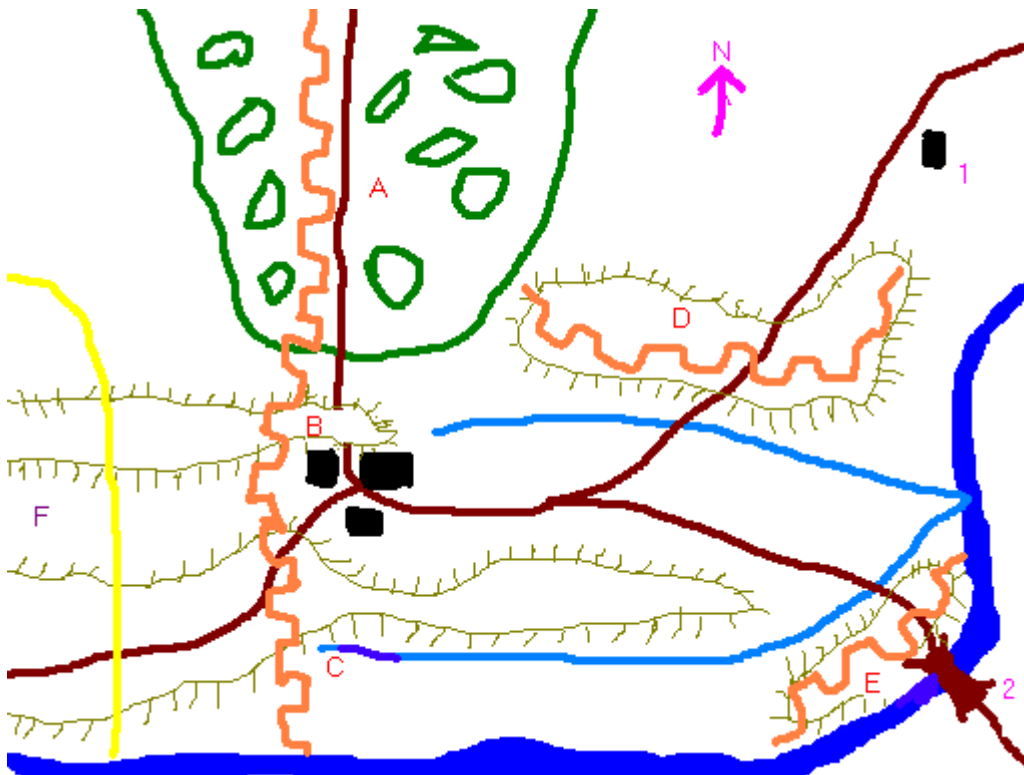


## Breakthrough at Pless Poland, 2 September 1939

Having driven in the outlying enemy defenses on 1 September, the German 5th Panzer Division unleashed its armor in an attempt break into the Polish rear. Elements of the Polish 6th Infantry Division, supported by part of the 21st Highland Division, are dug in to block the way.

### The Map:



- The map is 5 feet N-S x 6 feet E-W
- Green lines define an open woods.
- Brown lines are roads.
- Thin green lines define hills.
- Orange lines define the entrenchments.
- Thick blue line is an unfordable river.
- Thin blue lines are shallow streams.
- Black rectangles are built-up sectors.
- Yellow line defines the German set-up boundary.

## German Forces

All Germans are Experienced Discipline rating.  
Deploy all units behind the yellow line in area 'F'.

- Light Panzer Company
  - Panzer I command tank x 1 (GE-69)
  - Panzer Ib x 2 (GE-70)
  - Panzer IIc x6 (GE-71)
- Medium Panzer Company
  - Panzer I command tank x 1 (GE-69)
  - Panzer Ib x 2 (GE-70)
  - Panzer IIIe x 1 (GE-74)
  - Panzer IVd x 2 (GE-78)
- Motorcycle Company
  - Commander x 1 (GE-46)
  - Infantry x 6 (GE-44)
  - LMG x 3 (GE-49)
  - 5cm mortar x1 (GE-103)
  - HMG x 1 (GE-50)
  - Forward Air Controller x1 (attached) (GE-48)

The Germans may roll for Stuka JU-87B (GE-104) support at the start of each and every game turn.

13x Motorcycles (GE-94) are available for transport.

- Infantry Company 1
  - Commander x 1 (GE-46)
  - Infantry x 6 (GE-44)
  - HMG x 1 (GE-50)
- Infantry Company 2 - Same as Infantry Company 1
- Infantry Company 3 - Same as Infantry Company 1
- Forward Observer x 1 (attach to an infantry company) (GE-48)  
Controls 1 Off-board: 10.5cm battery (3 templates)

## Polish Forces

All Poles are Trained Discipline rating.

All units except the tankettes may start the game dug-in.

Polish Artillery may **NOT** fire concentration missions.

- 6th Infantry Division
  - Deploy one infantry company each within 12" of points A, B, and C.
    - Infantry Company 1
      - Commander x 1 (PO-15)
      - Infantry x 8 (PO-14)
      - HMG x 1 (PO-18)
      - 46mm mortar x 1 (PO-19)
      - Antitank rifle x 1 (PO-17)
    - Infantry Company 2 - Same as Infantry Company 1
    - Infantry Company 3 - Same as Infantry Company 1
    - Antitank platoon

The antitank guns can be attached to any infantry company in the 6th Division.

      - Bofors 37mm antitank gun (PO-13) x2
    - Tankette Company

The tankette company can be deployed anywhere behind the Polish front lines.

      - TKS tankette x 6 (PO-05) armed with MG designate one as CO
    - Forward Observer x 1 (attach to an infantry company in the 6th Division) (PO-16)

Controls Off-board: 100mm howitzer battery (3 templates)  
-1 vs V/0 vs sV, T, G Large Template  
Use German Call-for-fire rolls.
- 21st Highland Division

Deploy one company of infantry each within 12 inches of points D and E.

  - Infantry Company 1
    - Commander x 1 (PO-15)
    - Infantry x 8 (PO-14)
    - HMG x 1 (PO-18)
    - 46mm mortar x 1 (PO-19)
    - Antitank rifle x 1 (PO-17)
  - Infantry Company 2 - Same as Infantry Company 1
  - Antitank platoon

The antitank guns can be attached to any infantry company in the Highland Division.

    - Bofors 37mm antitank gun (PO-13) x2
  - Forward Observer x 1 (attach to an infantry company in the Highland Division) (PO-16)

Controls Off-board: 75mm battery (3 templates)  
-1 vs V/0 vs sV, T, G Small Template  
Use German Call-for-fire rolls.

## **Scenario and Victory Conditions**

Game Length: 12 turns

Germans move first

Both players get victory points for eliminating units as per the rulebook p.12

In addition, on turn 6 and thereafter:

Award 1 victory point for the control of the built-up sector at point 1

Award 1 victory point for the control of the bridge at point 2.

Control is defined as being the last player to have a unit move into or through the point.

All victory locations start the game under Polish control.