

PULK KAWALERII ZMOTORYZOWANEJ

KRANDEN FASE 3.1

FEARLESS

VETERAN

MECHANISED COMPANY

POINTS

1370

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Pulk Kawalerii Zmotoryzowanej HQ p.27	2	Cmd Rifle team	7.3% 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	19.7% 270
Player note: HQ: -25 puntos	8	Rifle/MG team	
	5	Polski-FIAT 621 truck	
	2	Anti-tank Rifle team	
Kawalerii Zmotoryzowanej Company p.27	1	Cmd Rifle/MG team	19.7% 270
Player note: HQ: -25 puntos	8	Rifle/MG team	
	5	Polski-FIAT 621 truck	
	2	Anti-tank Rifle team	
Zmotoryzowanej Anti-tank Gun Platoon p.28	1	Cmd Rifle team	9.9% 135
Player note: HQ: -10 puntos	3	37mm wz. 36 gun	
	4	Polski-FIAT 508 field car	
WEAPONS PLATOONS			
Zmotoryzowanej Anti-tank Gun Platoon p.28	1	Cmd Rifle team	9.9% 135
Player note: HQ: -10 puntos	3	37mm wz. 36 gun	
	4	Polski-FIAT 508 field car	
Zmotoryzowanej Anti-tank Gun Platoon p.28	1	Cmd Rifle team	9.9% 135
Player note: HQ: -10 puntos	3	37mm wz. 36 gun	
	4	Polski-FIAT 508 field car	
Motorised Artillery Battery p.30	1	Cmd Rifle team	23.7% 325
Player note: HQ: -10 puntos	1	Staff team	
	1	Observer Rifle team	
	4	75mm wz. 1897 gun	
	6	Polski-FIAT 621 truck	

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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.

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

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.

KOMPANIA CZOLGOW

KRANDEN FASE 3.2

FEARLESS

TRAINED

TANK COMPANY

POINTS

420

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Kompania Czolgow HQ p.25	1	7TP jw	11.9% 50
COMBAT PLATOONS			
Czolgow Platoon p.25	3	7TP jw	34.5% 145
Czolgow Platoon p.25	3	7TP jw	34.5% 145
DIVISIONAL SUPPORT			
Armoured Car Platoon p.42	3	Wz. 34 armoured car	19% 80
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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+	

ARMoured CARS

Wz. 34 armoured car	Wheeled	0	0	0	MG.
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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 Car Platoon - p.42

Armoured Car Platoons are Reconnaissance Platoons.

The personnel for the cavalry brigade's armoured battalion are not from the cavalry arm. Armoured Car Platoons are rated as **Fearless Trained**.

Kompania Czolgow HQ - p.25

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