

PanzerBlitz Situation # AT-11

German Attack on Polish Cavalry Screen: The Battle of Mokra (2 September, 1939). Units of the German 4th Panzer Division attempt to blow their way through a cavalry screen conducted by the Polish "Wolynska" Cavalry Brigade, which is eventually reinforced by the Polish Armored Train PP-53 "Smialy", in the vicinity of the multiple towns of Mokra in southwestern Poland.

Map Configuration



1	9	6
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Train Rules & Counters by Glen Coomber
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POLISH FORCES



Group A sets up first anywhere on the board at least three hexes away from the western edge.

A

2 A 2	2 H 2	3 I 3	2 I 2	2 I 2	1 I 2	0 C 0	8 I 4
2 TKS 8	2 wz 34 12	3 Cavalry 3	6 RIFLE 1	2 Bicycle 2	6 CP 1	1 CP 0	2 wz 30 0

x2 x36 x9 x3 x4 x3

5 A 2	20 H 32	40 H 32	0 C 0	0 C 0	X	MINES 2-1
3 37 mm 0	75 mm 0	100 mm 0	1 Wagon 3	1 Truck 12		

x6 x3 x3 x11 x3 x3

B

10 H 20	2 I 4	1 I 2
5 Pocaig Pancerny III 8	6 Assault Platoon 1	1 TK Rail Scout 6

Group B enters the board on Hex 6-A-3 on Game Turn I I.

Special Rules: The railroad is a single-track railroad. There are no railroad sidings in this scenario. The Pocaig Pancerny III counter is transporting the Assault Platoon internally and the TK Rail Scout unit externally on special flat cars. The TK Rail Scout may load and unload to and from the train. The train may transport up to two Rifle units externally when the TK Rail Scout is not on the train. The Kubelwagon/CP unit may not move in the turn that it spots for Indirect Fire. Use the Panzer Leader 1940 counters for the German tank units.

VICTORY CONDITIONS:

Polish victory levels are based on the number of German units destroyed.

Marginal Victory – 20 German units destroyed
Tactical Victory – 30 German units destroyed.
Decisive Victory – 40 German units destroyed.



GERMAN FORCES



Group A enters anywhere along the west side on the board on Game Turn I.

A

5 H 8	2 A 2	2 I 2	2 I 4	3 I 4	5 A 2	2 H 12	3 M 12
5 Pzkw II 8	5 Pzkw II 10	4 Pzkw I 8	8 RIFLE 1	10 CP 1	3 37 mm 0	75 mm 0	81 mm 1

x6 x10 x9 x3 x2

40 H 32	1 I 2	0 C 0	0 C 0
2 105 mm 0	1 Kubelwagon 14	1 Truck 12	1 SdKfz 8 10

x2 x16 x2

Group B enters anywhere along the southern edge of Board 9 on Game Turn I I.

B

5 H 8	2 A 4	2 I 2	2 H 4	2 H 4	2 I 4	3 I 4	5 A 2
5 Pzkw II 8	5 Pzkw II 10	4 Pzkw I 8	2 SdKfz 231/4 16	2 SdKfz 222 10	2 Motorcycle 12	10 CP 1	3 37 mm 0

x4 x8 x2 x4 x3

2 H 12	0 C 0
2 75 mm 0	1 Truck 12

x3

VICTORY CONDITIONS:

German victory levels are based on the number of German-controlled town hexes on Boards 6 and 9 at the end of the game. (Collective Farm hexes do count as Town hexes.)

Marginal Victory – 8 Town hexes.
Tactical Victory – 12 Town hexes.
Decisive Victory – 15 or more Town hexes.

Germans move first												
Turn 1	2	3	4	5	6	7	8	9	10	11	12	
13	14	15	16	17	18	19	20	END				