

# #01: THE BATTLE OF CHOJNICE

1st September 1939

Chojnice contained an important communications nexus. During the first day of the invasion, the Poles fought a delaying action in the area, only withdrawing in late afternoon.

Before they withdrew, Polish sappers blew up a rail bridge, stopping the German "Panzerzug 3" armoured train from moving any further forward, with the train ending up badly damaged as a result of the fighting.

## Introduction

This scenario is a Polish screening mission: they must hold the railway bridge in the centre of the table for long enough for their engineers to prepare it for demolition and then explode their charges.

## Map & Terrain

The river is impassable except at either bridge. Otherwise, the terrain is largely flat,

with just the occasional patch of trees and a number of brick buildings.

## Initial Deployment

The Polish player deploys his entire force under hidden Blinds within the 30"x48" red area.

All Polish troops begin the game dug-in to prepared positions i.e. trenches and gunpits.

The German player deploys his entire force under Blinds within the 12"x48" blue area.

One German infantry platoon may roll to see if they were able to infiltrate into a favourable forward position: roll a D6.

On a 5 or a 6, the platoon may be deployed within 12" and on the German side of the southern, non-rail bridge. This platoon counts as dug in to hasty scrapes.

If the roll is failed, then the platoon starts the game off-table. Roll a D6 each time the



German Blinds card appears: on a roll of 5 or 6, the platoon arrives on the road at the German edge of the battlefield, and may make an immediate Blinds move.

### Objectives & Victory Conditions

The victory conditions, below, come into play after the fifth appearance of the Turn Card.

Once the Turn card has appeared for the fifth time:

- Each time the Polish Blinds card appears, if there are no German teams within 4" of the bridge end on the Polish side and at least one Polish unit within 4" of the bridge, roll a D6. If a 5 or a 6 is rolled, the bridge is blown up and removed. The game ends, and the Poles gain +2CVP for successfully destroying the bridge.
- Each time the German Blinds card appears, and there are no Polish units within 4" and at least one German unit within 4" of the bridge, then the bridge is captured and the explosives defused. The game ends and the Germans gain +2CVP for capturing the bridge.

Both armies can gain +1 CVP if their losses in the battle are 25% or less of their starting force, regardless of whether they won or lost the scenario.

### The Cards

#### *Game Cards*

Tea Break  
Turn Card

#### *Polish Cards*

Blinds  
Big Man 1-3  
Platoon 1-2  
FOO  
Support Mortars  
Support MMGs  
Off Table Artillery  
Heroic Leader

#### *German Cards*

Blinds  
Big Man 1-6  
Platoon 1-3  
MMG Platoon  
Armoured Cars  
Hesitant Troops  
Rapid Deployment  
Recon Bonus Move

