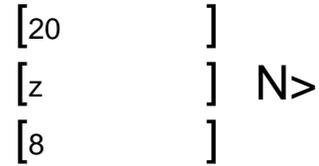




Czernikow district, Warsaw Poland

Sept 19, 1944 By mid-September, Berling's 1st Polish Army was on the western bank of the Vistula, and was giving hope to the Polish Home army fighting on the other side. With all of the bridges destroyed, the only way across was by boat, which the 8th Regiment of the 3rd Infantry Division attempted at 1600 on the evening of the 19th. With one bn across under smokescreen from their guns, the bridgehead was established as they waited for dusk to bring the remainder of the regiment to the far bank.

MAP CONFIGURATION: :



Only hexrows A-Y are in play

VICTORY CONDITIONS: *The Germans win if at game end they have more good order EVP with LOS (within current NVR) to 8I4, J4 or K5 (and must have at least 1 unbroken MMC with LOS to each), provided they control buildings 2009 and ZL5.*

| | | | | | | | |
|--------------------|----------|----------|----------|----------|----------|----------|----------|
| Pole sets up first | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| German moves first | | | | | | | |

Elements, 1st Battalion, 8th regiment 3rd Polish Infantry Division. [ELR:2] set up west of the river on/south of hexrow S (See SSR 3) (SAN:3)

10 x 4-4-7 2 x 2-4-8 9-1 8-0 7-0 3 x LMG ATR DC (see SSR 6)

enter turn 1 on hex I10: (See SSR 5) 3 x 4-4-7 7-0 LMG 4 x small raft (3)

enter turn 2 on hex I10: 2 x 4-4-7 2-4-8 8-1 ATR 4 x small raft (3)

Elements, Polish Home Army:[ELR:5] Enter turn 3 along the west edge: 5 x 3-3-7 8-1
Balance: Add a 4-4-7 to Polish at –start OB

Elements Herman Goring Division. [ELR:3] , Enter on/after turn 1 along the north edge, west of the river: (SAN:2)

16 x 5-4-8 9-1 2 x 8-1 2 x 8-0 2 x MMG 3 x LMG 2 x DC 2 x Sdkfz 6/2 (Vehicle note 89)
Balance: add a Sdkfz 6/2 to the German OB

SSRs:

- 1) EC are moderate with no wind at start. The river is deep with a slow current flowing north.
- 2) Night rules are in effect. The Poles are the scenario defender and majority squad type is normal. (although elements of the Polish Home Army may enter using cloaking per E 1.4)The Germans are the scenario attacker and majority squad type is normal. Base NVR is 4 hexes, and will never drop below two hexes. All elements of the Polish 3rd ID are 1944 Russian for all purposes. All elements of the Polish Home army are partisans, (A 25,24) and suffer from ammunition shortage, but may use MOL (A22.6), and are not considered Allied troops (A 10.7).
- 3) Poles may FIRE a maximum of 4 starshells per player turn. Germans may FIRE a maximum of 3 starshells per player turn.
- 4) All hill hexes on the eastern side of the river are treated as level 1. One Polish squad equivalent and any number of 'dummy' counters may set up between hexrows T-X.
- 5) Polish reinforcements may only 'beach' on hexes 8I4/J4 /K5.
- 6) Starting at the beginning of Polish turn 4 movement phase, any Polish units still under 'No move' may move by making a dr < the current turn number (Leadership DRM apply to this dr).

AFTERMATH: Night came, along with Fallschirm Pz Grenadier Regiment 2 of the Herman Goring Division. None of the 2nd Bn made it across, as German AA halftracks pulled up to river bank to shoot them. The 1st Bn fought through the night, but was surrounded and crushed by the Luftwaffe troops. This was as close to relief as the Warsaw uprising would come. It was not enough.