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## THE ACTION NEAR LANCUT

### September 09 1939

The 10th Mechanized Brigade probably gets more coverage in wargame scenarios than any other unit in the Polish army. This is understandable, since most battles in the 1939 Polish campaign were very one-sided, with the Germans holding the initiative almost continually. Therefore, units like the 10th Brigade particularly stand out, as they show what might have been accomplished if the Poles had been better equipped and organized.

The action around the town of Lancut, west of the San River, is a good example. Here the 10th Mechanized Brigade hotly engaged the German 4th Light Division and managed to give them quite a bloody nose until elements of the 2nd Panzer Division came up and drove the Poles back to the San. This engagement highlights the weaknesses of the Light Divisions and helps explain why they were so quickly disbanded after the campaign ended.

### SPECIAL RULES:

- 1. This scenario uses "Unit Determination", adapted from Micro Armour®: The Game Modern.
- 2. You may also use the optional "Panic" rule if you wish.

#### UNIT DETERMINATION

- 1. You will need a deck of common playing cards (Discard the Jokers). Aces are worth 1, Deuces 2, etc. Jacks, Queens, and Kings are worth 11, 12, and 13 respectively.
- 2. Note that each side's forces are organized into groups, each with its own "Break Point".
- 3. When any stand from one of your groups is "Eliminated", draw one card (keeping its value secret).
- 4. When the total value of the cards drawn for any group exceeds its "Break Point", that group is "Broken".
- 5. You must now reveal the cards for that group to your opponent.
- 6. Stands in a "Broken" Group may fight if assaulted or overrun only. They may never attack.
- 7. All cards must be revealed at the end of the game! (Regular players affectionately refer to this rule the "Deck of Death" option.)

#### PANIC

Normally, you must roll a "natural" (unmodified) 20 during the "Marker Removal Phase" for a stand to suffer an "(S)" result. This requirement is altered as follows: If you roll either a "natural" 20 or a "modified" 24 or greater, the stand suffers an "(S)". Example: A stand with a "D" and an "S" would suffer an "(S)" on a roll 18 or more, eliminating the stand. This change means that stands suffering both suppression and disorganization are much more prone to moral collapse than units suffering only one of these conditions.

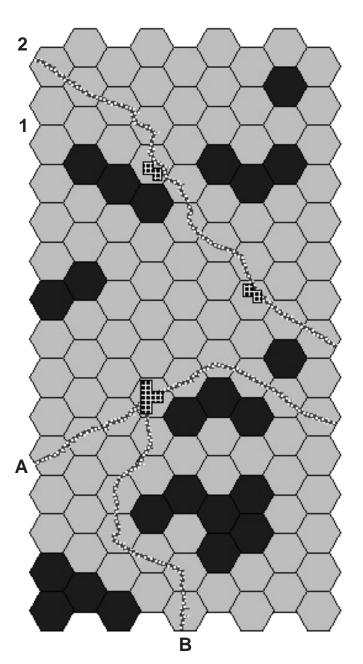
GAME LENGTH: 10 TURNS

### TERRAIN: OPEN

(Max sighting distance is 30 inches.)

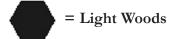
## THE ACTION NEAR LANCUT

9 September 1939





Poor Road



A, B = Polish Entry Points

1. 2 = German Entry Points

= Light Buildings

The Lancut battlefield measures three feet by five feet.

Each hexagon on the map is four inches across.

## GERMAN FORCES

(4th Light Division)

Cohesion

13

#### 33RD TANK BATTALION:

Enter at Point "1" on Turn 2.

[Break Point: 15]

1x PzIBef(GHQ-3),

6x PzIIF, 4x PzI

#### 2ND BATTLION/

#### 11TH MOTORIZED REGIMENT:

Enter by road at Point "2" on turn 2.

[Break Point: 54]

1x Infantry(GHQ-2)/Truck,

9x Infantry/Truck,

3x Infantry Support/2x Truck,

2x 75mm IG(1)/Truck,

1x 37mm ATG/Truck

#### 1st Battalion/

**102ND ARTILLERY REGIMENT:** (Off Map)

2x 105mm leFH.18(2)

#### **NOTES:**

- 1. Missing stands reflect losses up to this point in the campaign.
- 2. Each GHQ may issue orders to stands of its own battalion <u>only!</u>
- 3. The Motorized Infantry Battalion contains one F.O. team which may be attached to any stand in the unit.

#### **GERMAN VICTORY CONDITIONS:**

Marginal - "Break" one Polish group.

Tactical - "Break" two Polish groups.

Decisive - "Break" three Polish groups.

## POLISH FORCES

(10th Mechanized Brigade)

Cohesion 13

#### **24TH MOTORIZED LANCER REGIMENT:**

Enter at Point "A" on turn 1.

[Break Point: 30]

1x Infantry (HQ)/Truck,

5x Infantry/Truck,

2x Infantry Support/1x Truck,

1x 37mm wz.36 "Bofors" ATG/Car

#### 10th Motorized Mounted Rifle Regiment:

Enter by road at Point "A" on turn 2.

[Break Point: 46]

1x Infantry (HQ)/Truck,

8x Infantry/Truck,

1x 81mm Mle.27/31Mortar(2)/Truck,

2x Infantry Support/1x Truck,

1x 37mm wz.36 "Bofors" ATG/Car,

1x Motorcycle Infantry[R]

#### BRIGADE HEAD QUARTERS & SUPPORT:

Enter by road at Point "B" on turn 1.

[Break Point: 19]

1x Infantry(GHQ+0)/Truck,

1x Infantry [R]/Truck,

2x TKs(20mm)[R],

1x Motorcycle Infantry[R],

2x 105mm wz.13(2)/Tractor

#### NOTES:

- 1. Missing stands reflect losses up to this point in the campaign.
- 2. There is one F.O. team available. This may be attached to any stand in the force.

#### POLISH VICTORY CONDITIONS:

Marginal - "Break" one German group.

Tactical - "Break" two German groups.

# THE GERMANS



GHQ SKU# G114 as PZIIF



GHQ SKU# G118 as PzIBef(GHQ-3)



GHQ SKU# G134 as 105mm leFH.18



GHQ SKU# G115 as PzI



GHQ SKU# G144 as Infantry





GHQ SKU# G514 as Other Trucks



GHQ SKU# P1 TKs (20mm)



GHQ SKU# R42 as The Trucks



GHQ SKU# P7 as 81mm Mle.27/31 Mortar & Infantry Support

# THE POLES



GHQ SKU# P6 Infantry



GHQ SKU# P9 as 105mm wz.13 /Tractor

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## GHQ SKU# P11 as 37mm wz.36

ìBoforsî ATG

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222F - 112 Gun Ship-of-the-Line w/ Full Sails	\$11.95	H5 - Csaba	\$8.95
222 - 112 Gun Ship-of-the-Line w/ Battle Sails	\$11.95	USN82 - CV-3 Saratoga	\$14.50

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