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Invasão da 1939
POLÔNIA

POLAND CAMPAIGN
General Rules

1.0 - INTRODUCTION:

The Polish campaign was one of the fastest and most impressive of all time. From 01/09/39, German troops penetrated Poland rapidly, sweeping the obsolete Polish army in less than a month (the Germans called it the "18-Day Campaign"). Employing a numerically larger, better equipped and mainly indoctrinated army for the Blitzkrieg, the Germans had overwhelming superiority over the Poles. These, in turn, with an inferior army in all respects except bravery, could do little to defend the extensive Polish borders. In addition, the Luftwaffe (German Air Force) destroyed the small Polish air force in the early days of the campaign.
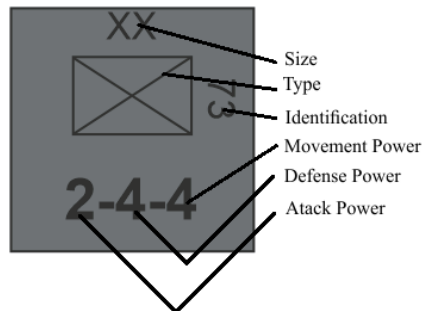
However, with the Anglo-French declaration of war on Germany, the Polish campaign became World War II. Despite so many disadvantages, the Polish player can win the match, seeking to slow down German advances, avoiding the sieges that the "panzers" will try to make and still protect themselves in the fortified areas. The Germans, on the other hand, are fighting back in time, because if they do not subdue Poland quickly, the allies will invade Germany from the West, whose border is weakly defended. Therefore, victory should smile at what best harnesses its strength.

2.0 – MATERIAL:

2.1- Map Represents part of Germany and Hungary and all Western Poland (part of German territory belongs to the now defunct Czechoslovakia), represented on a board of 650 hexagons.

2.2- Card Pieces A total of 124 pieces (except markers), 64 German, 57 Polish and 3 Slovaks. To identify nationalities, follow the following relationship:

2.2.1 - Pieces Characteristics:

Unit Size: All wargames, in general, must have an equivalence between the pieces of both contenders regarding their "size" or "level". Wargames can be company level (I), Battalion (II), Regiment (III)/ Brigade (X), Division (XX) or Army Corps (XXX). In this simulation, the pieces are division level, except for some units, which are brigades.

Unit Type: It is the "emphasis" of elements that make up a unit. The types used in this simulation are as follows:

Unit Id: In this simulation, the numbers on the right identify the division or brigade.

Movement Power: Is the displacement value of the unit during the start -- (V.4.0).

Defense Power: It's the combat value of this unit when it's attacked.

Attack Power: This unit's combat value when it attacks.

The unit of the example is the 73rd German Infantry Division (XX) (gray color). Your Attack Power is 2, your Defense Power is 4 and your Movement Power is 4.

2.3 - Tables (See last page) This simulation has two tables: "Combat Effects Table" and "Terrain Effects Table on Movement and Combat". Their jobs are explained later.→

2.4 – Auxiliary Counters

2.4.1 - Turn Counter: These are the numbered squares from 1 to 8 at the top left of the board, each turn representing 2 days of the actual period (representing the period from 01/09/39 to 17/09/39).

2.4.2 - Air Power Counter: These are houses numbered 1 through 10 at the top right of the board. In this simulation, only the German player has air power. Your job is explained below.

2.4.3 - Dices: This simulation uses two dices for combat resolution. The dice is NOT used in the movement of the pieces.

3.0 - SEQUENCE:

At each turn, the first to move is the German player, who moves as many of his units as he wants, in the so-called German "Move Phase"; then comes the German "Combat Phase" when the German player executes the attacks against the Polish units he engaged in his "Movement Phase". After the German "Combat Phase" comes the Polish "Movement Phase" when the Polish player moves his units; then comes the Polish "Combat Phase" where the engagements of the Polish "Movement Phase" are solved. Then the shift is changed, restarting the sequence.

4.0 - MOVEMENT:

To move, units use their Moving Power. This is given in the form of moving points, which are spent when the unit moves from one hexagon to another, according to the type of terrain. The points spent, by the type of terrain, are given in the "Terrain Effects Table on Movement and Combat" (V.). The table shows that certain lands (forests, rivers, etc.) hinder the movement of the units, while armored units are prohibited from transiting mountain hexagons.

EXAMPLE: A German motorized unit 4-4-8 leaves the forest house northeast of Czestochowa towards Radom. It crosses a hexagon of forest (spends 3 points), crosses a river (plus 2 points) and can cover 3 hexagons of open ground (3), totaling 8 points. She won't be able to move forward at this stage anymore.

OBSERVATIONS:

+ A unit can NEVER exceed its moving power in its respective "Move Phase".

+ Units are not required to use all their moving power and may spend fewer points than the total allowed by "Movement Phase".

+ Unworn Movement Points by one unit cannot be accumulated for other shifts.

+ Unworn Movement Points by one unit cannot be transferred to other parts.

+ When two or more units move together, their moving power is NOT added.

4.1 - Movement Restrictions

4.1.1 – From Friendly Units: Both Germans and Poles can concentrate a maximum of 3 (three) units in the same hexagon. However, even if the hexagon reaches the maximum number of units, other non-enemy units can pass through it without stopping at it.

4.1.2 - From Enemy Units: Every unit belongs to a "zone of engagement" referring to the 6 (six) hexagons that surround it. When an enemy unit moves to one of the hexagons in its "Engagement Zone", it is forced to stop (it is said to have "engaged"). When you start your "Move Phase", if a unit of yours is engaged with an

enemy unit and the player does not want to engage in combat, the player can remove his piece from the enemy "engagement zone", if he spends 1 more movement point to "break contact". If, on the other hand, your unit is in "Dominant Terrain" in relation to the enemy(s) piece that is engaging it, it is released from disengaging. "Dominant Terrain" means the terrain that has the greatest advantage, in combat, in number of columns. If a unit, for whatever reason, cannot disengage or is on dominant ground, it will have to attack. Two enemy units can NEVER occupy the same hexagon at the same time.

EXAMPLE: A shift begins with a German unit occupying a city hexagon engaged with a Polish unit on open ground. German unity does not need to retreat or be obliged to attack, as it is on "dominant ground" (city) in relation to the Polish (open). However, if any other unit moves to the enemy "Engagement Zone," it will have to attack.

If a unit, for whatever reason, cannot disengage or is on dominant ground, it will have to attack.
Two enemy units can NEVER occupy the same hexagon at the same time.

4.2 – Entry and Exit of the Board The map is limited to the west by Germany itself, to the east by the rest of Polish territory to the border with the USSR, to the north by the Baltic Sea and to the south by Slovakia (ex-Czechoslovakia) and Hungary.→

4.2.1 - Entry: Both contenders receive reinforcements during the campaign. Poland receives three reinforcing divisions, which must be placed in any Polish city (not invaded by the Germans) in its Movement Phase on the specified turn (V.10.1.2) and do not move in that turn. The Germans also receive three divisions, which can enter the west and south edges, spending their points of movement already from the first hexagon they occupy. In addition, the German player has two divisions in reserve off the board: the 7th Air Division (Paratroopers) and the 22nd Airborne Division, which can enter a "jump" at a point of choice of the German (see 4.2.3).

Note: By the German designation of that time, the "air" division consisted of paratroopers and gliders, while the airborne was a common division carried by aircraft; therefore, it was not an "assault" division, as it needed an already conquered airfield to act.

OBSERVATION:

+ Units entering Hungarian territory are NOT considered destroyed, but also cannot return to the game.

4.2.2 - Exit: German and German units cannot leave the board. Polish units can only leave by the east edge, without, however, returning to the game.

4.2.3 - Paratroopers and Airborne Troops: Germany has, in reserve (off board), the 7th Air Division and the 22nd Airborne Division. To employ them, it is enough for the Germans to "launch" the 7th in any hexagon (except sea, forest, and mountain) at a maximum of 4 hexagons away from the nearest German unit. This hexagon also cannot belong to the "engagement zone" of any Polish unit. It can only move after contacting other German ground units. The 22nd DAet is only employed in reinforcement to the 7th Air Division, being "landed" in the same hexagon where the 7th jumped and the next turn, also not being able to be in an enemy "engagement zone". In the royal campaign, neither was employed, as the advance of ground units was very fast, and the German generals still did not trust the new and untried airborne forces.

5.0 - COMBATS:

At the end of the "Movement Phase", when enemy units are occupying adjacent hexagons, they are considered to have "engaged", the latter being to move considered the attacker.

5.1 - Combat Solution To solve combat, the "Combat Effects Table" is used through the combat powers of the units. The sequence is as described below:→

5.1.1- Force Ratio:
1st - Add up the ATTACK powers of the attacking units.
2nd - Add the DEFENSE powers of the units being attacked.
3rd - Divides the value obtained in the 1st step by the value obtained in the 2nd step, disregarding the non-entire part of the result

(Example: $11 \div 4 = 2.75$, disregarding 0.75, the force ratio will be 2-1 (two to one)).

OBSERVATIONS:

+ The attacker cannot check the defense points of the units he will attack before declaring how many points he will do so.

+ Once the defender warns how many he will defend himself with, there can NO longer be any changes from any of the parties.

5.1.2 - Influence of the Ground: Certain lands favor defense, but none favor attack. The benefits of the terrain for defense are given in the form of "columns" in the "Terrain Effects Table on Movement and Combat". Determined the ratio of forces (V.5.1.1), the terrain where the defense unit is located and, if favored to the defense, in how many columns on the left.

OBSERVATIONS:

+ When, in the defender's hexagon, there are two or more types of terrain influencing combat, the terrain that provides the largest number of columns on the left is always considered.

+ Armored personnel cells cannot engage fortifications.

5.1.3 - Siege: If a defending unit is engaged in such a way that it cannot retreat to a hexagon free of enemy "Engagement Zones," these defenders are considered to have been surrounded. This gives the attacker the advantage of a right column in the "Terrain Effects Table in Move and Combat".

5.1.4 - Line Determination: After the previous steps, the column was determined; now the line is determined through the data. The data is intended to represent all the imponderables of combat. The two data are released and the result is the sum of them (Example: 2 in one and 3 in the other gives 5 as a result).

5.1.5 - Results of the Fights:
DE - Defense Eliminated. One defending unit is eliminated (at the discretion of the defending player) and the other, if any, are required to retreat IN ANY CIRCUMSTANCES.
DRB - Defense Retreats with Casualties. All defending units' recoil from a hexagon (except special rules) and only one of them suffers casualties (at the discretion of the defending player).
DRI - Defense Retreats Intact. All defending units' recoil from a hexagon (except special rules).
DVB - Defense Wins with Casualties. All attacking units' recoil from a hexagon and one of the defending units suffers a low (at the discretion of the defending player).
DVI - Defense Wins Intact. All attackers retreat a hexagon.
AVI - Attack Wins Intact. All defending units recoil a hexagon (if the result is not DE) and the attacking player may or may not occupy the hexagon abandoned by defenders.
AVB - Attack Wins with Kills. As above, but one of the attacking units suffers casualties (at the discretion of the attacking player).
ARI - Attack Retreats Intact. All attacking units' recoil from a hexagon.
ARB - Attack Retreats with Casualties. All attacking units' recoil from a hexagon and one of them suffers casualties (at the discretion of the attacking player).
AE - Attack Eliminated. All attacking units' recoil from a hexagon and one of them is eliminated (at the discretion of the attacking player).
EMP - Draw. The defending player eliminates one or more pieces of his choice; the defensive power of the eliminated units is added, and the attack loses at least the same number in attack power points in eliminated units (at the discretion of the attacking player). The left-field defenders are forced to retreat.
IMP - Deadlock. All units, both defenders and attackers, remain where they are.

5.2 - Advance after Combat When the attacker wins a fight, he may occupy the hexagon abandoned by the defender or advance an overhead hexagon, depending on the type of the attacking unit; motorized units (armored, motorized infantry, mechanized cavalry, etc.) and cavalry units can advance two hexagons (from the hexagon abandoned by the defender) and non-motorized units (infantry, PQD, etc.) only one. The attacker does not necessarily need to advance, nor advance all the hexagons he could; it is up to you to decide.→

5.3 - Recoil Rules When, after a fight, one or more units are forced to retreat, they may not stop in a hexagon

occupied by enemy units or a hexagon belonging to the "engagement zone" of an enemy unit. If this is not possible, it will be eliminated

5.3.1 - Chain Recoil: When a unit retreats to a hexagon occupied by three friendly units, the player may rewind one of the excess pieces to another hexagon (respecting the rule above) and have 3 pieces left in that hexagon.

5.3.2 - Retreat Across River: In this simulation, when an infantry unit, mountaineer or any other unarmored unit retreats across the river, nothing occurs. The armored units, when forced to retreat through the river, suffer casualties and, if in the combat that originated the retreat it suffered casualties, then it will be eliminated.

5.3.3 - Retreat Under Siege: When a unit (or more) is surrounded and is obliged to retreat, it(s) to a hexagon fatally within an enemy "Engagement Zone". Since you can never close an engaged retreat, it will be forced to retreat to another hexagon and, in this 2nd movement, you should receive casualties (all pieces). If this new hexagon is again from the enemy "Engagement Zone," then all retreating units are eliminated.

OBSERVATIONS:

+ If a unit under siege that retreats has suffered casualties as a result of combat, it is automatically eliminated unless it can retreat through a hexagon occupied by friendly units. In this case, she does not suffer casualties in the 2nd movement.

+ Every unit that retreats to the sea is considered destroyed.

+ Units forced to retreat east are NOT considered destroyed but cannot return to the game.

+ Polish units forced to retreat beyond the German border are considered destroyed.

6.0 - AIR POWER:

Air power points represent the relative influence of their air forces in ground combat. In this simulation, only the German has air power. He has 10 points in the 1st round and 20 points in the other rounds. Attacks with air power are not allowed.

6.1 - Air Power Use the German player has an Air Power counter on the board and a little one marked "X1". When he begins the shift, he places the little one in the number relative to his air power as described above.→ When the player wants to support a match, he simply de-counts the points he/she wants on the scoreboard. Thus, he can use his power points both by attacking (his Combat Phase) and defending (Enemy Combat Phase). The air power counter is always manipulated to always show how many points are left for the player.

OBSERVATIONS:

+ Unused air power points in a turn are NOT accumulated for the following shifts.

+ When announcing the value of an attack, it must include air power. In the same way for the defense.

7.0 - DROPS:

These "casualties" are related to losses of material and men, "stress" of combat and disorganization (temporary or not) of the units. When a unit suffers casualties in combat, it is turned, with the back up. If you're like this, you'll have your combat powers reduced.
Lows do not affect the moving power. In this simulation, only the Germans have the possibility to recover casualties. It is sufficient that the unit is an unengaged shift and can "describe" any unimpeded "line" of
Enemy "engagement zones" to your rear (i.e. free of siege situation) when you close your Move Phase. It can then be untapped.

OBSERVATION:

+ Units that have unmarked verse if they suffer casualties are considered destroyed.

8.0 - MOUNTAINEERS:

Mountaineer units have the advantage of spending 2 points of movement when transiting in mountains.

9.0 - FORTIFICATION:

Whenever the Polish defender is being attacked through a fortification, he "wins" 3 columns on the left in the Combat Effects Table. Also, if the unit has to retreat as a result of combat (DRI or DRB),it is released from doing so (if it is attacking, however, it has to retreat).
If at least one German unit, however, is attacking without being through a fortification, it is ignored and is considered only the ground of the hexagon.

OBSERVATION:

+ Only the Polish player has the benefit of the use of fortifications.

10.0 - PREPARATION:

The Polish commander, Marshal Rydz-Smigly, had two options: try to defend the main industrial regions of the country (which were to the west) or protect himself in the good defensive barriers of the Vistula and other rivers; he preferred the 1st and, with this, condemned Poland to the disaster, because the 34 infantry divisions he had (in addition to a dozen brigades) could not face the 56 German and Loot divisions defending such a broad front. The Polish defense was, moreover, desperately unprepared for the new German weapons and methods. The Poles were divided into no fewer than 8 Armies: to the north, the Armies "Narev", "Modlim" and "Pomorze" protected the border with East Prussia and Pomerania; in the center, the Armies "Poznan" and "Lodz" protected the main Polish industrial region; to the south, covering the Carpathians and Upper Silesia, the Kraków and "Carpathian" Armies. The Polish strategic reserve consisted of the Prussia Army.
The Germans were divided into a "North" and "South" Army Groups. The North group consisted of the 3rd and 4th Armies and the Southern group consisted of the 8th, 10th and 14th Armies. The Germans, led by Hitler, simply wanted to "extinguish" Poland, annihilating their Army and, in the long run, destroying Polish national identity. Moreover, this would be the first step towards a subsequent invasion of Russia. On the other hand, there was the Franco-British promise of aid to Poland (which was nothing more than pure balela, due to the French insistence on staying on the defensive) and the Russians, already in agreement with Hitler, would attack on September 17, aiming at union with the Germans in Brest-Litovsk.
This was the situation on 01/09/39.

10.1 - Initial Placement of → Units Both contenders start the game with the initial placement of their units marked on the board or according to the relationships below. The abbreviations used are as follows: DI - Infantry Division; DLig - Light Division (represented here with the symbol of mechanized cavalry); DM - Mountain Division; DMtz - Motorized Division; DPz - Panzer Division; Bgda - Brigade; Cav - Cavalry; Mec - Mechanized; Mont - Mountain.

10.1.1 - Polish Initial Placement: The Polish player must distribute his units according to the following relationship:
- 1ª DI – 2603;
- 2ª DI – 1313;
- 3ª DI – 2114;
- 4ª DI – 1106;
- 5ª e 12ª DI – 2619;
- 6ª DI – 1322;
- 7ª DI e Bgda Cav Krakowska – 1217;
- 8ª e 20ª DI – 1507;
- 9ª DI – 0605;
- 10ª DI – 0915;
- 11ª DI – 2525;
- 13ª DI – 0809;
- 14ª, 17ª DI e Bgda Cav Podolska – 0311;
- 15ª DI – 0508;
- 16ª DI – 1005;
- 18ª DI – 2005;
- 19ª DI – 1411;
- 21ª DM – 1423;

22ª DM – 2420;

23ª e 55ª DI – 1219;

24ª DI – 2419;

25ª DI – 0714;

26ª DI – 0309;

27ª DI – 0904;

28ª DI – 1214;

29ª DI – 1512;

30ª DI e Bgda Cav Wolynska – 1116;

33ª DI – 2106;

36ª DI – 1817;

44ª DI – 1314;

45ª DI – 1521;

1ª Bgda Mont – 1623;

2ª Bgda Mont – 1923;

3ª Bgda Mont – 2223;

10ª Bgda Mec – 1521;

Bgda Cav Kresowa – 1311;

Bgda Cav Mazowiecka – 1806;

Bgda Cav Nowogrodzka – 1306;

Bgda Cav Podlaska – 2204;

Bgda Cav Pomorska – 0704;

Bgda Cav Suwalska – 2302;

Bgda Cav Wielkopolska – 0513;

Bgda Cav Wilenska – 1513;

Bgda de Infantaria Naval – 0701;

Bgda Mec Warszawska – 1811;

10.1.2 - German Initial Placement: The German player must distribute his units according to the following relationship:

1ª DI e Bgda Panzer "Kempf" – 1604;

1ª DI slovak – 1825;

1ª DLig – 0817;

1ª e 2ª DM – 1625;

1ª DPz e 31ª DI – 0918;

2ª DI slovak – 2025;

2ª DLig e 68ª DI – 1019;

2ª e 20ª DMtz – 0405;

2ª DPz e 4ª DLig – 1224;

3ª e 32ª DI – 0206;

3ª DI slovak – 2225;

3ª DLig – 0819;

3ª DM – 1425;

3ª DPz – 0306;

4ª e 46ª DI – 1018;

4ª DPz e 14ª DI – 1017;

5ª DPz, 8ª e 28ª DI – 0821;

7ª DI – 1024;

10ª DI – 0616;

10ª DPz – 0403;

11ª, 61ª e 217ª DI – 1404;

12ª DI e 1ª Bgda Cav – 1804;

13ª DMtz – 0718;

17ª DI – 0717;

18ª e 19ª DI – 0917;

21ª DI – 1104;

23ª DI – 0106;

24ª DI – 0516;

27ª DI – 0720;

29ª DMtz – 0618;

30ª DI – 0416;

- 44ª DI – 0922;
- 45ª DI – 0923;
- 50ª DI e Bgda de Infantry "Netze" – 0207;
- 62ª DI – 0619;
- 73ª DI – 0107;
- 206ª DI – 2103;
- 207ª DI – 0503;
- 208ª DI – 0108;
- 213ª e 221ª DI – 0417;
- 228ª DI – 1204;
- 239ª DI – 0920;
- Bgda de Infantry "Eberhardt" – 0802;
- Bgda de Infantry "Goldap" e "Lotzen"– 2101;
- German (Outside map) – 7ª Paratrooper Division e 22ª Divisão Aerotrooper.

10.1.3 - Polish Reinforcements:
- 1º Turno – 35ª DI;
- 3º Turno – 41ª DI;
- 5º Turno – 38ª e 39ª DI;
- 7º Turno – 60ª DI.

10.1.4 - German reinforcements:
- 2º Turno – 218ª DI (west border to north of hexagon 0108);
- 3º Turno – 57ª DI (south border);
- 5º Turno – 56ª DI (south border).

10.2 – Objectives the Germans must conquer Polish territory and destroy the Polish army quickly, to join with the Russians and to transfer units to the west to face the Western allies. Both score the following points:
- Warsaw* - 25 points.
- Brest-Litovsk - 10 points.
- Krakow - 10 points.
- Gdynia - 5 points
- Lodz - 5 points.
- Poznan - 5 points.

*- the two hexagons occupied.

In addition, the Germans score another 1 point per destroyed Polish unit but lose 5 points per airborne unit (7th DPQD and 22nd DAet) used.

The Poles, in turn, score 10 points per destroyed German unit, 3 points per destroyed Slovak unit, 3 points for any other city in their power and 2 points per unit their (intact or not) to remain on the board.

Whoever scores the most points win.

COMBAT EFFECTS TABLE:

DICES	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
2-12	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB	DE AVB	DE AVI	DE AVI
3-11	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB	DE AVB	DE AVI
4-10	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB	DE AVB
5-9	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB
6-8	DVI AE	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP
7	DVI AE	DVI AE	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI

FIELD EFFECTS TABLE ON MOVEMENT AND COMBAT:

TERRAIN	MOVEMENT		COMBAT
	No-MTZ	MTZ	
Open	1	1	---
City	1	1	2 Columns
Forest	2	3	1 Column
River	1	2	2 Columns
Mountain	2 (Mountain) – 3	3 – Forbidden (Armored)	3 Columns
Fortification	---	---	3 Columns*
Sea	Forbidden	Forbidden	---

*Depending on the direction of the attack.