

Poland 1939

by Howard Posner

Blitzkrieg has driven deep into Poland. these two strategic positions now come under pressure from the triumphant Wehrmacht. the local defenders are brave but

outgunned and the Luftwaffe has control of the skies.

hexes at the end of any turn to win. The Poles win by stopping German victory condition.

OBJECTIVE:

Germans must hold all four VP

Rounds: 7

Starting Initiative

German

Actions

3

Reinforcements

None

Special Rules

German tanks do not use concussive effect.

Germans start with 4 command points and 2 cards.

Poles start with 1 command point and 1 card.

Polish forces stats.

Reg. Inf. Move 3. Range v inf. 3
firepower 1

Range v veh. 1
firepower 1

Elite Inf. Move 3. Range v inf 3.
firepower 2

Range v veh. 1
firepower 1

+1 cover v
suppressive fire.

Officer. Move 4. Range v inf 3
firepower 1

Range v veh. 1
firepower 1

Gives 1 move point bonus to inf it
moves with.

Recovers disrupted as if they were

pinned.

Pinned can fire at 1/2 firepower (fru)

Machine gun crew Move 3 Range
v inf 4 firepower 3

Range v

veh. 3 firepower 3

May op fire without fatiguing.

Anti tank speciality. +1 range and
+1 firepower v vehicles.

Remnants of Polish Infantry Corps

Division One

- 8 Squad Bases
- 22 Regular Infantry
- 7 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x 2

Division Two

- 8 Squad Bases
- 21 Regular Infantry
- 5 Elite Infantry
- 2 Officer
- 2 Machine Gun Crew



x 2

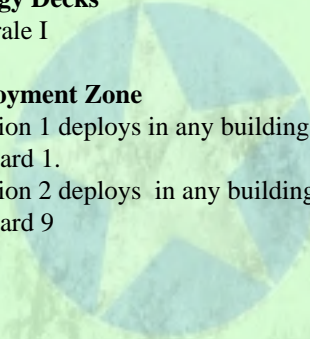
Starting Strategy Cards: 1 Strategy Decks

- Morale I

Deployment Zone

Division 1 deploys in any building hexes on board 1.

Division 2 deploys in any building hexes on board 9



Wehrmacht armoured Division

Division One

- 6 Squad Bases
- 12 Regular Infantry
- 6 Elite Infantry
- 2 Officer
- 2 Machine Gun Crew
- 4 Panzer IV Tank



x 1



x 1

Division Two

- 0 Squad Bases

Starting Strategy Cards: 2 Strategy Decks

- American Air Support Deck I
- Ground Support I

Deployment Zone

Any of the marked hexes on board 8.

