

## Rabka–Mszana Road



### SETTING

**Date:** 2 September 1939, 1400 hours

**Location:** On the Rabka – Mszana Road, about 38 kilometers south of Krakow.

**History:** The Polish High Command realized the threat posed to the rear and flank of the Krakow Army by the Fourteenth Army, which was driving east and north below Krakow. In response, the 10<sup>th</sup> Mechanized Brigade took up positions to bottle up the German forces in the difficult terrain in the foothills of the Tatra Mountains.

**Polish Orders:** Prevent German victory.

**German Orders:** Exit 12 unbroken and uninjured soldiers and two vehicles off the north board edge. Motorcycles do not count as vehicles for this purpose.

**Game Length:** 8 Turns.

### SCENARIO RULES

1. All woods are light woods.
2. The road is dirt.
3. Polish infantry may be able to start in foxholes, see the notes on the Polish Forces page (page 23).
4. The narrow board reflects the difficult terrain common to the Tatra Mountains. The areas to the east and west of the mapboard are steep, nearly impassable terrain.

### AFTERMATH

The Germans, under pressure to move fast to get into the open terrain further north and east, used superior numbers to keep in contact with the slowly withdrawing Polish units. While this wore down Polish forces and helped prevent an orderly retreat, German units suffered numerous casualties to keep the drive moving in the restricted mountain passes.

### SCENARIO OPTIONS

**German Flank March:** One German Infantry Squad may make a flank march around the Polish line. If a squad is assigned to a flank march, note the entry point, which may be anywhere from 12 to 24 inches from the north board edge, on either the eastern or western flank. The German player rolls a d6 on every turn, beginning on turn 2. On a 5 or 6 the squad enters the board. A squad making a flank march must be on foot.

**Polish AFVs:** See the SkirmishCampaigns web site (<http://fisherts.home.mindspring.com/skirmishcampaigns>) for more information on Polish AFVs.

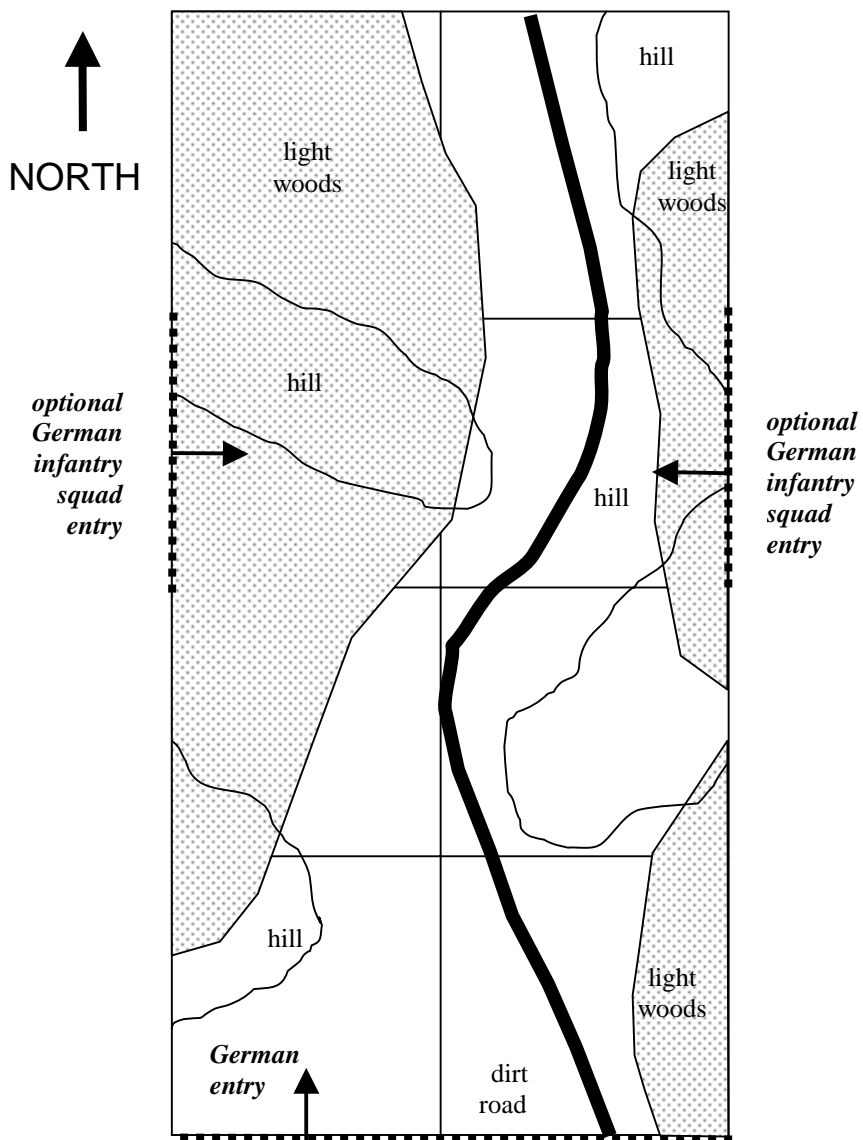
### CAMPAIGN NOTES AND RULES

If used as a part of a campaign, and if the victory margin is 15 points or more, the base force AFVs from the winning side carry forward to the following scenario, and enter from the respective board edge on turn d4 (inclusive). Vehicles that are immobilized or have any injuries to the crew do not carry forward. If fifty percent or more of the base force AFVs are not available for any combination of reasons, no vehicles carry forward.

### SCENARIO NOTES

The 10<sup>th</sup> Mechanized again has great defensive terrain, but it will be difficult to cover all of the potential advance routes the Germans might employ, especially if the German flank march option is used. It is very important to set up forces so they can rely on supporting fire. The TKSs can be very effective against infantry, but need support to prevent close assaults. The TKSs cannot stand up to the fire of the German 2.0cm autocannons, so a withdraw is reasonable if 222s or Pz IIs are spotted. The Germans will probably want to concentrate their forces against one flank of the Polish line, and it may be prudent to keep some of the mobile forces available to counter any Polish movements, and to intercept the TKSs when spotted. If the Bofors AT Gun is located, knocking it out should be a priority.

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## German Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p><b>Advanced elements of 5<sup>th</sup> Reconnaissance Battalion and 2<sup>nd</sup> Infantry Regiment, 2<sup>nd</sup> Panzer Division</b></p> <p><b>2x SdKfz. 222</b> with Crew of 3 (T3) B*</p> <p><b>1x Motorcycle Infantry Squad</b> (T3)</p> <p>1 Squad Leader with P-08 &amp; Kar 98k B*</p> <p>1 Asst. Squad Leader with Kar 98k B</p> <p>1 Gunner with MG-34 LMG C</p> <p>1 Asst. Gunner with Kar 98k C</p> <p>8 Riflemen with Kar 98k C</p> <p>4 motorcycles with sidecars</p> <p><b>1x Motorized Infantry Squad</b> (T3)</p> <p>1 Squad Leader with P-08 &amp; Kar 98k B*</p> <p>1 Asst. Squad Leader with Kar 98k B</p> <p>1 Gunner with MG-34 LMG C</p> <p>1 Asst. Gunner with Kar 98k C</p> <p>6 Riflemen with Kar 98k C</p> <p>1 truck</p>	<p><b>Advanced elements of 4<sup>th</sup> Panzer Regiment and 2<sup>nd</sup> Infantry Regiment, 2<sup>nd</sup> Panzer Division</b></p> <p><u>Roll</u>    <u>Attachment</u></p> <p>1    <b>2x PzKpfw. IIc</b> with Crew of 3 (T3) B* (enters on turn d4)</p> <p>2-9    <b>2x PzKpfw. Ib</b> with Crew of 2 (T3) B* (enters on turn d4)</p> <p>10-12    <b>2x SdKfz. 221</b> with Crew of 3 (T3) B*</p> <p>13-17    <b>1x Motorized Infantry Squad</b> (T3)</p> <p>1 Squad Leader with P-08 &amp; Kar 98k B*</p> <p>1 Asst. Squad Leader with Kar 98k B</p> <p>1 Gunner with MG-34 LMG C</p> <p>1 Asst. Gunner with Kar 98k C</p> <p>6 Riflemen with Kar 98k C</p> <p>1 truck</p> <p>18-20    <b>1x 5.0cm Motorized Mortar Team</b> (T3)</p> <p>1 Team Leader with P-08 &amp; Kar 98k B*</p> <p>1 Gunner with Kar 98k C</p> <p>1 Loader with Kar 98k C</p> <p>1 Asst. Gunner with Kar 98k C</p> <p>1 truck</p>

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- All forces enter from the south board edge. If the German flank march **Scenario Option** is used, one squad may (at the player's option) enter the board from either the east or west board edge 12 to 24 inches from the north board edge. If this option is used, set the squad aside and beginning on turn 2 roll a d6 each turn, on a result of 5 or 6 the squad enters the board. The squad must be on foot. The *variable attachment Pz Is* and *Pz IIs* enter from the south board edge sometime between turn 1 and turn 4 (inclusive), roll d4 to determine the turn of entry. All entry positions, including the entry point for an optional flank march, must be recorded prior to play.
3. All Germans start with 2 stick grenades each.
4. AFVs armed with the 2.0cm autocannon (Pz II, SdKfz 222) must roll per vehicle to determine the amount of 2.0cm ammunition on board. Roll d6+6 to determine the number of shots.
5. The 5.0cm mortar has 10+d10 rounds of HE and d10 rounds of smoke. Half of the rounds are carried in the truck.

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## Polish Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p><b>Elements of the 121<sup>st</sup> Scout Tank Co. and 24<sup>th</sup> Lancers Regt., 10<sup>th</sup> Mechanized Brigade</b></p> <p><b>1x TKS (MG)</b> with crew of 2 (T3) A* (enters on turn d4)</p> <p><b>1x TKS (20mm)</b> with crew of 2 (T3) A* (enters on turn d4)</p> <p><b>1x Motorized Infantry Platoon HQ Squad</b> (T3)</p> <p>1 Lt. with wz.35 ViS A* 2 Sgt. with wz 29 rifle &amp; wz.35 ViS B* 1 Gunner with Kb ppanc 7.92mm AT Rifle B 1 Asst. Gunner with wz.29 rifle B</p> <p><b>1x Motorized Infantry Squad</b> (T3)</p> <p>1 Squad Leader with wz.29 &amp; wz.35 ViS B* 1 Gunner with rkm wz.28 LMG &amp; wz.35 ViS B 1 Asst. Gunner with wz.29 rifle B 8 Riflemen with wz.29 rifle B</p>	<p><b>Elements of the 121<sup>st</sup> Scout Tank Co. and 24<sup>th</sup> Lancers Regt., 10<sup>th</sup> Mechanized Brigade</b></p> <p><u>Roll</u>   <u>Attachment</u></p> <p>1-8   <b>1x 37mm Bofors wz.36 AT Gun</b> (T3)</p> <p>1 Team Leader with wz.29 rifle B* 1 Gunner with wz.29 rifle B 1 Loader with wz.29 rifle B 1 Asst. Gunner with wz.29 rifle B</p> <p>9-15   <b>1x Motorized Infantry Squad</b> (T3)</p> <p>1 Squad Leader with wz.29 &amp; wz.35 ViS B* 1 Gunner with rkm wz.28 LMG &amp; ViS B 1 Asst. Gunner with wz.29 rifle B 8 Riflemen with wz.29 rifle B -and- <b>1x 46mm Mortar Team</b> (T3)</p> <p>1 Team Leader with wz.29 rifle B* 1 Gunner with wz.29 rifle B 1 Loader with wz.29 rifle B 1 Asst. Gunner with wz.29 rifle B</p> <p>16-20   <b>1x Motorized Infantry Squad</b> (T3)</p> <p>1 Squad Leader with wz.29 &amp; wz.35 ViS B* 1 Gunner with rkm wz.28 LMG &amp; ViS B 1 Asst. Gunner with wz.29 rifle B 8 Riflemen with wz.29 rifle B -and- <i>Base force TKSs may start on board.</i></p>
<ol style="list-style-type: none"> <li>OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.</li> <li>Set Up- Set up anywhere on the board. The <i>base force TKSs</i> should be grouped into a unit and may enter from the north board edge sometime between turn 1 and turn 4 (inclusive), roll d4 to determine the turn of entry. If permitted by the variable attachment roll (16-20), the <i>base force TKSs</i> may set up anywhere on the board. All starting and entry positions must be recorded prior to play.</li> <li>All Polish start with one grenade each.</li> <li>The vehicles for the Polish motorized squads are not included as it is assumed the infantry has dismounted. Players may add one truck for each squad, gun, or team if desired.</li> <li>TKS tankettes should be grouped into one platoon.</li> <li>Prior to set-up, roll a d20 for each Polish squad, gun, and team. On a result of 11 or less the unit may start in a foxhole.</li> <li>The 46mm mortar has 10+d20 HE and d10 smoke rounds.</li> </ol>	