



HELL AT KIERNOZIA



Kiernozia Poland, September 16, 1939: During the battle of Bzura, the key transportation hub of Kiernozia was the scene of a hard struggle. The whole 1st Panzer Division participated in the attack. The 1st Panzer and the 35th Panzer Regiment attacked from different direction toward the town. The attack started out well, but after breaking through the Polish lines, the armor and infantry became separated. The Polish infantry cut off the armor and then the Polish AT Guns picked off the tanks one at a time. The decisive moment of battle had come, nearly a dozen German tanks were knocked out and the German and Polish infantry were locked in close and mortal combat. The Germans tried to regroup under fire and renewed the attack with increased ferocity, but the Poles received timely reinforcements and stopped the Germans in their tracks. The Poles continued to surround and isolate the Germans that had penetrated their lines and eventually crushed them. The Germans thereafter referred to this day as Hell at Kiernozia.

VICTORY CONDITIONS: The German player wins upon gaining 54 VP. CVP are gained normally (Prisoners are not doubled) and EVP are earned for exiting between FE3GG6 and FE4GG5.

BALANCE:



-  Add one Game Turn.
-  Replace one 9-1 with a 9-2.

BOARD CONFIGURATION:

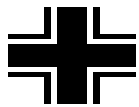
FE3
FE4



TURN RECORD CHART

 GERMAN Moves First	1	2	3	4	5	6	7	8	9	END
 POLISH Sets Up First										

ORDER OF BATTLE



[ELR: 3]

[SAN: 3]

1st Panzer Division: Enter on/after Turn 1 on the west edge: 2

							Pz IIVF			PSW 221
4-6-7	9-2	8-1	8-0	MMG	LMG	ATR	Pz IVA	Pz 35(t)	Opel Blitz	SPW 251/1
20		2	2	2	4		3	2	5	4

58th Infantry Regiment: Set up on Level 1 or higher hexes:



[ELR: 3]

[SAN: 3]

4-5-8	4-5-7	2-2-8	9-1	8-0	HMG	MMG	Radio	155mm ART	37L AT Gun	100* ART
8	10	5	2	2	2	2			3	

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. The Polish ART Gun is the 155mm Model 17S, Allied Minor Ordnance Note 33. The 37L AT Gun is the 37mm Bofors AT, Allied Minor Ordnance Note 24. The 100* ART is the 100mm wz 14/19, Allied Minor Ordnance Note 5.
3. The Polish player receives one module of 100mm OBA (HE Only). The Polish player can set up two squad equivalents and any SMC/SW that sets up with them, HIP. The Polish Elite and 1st Line MMC Squads have Assault Fire.