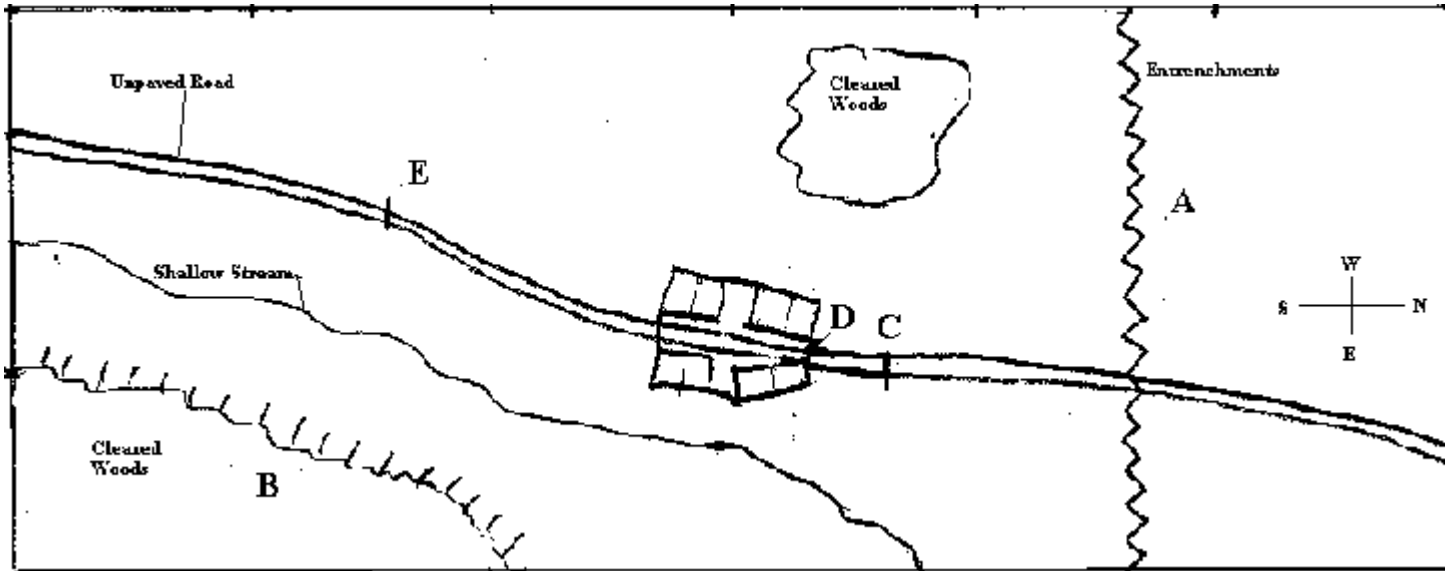


# Polish Spoiling Attack.

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## Terrain Notes:

- This scenario is designed for play on a 6 x 2 1/2 foot table.
- North is to the right of the Map.
- Area "A" is delimited by a line of entrenchments stretching from West to East across the entire board. Polish Force A starts in or behind this line and may start dug-in and hidden.
- Area "B" is an area of "cleared woods" at the top of a hill with a gentle slope. Polish Force B may start anywhere in this area hidden but not dug-in.
- The road is considered unpaved.
- The patch of woods to the west is considered "cleared woods".
- The village is a built up area with 4 buildings with 2 built-up sectors in each building.
- The stream is considered to be a "shallow stream". At all places, the stream is more than 5" from the road (see the victory conditions-the Poles must cross the stream to be counted for victory points).
- Point "D" is on the north edge of the town.
- Point "E" is approximately 18" from the South edge of the map on the road.

## German Forces

- 1 Motorcycle Company
  - 1xCommander (GE-46) riding in a Kübelwagen (GE-34)
  - 6xInfantry (GE-44) riding in Motorcycles (GE-94)
  - 3xLMG (GE-49) riding in Motorcycles (GE-94)
  - 1xHMG (GE-50) riding in a Motorcycle (GE-94)
  - 1xLight Mortar (GE-103) riding in a Motorcycle (GE-94)
- 1 German Engineer platoon:

- 3xPioniere (GE-47) riding in Opel Blitz Trucks (GE-36)
- 2 German Armored Car Platoons, each consisting of:
  - 1 x SdKfz 222 (command) GE-91
  - 2 x SdKfz 222 GE-91
- Germans deploy in column on the road from point "C" South. The road is considered one vehicle wide. (remember that South is to the left of the map)
- German forces all have a discipline rating of "Experienced"
- All German forces are considered to "recon" units
- The engineers do not have flamethrowers
- The infantry do not have Panzerfausts (these were not invented until later in the war).
- Organic transport is counted toward the size of the unit when calculating morale.
- The Germans do not have off-board artillery support.

## Polish Forces

- Force A - Experienced Discipline Rating. Deploy hidden and dug-in on or behind entrenchment line "A"
  - 2x Infantry Companies from the 10th Mounted Rifles. Each company consists of:
    - 1xCommander (PO-15)
    - 9xInfantry (PO-14)
    - 1xHMG (PO-18)
    - 1xLight Mortar(PO-19)
    - 1xAnti-tank Rifle (PO-17)
  - 2x37mm AT-Gun (PO-13) transported by Polski-Fiat 508 staff cars (PO-09). These units must be attached to the infantry companies as the Polish player desires.
- Force B - Trained Discipline Rating. Deploy hidden on the top of the hill in area "B"
  - 2x Infantry Companies - same organization as above.
  - 2x HMG (PO-18) These units must be attached to the infantry companies as the Polish player desires.
- The Poles do not have off-board artillery support.

## Scenario Conditions

- Game Length: 14 turns
- Poles move first in each game turn
- Victory Conditions: Victory points are calculated as per the Victory points table on page 12 of the rulebook. In addition, the Poles receive one victory point at the end of each German turn if they have an undisordered unit within 5" of the road between points "D" and "E".

## Historical Commentary

This does represent an historical action (Mark says that he will give me more details later). In the actual event, the surprise counterattack by the Polish forces forced the Germans to withdraw and regroup.