] Artillery unit(s) may attack only one hex during Attack Phase.

[9.43] One hex may be attacked by several artillery units in one attack.

[9.44] Results of the Individual Artillery Fire are checked in the Individual Artillery Attack Table.

[9.45] Units that are targets of the Individual Artillery Fire suffer losses in the SP, but never retreat.

[9.46] Sum of fired modifiers is rounded to the closest full value (e.g. 2.40 makes 2, 2.6 makes 3).

[9.47] Artillery may support the defense of Friendly Unit which is being targeted of the Individual Artillery Attack, but only when the attacking artillery unit is within the range of its fire.

[9.48] If the attacked units are in the fortifications, their losses are halved.

[9.5] Direct combat of the artillery

[9.51] The artillery unit, which is in the enemy unit's Zone of Control at the beginning of player's Attack or Counter-attack phase, may attack only the units on adjacent fields. It is forbidden to attack at longer distances. A fire modifier is used to attack. The rule [8.22] is not obligatory for an artillery.

[9.52] The artillery unit in the enemy Zone of Control at the beginning of enemy Attack or Counter-attack Phase may only support the friendly non-artillery units' defense if they both occupy the same hex. A fire modifier is used during supporting the defense.

[9.53] The artillery unit in the enemy unit's Zone of Control at the beginning of enemy Attack or Counter-attack Phase and not sharing the hex with the friendly non-artillery unit, defends itself using 1 SP. It can't support defense of other units, but it still can be supported by other artillery units..

[9.54] Fortified artillery units occupying the same hex together with the friendly non-artillery unit(s) halves the strength (rounding up) of attacking enemy armored units. If the defender decides to use an artillery in

this way, he may not use it to support the defense. The attacker must mark possible losses among armored units and the defender must mark them among artillery units (which means elimination of an artillery unit if a stack suffers any losses, since the one point of losses means elimination of an artillery unit; note that such a loss will be counted with multiplying fire modifier by six). While counting the losses full strength of the attacker is used.

10.0 AIR FORCES

Polish and German air counters do not correspond with real numeration of units. They represent the total strength of the air units involved in the battle.



Lotnictwo niemieckie
– siła 2



Lotnictwo niemieckie
– siła 1



Lotnictwo polskie
– siła 2

[10.1] General Rules

[10.11] At the beginning of the each turn players receive an air support as indicated in the scenarios. Air power of each side is expressed in the certain number of the counters. Each counter has a reverse and an obverse (which differs in strength factor only). A strength factor has just the same effect on a combat as an artillery fire modifier.

[10.12] Air force may be used for support the attacks or the defense of friendly units. Rules for its use and effects are the same as in the case of artillery use (see: [8.4] - c and [9.38]).

[10.13] Air units may conduct Individual Air Attacks or cooperate with artillery (only) in Individual Attacks; in such a case the same rules as in [9.4] and [9.47] are in effect. When conducting an Individual Air Attack, the initial odds are 1:1. While resolving an Individual Air Attack, the result 1-5 (regardless of an effect) causes that the attacked unit's (units') mobility is reduced by half in its immediate Movement Phase (such unit is covered with the S1 counter).

[10.14] Transport trains may also be the targets of an Individual Air Attacks (see: [10.35]).

[10.15] Air Forces may not be used for attacks on the units in the woods.

[10.16] Player may use more than one air

unit counter to attack a single hex, save to the one exception: on the 1st and 2nd September the German Air Force may not use more than two air counters on the single hex.

[10.2] Air Attack Procedure

[10.21] In order to use air force, air counter(s) should be placed on the hex the player wishes to attack or to defend. To perform Individual Air Attacks air counters must be placed on the the enemy units.

[10.23] Polish player always places his air units first. Player may decide to write down in secret the locations they want to use their air units and to reveal them simultaneously. If both player place their air units on the same hex, both air units are removed – it is considered that the air battle occurred and none of the side could perform any other actions.

[10.24] When setting a final odds for the combat (in Attack or Counter-attack Phase), roll a D6 for each of air units involved in attack. The results:

6 - air unit returns to the base (a counter is immediately removed from the board);

5 - air unit remains on the board, but the counter is turned face up (with the strength factor 1); counter is removed from the board if it had one strength point already (due to the weather) before this procedure.

4 - 1 - air unit remains on the board.

After the accomplishing of this procedure, all air units that are still on the board may attack the enemy (using their remaining strength).

[10.3] Individual Air Attacks

[10.31] Individual Air Attacks take place in the Movement Phase before any movement actions.

[10.33] When an attack is conducted only with air forces, artillery units can't support the defense.

[10.34] The units in fortifications attacked with air raid have their losses halved.

[10.35] If the Air unit attack the transport train, player rolls D6 for each air counter involved. Results:

- 6 – elimination of the train (its counter is removed from the board and it does not participate in the game any more); transported units lose 1 SP and in the immediate Movement Phase have their MP halved.

- 5 - half of the train's Movement Points has been lost, without any effect on transported units.

- 4 - 1 attack was a failure.

[10.36] Air force can also target bridges on the big rivers. An attack is conducted at the beginning of enemy Movement Phase before

units movement. An air unit with Strength Factor 2 destroys the bridge if a player rolls 1 on D6. Rolling 2 means that the bridge is damaged and any other results mean that attack was unsuccessful. For a unit with Strength Factor 1 rolling 1 means damaging of a bridge. During a single phase the bridge may be attacked by the maximum two units. The second damage counts as destruction of the bridge.

[10.36] Hexes covered with wood can't be targets of the Individual Air Attacks.

[10.37] Despite the result, Individual Air Attacks might cause disorganization of the attacked unit. To see if it happened, player makes a D6 roll. If the result is lower than the sum of the air units strength, attacked stack is disorganized. If it was already disorganized, it becomes panicked then.

Despite the amount of the modifiers used, rolling 6 always means a failure of the disorganization attempt.

[10.4] Weather

[10.41] A number of air counters is stated precisely for each day. The counters indicate only potential ability of Air Force, however it doesn't mean that all support points will be allowed to use in all the turns. The employment of Air Force depends on the weather.

[10.42] At the beginning of the each turn, one of the Players makes a roll and checks the weather (see: [3.1] Supply and Weather Phase).

The description of the procedure and its consequences is described in [3.1] Supply and Weather Phase.

[10.5] Disruption of the land units movement

[10.51] German air units may block or slow down movement of the Polish units. To perform such operation, German player has to use air units with maximum 2 SP on a single hex.

[10.52] 1 SP of the air units used on the hex causes land units to pay additional 1 MP to enter such hex. 2 SP extends the influence of the air units on all neighboring hexes as well.

[10.53] Wood hexes are immune for such air operations.

11.0 FORTIFICATIONS.

[11.1] General Rules.

[11.11] All units which did not move in the last Movement Phase, are not covered with Retreat counters and are not disorganized or panicked may build fortifications during their own Fortifications Building Phase. This fact is marked by the location of the Field

Fortifications counter below such unit/s.

[11.12] Field Fortifications may be built on any hexes regardless of the terrain type (exception - it is forbidden to build Field Fortifications at swamp).

[11.13] The Field Fortifications counter is removed from the board if at the end of Movement Phase none of friendly units occupies a hex where Field Fortifications are.

[11.14] During the same Movement Phase a unit is allowed to leave the Field Fortifications hex and if any other friendly unit enters such hex, it may occupy such Field Fortifications, without a need of building a new ones.

[11.15] The Field Fortifications counter is removed from the board if the unit occupying that hex was eliminated or forced to retreat as a result of a combat.

[11.16] Once destroyed, Field Fortifications may be built again at the same hex (according to [11.11]).

[11.2] An effect of Field Fortifications on a combat and on a movement.

[11.21] Field Fortifications affects defense only. It gives -2 modifier.

[11.22] The modifier is used if at least one of the attacked units is in the Field Fortifications (see: [8.83] and [8.85]).

[11.23] The Field Fortification modifier is used regardless of the terrain modifier.

Example: Three units on different hexes are being attacked. One of them is in the Field Fortifications. The units have positions as follows: hills (-1 and along with Field Fortification -2, which totally makes -3), a forest (-1) and a town (-2). Considering the rule [8.83], the most profitable modifier is taken for them, that is -3 (for the Field Fortification in the hills).

[11.24] Field Fortifications do not affect the combat result if the attacking unit is in the Field Fortifications.

[11.25] Field Fortifications do not affect the units' movement in any way.

[11.3] Fortified Lines



[11.31] These positions gives the defender the modifier -3 to the attacker/defender ratio if the defending units are attacked through the edge of the hex that contains Fortified Lines.

[11.32] If a unit at the hex with the Fortified Line is not attacked through the edge with Fortified Line, it receives the modifier -2 as if it was in Field Fortifications.

[11.4] Stationary Fortifications.



There were Polish Stationary Fortification lines in certain places along the border (especially at Silesia and Masovia) and around the some towns (Modlin or Mława). They even if some of them were already outdated (Brześć), they were still important pieces of the Polish defensive plans.

[11.41] The strength of the unit which is attacking across the edge of Stationary Fortifications is halved and after this, the ratio the attacker/the defender is calculated.

[11.42] Stationary Fortification gives the defender an additional modifier -4.

[11.43] When the defending units are in Stationary Fortifications, their losses are halved (rounding down).

Example: After a combat the Polish regiment defending Mława fortifications obtained the result B3 and it is forced to retreat 3 hexes, but the player decides to keep the position at a cost of strength points loss. The attacking units had 30 SP, so defender should pay 4 SP to keep the position but because of being in Stationary Fortifications he losses 2 points instead (in accordance with [11.43]).

12.0 ARMORED RAIDS

The overwhelming power of the massive armored attacks was one of the reasons of the quick German advance. Armored Raids are the specific form of movement and combat combination and are the only combat permitted in Movement Phase by Germans.

[12.1] Detailed rules.

[12.11] Raids may be conducted only by mechanized units and at last 2/3 of their SP must be tanks.

[12.12] Units conducting a raid may enter the hex occupied by the enemy units at an additional cost of three Movement Points but only when the modified (by terrain effect or fortifications) odds ratio (calculated normally, but without an artillery and air support) is at last 10:1. If these conditions have been fulfilled, the raiding units may enter that hex and all the enemy units there are eliminated. (note that [8.22] and [8.24] must be accounted for)

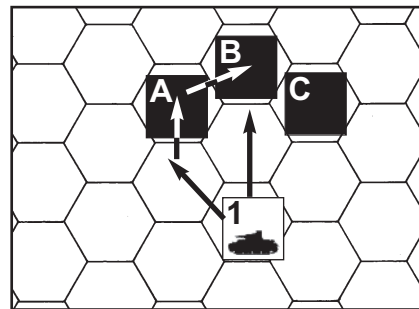
[12.13] The raiding units can't move within ZoCs of Polish units (all Movement restrictions must be considered) save to the one that is a target of the raid.

[12.14] During one Movement Phase the same units may conduct as many raids as their MP limit allows for.

[12.15] Artillery units participating in a raid

do not modify the odds.

[12.16] When artillery unit is attacked, it defends with 1 SP. The rule [9.64] is compulsory during the raid. In this case 1 SP is not counted into the sum of defending units.



Example: The attacking unit 1 may not directly enter the hex occupied by the unit B because it would have to attack all units A, B and C. It is possible, however, to annihilate at first the unit A and then the unit B.

Unit spends its Movement Points as follows:

- for an entrance into the first hex a unit spends 1 Movement Point (as for an entrance into a clear terrain);
- for an entrance into the second hex unit spends 4 Movement Points (one point for an entrance into a clear terrain and three points - see [12.12] - for the annihilation of a unit A)
- the cost of the entrance into the third hex is identical.

[12.2] Armored Overrun

A certain German units may perform a quick, surprising attacks called "Armored Overrun". Such attacks were very effective, especially against weaker and non fortified enemy units.

[12.21] Following types of the German units may perform Armored Overrun:

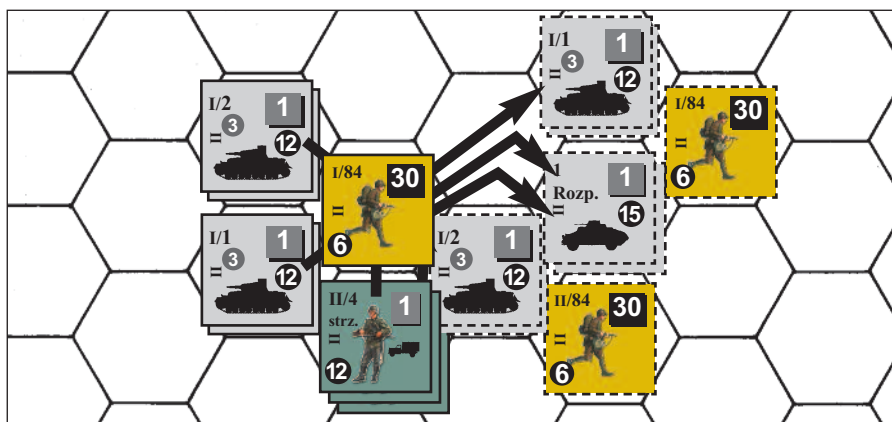
- Armored,
- Motorized,
- Reconnaissance

[12.22] Armored Overrun may be performed in the German Attack Phase, after resolving all the other German attacks. Only the units mentioned in the [12.21] may perform it.

[12.23] Player may use only a half of the SP of the units involved in the Armored Overrun.

Example A: According to the stack limits, 18 SP of the Armored units might be stacked on the one hex or 14 SP of the armored units and 2 SP of the infantry. If such units are about to perform Armored Overrun, they may use 9 SP and 7 SP respectively.

Example B: In the German AttackPhase units of the 1st Armored Division (1 and 2 p.cz, 4 pzmot and 1 brozp - 27 SP together) attacked Polish I/84 infantry battalion. In the result of the combat, Germans lost 1 SP,



while Polish battalion retreated 3 hexes. Germans performed a pursuit and reached the ZoC of the another Polish unit – II/84. When all the attacks are resolved, player may perform another attack with his units (only those are were mentioned in the [12.21], with the half of the SP. In that case, 1 pcz. and 4 pzmot. (15 SP/2 – 8 SP) attack I/84, while 2 pcz. and 1 brozp. (12 SP/2 – 6 SP) attack II/84.

[12.22] Armored Overruns are performed according to the basic combat rules. They may be supported with Headquarters and air units, if they are in range.

[12.23] If in the result of the Armored Overrun defender is destroyed and the number of the suffered losses was higher than the units SP, attacking units may move forward. The number of the hexes they may move is equal to the difference between defender's SP and the loses his suffered.

Example C: Polish I/84 (2 SP) was surrounded by the two German armored units (12 SP) as the result of the Armored Overrun. Odds are 6:1 and the rolls brings B2 result. Polish unit can't retreat (all the possible hexes are in the enemy ZoC) so it is destroyed. If the result would be B3 and Polish unit would suffer 3 SP loss, then the German units could enter the hex where defender was and move one more hex. With the B4 result, Germans could enter the defender's hex and move two more hexes. If such combat would take place in the beginning of the German Attack Phase, both German units could perform Armored Overrun then.

[12.26] If player declares Armored Overrun, his units are forced to stop in the first ZOC of the enemy unit and attack such unit. It can be done only if the cost of the terrain on such hex is 1 MP or less. If it is impossible (for example, by the terrains restrictions), Armored Overrun is canceled.

[12.27] Armored Overrun is the only situation when one unit may be attacked twice in the one Attack Phase.

[12.28] Artillery can't support Armored Overruns.

[12.29] If player decides to perform Armored Overrun after the combat, his armored units are first to suffer any loses in this combat.

[12.30] During the Armored Overrun player may perform Armored Raid, according to the [12.1]. Cost of the non fortified artillery is +1 MP higher and for the fortified artillery it is +3 MP higher.

13.0 HEADQUARTERS

Headquarters represent commanders of armies and battle groups on the Polish side and commands of corpses at the German side. Headquarters affect the combat by better coordination of actions of in their direct vicinity (better communication with nearby units).



Zasięg dowodzenia wyrażony jest na żetonie (a jeśli nie jest wynosi 2)



[13.1] Detailed Rules.

[13.11] Headquarters have neither Control Zone nor Strength Points.

[13.12] Headquarters have 12 MP. Headquarters move just like mechanized units (during the Movement Phase) with all restrictions.

[13.13] Headquarters may share hexes with other units. They have no SP so they do not count to the stack limits.

[13.14] Each Headquarters has a command range factor on it's counter. If it's not printed, it is 2.

[13.2] An Effect of Headquarters on a Combat.

[13.21] All units which that are in the command range their own Headquarters, are considered under it's full command and gain it's

support during a combat.

[13.22] If all attacking units are in the command range of their Headquarter, the ratio is modified additionally by +1.

[13.23] If all defending units are in the command range of their Headquarter, the ratio is modified additionally by -1.

[13.24] The effect of Headquarters on a combat is not cumulative, the presence of a greater number of Headquarters gives no more modifiers than 1.

[13.25] Headquarters may not attack alone nor enter the hex occupied by enemy Headquarters or units.

[13.26] Headquarter is considered eliminated when the enemy unit moves through or stops on a hex occupied by the sole Headquarter, for instance during the enemy Movement Phase or in consequence of a pursuit.

[13.3] Bridge Building.

[13.31] If during the Supply Phase Headquarter is in the 3 hexes range of the destroyed or damaged bridge, such bridge is considered rebuild (if it's player's will). It can't be done if there is enemy unit on the any side of the bridge.

[13.32] Polish Headquarters can rebuild damaged bridges only.

[13.4] Effect of Headquarters on panicked and disorganized units

[13.41] Any panicked or disorganized unit that shares the same hex with Headquarter at the beginning of it's Movement Phase, may try to regain full combat efficiency. In order to do that a dice roll has to be conducted for each stack/unit:

1, 2, 3, 4, 5 - disorganized unit regains full combat efficiency

1, 2, 3, 4 - panicked unit regains full combat efficiency

Unit that regained combat efficiency is marked with S1 counter so it may move in the same Movement Phase with a half of its MP.

14.0 SUPPLY

Supplying the army (with ammunition, food, medicine etc.) is the basic element of conducting military operations. The lack of supply essentially affects combat ability of the units. It was a big problem of many Polish units during the 1939, since they were cut off the supply by the fast movement of the German mechanized units.

[14.1] A supply line.

[14.11] A supply line is a sequence of adjacent hexes that links supply base with a unit.

[14.12] A supply line may not go through the

hex including an enemy unit or enemy unit's Zone of Control (exception: [14.13]), across the rivers (save to the bridges) and swamps (save to the roads that run through the swamp).

[14.13] A supply line may go across the hex with the enemy unit's Zone of Control if there is a friendly unit on this hex.

[14.14] Supply bases for German units are cities in the Germany.

[14.15] Supply bases for the Polish units are described in the scenarios.

[14.16] Only units linked with their supply bases with supply lines have a supply.

[14.17] Units in the Stationary Fortifications are always considered as supplied.

[14.2] Detailed Rules.

[14.21] A supply of all units on the board is checked in the Supply Phase (considering [14.16]).

Counters representing "out of supply 1" are placed on the units which have no supply. If a unit is not supplied in the next Supply Phase again, a supply counter should be turned over to the other side "out of supply 2" and so on, till it reaches 6. Each of this number is a out of supply level.

[14.22] When a unit regains a supply, the counter is removed (the removal is only possible during the Supply Phase).

[14.23] At the begin of the Supply Phase, each player makes a roll for each of his out of supply unit. If the result is smaller than the out of supply level, unit surrenders and it is removed from the game.

[14.24] If the 6 is rolled, nothing happens, even if the out of supply level is higher than six.

[14.25] German units have +1 modifier for the surrender check roll.

[14.3] Effect of supply on a combat and on a movement

[14.31] The units with "out of supply" have the attack SP halved (rounding up). If there are some units with "out of supply" on the same hex, their SP are summed and then halved and rounded up.

[14.32] If a mechanized unit has "out of supply 1" its MP are halved. When mechanized unit has "out of supply 2" or more, it cannot move at all.

[14.33] The artillery which has "out of supply 2" may not fire.

[14.4] Supply of the German fast units

[14.41] Following rule concerns German units with 12 and 15 MP and it expresses possible problems with fuel supply. Such units are considered as "fast".

[14.42] Each of the units that are considered

as "fast" have to make a break for refueling once for each four days of moving. So, if the Armored Division "K" was moving in the 1st, 2nd and 3rd of September, it has to stop at the 4th of September. It may also stop and refuel at the 3rd of September, to be able to move at 4th, 5th and 6th.

[14.43] Only supplied units can be refueled.

[11.44] To mark that the unit is gonna be refueled, place an inverted "S1" counter on it at the beginning of its Movement Phase. It is removed at the start of its next Movement Phase.

[11.45] Unit that refuels may fight, but it can't perform pursuit. If it is forced to retreat or disorganized, refueling is canceled.

[14.5] Polish cities and supply

Following rule pictures the problems that Germans met at the first weeks of the war. Many destroyed Polish units turned into partisans, attacking the supply lines and causing the unrest behind the enemy lines.

[14.51] Each city and town in Poland which is not in the five hexes range from any non-HQ German unit, cuts the German line of supply. To avoid such problems, German player has to use some of his troops to secure the supply lines.

15.0 UNITS ARRANGEMENT

Before the start of the game, players should set up their units on the hexes, according to the scenario's set up information. For the units that are entering the board during the game as reinforcements, their starting hexes were provided in the scenarios.

If the scenario isn't stating otherwise, all the units have their maximum SP at the beginning of the game

Special Notes:

- All the Polish units marked as "U" have Field Fortifications.

- On the first day of the combat, all German units may use up only a half of their MP.

- Crossing the State Border towards the opponent's country cost 1 MP.

16.0 CAMOUFLAGE

Each counter has an obverse (with all data concerning such unit) and a reverse (national status). The Players may move their units with the reverse face up, to hide their real strength from the enemy. The show-down must occur immediately when enemy units are in the enemy Zone of Control or when an air counter is placed on the same such hex.

17.0 REPLACEMENTS

During the game, both sides receive replacements in the form of new units. All information concerning the time and the entrance's place on the board have been described in each scenario.

[17.1] Detailed Rules.

Explanations:

- a designation of a type 3500 informs that all units which are on this hex must start their movement from the hex having this hex;

- a designation of a type 3546-4636 informs that the units may start to move from any hex adjacent to the edge of the map between the hexes 3546-4636 (inclusive);

- Pn means that the army enters the game from the north edge of the board;

- Wsch means that the army enters the game from the east edge of the board, etc.;

- (N) means that the army enters the game from Germany.

[17.11] New units may enter the board at any moment during Movement Phase.

[17.12] Units may enter the board combined into stacks.

[17.13] While entering the board, a unit also spends 1 Movement Point for the first hex adjacent to the edge of the map (the one from which the unit started its movement).

[17.14] When replacement enters the board, the Players should keep the rules relative to stacking and consequences issued from them. Units that enter the board from one hex and their total strength is greater than 24 SP (see: [5.22]) should gather into stacks (in accordance with [5.21]) before entering the board.

The first stack starts the movement from a hex in accordance with the rule [17.13]. Each following stack spends one additional Movement Point.

Example: On 5th September the units of 5 ID enter the board from any (one) hex on the east edge of the map. A total strength of all units is 18 SP so they have to be grouped into two stacks. When the first one enters e.g. the hex 49,2, it spends 1 MP (a clear terrain) and 1 MP for entering the board while the second stack must spend 3 MP when it enters the board from the same hex.

[17.15] Units may not enter the board from the hex occupied by an enemy unit or from the hex in the enemy unit's Zone of Control. In such a case replacements may enter from the nearest hex.

[17.16] All replacements may be delayed by any amount of turns.

[17.17] The units which delayed their entry by one turn, may start their movement from

the hex (adjacent to the edge of the map) by six hex to the left or to the right in relation to primarily specified hex. They cannot start on the other side of a big river or from enemy territory unless stated otherwise.

Example: Units of the Armored Division “K” enter the board in the third turn from the hex 150 of the west edge of the map. If player decides to delay their enter, they might enter the board in the fourth turn and they’ll be able to start their movement in the 6 hexes range (of the board’s edge) from the hex 150. Delaying the entry for the one more turn extends by the another 6 hexes from each side.

18.0 TRANSPORT TRAINS

Each scenario gives player a certain number of the transport trains at his disposal (represented by the counters).

[18.1] General Rules

[18.11] Every train counter may transport up to 9 SP of infantry, artillery an cavalry or 18 SP of tanks.

[18.12] Trains can move up to 60 hexes during a day (on the railways only). Polish trains cannot cross country borders.

[18.13] Trains with a units transported have 1 Strength Point for the defence purpose. If they are forced to retreat and have no way out on tracks, they are annihilated together with transport units.

[18.14] If an empty train is attacked it is destroyed automatically

[18.15] An empty train can be destroyed in enemy Movement Phase (for additional 1 MP) or during a pursuit if an enemy units moves on or through the hex where it is located.

[18.2] Unloading procedure.

[18.21] In order to unload unit from the train, player has to pay a number of the MP, according to

- 1 MP in towns/cities
- 2 MP in clear terrain and in hills
- 3 MP in other types of terrain
- for cavalry and non-motorized artillery
- 2 MP in cities
- 3 MP in towns
- 4 MP in clear terrain and in hills
- 5 MP in other types of terrain
- for mechanized and armored units
- 4 MP in cities
- 6 MP in towns
- 8 MP in clear terrain and in hills
- 10 MP in other types of terrain

[18.23] After unloading the unit, transport train may be removed from the board.

[18.24] Loading procedure

Loading procedure is the same as unloading. If both train and boarded unit has MP left, the train can continue movement (up to the limit of 60 MP par day) according to the MP of transported unit(s) that are left. The equivalent is as follows:

- for infantry and non-motorized artillery, each 1 MP left allows train to spend it’s 10 MP
- for cavalry, each 1 MP left allows train to spend it’s 7 MP
- for motorized units, each 1 MP left allows train to spend it’s 5 MP

Example: An cavalry unit has spent 6MP to get to the train waiting for it in clear terrain. The unit has total of 9 MP so it cannot board the train during current movement phase as it needs 5 MP to perform the operation. It is considered unloaded and can move on in current phase (3 MP left) or wait till the next phase to board the train.

[18.3] Detailed rules

[18.31] It is forbidden to load artillery, cavalry and mechanized units in the woods (unless it happens in the town that is located in the woods).

[18.32] If attacked by the land enemy unit, transported units are fighting with 1 SP. If they are forced to retreat, both train and transported units are eliminated.

[18.33] If enemy unit enters the hex with empty transport train on, it may destroy the train with the cost of 1 MP. If attacked during the combat, empty train is instantly eliminated.

[18.34] Each scenario describes the number and the set up of the transport trains for each side.

19.0 TRANSPORT COLUMNS

In some games of the “September 1939” system there are Transport Columns. They are used for a quick transport of the units in the areas where transport trains can’t be used.

To Load a unit into the Transport Column it is enough for the unit to enter the hex where Transport Column is. Loading cost is 2 MP. Each Transport Column may carry up to 6 SP of the infantry. Unit may be unloaded in the same phase and it may use it’s MP, if it still has any.

If attacked, Transport Column is instantly eliminated and transported units are fighting with 1 SP.

20.0 BRIDGES AND FERRIES

[20.1] Bridges

Players may destroy bridges on the big rivers. The player whose unit is at one of the

edges of a bridge, declares “destruction of a bridge”. After this procedure, the bridge is considered as destroyed and the counter “Z” (as destroyed) is placed on the edge of the hex where the bridge was. Any river crossing through such edge requires procedure described in [4.37]. Reconstruction of a bridge proceeds according [13.3].

[20.12] Damaged bridges can be used by infantry and cavalry units only if they spend respectively +2 and +4 MP for crossing a river on such bridge.

[20.2] Ferries

[20.21] Ferries can transport infantry (+2 MP), cavalry and artillery (+3 MP) and recon units (+5 MP) to the other side of the river.

[20.22] During one phase a ferry can transport up to 24 SP of units.

[20.22] Ferries can be destroyed and damaged just like the bridges, but they can’t be rebuild.

21.0 DISORGANIZATION

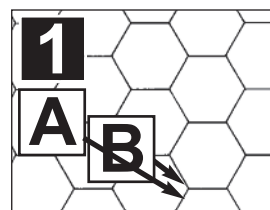
[21.11] Any unit that retreated as a result of a combat by more than one hex may be disorganized. To check whether such unit was disorganized, a player has to roll a dice. The results are as follows:

- B5 , a result of 1, 2, 3, 4 – disorganization
- B4 , a result of 1, 2, 3 – disorganization
- B3 , a result of 1, 2 – disorganization
- B2 , a result of 1 – disorganization

[21.12] Headquarters do not disorganize

[21.13] A disorganized unit cannot fortify itself

[21.14] If disorganized unit retreated through another friendly unit(s) a dice roll must be made to check whether any of these units was disorganized too. The result of 1 means that disorganization spread and that both disorganized units have to retreat (the same amount of hexes that is left for unit primarily disorganized).



[21.15] Each 8 SP of the armored units involved in the attack gives -1 modifier for the disorganization roll.

[21.16] Each Air Force Strength Point involved in the attack gives -1 modifier for the disorganization roll.

[21.17] Result 6 always means that unit is not disorganized.

Example: Germans performed attack with 9 SP of the armored units (-1) and 1 SP of the air units (-1). Polish defenders get B2 result. If Polish unit retreats, it makes a D6 roll with -2 modifier. Rolling 1, 2 or 3 disorganizes Polish unit.

[21.2] Disorganization’s effect on movement and combat

[21.21] Disorganization does not affect movement.

[21.22] Every disorganized unit fights with its SP halved (rounded up), artillery modifiers are also halved.

[21.23] Units that has 1 SP after disorganization loses its ZoC.

[21.24] Any losses of such units are counted on the basis of their full SP.

normalnie	1,5	1,0	0,6	0,5	0,4
w dezorganizacji	0,8	0,5	0,3	0,3	0,2

22.0 PANIC

[22.1] Detailed rules

[22.11] If already disorganized unit is disorganized again, it is considered panicked.

[22.12] During it’s own Movement Phase every panicked unit must move on the shortest way (using its all MPs) towards the near-

est reorganization center. These centers are described for each scenario.

[22.13] If the shortest way is blocked by an enemy unit or its ZoC the panicked unit is eliminated.



[22.14] Panicked unit fights using 1 SP.

[22.15] Panicked units cannot fortify.

[22.16] Panicked units do not have ZoCs.

[22.17] Any losses of such units are counted on the basis of full strength of an unit.

[22.18] If an enemy non-artillery and non-command unit passes through the hex on which panicked unit is located, such unit is eliminated (such elimination requires spending additional 1 MP).

[22.19] If panicked unit retreats through other friendly unit(s) a dice roll is made to check whether this unit disorganizes or panic (if it was disorganized already). 1 means that units is disorganized (panicked). If unit panic this way, it has to retreat together with primarily panicked unit.

[22.20] Regaining full efficiency

[22.21] Every disorganized unit that wasn’t

moving and fighting for the entire day and is not within an enemy ZoC regains full efficiency at the end of a turn.

[22.22] Every panicked unit in the reorganization center that does not move and is not within enemy ZoC during a whole day regains full efficiency at the end of a turn.

23.0 RESERVE CENTERS

[23.1] Detailed Rules

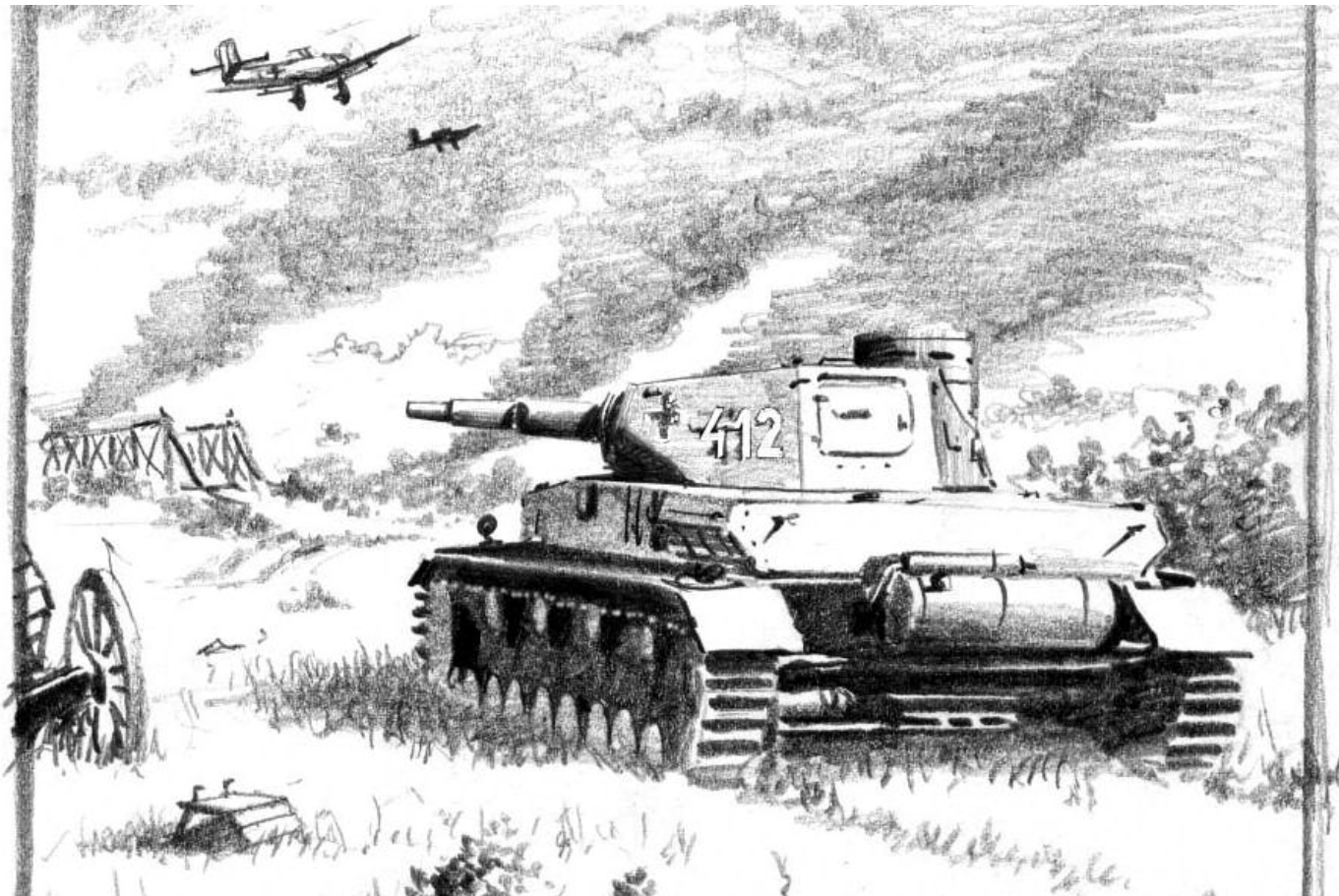
During the 1939 Polish army had Reserve Centers for reorganization and strengthening the troops. They were used to gather reservists and reinforce the units that suffered losses in the combat.

Reserve Center may strengthen the units that have a supply line and are within 6 MP from it. Each Reserve Center may distribute 1 SP per Turn, so one unit which is the range of the Reserve Center may regain 1 SP in the player’s Supply Phase.

Reserve Center is removed from the board if any enemy unit appears in the 3 hexes range from it.

Only lost SP may be regained with the help of the Reserve Center.

Only infantry and cavalry units may be reinforced with Reserve Centers.



SCENARIO

KOCK, 1 OCTOBER

1-6 October 1939

After crossing the river Bug, Independent Operational Group “Polesie” could finally catch some breath, because Soviets had to cross the Bug first, but also because they had to respect the demarcation line that separated Soviet and German occupation zones. Polish forces were in the so called “free” zone now, between two enemies. General Kleeberg wanted to march on Warsaw, but he get an information about capitulation of the capital city of Poland. His most important, political target vanished. March on south seemed to be impossible. There was only one way – to cross the Wisła between Dęblin and Kozienice and to reach Źwierzyńskie Mountains. Reconnaissance reported that there was not a sign of any big German units on the way to Wisła, so such maneuver had a chance to be successful. With favorable circumstances there was even a chance to capture arsenal in Stawy, which would be a great help for Kleeberg’s poorly armed units. Polish soldiers started marching since dawn, without any serious reaction of the enemy at first. Only a patrols had to fight with small German groups from time to time.

Set up:

POLES:		GERMANS:		SOVIETS:	
I, II, III KOP	5632 (1)	3rd Army:		15 MG, II/49 Art	Białobrzegi
SGO Polesie HQ	3830	II Corps HQ	911	29 MotDiv	Grójec
Mastek, Żór., Brożel	4030	61 InfDiv Warszawa	6017 (1)		
Podlaska CavBrig (Pl)	3627, 3628	217 InfDiv	913 (1)	4th Army:	
“Zaza” CavDiv:		11 InfDiv	915 (1)	8 Rifle Division	Siedlce (3)
14 dak, 5 u, 2 u, 10 u	4130	1 CavBrig	1916	143 RD	Międzyrzec Podlaski (3)
4 dak, 1 u, 3 sk, 3 sz	4131	XIV Mechanized Corps HQ		4 RD	Siemiatycze (2)
50 InfDiv	4130		Kozienice	6 RD	Brześć (2)
60 InfDiv	3428 (1)	13 MotDiv	Kozienice	29 Armored Brigade	Brześć (1)
		93/13 MotDiv	Dęblin (1)	52 RD Włodawa (1)	
		1 Recon	Kałużyn	45 RD 5735	

Victory Conditions:

POLES:

- Instant victory if Dęblin is captured by Poles OR if at last 10 SP of the Polish units cross the Wisła.
- For each destroyed 1 SP of the German or Soviet forces – 1 Victory Point.
- For each day with Polish units still on board after 6 October – 4 Victory Points.

GERMANS:

- Instant victory if HQ of the Independent Operational Group “Polesie” is destroyed.
- For each destroyed 1 SP of the Polish forces – 1 Victory Point.

NOTES:

- Historical scenario
- Scenario ends when the last Polish unit is destroyed.
- At 2 X Germans may move II/93 only and it has to attack Kock.
- At 3 X Germans may move three units (player’s choice) of the 13 MotDiv.
- Since 4 X Germans may move all units of the 13 and 29 MotDiv.
- Other German units may move only if any Soviet unit will cross the hexline 34xx on west .
- Soviet and German units can’t stack together, but they may attack together in the one phase.
- All the bridges on Wisła (save to the Puławy bridge) are destroyed.
- Initiative: Poles.
- Brześć (2) means that the units may set up in the two hexes range from this hex.
- Abbreviations: CavBrig – Cavalry Brigade, CavDiv – Cavalry Division, InfDiv – Infantry Division, MotDiv – Motorized Infantry Division, RD – Rifles Division, ArmBrig – Armored Brigade.

SCENARIO

KOCK, 5 OCTOBER

5-10 October 1939

With the dawn coming, a cannonade became more intensive. It was a sign that Germans were supported with yet another division. The number of the ways out of the encirclement decreased. To fight the way out seemed to be the only option. But how to fight when Polish soldiers had a few ammo for their guns, artillery had no ammo at all, and the field hospitals were full of the wounded ones.

Surrender seemed to be the only logical solution, but not all the units were eager to lay down their weapons. They'd rather try to force their way south to find the hideout in the forests and mountains and to continue their struggle there.

This scenario gives players a chance to check if such option was possible or not.

Set up:

POLES:		GERMANS:		SOVIETS:	
SGO "Polesie" HQ	3228	3rd Army		4th Army	
Podlaska CavBrig	3227 (1)	II Corps HQ	911	8 Rifle Division	Siedlce (3)
"Zaza" CavDiv	3129 (1)	1 Recon	Kałużyn	143 RD	Międzyrzec Podlaski (3)
50 InfDiv	3228	61 InfDiv	Warszawa 6017 (1)	4 RD	Siemiatycze (2)
60 InfDiv	3229	217 InfDiv	913 (1)	6 RD	Brześć (2)
		11 InfDiv	915 (1)	29 Armored Brigade	Brześć (1)
		1 CavBrig	1916	52 RD	4528 (1)
		XIV Mechanized Corps HQ	Dęblin	45 RD	4831 (1)
		13 MotDiv	Kozienice		
		93/13 MotDiv	Dęblin		
		33/13 MotDiv, 1 Art	3629 (1)		
		66/13 MotDiv, 3 x Art	3431 (1)		
		15 MG, II/49 Art	3032		
		29 MotDiv	2925 (1)		

Victory Conditions:

Poles:

- For each destroyed 1 SP of the German or Soviet forces – 1 Victory Point.
- For each day with Polish units still on board after 6 October – 4 Victory Points.

GERMANS:

- Instant victory if HQ of the Independent Operational Group "Polesie" is destroyed.
- For each destroyed 1 SP of the Polish forces – 1 Victory Point.

NOTES:

- Brześć (2) means that the units may set up in the two hexes range from this hex.
- Abbreviations: CavBrig – Cavalry Brigade, CavDiv – Cavalry Division, InfDiv – Infantry Division, MotDiv – Motorized Infantry Division, RD – Rifles Division, ArmBrig – Armored Brigade.
- Historical scenario.
- Scenario ends when the last Polish unit is destroyed.
- Each Polish unit has "Lack of supply 1".
- Soviet and German units can't stack together, but they may attack together in the one phase.
- Polish units has 1 SP each.
- Initiative: Poles (1/2 MP in the first turn).

SCENARIO

BARBAROSSA 1939

1-15 October 1939

General Chuikov had a two different sets of commands that he had to follow, depending on the situation. According to the first set, he get all the competences to negotiate with Poles and to make them his allies against Germans. In the second set, he was told to execute all the captured Polish officers as the “enemies of the people”.

So, when the Soviet leading units met up with the Germans and lot of the Soviet soldiers begun to desert on west, Soviet commander sent his envoys to the Polish HQ. They were totally surprised when they found out that there are German envoys at the Kock as well. Initial order and courtesy quickly turned into the disagreement and bidding with their offers for Poles. Each side wanted Polish soldiers by their side, so their offers were getting higher and higher...

Poles were actually just a background, each side wanted to have their occupation zone clean and safe with the further preparations for the total war. But the conflict was dangerously close and each spark could set a flame of war between recent allies.

Set up:

Poles:		GERMANS:		29 MotDiv	Grójec
I, II, III KOP	5632 (1)	3rd Army:			
SGO Polesie HQ	3830	II Corps HQ	911		
I/135	3830	61 InfDiv Warszawa	6017 (1)	4th Army:	
Mastek, Żór., Brożel	4030	217 InfDiv	913 (1)	8 Rifle Division	Siedlce (3)
Podlaska CavBrig (Pl)	3627, 3628	11 InfDiv	915 (1)	143 RD	Międzyrzec Podlaski (3)
“Zaza” CavDiv:		1 CavBrig	1916	4 RD	Siemietycze (2)
14 dak, 5 u, 2 u, 10 u	4130	XIV Mechanized Corps HQ		6 RD	Brześć (2)
4 dak, 1 u, 3 sk, 3 sz	4131		Kozienice	29 Armored Brigade	Brześć (1)
50 InfDiv	4130	13 MotDiv	Kozienice	52 RD	Włodawa (1)
60 InfDiv	3428 (1)	93/13 MotDiv	Dęblin (1)	45 RD	5735
		1 Recon	Kałużyn		
		15 MG, II/49 Art	Białobrzegi		

Victory Conditions:

SOVIETS

– For each destroyed 1 SP of the German or Polish forces – 1 Victory Point.

GERMANS:

– For each destroyed 1 SP of the Soviet or Polish forces – 1 Victory Point.

NOTES:

– Abbreviations: CavBrig – Cavalry Brigade, CavDiv – Cavalry Division, InfDiv – Infantry Division, MotDiv – Motorized Infantry Division, RD – Rifles Division, ArmBrig – Armored Brigade.

– Hypothetical scenario.

– Game ends when one of the sides gains 20 VP.

– All the bridges at Wisła (save to the Puławy bridge) are destroyed.

– Game starts with a bidding – each side secretly notes how many VP it will sacrifices to get Poles at its side. Both offers are revealed at the same time and the side that offered more VP gains a control on the Polish units.

– Initiative – the side which is not allied with Poles.

– Poles and their ally can’t stack together nor attack together.

– Poles move in their ally’s movement phase.

Exaple:

division nuber →

regiement number →

5 DP			
	I	II	III
19	2 1	2 1	2 1
26	2 1	2 1	2 1

← battalion number

← strength points

SCENARIO

BREST

14-17 September 1939

Divisions of the general Guderian's Armored Group broke the Polish positions at Wizna and made their way on Białystok and then – onto all north-eastern Poland. With this maneuver, Polish front at north was ultimately doomed to fail and German claws were about to lock on Brześć and Włodawa. Riding along the northern bank of the river Bug, these units reached the fortress Brześć at 14 September. First probe attacks failed, so Germans begun their preparations for the full scale assault, with two divisions ready. On the other side, Poles had just a few poorly armed and freshly made battalions along with small artillery. There were also two companies of the outdated, World War I-made Renault 17 tanks, but these were not a real opponents for the German tanks and were eliminated quickly. An assault lasted three days which is still a miracle, if you'd compare both sides forces. It's enough to say that Poles hadn't enough troops to even fully cast their defensive lines.

Set up:

POLES

Plisowski, art. Brześć 20 MotDiv
112, 113 ArmComp Brześć 10 ArmDiv
M/34, M35, M/82 Brześć (2)

GERMANS:

5613 (1)
5710 (1)

NOTES:

- Historical scenario.
- Initiative: Germans.
- Scenario uses German units from the Game "Mława 1939".

GERMANS

4 ID				
	I	II	III	
10	2	1	2	1
52	3	2	1	2
103	2	1	2	1

11 ID				
	I	II	III	
2	3	2	1	2
23	2	1	2	1
44	2	1	2	1

61 ID				
	I	II	III	
151	3	2	1	2
162	2	1	2	1
176	2	1	2	1

217 ID				
	I	II	III	
311	3	2	1	2
346	3	2	1	2
389	2	1	2	1

15 MG	3	2	1
1 Rec..	3	2	1

13 Mot. Division.				
	I	II	III	
33	3	2	1	3
	I	II	III	
66	3	2	1	3
	I	II	III	
93	3	2	1	3
	I			
Rec.	3	2	1	

29 Mot. Division.				
	I	II	III	
15	3	2	1	3
	I	II	III	
71	3	2	1	3
	I			
Rec.	3	2	1	

SOVIETS

29 Arm. Brig..				
	1	2	3	
I	3	2	1	3
	1	2	3	
II	3	2	1	3
	1	2	3	
III	3	2	1	3
	I			
Rozp	3	2	1	

4 RD				
	I	II	III	
39	2	1	2	1
101	2	1	2	1
220	2	1	2	1

6 RD				
	I	II	III	
84	2	1	2	1
125	2	1	2	1
333	2	1	2	1

8 RD				
	I	II	III	
151	2	1	2	1
229	2	1	2	1
310	2	1	2	1

45 RD				
	I	II	III	
10	2	1	2	1
61	2	1	2	1
253	2	1	2	1

52 RD				
	I	II	III	
58	2	1	2	1
112	2	1	2	1
205	2	1	2	1

143 RD				
	I	II	III	
487	2	1	2	1
635	2	1	2	1
800	2	1	2	1

POLES

60 ID				
	I	II	III	
182	2	1	2	1
183	2	1	2	1
184	2	1	2	1

50 ID				
	I	II	III	
178	2	1	2	1
179	2	1	2	1
180	2	1	2	1

Podlaska CB				
Niew.	5 u	9 sk	Bogdan	
1	2	1	2	1

Cavalry Division „Zaza”				
1 u	3 sk	3 sz		
2	1	2	1	

Terrain:	Terrain Effects Chart		Combat modifier
	Mechanized Units	Other units	
Clear Terrain	1	1	-
City	2	1	-2
Town	1	1	-1
Primary Road	1/2	1/2	-
Secondary Road	1	1	-
Wood	+3	+1	1
Swamp	nieprzejezdne	+2	atakujący z bagien walczy 1/2 PS
Lake	nieprzejezdne	nieprzejezdne	zabroniony
Big River	tylko po mostach	patrz: [4.37]	atakujący walczy 1/2 PS
River	+6	+2	-2
Stream	+3	+1	-1
Mountains	niedostępne	3 (jedn. górskie 2)	-4
Hills	2	1	-1

To count the total number of the Artillery Fire modifier, player has to count the terrain and fortifications influence. All terrain modifiers are the same as combat modifiers in the Terrain Effects Chart.

Example: Attacker’s artillery fires with 5.5 strength. Defender is in the woods (-1) and in the Field Fortifications (-2). So we have to move three verses up, from the 5.3-5.6 to the 4.1 – 4.4.

INDIVIDUAL ARTILLERY ATTACKS

modifika- tors	2 x D6											
	2	3	4	5	6	7	8	9	10	11	12	
0,4-0,8	-	-	-	-	-	-	-	1	1	1	1	
0,9-1,2	-	-	-	-	-	-	1	1	1	1	1	
1,3-1,6	-	-	-	-	-	1	1	1	1	1	2	
1,7-2,0	-	-	-	1	1	1	1	1	2	1	2	
2,1-2,4	-	-	1	1	1	1	1	2	2	2	2	
2,5-2,8	-	1	1	1	1	1	2	2	2	2	2	
2,9-3,2	-	1	1	1	1	2	2	2	2	2	2	
3,3-3,6	-	1	1	1	2	2	2	2	2	2	3	
3,7-4,0	-	1	1	2	2	2	2	2	2	3	3	
4,1-4,4	-	1	2	2	2	2	2	2	3	3	3	
4,5-4,8	-	2	2	2	2	2	2	3	3	3	3	
4,9-5,2	-	2	2	2	2	2	3	3	3	3	3	
5,3-5,6	-	2	2	2	2	3	3	3	3	3	3	
5,7-6,0	-	3	2	2	3	3	3	3	3	3	3	
6,1-6,4	-	3	3	3	3	3	3	3	3	3	3	
6,5-	-	3	3	3	3	3	3	3	3	3	3	

COMBAT RESULTS

2D6	less 1:4	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1
2	--	--	B1	B2	B2	B2	B2	B3	B3	B3	B4	B4	B4	B5
3	A1	A1	--	B1	B2	B2	B2	B2	B3	B3	B3	B4	B4	B4
4	A1	A1	--	--	B1	B2	B2	B2	B2	B3	B3	B3	B4	B4
5	A1	A1	A1	--	B1	B1	B2	B2	B2	B2	B3	B3	B3	B4
6	A2	A1	A1	A1	--	B1	B1	B2	B2	B2	B2	B3	B3	B3
7	A2	A2	A1	A1	--	B1	B1	B1	B2	B2	B2	B2	B3	B3
8	A2	A2	A1	A1	--	B1	B1	B1	B1	B2	B2	B2	B2	B3
9	A2	A2	A2	A1	A1	--	B1	B1	B1	B1	B2	B2	B2	B2
10	A2	A2	A2	A1	A1	--	--	B1	B1	B1	B1	B2	B2	B2
11	A2	A2	A2	A2	A1	A1	--	--	B1	B1	B1	B1	B2	B2
12	A3	A2	A2	A2	A2	A1	A1	A1	--	B1	B1	B1	B1	B1

ATTACKER’S LOSSES AFTER COMBAT:

Defender SP	2 x D6										
	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-	1	1
2-3	-	-	-	-	-	-	1	1	1	1	1
4-5	-	-	-	-	-	1	1	1	1	1	2
6-7	-	-	-	-	1	1	1	2	2	2	2
8-9	1	-	-	1	1	2	2	2	2	2	2
10-11	1	-	1	1	2	2	2	2	2	2	2
12-13	1	1	1	2	2	2	2	2	2	2	3
14-15	2	1	2	2	2	2	2	2	2	3	3
16-17	2	2	2	2	2	2	2	2	3	3	3
18-19	2	2	2	2	2	2	2	3	3	3	4
20-21	3	2	2	2	2	2	3	3	3	4	4
22-23	3	3	2	2	2	3	3	3	4	4	4
24-25	3	3	3	2	3	3	3	4	4	4	5
26-27	4	3	3	3	3	3	4	4	4	5	5
28-29	4	4	3	3	3	4	4	4	5	5	5
30+	4	4	4	3	4	4	4	5	5	5	6

DEFENDER’S LOSSES:

Attacking SP:		1-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	55-60	61-66	67-72
combat result	B1	1	1	1	2	2	3	4	5	6	7	8	9
	B2	1	1	2	3	4	5	6	7	8	9	10	11
	B3	1	2	3	4	5	6	7	8	9	10	11	12
	B4	2	2	4	5	6	7	8	9	10	11	12	13
	B5	2	3	5	6	7	8	9	10	11	12	13	14

TABLE OF THE FIGHTING UNITS CASUALTIES

[illegible]