

# Fall Weiss: The Invasion of Poland Sep 1, 1939 - Oct 5, 1939



By Aaron Kamakawiwoole and the Zurn Team  
12 Scenarios in a Narrative Campaign for *Bolt Action*

# Introduction

Dear Reader,

As a more recent arrival to the game *Bolt Action* by Warlord Games, I should probably introduce myself: my name is Aaron, I work full-time with injured veterans to help them through their trauma and learn how to live as a warrior who has returned to society, and I have been playing tabletop strategy games for almost 15 years. So when I came across *Bolt Action* I got excited: it is a meeting of various passions of mine, and because of that I love the game.



I also love digging deeper into history, especially those parts of history that are glossed over quickly in a textbook or college course. And the invasion of Poland in 1939 is one such event. We have all heard about how quickly the Poles were overrun, how they “charged tanks with lances” (more on that later – it never happened), and how this began World War 2. But there is *so* much more to the story than that, and a lot of explanations for why a country that has highly valued its independence could be taken so quickly.

What follows is *Fall Weiss*, the German plan for taking Poland in a swift stroke to reclaim some of the former territory held by Prussia and the German State, but also an invasion designed to test out new German technology and design philosophies. Over the course of the next several pages you’ll find a series of battles that are illustrative of the struggle, starting in the Inter-War period with Polish-Soviet engagements that set the stage for the invasion of Poland in 1939.

We have also included pictures of maps from the period that show you what the generals of the time were looking at when planning their attacks; this means if you want to go really historical you could model your gaming board after what you see in the photos to make it even more realistic. Huge thanks to [Mapster](#) for digitizing these maps!

I hope that this study is illuminating and enjoyable for you – it has been for me!

Aaron Kamakawiwoole  
Founder and CEO, *Zurn Central*

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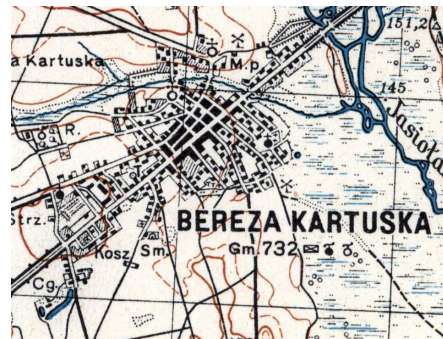


The M1918 Browning Automatic Rifle, the standard infantry support automatic rifle for the Second Kingdom of Poland during the war. It would see far more service (and prove to be quite effective) in American service throughout the war.

# Chapter 1: Bereza

## Kartuska: Feb 14, 1919

Following the end of World War I and the establishment of the Second Kingdom of Poland, tension between the democratic-leaning Polish government and its Ukrainian, Lithuanian, and Prussian allies against the new rising Soviet powers in the East grew, leading to a conflict across Eastern Europe in 1919.



Hostilities between the Poles and the Soviets began on February 14, 1919, with a small platoon of Polish forces taking the town of Bereza Kartuska. Caught unprepared for their arrival, 57 Polish soldiers and 5 officers successfully captured the town and took 80 prisoners of war. To this day we know little to nothing of how they did it or what happened, save that it was a resounding defeat for the Soviets (and fed into the thinking of the time that Soviet soldiers, while numerous, were not superior to European forces).

### FORCES

The scenario is designed to recreate this battle, with the Poles having more points due to the Soviets benefitting from better cover. This fight also uses no armored vehicles and a heavy reliance on infantry, allowing for a "learn the game" scenario for newer players as you don't need to worry about whether a unit can deal wounds to another due to Damage Value being above a 6. So new players will get to learn how to declare their orders, how movement works, how direct v. indirect fire works (thanks to mortars and artillery), and how snipers work. So all in all, a good introduction to the infantry and infantry support side of the game.

Use the forces on the following page for your Polish and Soviet forces, using technology that they had in 1919 (so no BAR rifles for the Poles, for example):

### Polish Forces

**HQ:** 2nd LT + 2 Furthermen (Reg)  
Medic + 1 Orderly (Vet)

**Infantry:** 10 Infantry Section (Reg)  
10 Infantry Section (Reg)  
10 Infantry Section (Reg)  
10 Infantry Section (Reg)  
7 Cavalry Section + Lances (Vet)  
1 Marksman (Vet)  
Medium Mortar + Spotter (Reg)

**Artillery:** Medium Artillery + Spotter (Reg)

10 Order Dice

### Soviet Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)  
Commissar + 1 man (Inexp)

**Infantry:** 12 Inexperienced Infantry (Inex)  
12 Inexperienced Infantry (Inexp)  
12 Inexperienced Infantry (Inexp)  
12 Inexperienced Infantry (Inexp)  
12 Inexperienced Infantry (Inexp)  
8 Guards +1 SMG +1 LMG (Reg)  
1 Anti-Tank Rifle Team (Reg)  
1 Anti-Tank Rifle Team (Reg)  
1 Anti-Tank Rifle Team (Reg)  
1 Machine Gun Team (Reg)

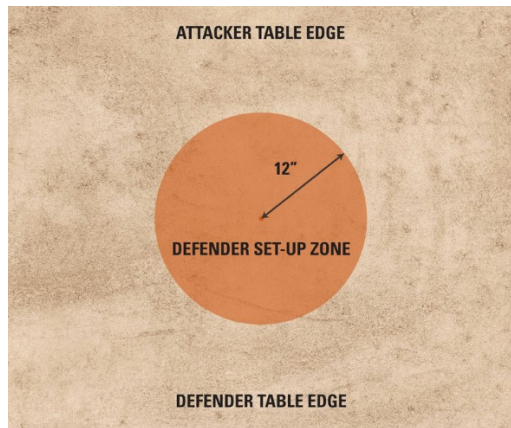
12 Order Dice

## SETUP

The mission is **Scenario 11: "Surrounded!"**

The playing area should be 4' x 4' or as near as possible (as the village is pretty small, and the points level is relatively low).

The Soviets are the defenders in this scenario, and setup half of their forces (rounded down) in the town in the center of the map, with as many of them in buildings as possible (following the standard rules for buildings and rooms). The Hidden setup rules are not in effect in this scenario, as the Polish scouts have successfully scouted the town in preparation for the attack.



In addition, all Polish units make up the first wave (as the platoon is the "tip of the spear" for the invasion of Soviet territory, and all come in together). In addition, the **Confused**

**Fight** special rule for this scenario is not in play, as both forces are being reinforced from their side of the border: all reinforcements arrive from the player's board edge.

The **Preparatory Bombardment** rule is still in play: the Polish player rolls a die: on a 2+, a preparatory bombardment strikes the Soviet positions. On a 1, the barrage fails to take place, but you have your orders and the attack must go ahead as planned.

In addition, a new special rule is in play for this scenario:

**Taken by Surprise:** Soviet forces are caught sleeping at 7am when the raid begins. Soviet units may not be given *Advance*, *Ambush*, or *Fire* orders on the first turn.

#### GAME DURATION AND VICTORY

The game lasts for 6 turns; at the end of Turn 6 roll a die: on a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

Players score **1 Victory Point for each enemy unit destroyed**. If one side scores at least 2 more Victory Points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call – the game is a draw.

#### HISTORY

As was noted above, historically the Poles took the town with very few casualties, the garrison being taken completely by surprise and a good portion of the army routing. The Poles would continue with their advance, with a lot of back and forth between them and the Soviets for control of the region for the next few years.

But by 1939 the lines were more or less drawn with both sides well entrenched against the other. Due to these skirmishes against the Soviets the best and most veteran troops of the Polish Army were stationed on the Eastern front, preparing for Soviet incursions.

It wasn't until Summer of 1939 that intelligence told them of German troops massing near the border on multiple axes of advance.

# Chapter 2: East Prussian Corridor: Sep 1, 1939

Over twenty years later, the Kingdom of Poland had continual skirmishes with their Communist neighbors to the East which eventually ended in a tense peace treaty (as the Soviets had engulfed parts of Finland, Lithuania, Prussia, and Ukraine). But with the rise of Hitler's fascist labor party in Germany, the Polish leadership begins looking to the west as a possible threat of invasion. Plans are made to secure the East Prussian Corridor that connects Prussia with Germany as a likely point of aggression from Germany.



Polish High Command gives an order to the army: they are not to cede any ground to the Germans should they invade, even if the terrain is unfavorable. And in the East Prussian Corridor, that is precisely the situation that Polish units face: unfavorable ground in the open where maneuver warfare is favorable to the tanks of the German 4th Army, when there are marshes and wooded areas further south that would work better for a defensive line and slow their advance, not to mention the fortified city of Torun (shown above). The Polish forces meet them in the Corridor instead.

## FORCES

Both forces are close in points: about 1000 points for each force (which was not historically accurate, as the Polish forces were outnumbered in the Corridor, but at the platoon level we can keep them close as representative of a portion of the greater battle). The Polish forces have similar forces to the Inter-War Period, as their mechanized/armor

divisions are not present this far north. This means the Poles are relying on 105mm artillery and 81mm mortars for firepower, supported by many rifles.

In response the 4th German Army has deployed their pioneer squads and heer infantry alongside a few panzers, capable of bringing heavy force against the infantry-heavy platoon that meets them. While the man count for the Germans is much smaller, their firepower and supporting fire is dramatically higher, with success primarily being driven by the support units for both sides in this fight: the Polish forces want to hang back as much as possible, relying on their mortars and artillery, while the Germans want to push up, using their panzers and half-tracked transport (which can carry their Pioneers, LT, and Flamethrower Team) to push up quickly against Polish lines.

Use the forces below for your Polish and German forces:

#### **Polish Forces**

**HQ:** 2nd LT + 1 Furtherman (Inexp)

**Infantry:** 12 Infantry +1 BAR Rifle (Reg)

12 Infantry +1 BAR Rifle (Reg)

1 Anti-Tank Rifle Team (Reg)

Medium Mortar + Spotter (Reg)

**Artillery:** Medium Artillery + Spotter (Reg)

**Transport:** Polski Fiat 621L Truck (Inexp)

**HQ:** 2nd LT + 1 Furtherman (Inexp)

**Infantry:** 12 Infantry +1 BAR Rifle (Reg)

12 Infantry +1 BAR Rifle (Reg)

1 Anti-Tank Rifle Team (Reg)

Medium Mortar + Spotter (Reg)

**Artillery:** Medium Artillery + Spotter (Reg)

**Transport:** Polski Fiat 621L Truck (Inexp)

#### **German Forces**

**HQ:** 2nd LT + 1 Furtherman (Reg)

**Infantry:** 7 Heer Infantry + SMG (Reg)

7 Heer Infantry (Reg)

5 Heer Pioneer Infantry +3 SMGs

+1 Flamethrower (Vet)

1 Flamethrower Team (Vet)

**Tank:** 1 Panzer II Ausf A (Reg)

**Transport:** UNIC P107 Command Half-Track (Inexp)

**HQ:** 2nd LT + 1 Furtherman (Reg)

5 Heer Infantry +1 LMG (Reg)

5 Heer Infantry +1 LMG (Reg)

7 Heer Infantry (Reg)

1 Machine Gun Team (Reg)

**Tank:** 1 Panzer I (Reg)

**Transport:** 1 Truck (Inexp)

14 Order Dice

15 Order Dice



## SETUP

The mission is **Scenario 2: "Meeting Engagement"**

The playing area should be 6' x 4' or as near as possible. The area within 12" of the short board edges should have rough terrain forest cover, reflecting the fact that we are fighting in a corridor leading from Germany to Prussia. There should be no buildings on the board, and you can have a road running lengthwise across the table.

Both players roll a die. The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve (up to half his units, rounded down). The other player then does the same. No units are set up on the table at the start of the game: any units not left in reserve form the player's first wave.

## GAME DURATION AND VICTORY

The game lasts for 6 turns; at the end of Turn 6 roll a die: on a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

Players score **1 Victory Point for each enemy unit destroyed**. If one side scores at least 2 more Victory Points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call – the game is a draw.

## HISTORY

Historically, the Polish suffered heavy losses, with German armor pushing back the Poles all throughout the Corridor. By nightfall the northern defenses of the Polish Army had fully collapsed, opening up supply lines to support the Prussian elements of the German advance. Poland would not reclaim this territory until it gained its independence from the Soviet Union decades later.

# Chapter 3: The Battle of Mokra: Sep 1, 1939

As the invasion begins, the Polish 21st Uhlan Regiment and the 5th Artillery Division attempt to hold the small town of Mokra against the German army. While the Uhlan regiment has only tankettes for armored support and a large battery of traditional artillery to support them, the regiment has been



in service for decades and seen a lot of action on the Eastern front. Redeployed to the western front as a reconnaissance unit, they find themselves faced with an armored column of hundreds of tanks and armored vehicles.

The German invasion has begun, headed straight for Warsaw, and with Polish High Command committing itself to not give any ground to the invaders, the 21st Uhlan Regiment is prepared to meet the enemy as they advance toward the town. And in a stunning victory, they prevailed historically on this fateful day.

## FORCES

This is a 1500pt match (so larger than your average game), and involves two platoons for both forces. The Germans bring two mounted infantry platoons, with trucks carrying in your infantry, supported by panzers. This was rare for the time, but we did it here to make the odds of winning a bit more fair for this scenario.

The Polish forces are a combination of cavalry and tankettes (which made up the mechanized and infantry troops at the battle) supported by a heavy artillery battery (the 5th Artillery Division) and an armoured train (the *Smialy*).

The Germans have by far the numerical advantage in terms of both bodies and order dice, but the Poles have far greater firepower and the benefit of ambushing the Germans (whose reconnaissance was weak, as they had a suboptimal proportion of scouting and infantry support for panzer divisions during the invasion due to having three axes of attack and limited scouting units to provide support for all of their advancing divisions).

Use the forces below for your Polish and German forces:

### Polish Forces

**HQ:** 2nd LT + 1 Furtherman (Cav) (Reg)

**Infantry:** 7 Cavalry Section + Lances (Vet)

7 Cavalry Section + Lances (Vet)

7 Cavalry Section + Lances (Vet)

**Artillery:** Heavy Artillery + Spotter (Reg)

**Car:** 1 TKS Tankette + Light Autocannon (Reg)

**HQ:** 2nd LT + 1 Furtherman (Inexp)

**Infantry:** 10 Infantry +1 BAR Rifle (Reg)

8 Cavalry Section +Lances (Vet)

**Artillery:** Heavy Artillery + Spotter (Reg)

**Car:** 1 TKS Tankette + Light Autocannon (Reg)

**Train:** 1 Armoured Engine (DV7+) (Reg)

1 Improvised Armoured Wagon +

Top + 2 MMGs (Left, Right) (Reg)

1 Polish Gun Wagon +2 Medium  
Artillery (Reg)

### German Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)

**Infantry:** 8 Heer Infantry + SMG (Reg)

8 Heer Infantry + SMG (Reg)

1 Machine Gun Team (Reg)

1 Medium Mortar + Spotter (Reg)

**Tank:** 1 Panzer II Ausf A (Reg)

**Transport:** 1 Truck (Inexp)

1 Truck (Inexp)

1 Truck (Inexp)

**HQ:** 2nd LT + 1 Furtherman (Reg)

10 Heer Infantry + NCO SMG +  
1 LMG (Reg)

10 Heer Infantry + NCO SMG +  
1 LMG (Reg)

8 Heer Infantry + 1 LMG (Reg)

8 Heer Infantry + 1 LMG (Reg)

1 Sniper Team (Reg)

1 Machine Gun Team (Reg)

1 Medium Mortar + Spotter (Reg)

**Tank:** 1 Panzer I (Reg)

**Transport:** 1 Truck (Inexp)

1 Truck (Inexp)

1 Truck (Inexp)

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1 Truck (Inexp)

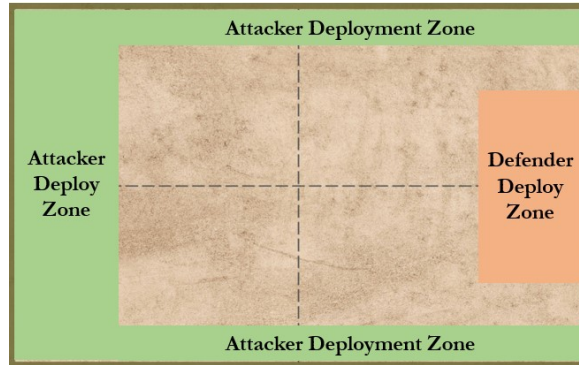
14 Order Dice

23 Order Dice

## SETUP

The mission is a custom attacker-defender scenario: "**Column Ambush**"

A body of troops is engaged by the enemy, forcing them into a desperate firefight. The playing area should be 6' x 4' or as near as possible. The board should have a higher elevation section along one of the shorter board edges, and there should be trees at the base of that hilly area.



In front of the trees there should be a train track running roughly parallel with the shorter board edge. The train track is raised, and counts as rough terrain with the exception of a single crossing point, roughly in the center of the board. There should be trees along one of the longer board edges, and a few small houses and fields along the other. A road should run from the train crossing to the village.

Both players roll a die, and the player with the higher result chooses to be the attacker or defender (*in this case, though, the Germans are the defenders in this scenario, so you can skip past the die roll*). The defender then nominates one of the short edges of the board as their board edge (*in this case he nominates the board edge with the lower elevation, as that is the direction that the Germans are coming from*), and must deploy all of their **vehicles** within 12" of their board edge. If the defender has any transports or tows, they must start with units in them, if possible (though maximizing transport slots is not required). All other defender models are held in reserve.

The attacker may nominate up to half of their models (rounded down) to form their reserve; all other units are deployed within 12" of the attacker's board edge or within 6" of either of the side board edges.

Attacking units from reserve may use the **Outflank** rules; defenders may not benefit from outflanking (as they are being ambushed in transit to their destination and are not in position to outflank). Attacking units may take advantage of the **Hidden** special rule (if the unit starts in full cover, they may not be targeted until revealed by the enemy; enemy units may reveal the unit by moving within 6" of the hidden unit).

## OBJECTIVE

The defender must try to move as many of his units off of the attacker's board edge. The attacker tries to stop him. Note that in this scenario, defending units are allowed to deliberately move off the table from the attacker's table edge to reach their objective.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2, or 3, the game ends, and on a roll of 4, 5, or 6 play a 7th turn. If the game goes on to a 7th turn, at the end of Turn 7, roll a die. On a result of 1, 2, or 3, the game ends, and on a roll of 4, 5, or 6 play one further turn.

## VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared - a draw!

The attacker scores 2 victory points for every enemy unit destroyed. The defender scores 1 victory point for every enemy unit destroyed. He also scores 3 victory points for each of his own units that has moved off the enemy table edge before the end of the game.

## HISTORY

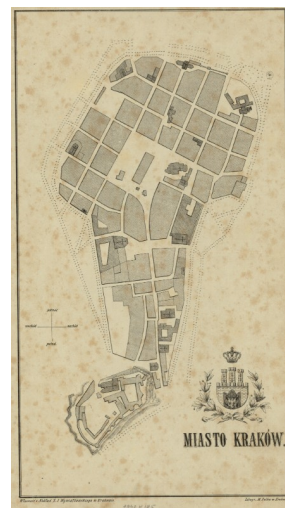
Historically, as the German double envelopment took form in the invasion of Poland, they hit one setback near the small town of Mokra. There Polish forces from the Wolynyska Cavalry Brigade caught them by surprise with the aid of an armoured train carrying artillery and a wide array of machine guns.

This resulted in a devastating loss for the 4th Panzer Division, but due to the successes elsewhere around the front and about 200 casualties suffered by the Polish 21st Uhlan Regiment, the Poles fell back to more defensible positions further East.

# Chapter 4: The Siege of Krakow: Sep 4, 1939

With German forces pouring into Poland from Czechoslovakia and Hungary, Polish forces in the south were overwhelmed and assaulted from two sides, causing them to fall back far faster than Polish High Command expected.

The result was the brief (yet bloody) siege of Krakow, where Polish rifle companies tried desperately to hold off German tank and rifle platoons. Outflanked, outnumbered, and undergunned, the Poles were poorly equipped to hold the city, yet they fought on against all odds.



## FORCES

Both forces have one reinforced platoon, with the Germans bringing the weight of a Panzer IV and heavy supporting fire to bear against the Polish infantry in the town. The Poles have a light AT gun, a low-velocity anti-tank gun, and an AT Rifle team to fend off the armored assault, with ranks of men also on-hand to keep the enemy at bay. With the Poles vastly outgunned and with the Germans sporting enough artillery to push the Poles out of the safety of the buildings, this will be a tough fight for the Poles.

Use the forces below for your Polish and German forces:

### Polish Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)  
1 Medic + 1 Orderly (Vet)  
**Infantry:** 12 Infantry + 1 BAR Rifle (Reg)  
12 Infantry + 1 BAR Rifle (Reg)

### German Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 7 Heer Infantry + SMG (Reg)  
7 Heer Infantry + SMG (Reg)  
7 Heer Infantry + 1 LMG (Reg)

12 Infantry + 1 BAR Rifle (Reg)  
 12 Infantry + 1 BAR Rifle (Reg)  
 1 Machine Gun Team (Reg)  
 1 Anti-Tank Rifle Team (Reg)  
 1 Marksman (Vet)  
 1 Medium Mortar + Spotter (Reg)

**Artillery:** Light Anti-Tank Gun (Reg)

**Tank:** 1 Tacsanka WZ.36 (Reg)

**Armoured Car:** 1 WZ.34 Armoured Car  
 + Low-Velocity Anti-Tank Gun (Reg)

**Transport:** Polski Fiat 621L Truck (Reg)

7 Heer Infantry + 1 LMG (Reg)  
 5 Heer Pioneer Infantry + 3 SMGs  
 + 1 Flamethrower (Vet)  
 1 Flamethrower Team (Vet)  
 1 Sniper Team (Vet)  
 1 Medium Mortar + Spotter (Reg)

**Artillery:** Medium Artillery + Spotter (Reg)

**Tank:** 1 Panzer IV Ausf A (Reg)

**Armoured Car:** 1 Steyr ADGZ M35  
 Heavy Armoured Car (Reg)

**Transport:** 1 Truck (Inexp)  
 1 Truck (Inexp)

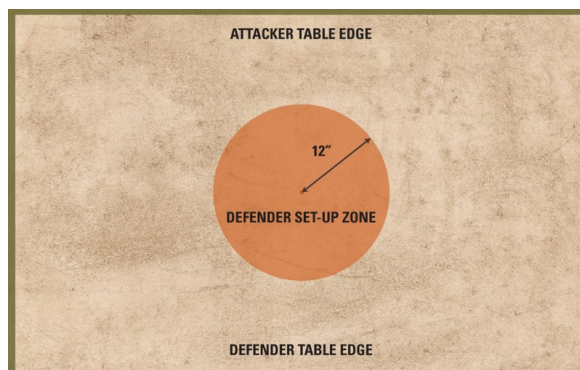
14 Order Dice

14 Order Dice

## SETUP

The mission is **Scenario 8: "Manhunt"**

The playing area should be 6' x 4' or as near as possible. The Poles are the defenders in this scenario, and the Germans are the attackers. The Poles only have one HQ officer, so he is the target to be apprehended.



## HISTORY

In a turn of events surprising no one, while the defenders were determined and brave in their defense, the town fell quickly and decisively to the Germans. Their large volume of tanks combined with overwhelming numbers and limited Polish preparations for the attack led to a quick (while still hot) siege, opening up the southern portions of the country to invasion. The third axis of attack had successfully broken through.

# Chapter 5: The Battle of Bialystock: Sep 7, 1939

With the East Prussia Corridor secure, Germany can more reliably reinforce Prussia to the north, opening up a new axis of attack to slip behind the Polish defense lines to reach Warsaw. First on their list of targets on the road to Warsaw is the city of Bialystock, located in the northeast section of the kingdom.



The Germans 3rd Army pushes south, but the area is swampy and the Poles attempt to put up a resistance near the town of Bialystock to slow the German advance and cut supplies going in to Prussia by land. If they can break the German lines, they stand a chance to keep the northern front intact, relieving pressure on the western divisions.

## FORCES

Both forces are sitting just above 1250pts, and 18 order dice, so it's a "fair fight" in that regard. The Germans rely on a host of autocannons for removing the tankettes and mowing down infantry, with good-sized units of regulars and veterans to help them push into the sectors. In exchange, they have no indirect fire and no HE templates save for the autocannons (if they choose to fire that way).

On the flipside we have a mix of well-trained cavalry (which the Poles had in the north) combined with levy infantry to hold the line (which was also true at this point: little training and quick outfitting was necessary to get companies in the field) with a few 105mm guns and 81mm mortars to back them up. And with an unseasoned officer core in the north, the Poles will have to rely on their cavalry and supporting fire to win the day



for them.

Use the forces below for your Polish and German forces:

**Polish Forces**

**HQ:** 2nd LT + 1 Furtherman (Inexp)

**Infantry:** 6 Cavalry Section + Lances (Vet)

6 Cavalry Section + Lances (Vet)

6 Cavalry Section + Lances (Vet)

6 Cavalry Section + Lances (Vet)

1 Marksman (Reg)

1 Medium Mortar Team (Inexp)

**Artillery:** Medium Artillery + Spotter (Reg)

**Tank:** 1 TKS Tankette + Light Autocannon (Reg)

**HQ:** 2nd LT + 1 Furtherman (Inexp)

**Infantry:** 12 Infantry +1 BAR Rifle (Inexp)

12 Infantry +1 BAR Rifle (Inexp)

12 Infantry +1 BAR Rifle (Inexp)

1 Medium Mortar Team (Inexp)

1 Anti-Tank Rifle Team (Reg)

**Artillery:** Medium Artillery + Spotter (Reg)

**Tank:** 1 TKS Tankette + Light Autocannon (Reg)

**Transport:** Polski Fiat 621L Truck (Inexp)

**German Forces**

**HQ:** 2nd LT + 1 Furtherman (Reg)

1 Medic (Reg)

**Infantry:** 7 Heer Infantry + SMG (Reg)

7 Heer Infantry + 1 LMG (Reg)

5 Pioneer Infantry + 3 SMGs +

1 Flamethrower (Vet)

1 Flamethrower Team (Reg)

**Tank:** 1 Panzer II Ausf A (Reg)

**Armoured Car:** SDKFZ 231 Hvy

Armoured Car (6-Rad) (Reg)

**Transport:** 1 Truck (Inexp)

**HQ:** 2nd LT + 1 Furtherman (Reg)

**Infantry:** 7 Heer Infantry + SMG (Reg)

7 Heer Infantry + 1 LMG (Reg)

5 Heer Veterans + SMG (Vet)

1 Sniper Team (Reg)

1 Flamethrower Team (Reg)

**Tank:** 1 Panzer II Ausf A (Reg)

**Transport:** 1 Truck (Inexp)

18 Order Dice

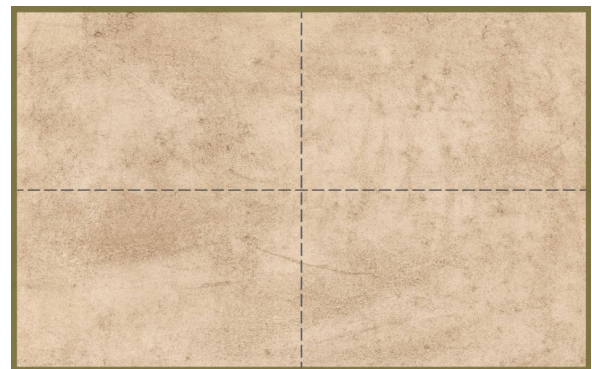
18 Order Dice

**SETUP**

SETUP The mission is **Scenario 12: "Sectors"**

The playing area should be 6' x 4' or as near as possible. The map should have swamp terrain (counts as impassable terrain for vehicles and

artillery that do not have the Waterborne/Amphibious keywords, and rough terrain for



infantry) covering 25% or more of the board, and there should be woodland rough terrain covering at least 25% of the rest of the board.

There should also be roads running across the board to show the paths leading to Warsaw and other cities in the region.

**Preparatory Bombardment** is still in play; both players roll a die: on a 2+ their artillery bombardment arrives. On a result of 1, the barrage fails to materialize, but they have their orders and must go ahead as planned.

The game is played for 6 turns, as per normal; at the end of Turn 6 roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn. At the end of Turn 7 roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

Scoring conditions are normal for this scenario: each side scores 1 Victory Point for each unit they destroy, 1 Victory Point for each of their units completely inside the “Neutral” table quarters, and 3 Victory Points for each of their own units that is completely inside the enemy quarter of the table. If a unit straddles the line, it counts as being in the sector where the majority of the unit is located; if it is too close to call, roll a die for it.

If one side scores at least 2 more Victory Points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

## HISTORY

Historically this was a pivotal battle: if the Poles managed to break the Germans here it would have set back German plans for taking Warsaw, though the war would have probably gone the same way in the end (albeit with more losses to Germany). But the battle was a rout for the Poles: the Germans were able to break through Polish lines, and that caused vast numbers of troops from the Eastern front with the Soviets to retreat back to Poland to protect the interior.

About 10 days later, this would manifest into a much larger problem.

# Chapter 6: The Trenches of Plonsk: Sep 6, 1939

With Polish forces only seeing minor successes near the western border, Polish forces began to fall back to the central cities. As the Germans pursued them toward the Plonska River, they encountered heavily entrenched positions between the towns of Plonsk and Pultusk.



Here the Germans found it difficult to dislodge the defenders, but with the Plonska River being a natural defense along the road to Warsaw, German forces needed to take it, and the assault was ordered anyway.

The result is some of the heaviest losses to the German Army in the war.

## FORCES

German forces have a points advantage as the Poles will have extensive trenches and defensive cover to reduce their casualties and pins. The Germans are dismounted in this corps (as most divisions were not mechanized in the German Army), but they are accompanied by two Panzer III tanks as well as artillery/mortar, making for effective armored support for the attacking infantry.

Use the forces below for your Polish and German forces:

### Polish Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 12 Infantry + 1 BAR Rifle (Reg)  
12 Infantry + 1 BAR Rifle (Reg)  
1 Marksman (Vet)

### German Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 7 Heer Infantry + SMG (Reg)  
7 Heer Infantry + 1 LMG (Reg)  
5 Pioneer Infantry + 3 SMGs + 1

1 Medium Mortar + Spotter (Reg)  
**Artillery:** Heavy Artillery + Spotter (Reg)  
**Tank:** 7TP Tank with Twin MMGs (Reg)  
**HQ:** 2nd LT + 1 Furtherman (Inexp)  
**Infantry:** 12 Infantry +1 BAR Rifle (Reg)  
 12 Infantry +1 BAR Rifle (Reg)  
 1 Marksman (Vet)  
 1 Medium Mortar + Spotter (Reg)  
**Artillery:** Heavy Artillery + Spotter (Reg)  
**Tank:** 7TP Tank with Twin MMGs (Reg)

Flamethrower (Vet)  
 1 Flamethrower Team (Vet)  
 1 Medium Mortar + Spotter (Reg)  
**Artillery:** Medium Artillery+ Spotter (Reg)  
**Tank:** Panzer III Ausf G + 2nd Coaxial  
 MMG (Reg)  
**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 7 Heer Infantry + SMG (Reg)  
 7 Heer Infantry + 1 LMG (Reg)  
 5 Pioneer Infantry + 3 SMGs + 1  
 Flamethrower (Vet)  
 1 Flamethrower Team (Vet)  
 1 Medium Mortar + Spotter (Reg)  
**Artillery:** Medium Artillery+ Spotter (Reg)  
**Tank:** Panzer III Ausf G + 2nd Coaxial  
 MMG (Reg)

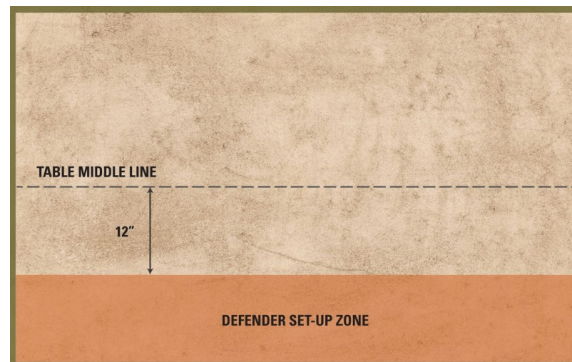
14 Order Dice

16 Order Dice

## SETUP

The mission is **Scenario 9: "Point Defense"**

The playing area should be 6' x 4' or as near as possible. Poland is the defender in this scenario, and may deploy up to 48" of trenches and dug-out defenses in addition to their forces, but no bunkers.



Once the defenses are placed, the Polish player places 3 objectives: command posts, fuel dumps, ammo depots, etc. The Germans are seeking to breach the lines to capture these objectives. The Polish player is trying to stop him. The Poles begin the game in control of all three objectives, regardless of where the Polish units are placed.

To capture an objective, an army must have an infantry/artillery model within 3" of the objective at the end of the turn with no enemy units of any kind within 3" of it. Once an objective is captured, it remains under their control until it is taken by the enemy.

The board should include trees along the short right-hand board edge, and should be relatively open in the center (as it is open farmland leading up to the Vistula River). Since the Germans are outmaneuvered at the Plonsk trenches by Polish forces, the attackers are not allowed to **outflank** in this scenario.

**Preparatory bombardment** occurs normally in this scenario, and the game may end at the end of Turn 6. At the end of Turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a 4, 5, or 6 play one further round.

If the Germans hold 2 or more objectives, the Germans win the scenario, having broken the Polish lines and driving them from their defensive positions. If the Germans hold 1 objective, the game is a draw. If the Germans hold no objectives, then the Poles win.

## HISTORY

Historically, the Germans faced two issues when fighting near Plonsk: they were designed for maneuver warfare and were not prepared to dig out well-entrenched defenders, and second (and perhaps more striking) they did not have sufficient scouting/reconnaissance detachments, so Polish forces were able to outmaneuver and flank attack German units. This led to massive losses, and while this route was the shortest and most important path to Warsaw, it was impossible to break with the assault divisions that Germany used.

The result was a delay; they would later take the positions as Polish forces fell back to Warsaw, but for days their forces were unable to break the Polish lines.

# Chapter 7: Disaster at the Vistula: Sep 10, 1939

As the Polish southern front begins to collapse and the forces to the north recede from German and Prussian forces, the remaining troops near the Vistula River attempt to repel the German 10th Army to keep them out of Warsaw. If the Vistula River falls into German hands, there is no natural barrier to prevent them from reaching the capitol of Warsaw.



And with German forces pushing through Torun and Krakow, the defenders of the Vistula found themselves hopelessly surrounded by almost 20 German divisions. So they did what anyone in that situation would do.

They fought for a glorious last stand. Best decision? Probably not. Worthy of making it into a 12-mission campaign? Certainly.

## FORCES

The Poles start dreadfully outnumbered and outgunned; the Germans have 250(ish) points over them, though the Poles have the advantage of defensive positions giving them heavy cover and extra protection against incoming attacks. But the Germans are ready: they've brought a wide range of autocannons, anti-tank guns, and plenty of loyal heer infantry to overwhelm the defenders.

The last of the great cavalry divisions is attempting to hold the line here, and they are, truly, what the Poles are hoping will win the day for them. The Poles have a few armored vehicles and a (lightly armored) train bringing up both reinforcements and a large number

of machine guns, but whether it will be enough to repel the horde of Germans coming in is known only to Fate.

Use the forces below for your Polish and German forces:

### Polish Forces

**HQ:** 2nd LT (Reg)  
**Infantry:** 10 Infantry + 1 BAR Rifle (Reg)  
10 Infantry + 1 BAR Rifle (Reg)  
1 Machine Gun Team (Reg)  
1 Medium Mortar Team (Inexp)  
**Artillery:** Medium Artillery + Spotter (Reg)  
**Tank:** 7TP Tank (Twin MMGs) (Reg)  
**Armoured Car:** 1 TKS Tankette (Autocannon) (Reg)  
  
**HQ:** 2nd LT + 1 Furtherman (Inexp)  
**Infantry:** 10 Infantry + 1 BAR Rifle (Reg)  
10 Infantry + 1 BAR Rifle (Reg)  
1 Light Mortar Team (Inexp)  
**Train:** 1 Armoured Engine (DV6+) (Reg)  
1 Improvised Armoured Wagon +  
Top + 2 MMGs (Left, Right) (Reg)  
1 Improvised Armoured Wagon +  
Top + 2 MMGs (Left, Right) (Reg)  
1 Tatra T18 Armoured Wagon (Reg)

### German Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 7 Heer Infantry + SMG (Reg)  
7 Heer Infantry + 1 LMG (Reg)  
5 Pioneer Infantry + 3 SMGs +  
1 Flamethrower (Vet)  
1 Medium Mortar + Spotter (Reg)  
**Artillery:** 20mm Flakvierling 38 (Reg)  
**Tank:** 1 Panzer III Ausf G + 2nd  
Coaxial MMG (Reg)  
**Transport:** 1 Truck (Inexp)  
  
**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 7 Heer Infantry + SMG (Reg)  
7 Heer Infantry + 1 LMG (Reg)  
5 Pioneer Infantry + 3 SMGs +  
1 Flamethrower (Vet)  
1 Medium Mortar + Spotter (Reg)  
**Artillery:** 20mm Flakvierling 38 (Reg)  
**Tank:** 1 Panzer III Ausf G + 2nd Coaxial  
MMG (Reg)  
**Transport:** 1 Truck (Inexp)

16 Order Dice

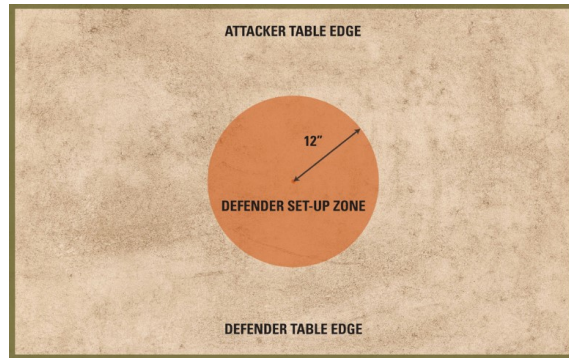
16 Order Dice

## SETUP

The mission is **Scenario 11: "Surrounded"**

The playing area should be 6' x 4' or as near as possible. The Poles are the defenders in this scenario, and should have 24"-30" of trenches and defensive dug-in positions (but no

bunkers) in their deployment zone. Since the Poles also have an armoured train coming, there should also be 48-72" of track going from one board edge to the other (either short or long edge; if it crosses the short edge it will go over the river toward Warsaw, and would be the primary resupply route for the defenders).



The attackers should have ample forest areas dotting the edges of the map to give them cover as they attempt to ambush the defenders, and along the defender board edge there should be a river with 1-2 bridges and 0-1 fords.

All other special rules and victory conditions remain the same: the battle at this point is all chaos, as forces are being brought in from all sides to attempt to break the defenders.

## HISTORY

Historically, this battle was devastating, with thousands of Poles captured and the last real army in the west being destroyed. It was the falling of the Vistula forces that solidified the endgame for the war.



# Chapter 8: The Battle of Bzura: Sep 9-19, 1939

Few know of the ten-day siege of Bzura by the Germans, but this was the original "Dresden" in World War 2. The defenders held out against the Luftwaffe for 10 days, but with limited anti-air defenses and relentless air raids, it was only a matter of time before the defenders had to surrender.

## FORCES

The defenders once again have heavy defenses, but with the Luftwaffe infantry coming on quickly, they will also get a good bit of cover. The Germans are relying on cheap green troops (and hoping they uprate) supported by a LOT of supporting fire from some of the heaviest armaments in the Early War period (and that stand the test of time throughout all periods of the war), including the 88mm Flak 36, a heavy howitzer on a panzer, and two forward air observers to call in air strikes.

If any Polish forces survive the onslaught of supporting fire, they will have their hands full with 44 Luftwaffe infantry (even if they remain inexperienced), plus officers, plus air observers once their strikes have been called in. That's a lot of possible people to claim the objective.

Use the forces below for your Polish and German forces:

### Polish Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 10 Infantry + 1 BAR Rifle (Reg)  
10 Infantry + 1 BAR Rifle (Reg)  
1 Machine Gun Team (Reg)  
1 Medium Mortar + Spotter (Reg)

### German Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)  
Air Force Observer +1 man (Reg)  
**Infantry:** 8 Luftwaffe + 3 SMGs (Inexp)  
8 Luftwaffe + 3 SMGs (Inexp)  
6 Luftwaffe Div + 1 LMG (Inexp)

**Artillery:** Bofors 40mm AA Gun (Reg)  
**Car:** 1 TKS Tankette (Autocannon) (Reg)

**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 10 Infantry +1 BAR Rifle (Reg)  
10 Infantry +1 BAR Rifle (Reg)  
1 Machine Gun Team (Reg)

**Artillery:** Bofors 40mm AA Gun (Reg)  
**Car:** 1 TKS Tankette (Autocannon) (Reg)

1 Medium Mortar + Spotter (Reg)  
**Artillery:** 88mm Flak 36 Gun (Reg)  
**Tank:** 1 Panzer I (Reg)  
**Tow:** 1 Horse-Drawn Limber (Inexp)

**HQ:** 2nd LT + 1 Furtherman (Reg)  
Air Force Observer + 1 man (Reg)

**Infantry:** 8 Luftwaffe + 3 SMGs (Inexp)  
8 Luftwaffe + 3 SMGs (Inexp)  
6 Luftwaffe + 1 LMG (Inexp)  
1 Medium Mortar + Spotter (Reg)

**Tank:** Panzer I SIG 33 (Reg)

13 Order Dice

15 Order Dice

## SETUP

The mission is **Scenario 10: "Hold Until Relieved"**

The playing area should be 6' x 4' or as near as possible. The Poles are the defenders in this scenario, and the map should resemble a town with larger structures near the center of the map. All other objectives and scenario rules remain the same.

## HISTORY

Historically, this battle was *brutal*. High winds moved fire from incendiary bombs from one street to the next, causing widespread destruction of civilian infrastructure (and human life). While not as dramatic or destructive as the siege of Warsaw or Lwow, it still stands out as one of the most horrific sieges in the war when viewing collateral damage.

# Chapter 9: The Soviets

## Arrive: Sep 17, 1939

Just as Polish lines are starting to crack against German forces pouring in, Polish divisions from the eastern front were redeployed to face them and shore up the lines. And near Warsaw they meet with a level of success, preserving the Vistula River as a natural defensive barrier.



Then an unexpected declaration of war from the Soviets throws the entire defensive strategy into chaos, as dozens of divisions crash through the Polish defenses on the Eastern Front. And with the interwar losses on their mind, the Soviets are looking for payback for old scars.

### FORCES

The Poles are working with a bare bones defense corps: what remains of their armored companies, a mix of trained infantry and levy troops, and whatever defensive weaponry yet remains on this front that have not been redeployed to fight the Germans.

The Soviets, on the other hand, are sporting some of the best equipment they possessed during the early parts of the war: lots of submachine guns, levy troops of riflemen, and good tanks with plenty of supporting indirect fire. And as the trucks roll in, the board is set: the old boundary lines established at Riga are about to be broken.

Use the forces on the following page for your Polish and Soviet forces:

### Polish Forces

**HQ:** 2nd LT +1 Furtherman (Reg)  
**Infantry:** 10 Infantry + 1 BAR Rifle (Reg)  
10 Infantry + 1 BAR Rifle (Reg)  
10 Infantry + 1 BAR Rifle (Reg)  
12 Infantry (Inexp)  
12 Infantry (Inexp)  
1 Machine Gun Team (Reg)  
1 Anti-Tank Rifle Team (Reg)  
1 Marksman (Vet)  
1 Medium Mortar + Spotter (Reg)  
**Artillery:** Medium Artillery + Spotter (Reg)  
**Tank:** 7TP Tank (Reg)  
**Armoured Car:** 1 TKS Tankette (Reg)

13 Order Dice

### Soviet Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)  
Commissar +1 man (Inexp)  
**Infantry:** 12 Inexperienced Infantry (Inex)  
12 Inexperienced Infantry (Inex)  
8 Submachine Gun Squad (Reg)  
8 Submachine Gun Squad (Reg)  
8 Tank Riders (Vet)  
8 Guards +1SMG +1LMG (Reg)  
1 Anti-Tank Rifle Team (Reg)  
1 Anti-Tank Rifle Team (Reg)  
1 Anti-Tank Rifle Team (Reg)  
1 Flamethrower Team (Reg)  
1 Medium Mortar + Spotter (Reg)  
**Artillery:** Med Artillery + Spotter (Reg)  
**Tank:** T-34 Medium Tank (Reg)  
**Transport:** 1 Truck (Inexp)  
1 Truck (Inexp)

17 Order Dice

## SETUP

The mission is **Scenario 1: "No Man's Land"**

The playing area should be 6' x 4' or as near as possible. The board should be open, as there are few trees or natural barriers to movement in this region, though farmland would be fitting. Because the Poles built defenses to keep out the Soviets, the Poles may place 18" of trenches in their deployment zone after sides are selected but before placing units.

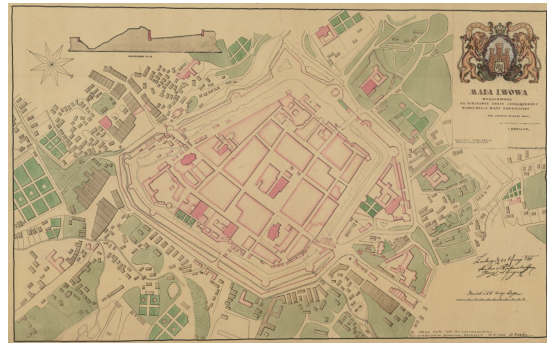
## HISTORY

To be honest, the few Polish divisions that remained near the border were completely overwhelmed and outclassed. Soviet armor vastly outperformed Polish armor, and their forces were so numerous it was inevitable that they would break through. And they did.

# Chapter 10: The Siege of Lwow: Sep 13-22, 1939

The Soviets quickly pushed through Polish positions, quickly taking town after town across Eastern Poland.

The town of Lwow had been repelling German assaults for about a week by this point, and valiantly held out against a vastly greater force. But when the Soviets arrived



with a second army made up of tanks and a staggering amount of artillery, the outcome was a foregone conclusion. While the Soviets were repulsed in their first attempt, within days the town surrendered.

## FORCES

The Poles deployed their best equipment (including their tanks) to defend Warsaw from the Germans, and this left the garrisons on the Eastern Front badly lacking in heavy firepower. They still had cars and other small vehicles to defend the cities, but these were more designed for anti-infantry roles than to combat well-armored tanks.

The Poles have a mix of trained troops and levy troops with a few small batteries of artillery and heavy weaponry (as the Luftwaffe targeted these en masse the week prior), but they are badly outnumbered and outgunned by the Soviet forces who are well-built to drive enemies from buildings and entrenched defenses.

The Soviets have T-28 tanks, designed like warships bristling with guns, and a small cadre of riders on top of them to keep away enemy infantry and serve as first eyes on potential ambushes. Alongside these are an array of submachine guns, press-ganged riflemen, and

plenty of supporting artillery to soften up the enemy before the assault. In short, all of their bases are covered to quickly overwhelm the defenders.

Use the forces below for your Polish and Soviet forces:

### Polish Forces

**HQ:** 2nd LT +1 Furtherman (Reg)  
**Infantry:** 12 Infantry + 1 BAR Rifle (Reg)  
           12 Infantry + 1 BAR Rifle (Reg)  
           1 Machine Gun Team (Reg)  
**Artillery:** Medium Artillery + Spotter (Reg)  
**Tank:** 1 Tacsanka WZ.36 (Reg)  
**Armoured Car:** 1 WZ.34 Armoured Car (Reg)

**HQ:** 2nd LT +1 Furtherman (Inexp)  
           12 Infantry (Inexp)  
           12 Infantry (Inexp)  
           12 Infantry (Inexp)  
           1 Machine Gun Team (Reg)  
           1 Anti-Tank Rifle Team (Reg)  
**Artillery:** Medium Artillery + Spotter (Reg)  
**Tank:** 1 Tacsanka WZ.36 (Reg)  
**Armoured Car:** 1 WZ.34 Armoured Car (Reg)

16 Order Dice

### Soviet Forces

**HQ:** 2nd LT + 1 Furtherman (Inexp)  
           Artillery Forward Observer (Reg)  
**Infantry:** 12 Inexperienced Infantry (Inex)  
           12 Inexperienced Infantry (Inexp)  
           5 Submachine Gun Squad (Reg)  
           5 Submachine Gun Squad (Reg)  
           5 Tank Riders (Vet)

**Artillery:** Med Artillery + Spotter (Reg)  
**Tank:** T-28 Medium Tank (Reg)  
**Transport:** 1 Truck (Inexp)

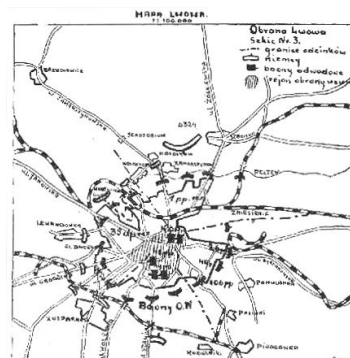
**HQ:** 2nd LT + 1 Furtherman (Inexp)  
           5 Tank Riders (Vet)  
           5 Red Guards +1 LMG (Reg)  
           5 Submachine Gun Squad (Reg)  
           5 Submachine Gun Squad (Reg)  
**Artillery:** Med Artillery + Spotter (Reg)  
**Tank:** T-28 Medium Tank (Reg)  
**Transport:** 1 Truck (Inexp)

18 Order Dice

## SETUP

The mission is **Scenario 9: "Point Defense"**

The playing area should be 6' x 4' or as near as possible. The Poles are the defenders in this scenario, and their half of the board should have several buildings representing the outskirts of the city of Lwow. The Soviets are attacking



from the treeline beyond the city, so their deployment zone should have several areas of woodland rough terrain to provide soft cover for their forces.

Lwow (modern day Lviv in Ukraine) is a large city, so there should be roads leading into the city. The defenders abandoned the outer defenses and pulled back to the city itself shortly before the Soviets arrived, so the Poles do not gain any defensive structures for this scenario.

## HISTORY

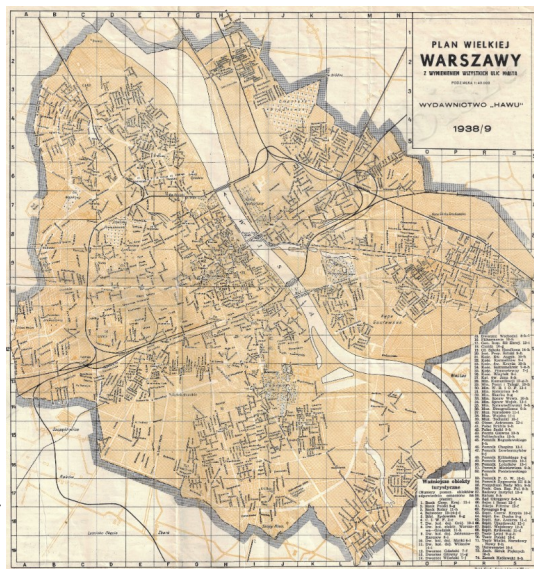
In reality, things could have been far worse: while the city was sieged for almost 10 days and a lot of the civilian infrastructure was damaged or destroyed (including hospitals, churches, power plants, and waterworks), it could have ended with far more destruction. But the destruction was still immense, with the city still rebuilding years later.

This battle also brought the “alliance” of the Soviets and the Germans to a head, as there were questions about who would actually take the city. Germany opted not to engage the Soviets, pulling back shortly before the town surrendered to avoid crossing the Soviet forces and to secure the capture of Warsaw. But this also brought into stark relief the nature of their alliance: they did not coordinate their strikes, and did not support the advances of the other in the final days of the siege. Hostilities between them were bound to occur, and they did not too long after the Siege of Lwow.

# Chapter 11: The Siege of Warsaw: Sep 25, 1939

With the Vistula River crossed and the Polish outer defenses neutralized, the Germans fell to taking Warsaw with swift ferocity. The air support from the Luftwaffe was extensive, resulting in a lot of friendly fire as they laid waste the defenses of Warsaw to bring the Second Kingdom of Poland to its knees.

As the defenders doggedly endured the air raids, they found themselves hard pressed on the ground by the German Army and their panzers, quickly taking ground with the aid of superior artillery and air bombardment.



The result was a swift but bloody battle, with both sides suffering horrendous casualties.

## FORCES

And as a note to our players, the armies here sport 1250-1500 points worth of troops with 20-22 order dice, so keep in mind that the first few turns will be quite long due to the number of order dice and models being used, but as units are removed and the order pool shrinks it should speed up. Plan accordingly.

The Poles have a few autocannons for providing flak against the incoming planes, but no field guns for suppressing enemy infantry or dislodging enemies from their offensive positions. They have a small cadre of cavalry, but most of their infantry are riflemen using up the last of the reserve ammunition in the north. And while they have some



supporting fire and a few tankettes still, their forces all look depleted compared to the German Army and Air Force.

The Germans on the other hand are flush with resources, bringing both Luftwaffe troops and the German Army to bear on the assault. With plenty of planes overhead (possibly too many planes?), high-end artillery, and two panzers, they have their bases covered going into this match. They are ready to dislodge the defenders and end the war.

Use the forces below for your Polish and German forces:

### **Polish Forces**

**HQ:** 2nd LT (Reg)  
**Infantry:** 10 Infantry + 1 BAR Rifle (Reg)  
10 Infantry + 1 BAR Rifle (Reg)  
10 Infantry + 1 BAR Rifle (Reg)  
7 Cavalry Section + Lances (Vet)  
1 Machine Gun Team (Reg)  
1 Anti-Tank Rifle Team (Reg)  
1 Marksman (Reg)  
1 Medium Mortar + Spotter (Reg)  
**Artillery:** FK-A WZ.38 Autocannon (Reg)  
**Armoured Car:** 1 TKS Tankette (Reg)

**HQ:** 2nd LT + 1 Furtherman (Inexp)  
**Infantry:** 10 Infantry (Inexp)  
10 Infantry (Inexp)  
1 Machine Gun Team (Reg)  
1 Anti-Tank Rifle Team (Reg)  
1 Medium Mortar + Spotter (Reg)  
**Artillery:** FK-A WZ.38 Autocannon (Reg)  
**Tank:** Tacsanka WZ.36 (Reg)  
**Armoured Car:** 1 TKS Tankette (Reg)

### **German Forces**

**HQ:** 2nd LT + 1 Furtherman (Reg)  
Air Force Observer +1 man (Reg)  
**Infantry:** 6 Luftwaffe + 3 SMGs (Inexp)  
6 Luftwaffe + 3 SMGs (Inexp)  
6 Luftwaffe + 3 SMGs (Inexp)  
7 Heer Infantry + SMG (Reg)  
7 Heer Infantry + SMG (Reg)  
**Artillery:** 88mm Flak 36 Dual-Purpose  
AA/AT Gun + Spotter (Reg)  
**Tank:** 1 Panzer III Ausf G + 2nd  
Coaxial MMG (Reg)  
**Transport:** 1 Truck (Inexp)  
1 Horse-Drawn Limber (Inexp)  
**HQ:** 2nd LT + 1 Furtherman (Reg)  
Air Force Observer +1 man (Reg)  
**Infantry:** 6 Luftwaffe + 3 SMGs (Inexp)  
6 Luftwaffe + 3 SMGs (Inexp)  
6 Luftwaffe + 3 SMGs (Inexp)  
7 Heer Infantry + SMG (Reg)  
7 Heer Infantry + SMG (Reg)  
**Artillery:** 20mm Flakvierling 38 (Reg)  
**Tank:** Panzer I (Reg)  
**Transport:** 1 Truck (Inexp)  
1 Horse-Drawn Limber (Inexp)

20 Order Dice

22 Order Dice

## SETUP

### **The mission is Scenario 3: "Key Positions"**

The playing area should be 6' x 4' or as near as possible. The board should have a lot of buildings on it to simulate the capital city of Warsaw (though the largest buildings should be on the Polish side, to represent getting closer to the city center). Beyond this, though, the Poles do not gain any additional defensive structures.

All German Air Force Forward Observers also gain the ability to call in up to three (3) air strikes per game instead of one, and they arrive on a 3+ instead of a 4+. This means there will be no "The Skies Are Empty" result on the chart for this scenario: the skies were full of planes, and they were certainly not empty during this siege.

When performing an air strike, when rolling to see what plane arrives, a 1-2 results in a "Rookie Pilot" result (such was the confusion during the Siege of Warsaw that both sides suffered tremendous casualties from the Luftwaffe).

## HISTORY

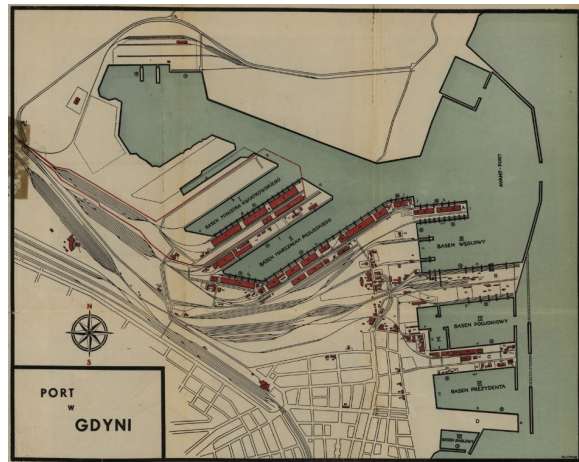
It's hard to overstate the destruction caused during the Siege of Warsaw. The sheer volume of incendiary bombs dropped by the Luftwaffe – even near their own troops – is staggering, and with high winds carrying the destruction from one street to the next, the amount of civilians killed and civilian infrastructure destroyed is colossal. Destruction on this scale in such a quick timeframe would not be seen again until the attack on Dresden near the end of the war.

So it's little surprise that once Warsaw was taken the resistance to the Germans was all but extinct. Save for one small peninsula near the Baltic Sea, where Polish defenders still held out against the Kriegsmarine and the German Army near Prussia, which is where our story ends.

# Chapter 12: The Hela Peninsula: Oct 5, 1939

With most of the country now in German or Soviet hands, the last Polish divisions attempt a breakthrough maneuver - one last push - to disrupt the German army.

The Germans have been assaulting the Hela Peninsula since almost the start of the war, but due to the natural and man-made defenses they have not broken them by this point. But with supplies running low and morale dwindling, the Poles have no choice but to come out and fight.



And the German Army is waiting, ready to receive them.

## FORCES

The Polish forces are down to the dregs: depleted squads of infantry with AT rifles supporting them, plus their last battery of artillery. They have a few trucks to carry some of their men forward, but not nearly enough to mount up the full force. The result is a fighting chance at breaking through the lines, but there's not much there to give protection to the trucks.

The Germans, on the other hand, are well entrenched with lots of men (10 squads of infantry plus their HQ squads, giving them a total of 64 infantry plus two field guns and 2 tanks). That's a phenomenal amount of firepower for the beleaguered Poles to push through, and the Germans (finally) have the advantage of defensive positions to keep

them safe from enemy fire. This will feel like the uphill battle that it was or the Poles: a desperate final push against an enemy far more numerous than you.

Use the forces below for your Polish and German forces:

### Polish Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 11 Infantry + 1 BAR Rifle (Reg)  
11 Infantry + 1 BAR Rifle (Reg)  
1 Anti-Tank Rifle Team (Reg)  
**Artillery:** Medium Artillery + Spotter (Reg)  
**Transport:** Polski Fiat 621L Truck (Inexp)

**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 11 Infantry + 1 BAR Rifle (Reg)  
11 Infantry + 1 BAR Rifle (Reg)  
1 Anti-Tank Rifle Team (Reg)  
**Artillery:** Medium Artillery + Spotter (Reg)  
**Transport:** Polski Fiat 621L Truck (Inexp)

**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 11 Infantry + 1 BAR Rifle (Reg)  
11 Infantry + 1 BAR Rifle (Reg)  
1 Anti-Tank Rifle Team (Reg)  
**Artillery:** Medium Artillery + Spotter (Reg)  
**Transport:** Polski Fiat 621L Truck (Inexp)

18 Order Dice

### German Forces

**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 7 Heer Infantry + SMG (Reg)  
7 Heer Infantry + SMG (Reg)  
5 Heer Infantry + LMG (Reg)  
5 Heer Infantry + LMG (Reg)  
5 Heer Veteran Inf + SMG (Vet)  
**Artillery:** Light Artillery (Reg)  
**Tank:** Panzer III Ausf G + Second  
Coaxial MMG (Reg)

**HQ:** 2nd LT + 1 Furtherman (Reg)  
**Infantry:** 7 Heer Infantry + SMG (Reg)  
7 Heer Infantry + SMG (Reg)  
5 Heer Infantry + LMG (Reg)  
5 Heer Infantry + LMG (Reg)  
5 Heer Veteran Inf + SMG (Vet)  
**Artillery:** Light Artillery (Reg)  
**Tank:** Panzer I (Reg)

16 Order Dice

## SETUP

The mission is **Scenario 7: "Envelopment"**

The playing area should be 6' x 4' or as near as possible. The Germans, in a strange turn of events, are the defenders in this scenario, and are well entrenched to meet the threat: they should have 48" of trenches and defensive positions (but no bunkers) in their

deployment zone, placed after choosing sides but before placing units. Beyond the defensive positions, though, there should be no other buildings: they are encamped near the fortified ports of the Hela Peninsula, and have not taken them yet.

The attackers are coming out of heavily wooded territory where they have been massing forces, so there should be woodland rough terrain on their side of the board. A road does lead from the Hela Peninsula toward the mainland territory, so there should be a road running the length of the board between the two armies.

## HISTORY

To be honest, this engagement was an act of desperation: Polish forces didn't have much to go on at this point in the war, with the vast majority of their army already surrendered. Following the assaults from the Hela Peninsula Polish forces were actually forced to blow up the connection between the Hela Peninsula and the rest of Poland with dynamite to keep from being overrun, causing the Peninsula to become an island. This was repaired by the Germans later, but this also goes to show how desperate they became near the end before they surrendered.

Following their surrender the war was officially over. The Western powers of France and Great Britain had not come to save their Polish allies, but some Polish veterans fled the country and made their way to Allied territory, continuing to fight under the French and then the British until the end of the war in 1945. But that is a story for another day.

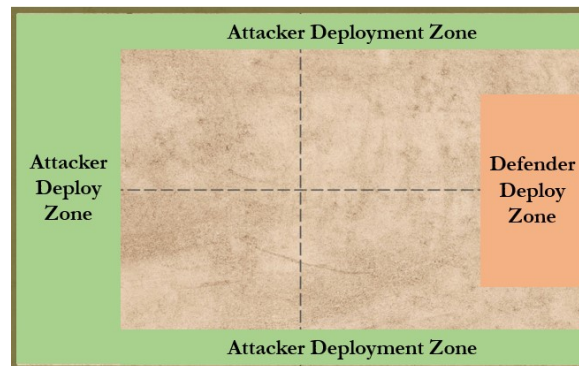
# New Scenario Rules:

## Column Ambush

We created a new Attacker-Defender scenario for this campaign: “Column Ambush.” The setting of this scenario is that the defender has been caught en route to the front, so their goal is primarily to push through the attackers to get to their final destination. The attackers are trying to cause as many casualties as possible.

### SETUP

The playing area should be 6' x 4' or as near as possible. Because the defenders were using this passage to reach their location, a road should run lengthwise across the playing area.



Both players roll a die, and the player with the higher result chooses to be the attacker or defender. The defender then

nominates one of the short edges of the board as their board edge, and must deploy all of their **vehicles** within 12" of their board edge. If the defender has any transports or tows, they must start with units in them, if possible (though maximizing transport slots is not required). All other defender models are held in reserve.

The attacker may nominate up to half of their models (rounded down) to form their reserve; all other units are deployed within 12" of the attacker's board edge or within 6" of either of the side board edges.

There is no **outflanking** in this scenario: the defenders are caught without a vanguard, and the attacking units that would be outflanking are already deployed in the side

attacking zones. Attacking units may deploy **Hidden** (if the unit starts in full cover, they may not be targeted until revealed by the enemy; enemy units may reveal the unit by moving within 6" of the hidden unit).

### OBJECTIVE

The defender must try to move as many of his units off of the attacker's board edge. The attacker tries to stop him. Note that in this scenario, defending units are allowed to deliberately move off the table from the defender's table edge to reach their objective.

### GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2, or 3, the game ends, and on a roll of 4, 5, or 6 play a 7th turn. If the game goes on to a 7th turn, at the end of Turn 7, roll a die. On a result of 1, 2, or 3, the game ends, and on a roll of 4, 5, or 6 play one further turn.

### VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The attacker scores 2 victory points for every enemy unit destroyed. The defender scores 1 victory point for every enemy unit destroyed. He also scores 3 victory points for each of his own units that has moved off the enemy table edge before the end of the game.