

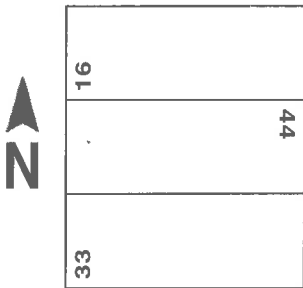


Western outskirts of PIOTRKOW, POLAND, 5 September 1939: Despite the spirited opposition of Poland's Army Lodz and the still-mobilizing Army Prusy, the German 1st and 4th Panzer Divisions drove deep into the heart of Poland. As the panzer divisions continued their assault, heading straight for the town of Piotrkow, the Polish general staff attempted to organize order out of the chaos and launched a counterattack by Army Prusy.

BOARD CONFIGURATION:

BALANCE:

- ✚ Add one *PzIIIF* to the German OB.
- ✚ Add one *7TPjw* to the Polish OB.



VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 10 VP more than the Poles. In addition to CVP, the Germans receive Exit VP for vehicles exited off the south edge of board 33.

4:27 hrs.

TURN RECORD CHART

SIMULTANEOUS Set Up	1	2	3	4	5	6	END
POLE Moves First (See SSR 2)							

Elements of 2nd Light Tank Battalion enter prior to Turn 1 along the south edge of board 33 (see SSR2): {SAN: 0}

Elements of Panzer-Division 1 and Panzer-Division 4 enter prior to Turn 1 along the north edge of board 16 (see SSR 2): {SAN: 0}

SPECIAL RULES:

- EC are Moist, with a Mild Breeze from the northwest at start.
- Prior to setup, stand an extra board between the players. Both players then setup simultaneously and conduct a movement phase with all units having expended half their normal MP (AC have expended 3/4). After all movement has been completed, remove the extra board and proceed with Turn 1 RPh for the Polish player.
- Crew Survival (D5.6) is NA.

AFTERMATH: During the morning, the first major tank battle of the war developed on the western outskirts of town. The Polish 2nd Light Tank Battalion turned away the panzer spearheads, inflicting serious losses on the Germans while losing only two tanks itself. Despite such succes, the Polish command failed to use their armor effectively, instead parceling it out in a piecemeal fashion. Regardless of such local setbacks, the German forces continued to utilize their tactical doctrine of "concentration of force" to divide and conquer the Polish Army.

RATTLE OF SABRES



ASL SCENARIO 138

This scenario was previously issued as A46 and has been updated.



VICTORY CONDITIONS: The Germans win immediately by Exiting ≥ 12 Exit VP off the west edge [EXC: prisoners NA] or at game end by amassing ≥ 8 more CVP than the Poles [EXC: Prisoners do not count double].

East of MŁAWA, POLAND, 2 September 1939: As its role in Case White, the German 3rd Army was to thrust southwards from East Prussia toward the Polish capital. While the infantry of the 1st Corps launched its attack on the west flank to break the Polish line along the border, the *Wodrig* Corps—a battlegroup of Infantry and cavalry formations—was to capture the stoutly defended city of Mława. At Mława, the Polish 20th Infantry Division, ensconced behind extensive fortifications and minefields, was able to repulse the first frontal assault. Under pressure from OKW to eradicate this obstacle quickly, General von Kuechler ordered the 1st Cavalry Brigade to outflank the Polish defenses and encircle the city. Crossing the Ulakowka River east of Mława, the brigade had turned west and was attempting to slip past the trenches there when the horsemen encountered their Polish counterparts, the Mazowiecka Cavalry Brigade.

BOARD CONFIGURATION:

BALANCE:

☞ Add a 4-5-8 to the Polish on-board force.

☞ Extend the game length to 7½ turns.



5
32

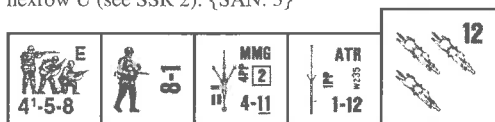
4:58 hrs.

TURN RECORD CHART

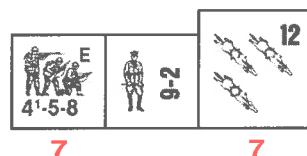
POLE Sets Up First [0]	1	2	3	4	5	6	7	END
GERMAN Moves First [211]								



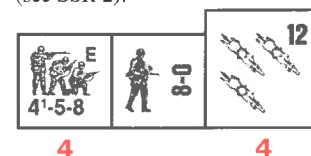
Elements of Mazowiecka Cavalry Brigade [ELR: 3] set up using HIP (if in Concealment Terrain) on/west of hexrow U (see SSR 2): {SAN: 3}



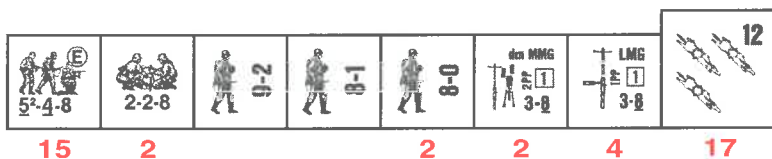
Enter Mounted on Turn 1 along the west edge having expended 6 MF:



Enter Mounted on Turn 2 along the west edge having expended 6 MF (see SSR 2):



Elements of Kavallerie-Brigade 1 [ELR: 4] enter Mounted on Turn 1 along the east edge (see SSR 3): {SAN: 2}



SPECIAL RULES:

1. Weather is Overcast and EC are Moist, with no wind at start.
2. The Polish player may elect to forego setting up on board any SW and 1 squad (and Horse counter), and instead enter the SW and 2 squads (and Horse counters) with the Turn 2 reinforcements.
3. German units must enter Mounted. German MMG must enter possessed by a crew, cannot be transferred among Cavalry, and require the possessing unit to spend ALL MF to (dis)mount.
4. Use of Smoke, Assault Fire and Spraying Fire while Mounted are NA.
5. Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.

AFTERMATH: The clash between the two brigades is one of the rare examples of cavalry-versus-cavalry combat during the Second World War. As the Germans pressed west, they encountered Polish pickets in camouflaged positions. With the eruption of the firefight, nearby elements of the Mazowiecka Brigade rode to the scene. The battle soon spread along a wide front, as the cavalymen on both sides sought an advantage. While most of the fighting took place dismounted, there were, it seems, a number of small saber clashes when mounted troops blundered together in the forest. After an afternoon of confused fighting, the Mazowiecka Brigade was forced to withdraw that evening due to growing pressure upon its over-extended flanks. Although Polish Lt.-General Przedzymirski held Mława for three days in the face of increasing enemy superiority, on the 3rd he was forced to order a withdrawal towards Modlin.

MACZEK FIRE BRIGADE

ASL SCENARIO J113

Scenario Design: Martin Svärd



VICTORY CONDITIONS: The Germans win at game end by Controlling ≥ 12 buildings/rubbled buildings north of hexrow L.

NOVY TARG sector, POLAND, 4 September 1939: The German invasion of Poland—*Fall Weiss*—had begun. From the south the XXII Corps, including the 2nd Panzer Division, 4th Light Division and 3rd Mountain Division, had orders to break the defense in the Beskid Mountains south of Cracow. The Polish defense included the 10th (Motorized) Cavalry Brigade. In charge of the brigade was Colonel St. Maczek, who immediately assigned the brigade's 121st Light Tank Company to the job of "fire brigade", to be thrown in at threatened parts of the front in order to secure any breach.

BOARD CONFIGURATION:

BALANCE:

■ Add one *TKS* to the Turn 2 reinforcements.

⚡ Change " ≥ 12 " to " ≥ 10 " in the Victory Conditions.



	X9
	X13
09	21








5:22 hrs.

TURN RECORD CHART

■ POLISH Sets Up First	1	2	3	4	5	6	END
⚡ GERMAN Moves First [130]							



Elements of 24th Uhlan (Lancer) Regiment [ELR: 3] set up on/north of hexrow L: {SAN: 3}



 1 4-5-7	 9-1	 8-0	 3 6-12	 2 4-11	 1-12	 7 morale
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Elements of 121st Light Tank Company enter on Turn 1 along the north edge:

 14 47* ~8	 14 CMG ~8x2*
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2













Elements of 101st Recce Tank Company enter on Turn 2 along the north edge:

 *15 B11 20L 2/-	 *15 B11 BMG 2/-
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2



Elements of 4. leichte Division [ELR: 4] enter on Turn 1 along the south edge: {SAN: 2}

 4 ² -6-8	 9-1	 8-1	 7-0	 2 5-12	 1 3-8	 1-12	 15 20L(4) ~5	 15 CMG ~8*	 *33 20L(4) ~8/*	 28 T7 21PP	 28 M10 -1 OPP
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10

2

3

2

2

3

5

SPECIAL RULES:

- EC are Dry, with no wind at start. Place overlays as follows: X9 on 17W7; X13 on 17U7-U8. Kindling (B25.11) and Bore Sighting (C6.4) are NA.
- Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.
- An *Opel Blitz* is immediately Recalled (D5.341) when it is no longer transporting any Passengers.
- AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: The 10th (Motorized) Cavalry Brigade successfully but temporarily halted the 4th Light Division's advance. However, the German pressure was too great for the Polish defense to hold for long. After this desperate show of resistance, Maczek and his men reached Hungary in late September and then dispersed before regrouping in France, where General Wladyslaw Sikorski had set up a Polish government in exile. In the spring of 1940 Maczek re-created the 10th (Motorized) Cavalry Brigade. Even before their training was completed he once again threw the Brigade into battle against the advancing German forces.