



The Polish Army in 1939

by Phil Karecki and Sam Mustafa

The Polish army was over a million men strong in 1939 and defending their homeland, but outnumbered 2:1 and enveloped on three sides, even before Soviet intervention made the issue moot. Several individual Polish units fought with determination and skill but the larger strategic issue was decided in the first few days.

Fortunately for players of *Rommel*, we are not considering the larger strategic situation, and thus this Polish army list is a competitive early war force. A skillful player will have to take advantage of the scenario and terrain in order to compensate for the enemy's inevitable superiority in armor and artillery.

French Renault tanks are included as a What-If, since a few were indeed present. The Poles had small numbers of 155mm howitzers but not enough to warrant battalion-sized units in the game, and thus they have no heavy artillery units.

NOTES ON THE POLISH ARMY:

All Polish armor is Rare and thus their Command Post has no event for reorganizing armor units.

The Poles use the *Home Turf* and *One-Use Tactic* optional rules. Optional rules can be downloaded from the Downloads page of the HONOUR website.



Polish Units

Unit Summary

Early-War Armor **3 2 1**

TK series **1**

Vickers E or 7TP **2**

Renault R35 **2-3**

Infantry

Infantry **4 3 2**

Reserve Infantry **3 2 1**

Artillery

75mm **0-1** **2** **8**

100-120mm **0-1** **3** **12**

Early

Polish Elements



Infantry Regiment

2-3 Rifle Battalions
0-1 Attachments

2 Armored Brigade

2-3 Light Tank Battalions
0-1 Attachments

Motorized Cavalry Brigade 1

2 Motorized Regiments
1 TK Tank company
1 Vickers Tank company

Cavalry Brigade

2-3 Cavalry Regiments
0-1 Light Artillery Battalions
1 TK Tank company
0-1 Attachments

Battalions

Rifle Battalion	7
Motorized Regiment	8
Cavalry Regiment	9
Reserve Battalion	5
Light Tank Battalion	7
TK Tank Company	1
Vickers Tank Company	2
Light Artillery Battalion	2
Field Artillery Battalion	3

3 Infantry			
3 Infantry		2	
3 Infantry			
3 Reserve Infantry			
3 7TP tanks		6	
1 TK tank		9	
1 Vickers tank		2	
1 75mm Gun			
1 120mm Gun		3	

Parent

Cavalry regiments may be taken as attachments for infantry regiment elements, and infantry or reserve battalions may be taken for cavalry brigades. Ad-hoc elements were common as reserves were committed to the front.

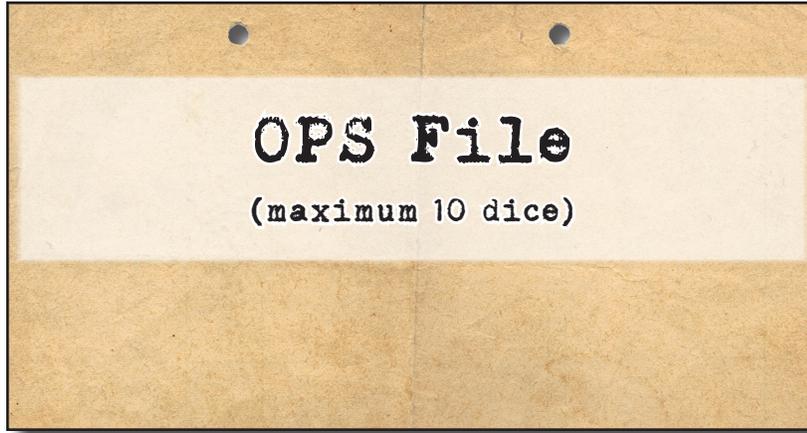
HQ Options

Prepared Positions	1	4
Extra Terrain Die	5	1

Engineer Marker	3	2
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Poland Early War



Events

- Gaps in His Lines** (1 die)
Your *armored* and/or cavalry units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners** (2 dice)
In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals** (2 dice)
Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road** (2 dice)
Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Infantry** (1 die)
Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack** (1 die)
Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Dig In** (2 dice)
Place up to 6 prepared position markers, no more than 2 per square, in any squares occupied by your (not isolated) units.
- Za Polskę!** (2 dice)
Reorganize all the infantry units in one square, even if they are low on supply or isolated.

Defensive Tactics

- Attack Broken Up**
Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**
Defender gets one shift up.
- Defense in Depth**
Attacker gets one shift down.
- Fast Reaction**
One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**
All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**
Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
- Anti-Tank Rifles**
One infantry unit doubles its combat value if at least one enemy armor unit is attacking.
- Do Chorągwi!**
All infantry units in this combat may evade.

Offensive Tactics

- Infiltration**
Double the combat value of one infantry unit if attacking Mountain, Woods, or Bocage.
- Massed Target**
If there are 3 defending units, double the barrage value of one artillery unit.
- Pinning Attack**
Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**
Defender gets one shift down.
- Cavalry Charge**
If fighting in open terrain with at least one cavalry unit, against a defender with no *armored* units, attackers receive one shift up.

General Tactics

Recce
Your side shoots first in this combat. Negated by enemy *Recce*.

Optional Rules in Play When this Command Post is in Use

- One-Use Tactics (*Cavalry Charge*)
- The Poles have the *Home Turf*

Optional rules can be downloaded from: <https://sammustafa.com/downloads/>