

PULK KAWALERII ZMOTORYZOWANEJ

KRANDEN FASE 2

FEARLESS

VETERAN

MECHANISED COMPANY

POINTS

1430

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Pulk Kawalerii Zmotoryzowanej HQ p.27	2	Cmd Rifle team	7% 100
	1	Motorcycle & Sidecar	
	1	Polski-FIAT 508 field car	
	2	81mm wz. 31 mortar	
	2	Polski-FIAT 621 truck	
COMBAT PLATOONS			
Kawalerii Zmotoryzowanej Company p.27	1	Cmd Rifle/MG team	23.8% 340
Player note: -25 puntos por HQ	3	Polski-FIAT 508 field car	
	2	Ckm wz. 30 HMG	
	8	Rifle/MG team	
	4	Polski-FIAT 621 truck	
	2	Anti-tank Rifle team	
Kawalerii Zmotoryzowanej Company p.27	1	Cmd Rifle/MG team	18.9% 270
Player note: -25 puntos por HQ	1	Polski-FIAT 508 field car	
	8	Rifle/MG team	
	4	Polski-FIAT 621 truck	
	2	Anti-tank Rifle team	
WEAPONS PLATOONS			
Zmotoryzowanej Anti-tank Gun Platoon p.28	1	Cmd Rifle team	9.4% 135
Player note: -10 puntos por HQ	3	37mm wz. 36 gun	
	4	Polski-FIAT 508 field car	
Zmotoryzowanej Anti-tank Gun Platoon p.28	1	Cmd Rifle team	9.4% 135
Player note: -10 puntos por HQ	3	37mm wz. 36 gun	
	4	Polski-FIAT 508 field car	
Motorised Artillery Battery p.30	1	Cmd Rifle team	21.3% 305
Player note: -10 puntos por HQ	1	Staff team	
	4	75mm wz. 1897 gun	
DIVISIONAL SUPPORT			
Czolgow Platoon p.25	3	7TP jw	10.1% 145
FEARLESS TRAINED			

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

7TP jw	Standard Tank	1	1	1	Co-ax MG.
37mm wz. 37 gun	24"/60cm	2	6	4+	

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
75mm wz. 1897 gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	2	4+	Smoke bombardment.
37mm wz. 36 gun	Light	24"/60cm	3	6	4+	Gun shield.
81mm wz. 31 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	1	4+	Smoke bombardment.
Ckm wz. 30 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	1	4	6+	Tank Assault 3.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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TRUCKS

Motorcycle & Sidecar	Jeep	-	-	-	
Polski-FIAT 508 field car	Jeep	-	-	-	
Polski-FIAT 621 truck	Wheeled	-	-	-	

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

Kawalerii Zmotoryzowanej Company - p.27

Each Kawalerii Platoon of a Kawalerii Zmotoryzowanej Company operates as a separate Unit. The HQ Section is not fielded.

Replace first option with:

Add up to one Ckm wz. 30 HMG Team with Polski-FIAT 508 field car to up to two Kawalerii Platoons for +35 points per weapon.

Motorised Artillery Battery - p.30

Motorised Artillery Batteries may not be deployed in Ambush.

Motorised Artillery Batteries use the Horse Artillery rules on page 68 of the rulebook.

Pulk Kawalerii Zmotoryzowanej HQ - p.27

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.

A Pulk Kawalerii Zmotoryzowanej is a Formation.