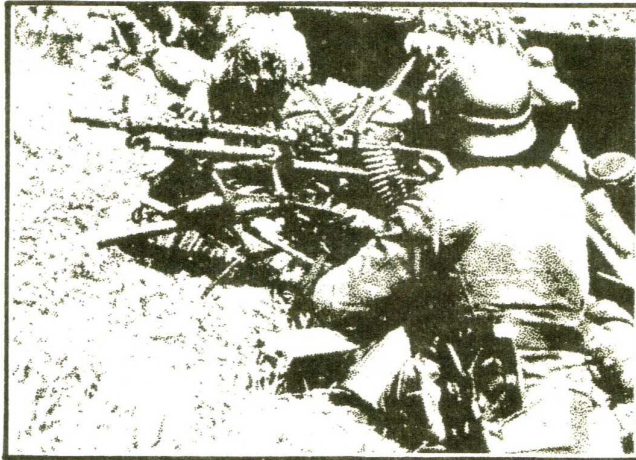


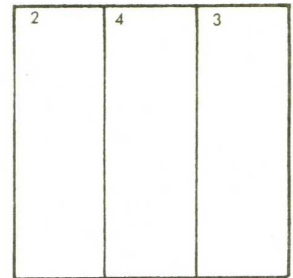
# UNDER COVER OF DARKNESS

## Scenario 202



**GDYNIA, NORTHERN POLAND, September 12, 1939:** As the German attack in the northern Corridor made steady progress to capture the Polish ports, resistance finally began to stiffen as Polish naval units were committed to a ground combat role. One by one the surrounding ports fell to the Germans as the ring around the port of Gdynia began to draw tighter. By September 11, "Corps Kaupisch" was pushing in from all three landward sides. Finally on the night of the 12th, the Poles decided to launch an attack of their own in an effort to regain some of the lost ground. Although the Germans were aware of the advantage of troop movements by night, they were not prepared for night combat actions.

### Board Configuration



### VICTORY CONDITIONS

To win, the Polish must "control" 6 of the following 8 buildings; 2F3, 2M1, 2T1, 2Z1, 4I10, 4O6 (both hexes), 4T3, and 4CC6. The German wins by avoiding the Polish victory conditions.

### TURN RECORD CHART

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



**Elements 207th Infantry Division**, set up on any whole hexes on boards 2 and/or 4 between rows "A" thru "Q" inclusive, one squad maximum per hex;

 4-6-7	 9-1	 8-0	 4-12 B12	 2-8 B12	 50 #2-13
7	2	2			

**Elements Brigade Ederhard**, set up on any whole hexes on boards 2 and/or 4 between rows "R" and "GG" inclusive, one squad maximum per hex;

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



**Elements 1st Marine Battalion**, set up on any whole hexes on board "3";

 4-4-7	 3-4-7	 9-1	 8-1	 8-0	 7-0	 4-11 B11+	 2-6 B11+	 46 #3-20 SPP	?
8	12	2	2			2	6	2	18

### SPECIAL RULES

- 202.1 No unit may place "star shells" during the scenario.
- 202.2 The "Night Rules" (49) are in effect.
- 202.3 No *German* unit may grow concealment counters at any time.
- 202.4 No German unit may perform any function (including movement) during the first game turn *unless* it has "sighted" a Polish unit.
- 202.5 No units of the 207th Division may move outside of row area "A" thru "Q" inclusive on any board. No units of Brigade Ederhard may move outside of row area "R" thru "GG" inclusive. Any unit that must rout to a hex outside its area is eliminated. In addition, no units from either board area may ever form a fire group with units from the other area.
- 202.6 Any attempt to construct an entrenchment is modified by a +2 to the dice roll.
- 202.7 The Germans set up stacking restrictions do not apply to leaders and support weapons.

**AFTERMATH:** Attacking at the boundary between Brigade Eberhard and the 207th Infantry Division the Poles were quite successful in taking many of the surrounding German positions. The lack of mutual support between the German units added to the confusion caused by the night combat. The disruption of the German advance was only temporary however, as the original line was restored on the following day and by the end of the 14th, Gdynia had fallen. More importantly though, the Germans had learned a valuable lesson in realizing the potential of attacking under the cover of darkness.