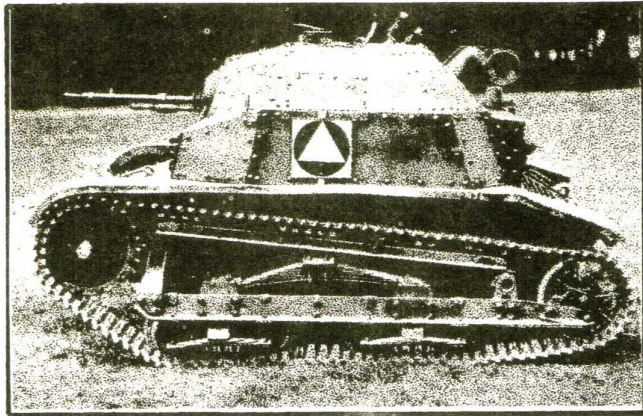


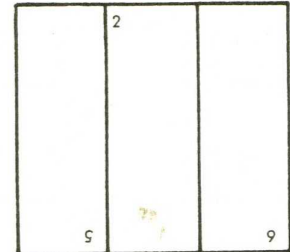
SACRIFICE OF POLISH ARMOR

Scenario 201



NOVY TARG REGION, SOUTHERN POLAND, September 1, 1939: Despite the known German troop concentrations at the border, the Polish Army was taken by complete tactical surprise. Many Polish units were in the process of moving to their defensive positions or areas of concentration when the attack commenced. Even so, some German units ran into heavy resistance during the initial phase of the campaign. Such was the case when the 2nd Panzer Division ran into considerable trouble with Poland's only fully operational mechanised unit, the 10th Cavalry Brigade.

Board Configuration



VICTORY CONDITIONS

To win the German must "control" a majority of the *buildings* (not building hexes) which are adjacent to any one continuous series of road hexes leading from any west edge hex of board 5 to any east edge hex of board 6. The Polish are assumed to "control" all buildings at the beginning of the scenario. The Polish win by avoiding the German victory conditions.

TURN RECORD CHART

Polish sets up first	1	2	3	4	5	6	7	8	9	END
German moves first										

Elements Rzeszow Cavalry Brigade, set up anywhere on boards 2 and/or 6;

4-5-8	2-2-7	9-1	8-0	4-11 B11+	2-6 B11+	#12 B11+ 1PP	#3-20 46(6) 5PP	37L
8	2				2			2

CHIT #1 (Special Rule 201.1):

4-5-8	9-1	6-12 B12	#12 B11+ 1PP	#3-20 46(6) 5PP	24 1S/5PP	13 6/-*
4					4	2

Enter any east edge road hex.

CHIT #2 (Special Rule 201.1):

4-5-8	8-0	2-6 B11+	11 -3 -4 37L(4) -/2
2		2	2

Enter any east edge road hex.

Elements 2nd Panzer Brigade and 2nd Infantry Regiment, enter turn one within two hexes of 5Y1 or 5I1;

4-6-7	9-2	9-1	8-0	4-12 B12	2-8 B12
13	2	2	2	2	4

14 [4] 37L 4/4/4	16 [2] 20L(4) -/2	18 -/8	14 [1] 75 ^F HS -/2	24 1S/7PP	24 P2 -1 p4(5)	28 P0 -1 p4
	2	2		4	2	5

SPECIAL RULES

201.1 At the start of the scenario, four chits marked from 1 to 4 are placed upside down and mixed. Each Polish player turn a different chit is drawn until none remain. When a 1 or 2 is drawn, the indicated units in the Polish order of battle will arrive during that player turn. No units arrive during a turn in which a 3 or 4 is drawn.

AFTERMATH: Being equipped especially for anti-tank actions, the 10th Cavalry Brigade made a good showing for itself. The lightly armored Panzer Mk I's and II's, though fast, were vulnerable to the Polish anti-tank guns and not well suited for a frontal assault. As a result the German thrust through the Novy Targ Region began to stall. Only by sheer force of numbers did the Germans prevail and the Rzeszow Brigade retreat from the region.