

# CHOJNICE

At the dawn of 1 September, the German hordes crossed the Polish border throughout its entire length. The German PZ 3 armored train, declared as a passenger train, entered the New America station before dawn.

World War II began. At Chojnice, the first passengers, who were waiting for the morning trains, were killed. The Germans mastered the waiting rooms and station buildings, shooting everyone. The quick action of the deceptive companies forced the German train to retreat west. However, the tracks were already destroyed and the Poles

pulled down a 75 mm gun that immobilized the train. Its crew survived only thanks to the approach of the units of the 20 Motorized Division. Throughout the fight, the Germans quickly established fire contact with the Poles and methodically pushed them east. However, it went very slowly, because the defenders prepared their positions properly, with a good use of terrain and concealment.

By the end of September 1, the Germans circumvented Chojnice from the south and east, and the Polish crew of the city had no other choice but to withdraw.

## Set up:

POLES (FORTIFIED):				
Chojnice HQ	Chojnice	2/18 pu		1908
1st Rifles Battalion (1, 2, 3, ckm/1),		3/18 pu		1811
Hoszczka company, AT	Chojnice	4/18 pu		2209
I/9 pal	2102	2/11 dak		2507
85 Battalion	1500, 1601, 1702			
(1, 2, 3, ckm/85)		1 IX, 3e: 81 tank company.		2900

## Reinforcements:

GERMANS:	
<b>20 Motorized Division:</b>	
76 Mot.Reg., HQ, I/20 Art.	1404 (1)
90 Mot.Reg., II/20 Art.	1307 (1)
69 Mot.Reg., III/20 Art.	1111 (1)
Recon., 20 engineer battalion	1111
Armored train PZ 3	2103

## Victory Conditions:

### POLES:

– **Instant victory** if all the hexes of the Chojnice town are controlled by Poles at the end of the game.

For each town hex +1 VP

### GERMANS:

**Instant victory** if all Polish units are destroyed.

For each town hex +1 VP

### INITIATIVE:

Germans

### SUPPLY:

N/A

### MINEFIELDS:

1 (Poles)

1 september		2 september	
1 turn		1 turn	
2 turn		2 turn	
3 turn		3 turn	

### FOOTNOTES:

- (1) means that player may set up the following units in the 1 hex range from given hex.
- German armored train starts in Poland (it entered Poland disguised as passenger train), in the Nowa Ameryka station.
- All clear terrain is pleated terrain (last row in the Terrain Table in this book).
- Scenario takes place in the September 1<sup>st</sup>. Players may extend gameplay to the September 2<sup>nd</sup>, but in such a case, Polish player gains +3 VP for each town hex he controls.
- Polish AT unit uses anti tank weapons rules.
- Units that are not marked in the tables have 1 strength point.

Poles			
„Chojnice” Group			
HQ		1	1
eng. Hoszczka		1	1
1/1 bs		2	1
2/1 bs		2	1
3/1 bs		2	1
4 ckm/1 bs	2	2	1
1/85		2	1
2/85		2	1
3/85		2	1
4 ckm/85	2	2	1
1/18 pu	2	1	1
2/18 pu	2	1	1
3/18 pu	2	1	1
4/18 pu	2	1	1
81 panc.	3	2	1
I/9 pal	5	3	1

Germans			
20 Inf.Mot.Div			
HQ			1 1 1 1
I/69	4	4	3 3 2 2 1
II/69	4	4	3 3 2 2 1
III/69	4	4	3 3 2 2 1
I/76	4	4	3 3 2 2 1
II/76	4	4	3 3 2 2 1
III/76	4	4	3 3 2 2 1
I/90	4	4	3 3 2 2 1
II/90	4	4	3 3 2 2 1
III/90	4	4	3 3 2 2 1
20 eng.			4 3 2 1
20 Rec.			4 3 2 1
I/20 Art.			5 3 1
II/20 Art.			5 3 1
III/40 Art.			5 3 1
PZ 3			3 2 1

# TUCHOLA WOODS

German 3 Panzer Division broke Polish positions on 1 September. It cut off 9, 27 Infantry Divisions and Pomorska CB from their supply bases.

Determined to save his army, general Bortnowski, commander of the Army Pomorze, ordered to strike south with all the forces that were cut off. Unfortunately, the attack was very chaotic and poorly led. Battalions and even individual com-

panies attacked without any artillery support. Even local, momentary successes were immediately eliminated with quick German counterattacks.

## Set up:

### POLES:

#### 9 Infantry Division

9 dac	500
III/9 pal	501
8/35 pp	203
9/35 pp, AT	404
1ckm/35	605
1/35 pp	805
2/35 pp	905
3/35 pp	1503
8/22 pp	1109
7/22 pp, AT	1916
I/34 pp	2209
58 dal	2310
II/34 pp	2708
III/34 pp, AT	2314

### Reinforcements:

1 IX, 2nd: 7/35 pp	100
1 IX, 3rd: 9/22 pp, 3 ckm/22 pp	2717
2 IX, 1st: 7, 8, 9, 3 ckm/35 pp	2200
4, 5, 6, 2 ckm/35 pp	2200
50 pp, I/27 pal	B
23 pp, II/27 pal, 27 Inf.Div. HQ	C
24 pp, III/27 pal, 27 dac	D
2 IX, 3rd turn: 18 pu, 16 pu/P	C
1 bs, 81, 85 bp	C

### GERMANS:

3 Panzer Div.	109
(50 SP of player's choice)	

### Reinforcements:

1 IX, 2nd: 3 Panzer Division	109
(remaining units)	
XIX Corps HQ, Corps Recon	109
Panzer Battalion (L)	109
2 IX, 1st turn: 23 Infantry Division	

western edge

## Poles

### 27 Infantry Division

HQ				1	1	1	1
I/23	4	3	3	2	2	1	
II/23	4	3	3	2	2	1	
III/23	4	3	3	2	2	1	
I/24	4	3	3	2	2	1	
II/24	4	3	3	2	2	1	
III/24	4	3	3	2	2	1	
I/50	4	3	3	2	2	1	
II/50	4	3	3	2	2	1	
III/50	4	3	3	2	3	1	
IV/50	4	3	3	2	3	1	
I/27 pal					5	3	1
II/27 pal					5	3	1
III/27 pal					6	3	1
27 dac						4	2

### 9 Infantry Division

HQ				1	1	1	
7/22				2	1	1	
8/22				2	1	1	
9/22				2	1	1	
3 ckm/22				2	2	1	
I/34	4	3	3	2	2	1	
II/34	4	3	3	2	2	1	
III/34	4	3	3	2	2	1	
1/35				2	1	1	
2/35				2	1	1	
3/35				2	1	1	
1 ckm/35				2	2	1	
4/35				2	1	1	
5/35				2	1	1	
6/35				2	1	1	
2 ckm/35				2	1	1	
7/35				2	1	1	
8/35				2	1	1	
9/35				2	1	1	
3 ckm/35				2	2	1	
58 dal				5	3	1	
II/9 pal				5	3	1	
III/9 pal				5	3	1	
9 dac					4	2	

## Victory Conditions:

### POLES:

– **Instant** victory if not a single German unit left the board through the east edge till the end of the game.

For every Polish unit that leaves the board through the south edge +1 VP.

### GERMANS:

Instant victory if not a single Polish unit reaches the south edge of the board.

For every destroyed Polish unit +1 VP.

### INITIATIVE:

Germans

### SUPPLY:

Poles: S, Germans: W

### AIR FORCE:

1 Ground Attack unit (Germans)

### FINNOTES:

– Scenario takes place in the September 1 and 2. Players may agree to extend the gameplay to the September 4.

### 3 Panzer Division

HQ				1	1	1	1
1/I/5	7	6	5	4	3	2	1
2/I/5	7	6	5	4	3	2	1
4/I/5	7	6	5	4	3	2	1
5/II/5	7	6	5	4	3	2	1
6/II/5	7	6	5	4	3	2	1
7/II/5	7	6	5	4	3	2	1
1/I/6	7	6	5	4	2	2	1
2/I/6	7	6	5	4	2	2	1
4/I/6	7	6	5	4	2	2	1
5/II/6	7	6	5	4	3	2	1
6/II/6	7	6	5	4	3	2	1
7/II/6	7	6	5		5	3	1
I/3	5	4	4	3	2	2	1
II/3	5	4	4	3	2	2	2
III/3	4	4	3	3	2	2	1
39 eng.				4	3	2	1
3 Recon.				4	3	2	1
39 AT					3	2	1
II/SS Art.					5	3	1
II/SS Art.					5	3	1

### Legr battalion

1/L	7	6	5	4	3	2	1
2/L	7	6	5	4	3	2	1
3/L	7	6	5	4	3	2	1

### XIX Corps

Sztab				1	1	1	1	1
Rozp.				4	3	2	1	

**Germans**

1 september		2 september		3 september		4 september	
1 turn		1 turn		1 turn		1 turn	
2 turn		2 turn		2 turn		2 turn	
3 turn		3 turn		3 turn		3 turn	

# RÓŻAN, 5 SEPTEMBER

After the battle of Mława, German troops turned east, to the Narew river. The Kempf Panzer Division approached Różan on 5 September. It carried out a quick assault on fortified objects and, after the fierce battle, Germans captured them, suffering heavy losses, mainly in tanks. Many of these machines were destroyed as a result of grenades being thrown at them from old tsarist forts towering over the fortifications. The Poles kept their positions until the evening, but seeing no chances of the further defense, they retreated behind Narew, destroying the bridge.

The dual-battalion of the 115th infantry regiment that fought there was too weak to resist the ever-increasing German tension. It also did not have artillery support, despite its own squadron being stationed nearby.

Defense of the Różan suburb, although it was one of the important defensive points of the West plan, was improvised and too poor. The 41 Infantry Division was still in the phase of mobilization and concentration.

## Set up:

### POLES (FORTIFIED):

#### 41 Infantry Division

I, I/115 pp	606
115 ksap.	706
I/61 pal	906
I/116 pp	1008
I/114 pp	1206
II/114 pp, KD/33	902
III/114 pp	1104
III/51 pal	2011

#### 33 Infantry Division

I/133 pp, AT	1200
I/134 pp	1001
II/134 pp	1500

### Reinforcements:

5 IX, 3rd turn: 41 Inf.Div. HQ	2210
5 IX, 3rd turn: II, III/116 pp	2210

### GERMANS:

#### Panzer Division „Kempf”

5, 6 / II/7 ppanc.	400
II/D	400
I/ SS art.	400
505 sap.	404
1 R	400

### Reinforcements:

5 IX, 2nd turn: I/7 ppanc.	400
II/47 pac	400
Panzer Division „Kempf” HQ	400
1 Cavalry Brigade	206
5 IX, 3rd turn: II, III/SS art.	400
1 Recon SS	400

### INITIATIVE:

GERMANS

### SUPPLY:

N/A

### MINEFIELDS:

1 (POLES)

### AIR FORCE:

1 GROUND ATTACK (GERMANS)

#### 5 september

1 turn	
2 turn	
3 turn	

#### 6 september

1 turn	
2 turn	
3 turn	

#### 7 september

1 turn	
2 turn	
3 turn	

## Victory Conditions:

### POLES:

- For controlling Różan till the end of the game +4 VP
- For not a single German unit at the east side of the Narew river at the end of the game +3 VP

### Germans:

- For controlling Różan at the end of the game +2 VP
- For each German unit at the east side of the Narew river at the end of the game +1 VP

### FOOTNOTES:

- Polish AT unit is used like AT teams.

## Poles

### 33 Infantry Division

HQ				1	1	1
I/133		4	3	3	2	1
II/133		4	3	3	2	1
III/133		4	3	3	2	1
I/134		4	3	3	2	1
II/134		4	3	3	2	1
III/134		4	3	3	2	1
I/32 pal				4	2	1
II/32 pal				4	2	1
KD					1	1

### 41 Infantry Division

HQ				1	1	1
I/114				3	3	2
II/114				3	3	2
III/114				3	3	2
I/115		4	3	3	2	1
II/115		4	3	3	2	1
I/116				3	2	1
II/116				3	2	1
III/116				3	2	1
I/61 pal				5	3	1
III/51 pal				5	3	1
115 eng.					1	1



# RÓŻAN, 6 SEPTEMBER

At dawn on 6 September, the Germans started crossing the Narew in two places. They didn't strike from Różan, but they decided to get around the town from the south and the north instead. Their units quickly mastered the bridgeheads and began an attack deep into the Polish positions. In the south, the soldiers of the German 1 Cavalry Brigade run in the middle of the Polish 41 Infantry Division and occupied the main intersection at its rear.

North of Różan, the strengthened German 27 Infantry Regiment from the 12 Infantry Division crossed Narew together with the reconnaissance battalion and pushed

Poles eastwards, hour after hour. The violent counterattacks of the remaining Polish battalions did not help. German artillery, perfectly managed by observers, destroyed every Polish strike attempt. One of the Polish battalions was completely destroyed by the German artillery and dispersed. The loss of position near Różan threatened the entire Polish Independent Operation Group Narew, which began a retreat to the south. It was too late. Two Polish divisions broke out in the direction of Wyszaków, but the 18 Infantry Division was encircled.

## Set up:

<b>POLES (FORTIFIED):</b>	I/134 pp	1001	I, II, III/ SS art.	400
<b>41 Infantry Division</b>	II/134 pp	1500	505 sap., 1 R	702
I/115 pp	705		HQ	400
I/115 pp, 115 ksap.	706		I/7 ppanc.	607
I/61 pal	906			
I/116 pp	1008		<b>Reinforcements:</b>	
I/114 pp	1206		6 IX, 1st turn: R SS	400
II/114 pp	902		I, II, III/27 pp	206
KD/33	1207		I/12 art.	206
III/114 pp	1104		6 IX, 2nd turn: 89 pp/12 DP	206
III/51 pal	1608		I/48 art., II/12 art.	206
<b>33 Infantry Division</b>			6 IX, 3rd turn: I, II/48 pp	206
I/133 pp, AT	1200		12 sap.	206

## Reinforcements:

<b>6 IX, 2nd turn:</b> 33 Inf.Div. HQ	1600
II, III/133 pp	1600
III/134 pp	1600
I, III/32 pal	1600

## GERMANS:

1 Cavalry Brigade	508
<b>Panzer Division „Kempf”:</b>	
5, 6 / II/7 ppanc.	300
II/D, II/47 art.	300

## FOOTNOTES :

- Scenario can be linked with Różan 5 September scenario, in that case use other scenario's reinforcements and victory conditions.
- Polish AT unit is used like AT teams.

## Victory Conditions:

### POLES:

- **Instant** victory if there are no German units at the east side of Narew river at the end of the game.
- For each town hex controlled by Polish player **+1 VP**

### GERMANS:

- Instant victory of all the Polish units are destroyed.
- For each town hex controlled by German player **+1 VP**

### INITIATIVE:

GERMANS

### SUPPLY:

N/A

### MINEFIELDS:

1 (POLES)

### AIR FORCE:

1 GROUND ATTACK (GERMANS)

## Germans

DPanc. Kempf							
HQ				1	1	1	1
1/I/7	7	6	5	4	3	2	1
3/I/7		6	5	4	3	2	1
4/I/7		6	5	4	3	2	1
5/II/7					3	2	1
6/II/7					3	2	1
7/II/7							
I/SS D	5	4	3	3	2	2	1
II/SS D	5	4	3	3	2	2	1
III/SS D	5	4	3	3	2	2	1
505 sap.				4	3	2	1
Rozp.SS				4	3	2	1
I/SS Art.					5	3	1
II/SS Art.					5	3	1
II/SS Art.					5	3	2
II/47 Art.					6	4	2
1 R				4	3	2	1

### Air

1 LS	5	4	3	2	1
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12 Infantry Division							
HQ				1	1	1	1
I/27	4	4	3	3	2	2	1
II/27	4	4	3	3	2	2	1
III/27		4	3	3	2	2	1
I/48	4	4	3	3	2	2	1
II/48		4	3	3	2	2	1
I/89	4	4	3	3	2	2	1
II/89	4	4	3	3	2	2	1
III/89		4	3	3	2	2	1
12 sap.				4	3	2	1
I/12 Art.					5	3	1
II/12 Art.					5	3	1
III/12 Art.					5	3	1
I/48 Art.					6	4	2

### 1 Cavalry Brigade

HQ				1	1	1
1	4	3	3	2	2	1
2	4	3	3	2	2	1
Art				5	3	1

### 6 september

1 turn	
2 turn	
3 turn	

### 7 september

1 turn	
2 turn	
3 turn	

# WIZNA, 8 SEPTEMBER

German approach of Wizna on 8 September was a big surprise for the Polish units. Only an incomplete infantry battalion, supported by several independent platoons, defended this important position. This part of the front was to be manned by the III battalion of the 71st Infantry Regiment, but it left Łomża a few days earlier.

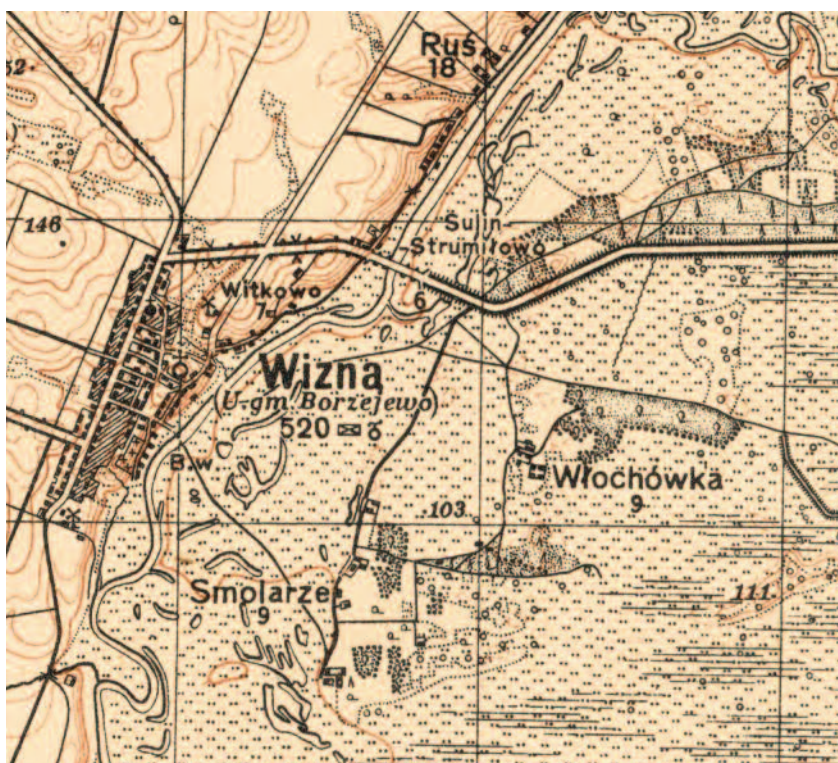
However, the Germans were not sure of themselves, they probed Polish positions, looking for a gap, rather than a running a general assault. The reconnaissance battalion was unable to force Polish positions, and even the summoned air force failed to deal with defenders hidden in the bunkers.

## Set up:

<b>POLES (FORTIFIED):</b>		3 platoon	2724	<b>GERMANS:</b>	
Raginis HQ	3026	3ckm/O	3026	I/8 Recon	2327
kckm	2923	8/135 pp	3127	10 Panzer Div. (20 SP)	2228
1 platoon	2527	136 sap	3126	III/161	2123
2 platoon	2627	art. platoon	3127		

## Victory Conditions:

<b>POLES:</b>	
- For each German 1 SP destroyed	1 VP
<b>GERMANS:</b>	
- For each Polish 1 SP destroyed	1 VP



### INITIATIVE:

GERMANS

### SUPPLY:

N/A

### MINEFIELDS:

1 (POLES)

### AIR FORCE:

1 GROUND ATTACK (GERMANS)

### 8 september

1 turn

2 turn

3 turn

### NOTES:

- All bridges are destroyed

## Poles

### „Wizna” Group

Raginis HQ					1	1
8/135 pp				2	1	1
136 ksap.					1	1
3 ckm/O				2	2	1
ckm				2	2	1
1 pluton					1	1
2 pluton					1	1
3 pluton					1	1
art.						1

## Germans

### 10 Panzer Division

HQ				1	1	1	1
1/I/8	7	6	5	4	3	2	1
2/I/8	7	6	5	4	3	2	1
3/I/8	7	6	5	4	3	2	1
5/II/8	7	6	5	4	3	2	1
6/II/8	7	6	5	4	3	2	1
7/II/8	7	6	5	4	3	2	1
I/89	5	4	3	3	2	2	1
II/89	5	4	3	3	2	2	1
III/89	5	4	3	3	2	2	1
1/49 sap.				4	3	2	1
I/8 Rozp.					3	2	1
I/29 art.				4	5	3	1
II/48 art.					5	3	1

### Brigade „Lotzen”

I/161		4	3	3	2	1	1
II/161		4	3	3	2	1	1
III/161		4	3	3	2	1	1

### Air

1 LS	5	4	3	2	1
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# WIZNA, 9 SEPTEMBER

The noble German general of the Wehrmacht, Heinz Guderian, decided to use... the civilians who were supposed to be a human shields for his tanks in the next attack on the Polish positions. Hiding in this way, the tanks of the 10 Panzer Division approached Polish positions, defended by a reinforced infantry platoon. The fight was short and the Polish position was completely destroyed. However, the

tanks still had to move along the causeway and Poles controlled it perfectly. The problem was that defenders didn't have an effective weapons against tanks. Two anti-tank guns were quickly destroyed by fire of the supporting artillery. The Poles fought until they ran out of ammunition and, unable to withdraw, they mostly died on their positions.

## Set up:

<b>POLES (FORTIFIED):</b>		3 platoon	2724
Raginis HQ	3026	3ckm/O	3026
kckm	2923	8/135 pp	3127
1 platoon	2628	136 sap	3126
2 platoon	2627	art platoon.	3127

<b>GERMANS:</b>		
10 Panzer Division	2227(1)	
161 pp/ Lotzen	2523	

## Victory Conditions:

### POLES:

– **Instant** victory if at the end of the game there is still at last one Polish unit in the fortifications.

### GERMANS:

– **Instant** victory if all Polish fortifications are captured.

9 september		10 september	
1 turn		1 turn	
2 turn		2 turn	
3 turn		3 turn	

## FOOTNOTES:

- Players should include losses from the previous scenario.
- All the bridges are destroyed save to the one in Wizna, which is controlled by Germans.

## INITIATIVE:

GERMANS

## SUPPLY:

N/A

## MINEFIELDS:

1 (POLES)

## AIR FORCE:

1 GROUND ATTACK (GERMANS)

## Poles

„Wizna” Group					
Raginis HQ				1	1
8/135 pp			2	1	1
136 ksap.				1	1
3 ckm/O			2	2	1
ckm			2	2	1
1 pluton				1	1
2 pluton				1	1
3 pluton				1	1
art.					1

## Germans

10 Panzer Division							
HQ				1	1	1	1
1/I/8	7	6	5	4	3	2	1
2/I/8	7	6	5	4	3	2	1
3/I/8	7	6	5	4	3	2	1
5/II/8	7	6	5	4	3	2	1
6/II/8	7	6	5	4	3	2	1
7/II/8	7	6	5	4	3	2	1
I/89	5	4	3	3	2	2	1
II/89	5	4	3	3	2	2	1
III/89	5	4	3	3	2	2	1
1/49 sap.				4	3	2	1
I/8 Rozp.				4	3	2	1
II/29 Art.					5	3	1
II/48 Art.					6	4	2
II/68 Art.					6	4	2

Brigade „Lotzen”							
I/161		4	3	3	2	1	1
II/161		4	3	3	2	1	1
III/161		4	3	3	2	1	1

## Air

1 LS	5	4	3	2	1
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For scenario „Tuchola Wood”

## Germans

23 Infantry Division							
HQ				1	1	1	1
I/9	5	5	4	3	3	2	1
II/9	5	5	4	3	3	2	1
III/9	5	5	4	3	3	2	1
I/67	5	5	4	3	3	2	1
II/67	5	5	4	3	3	2	1
III/67	5	5	4	3	3	2	1
23 sap.				4	3	2	1
I/23 Art.					5	3	1
II/23 Art.					5	3	1
III/23 Art.					5	3	1
I/59 Art.					6	4	2

## Poles

Pomorska CB							
18 pu				1	1	1	1
16 pu	4	3	3	2	2	1	
2 sz	4	3	3	2	2	1	
11 dak				4	2	1	
1/81 bp						1	1
2/81 bp						1	1
3/81 bp						1	1
4/81 bp						2	1

# WIZNA, III/71. PP

According to the Polish "Z" plan, the "Wizna" position was to be defended by the reinforced III battalion of the 71st infantry regiment. However, the situation of SGO "Narew" became so complicated that its commander took this battalion away, to use it with the rest of its division,

deciding that the Wizna section would not be threatened in the coming days. The scenario allows you to play a fight with model arrangement of units. Was it an effective or not, it is worth to see for yourself...

## Set up:

### POLES (UMOCNIENI):

Raginis HQ	3026
3ckm/71 pp	2923
7/71 pp	2527
8/71 pp, AT	2627
9/71 pp	2724
3ckm/O	3026
136 eng.	3126

### GERMANS:

10 Panzer Division	2227(1)
161 pp/„Lotzen”	2123

### INITIATIVE:

Germans

### SUPPLY:

N/A

### MINEFIELDS:

1 (Poles)

### AIR FORCE:

1 Ground Attack (Germans)

### NOTES:

– All bridges are destroyed

## Victory Conditions:

### POLES:

– Instant victory if at the end of the game there is still at least one Polish unit in the fortifications.

### GERMANS:

– Instant victory if all Polish units are destroyed.



## Germans

### 10 Panzer Division

HQ				1	1	1	1
1/I/8	7	6	5	4	3	2	1
2/I/8	7	6	5	4	3	2	1
3/I/8	7	6	5	4	3	2	1
5/II/8	7	6	5	4	3	2	1
6/II/8	7	6	5	4	3	2	1
7/II/8	7	6	5	4	3	2	1
I/89	5	4	3	3	2	2	1
II/89	5	4	3	3	2	2	1
III/89	5	4	3	3	2	2	1
1/49 sap.				4	3	2	1
I/8 Rozp.				4	3	2	1
I/29 Art.					5	3	1
II/29 Art.					5	3	1
II/48 Art.					6	4	2
II/68 Art.					6	4	2

### Brigade „Lotzen”

I/161	4	3	3	2	1	1
II/161	4	3	3	2	1	1
III/161	4	3	3	2	1	1

### Air

1 LS	5	4	3	2	1
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## Poles

### „Wizna” Group

Raginis HQ					1	1
136 ksap.					1	1
3 ckm/O				2	2	1
3 ckm/71				2	2	1
7/71 pp				2	1	1
8/71 pp				2	1	1
9/71 pp				2	1	1
art.					3	1
71 atr.						1

### 9 september

1 turn	
2 turn	
3 turn	

### 10 september

1 turn	
2 turn	
3 turn	

### 11 september

1 turn	
2 turn	
3 turn	

# BRZEŚĆ

The first German units reached Brześć (Brest) on 15 September. Tanks of the 10 Panzer Division recognized the foregrounds of the fortress and the possibilities of circumventing it. There were the first clashes with Polish armored trains and infantry sent to support them. The advantage of the advancing units forced the defenders to retreat quickly back into the fortress. However, the improvised defense was not strong enough to be able to resist the two German divisions for longer. The few artillery and several anti-tank guns along with marching and sentry

battalions are definitely not enough.

The Germans used ground attack air forces and heavy artillery. Under the cover of its fire, they stormed the fortress walls, initially to no avail. However, they quickly gained the advantage and on 16 September they broke into the fortress, disorganizing the defense. The Polish defenders began to retreat at night and without any pressure of the Germans, most of the soldiers left the fortress through bridge across the Bug River to the west.

## Set up:

### POLES:

Brześć HQ, 112, 113 tank companies, M/34, M/35, M/82, AT, 56 sap. 81, 82 wartowniczy, Art. B, 53, 55 armored trains  
All the units above are set up in Brześć

### GERMANS:

10 Panzer Division (40 SP) 700  
20 Motorized Division. (30 SP) 101

### Reinforcements:

**15 IX, 2nd turn:** 10 Panzer Division. (20 SP) 700  
20 Motorized Division. (20 SP) 101  
**15 IX, 3rd turn:** 10 Panzer Division (remaining units) 700  
20 Motorized Division (remaining units) 101

## Victory Conditions:

### POLES:

Instant victory if at the 3rd turn of the 18 September at last one hex of the Brześć fortress is controlled by Polish player.

– For each hex of the Brześć fortress +1 VP

### GERMANS:

– Instant victory if the entire Brześć fortress is controlled by Germans.

– For each hex of the Brześć fortress +1 VP

## Germans

### 10 Panzer Division

HQ				1	1	1	1
I/I/8	7	6	5	4	3	2	1
2/I/8	7	6	5	4	3	2	1
3/I/8	7	6	5	4	3	2	1
5/II/8	7	6	5	4	3	2	1
6/II/8	7	6	5	4	3	2	1
7/II/8	7	6	5	4	3	2	1
I/89	5	4	3	3	2	2	1
II/89	5	4	3	3	2	2	1
III/89	5	4	3	3	2	2	1
1/49 sap.				4	3	2	1
I/8 Rozp.				4	3	2	1
I/29 Art.					5	3	1
II/29 Art.					5	3	1
II/48 Art.					6	4	2
II/68 Art.					6	4	2

### Air

1 LS	5	4	3	2	1
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### 20 Inf.Div. (Mot.)

HQ				1	1	1	1
I/69	4	4	3	3	2	2	1
II/69	4	4	3	3	2	2	1
III/69	4	4	3	3	2	2	1
I/76	4	4	3	3	2	2	1
II/76	4	4	3	3	2	2	1
III/76	4	4	3	3	2	2	1
I/90	4	4	3	3	2	2	1
II/90	4	4	3	3	2	2	1
III/90	4	4	3	3	2	2	1
20 sap.				4	3	2	1
20 Rozp.				4	3	2	1
I/20 Art.					5	3	1
II/20 Art.					5	3	1
III/40 Art.					5	3	1

## Poles

### „Brześć” Group

HQ				1	1	1
112 kez.						1
113 kez.						1
Art. B					2	1
53 pociąg panc.					2	1
55 pociąg panc.					2	1
81 wart.					1	1
82 wart.					1	1
M/34					2	1
M/35					2	1
M/82					2	1

<b>15 september</b>	<b>16 september</b>
1 turn	1 turn
2 turn	2 turn
3 turn	3 turn
<b>17 september</b>	<b>18 september</b>
1 turn	1 turn
2 turn	2 turn
3 turn	3 turn

### INITIATIVE:

Germans

### SUPPLY:

N/A

### MINEFIELDS:

2 (Poles)

### AIR FORCE:

1 Ground Attack (Germans)



## WPŁYW TERENU NA WALKĘ I RUCH

RODZAJ TERENU	WPŁYW NA WALKĘ	KOSZT PORUSZANIA SIĘ				
		PIECHOTA	PANCERNE I ZMECH.	ZMOTORYZOWANE	KAWALERIA	ARTYLERIA
teren „czysty”	0	1	1	1,5	1	1,5
wzgórza	-2	2	2	2	1,5	2
rzeki (kanały)	-2	+1	patrz [25.1]	patrz [25.1]	+1,5	+3
duże rzeki	1/2 siły atakującego	+4	niedostępne	niedostępne	po przeprawie zatrzymane	niedostępne
strumień	-1	+1	+2	+3	+1	+2
mosty	zależy od rodzaju drogi	drogami 1/2 w terenie czystym 2				
linie kolejowe	zależy od rodzaju terenu	1	1,5	2	1,5	2
lasy	-1	+1	+2	+2	+2	+2
drogi boczne	--	1/2	1/2	1/2	1	1
drogi	--	1/2	1/3	1/3	1/2	1/2
bagno	1/2 siły atakującego	2	niedostępne	niedostępne	3	niedostępne
miasto	-2	+1	+1	+1	+1	+1
miejsowość	-1	+1	+1	+1	+1	+1
linie umocnione	-2	brak wpływu				
forty	-3	brak wpływu				
teren pofałdowany	-1	1,5	1,5	2	1,5	2

## ZASKOCZENIE ODDZIAŁÓW ROZPOZNAWCZYCH

SIŁA ATAKUJĄCEGO	rzut 2 x K6											siła obrońcy = 1-5
	2	3	4	5	6	7	8	9	10	11	12	
1-3	A1(-1)	A(1)	-	-	-	-	-	B1	B1	B1	B2(-1)	
4-6	A1	-	-	-	-	-	B1	B1	B2	B2(-1)	B2(-2)	
7-9	-	-	-	-	B1	B1	B1	B2	B2(-1)	B2(-2)	B2(-1)	
10+	-	-	B1	B1	B1	B1	B2	B2(-1)	B2(-2)	B2(-2)	B2(-2)	

SIŁA ATAKUJĄCEGO	rzut 2 x K6											siła obrońcy = 6-12
	2	3	4	5	6	7	8	9	10	11	12	
1-3	A2(-1)	A1(-1)	A1	A1	-	-	-	-	B1	B1	B2	
4-6	A1(-1)	A1	-	-	-	-	B1	B1	B2	B2(-1)	B2(-1)	
7-9	A1	-	-	-	-	B1	B1	B2	B2(-1)	B2(-1)	B2(-2)	
10+	-	-	-	-	B1	B1	B2	B2(-1)	B2(-1)	B2(-2)	B2(-2)	

SIŁA ATAKUJĄCEGO	rzut 2 x K6											siła obrońcy = 13+
	2	3	4	5	6	7	8	9	10	11	12	
1-3	A2(-2)	A2(-1)	A1(-1)	A1	A1	A1	-	-	-	B1	B1	
4-6	A2(-1)	A1(-1)	A1	A1	A1	-	-	-	B1	B1	B2	
7-9	A1(-1)	A1	A1	A1	-	-	-	B1	B1	B2	B2(-1)	
10+	A1	A1	A1	-	-	-	B1	B1	B2	B2(-1)	B2(-2)	

Rezultaty z literą A odnoszą się do atakującego, a z literą B do obrońcy. Liczby występujące tuż po literach oznaczają liczbę pól, o które dana jednostka musi się wycofać, liczby w nawiasach wskazują na jej straty w punktach siły. Do powyższej tabeli, w przypadku walki nocnej, nie stosuje się rzutów kostką.

## REZULTATY WALKI

rzut 2K6	poniżej 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	B4
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	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	A1	--	B1	B1	B1	B1	B2	B2	B2
11	A2	A2	A2	A2	A1	A1	A1	--	B1	B1	B1	B1	B2	B2
12	A3	A2	A2	A2	A2	A1	A1	A1	--	B1	B1	B1	B1	B1

## STRATY PO WALCE

		<i>rzut dwiema kostkami</i>											
		siła	2	3	4	5	6	7	8	9	10	11	12
		1	1	-	-	-	-	-	-	-	-	-	1
		2-3	1	1	-	-	-	-	-	-	-	1	1
		4-5	1	1	1	-	-	-	-	1	1	1	2
		6-10	2	1	1	1	-	-	1	1	1	2	2
Przykład a	↑	11-15	2	2	1	1	1	1	1	1	2	2	2
		16-20	2	2	2	1	1	1	1	2	2	2	3
Przykład b	↓	21-25	3	2	2	2	1	1	2	2	2	3	3
		26-30	3	3	2	2	2	2	2	2	3	3	3
		31-35	3	3	3	2	2	2	2	3	3	3	4
		36-40	4	3	3	3	2	3	3	3	3	4	4
		41-45	4	4	3	3	3	3	3	3	4	4	4
		46-50	4	4	4	3	3	3	3	4	4	4	5
		51-55	5	4	4	4	3	4	4	4	4	5	5
		56-60	5	5	4	4	4	4	4	4	5	5	5
		61-65	5	5	5	4	4	4	4	5	5	5	6
		66-70	6	6	5	5	4	5	5	5	6	6	6
		71-	6	6	6	5	5	5	5	6	6	6	7

Każdy z graczy wykonuje rzut kostkami, by ustalić straty przeciwnika; patrz: [7.2.1] f), [7.2.4] i [7.2.5].

### Przykład

#### a: rzut na straty obrońcy

Atakujący posiada **15 PS**, oraz 3 modyfikacje za Pantery atakujące nieumocnioną pieczętą w terenie czystym. Strat obrońcy poszukujemy więc w wierszu przesuniętym o trzy poziomy w dół: **26-30**.

#### b: rzut na straty atakującego

Obrońca posiadał **24 PS**; strat atakującego poszukujemy w rzędzie przesuniętym na jego korzyść (czyli w górę) o 3 rzędy (ten sam wpływ Panter) czyli **6-10**.