

BATALION PIECHOTY

INFANTRY BATTALION

FEARLESS

TRAINED

INFANTRY COMPANY

POINTS

1000

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Batalion Piechoty HQ p.32	2	Cmd Rifle team	2.5% 25
COMBAT PLATOONS			
Piechoty Company p.33	1 12	Cmd Rifle team Rifle team	18.5% 185
Piechoty Company p.33	1 12	Cmd Rifle team Rifle team	18.5% 185
WEAPONS PLATOONS			
Piechoty Anti-tank Gun Platoon p.35	1 3	Cmd Rifle team 37mm wz. 36 gun	9% 90
DIVISIONAL SUPPORT			
Reconnaissance Tank Platoon p.29	2 2	TKS TKS (20mm FKA)	9% 90
Armoured Train p.44	1 1 1 1 6	Locomotive Light Artillery Car Assault Car Cmd Rifle team Rifle team	42.5% 425

Blitzkrieg Book - Polish Early-War - v4

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

TANKS

TKS	Half-tracked	0	0	1	Hull MG.
TKS (20mm FKA)	Half-tracked	0	0	1	
20mm wz. 38 gun	16"/40cm	2	5	5+	Hull mounted.

ARMOURED TRAIN

Assault Car	Train	3	3	2	Four train MG (p. 54), Passengers.
Light Artillery Car	Train	3	3	2	Six train MG, MG turret (p. 54).
Two 75mm wz. 02/26 guns	24"/60cm	2	8	3+	Deck turret.
Firing bombardments	72"/180cm	-	2	4+	
Locomotive	Train	3	3	2	Locomotive.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
37mm wz. 36 gun	Light	24"/60cm	3	6	4+	Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6+	

VEHICLE MACHINE-GUNS

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

SPECIAL RULES

Armoured Train - p.44

Armoured Trains may not be deployed in Ambush.

Armoured trains were critical to Poland's survival in the 1920's and are still an important part of the army. Armoured Trains, Assault Platoons, and Armoured Railcar Platoons are rated as **Fearless Trained**.

See the Armoured Trains rules pages 62 to 64 of the rulebook. Armoured Railcar Platoons are Tank Attachments. Assault Platoons are Infantry Attachments.

An Artillery Bombardment from a Polish Armoured Train that has a mix of 75mm wz. 02/26 guns and 100mm wz. 14/19 howitzers has a Firepower 4+ and Anti-tank 3.

Batalion Piechoty HQ - p.32

Bypassed

At the start of the game before deployment you may declare that a company has been bypassed. The company that has been bypassed must be a single-platoon company and can be any of the following types:

- a Mounted Kawalerii Company,
- a Dismounted Kawalerii Company,
- a Kawalerii Cyclist Company, or
- a Piechoty Company.

The bypassed company counts as being deployed on the table when determining the number of platoons (or Polish companies) to hold in Reserve or Ambush. However, instead of deploying the platoon on the table, hold it off the table. At the start of your first turn, roll a die. On a score of 6 the bypassed company arrives as if from Reserve, except that it arrives at a random location.

If the bypassed company fails to arrive on the first turn, roll two dice at the start of your second turn, needing a score of 6 on either die to have the bypassed company arrive. If the company does not arrive on the second turn, roll three dice on the third turn, again with any roll of a 6 bringing on the company. Keep rolling each turn, adding a die each time, until a 6 is rolled.

When the bypassed company does arrive, roll another die. On a roll of 1 the company arrives on the table edge to the left of the opponent's Deployment Area. On a roll of 2, the company arrives within 16"/40cm of the left-hand corner of the opponent's Deployment Area. On a roll of 3 or 4, the company arrives from the table edge at the back of the opponent's Deployment Area. On a roll 5, the company arrives within 16"/40cm of the right-hand corner of the opponent's Deployment Area. On a roll of 6 the company arrives on the table edge to the right of the opponent's Deployment Area. If the Deployment Area is one or more quarters of the table, pick one corner of the table in the opponent's Deployment Area instead. On a roll of 1 or 2, the company arrives on the table edge to the left of the corner. On a roll of 3 or 4, the company arrives within 16"/40cm of the corner. On a roll of 5 or 6, the company arrives on the table edge to the right of the corner. The bypassed company must arrive from a point at least 8"/20cm from all enemy teams. If they cannot arrive at the rolled location, they will delay their arrival by one turn and then roll again for a new location.

The bypassed company cannot Launch an Assault in the turn in which it arrives on table.

Night Counterattack

Players commanding a Batalion Piechoty may elect, prior to their opponent's deployment, to make a night counterattack whenever they are attacking in a mission that is a Meeting Engagement (see page 96 of the rulebook).

If they do so, the game starts in darkness and uses the Night Fighting rules (on page 90 of the rulebook) and Dawn Rules (on page 91 of the rulebook) until morning breaks.

Once morning breaks the night fighting rules are no longer used, and it is daylight for the remainder of the game.

A Batalion Piechoty is a Formation.

Piechoty Company - p.33

Piechoty Platoons and Machine-gun Platoons of a Piechoty Company operate as separate Units.

Reconnaissance Tank Platoon - p.29

Despite their name, Reconnaissance Tank Platoons are not Reconnaissance Platoons.