

Seize Warsaw

Combat Resolution Table (CRT)

All units in a square take part in one combat with the one exception of HQ units, that are assumed to be somewhere in the rear, not involved in the fighting. Check all the modifiers and then roll 1d6 for the entire combat.

DIRECT ASSAULT ON POLISH POSITION

MODIFIERS - assault on Polish position

German Units	Polish Units
<ul style="list-style-type: none">• Minus 2 if Panzer I present• Minus 1 if Armoured Car present• Plus 1 if Panzer IV present• Plus 1 for each Heavy Weapons Company (Mortars, Field guns, or Anti-tank guns)• Plus 1 for each Infantry Company• Plus 1 if Infantry out flank a position via an adjacent (diagonal or orthogonal) square	<ul style="list-style-type: none">• Minus 3 if 75mm field gun• Minus 2 if 37mm anti tank gun• Minus 1 if defending a railway crossing• Plus 1 if only units are Polish Infantry• Plus 3 if no barricade

The results are from the point of view of the German Forces engaged.

<1	0	1	2	3	4	5	6	7	>8
2 Ger Units Destroyed	1 Ger Unit Destroyed	German Units Suppressed Destroy 1 unit on a 1	German Units Suppressed Destroy 1 unit on a 1	German Units Suppressed Destroy 1 unit on a 1	German Units Suppressed Destroy 1 unit on a 1	Fire Fight	Fire Fight	Fire Fight	Ger Pushed Through & Polish routed

INDIRECT FIRE ON POLISH POSITIONS

Indirect fire can only occur if a German Field Gun or Mortar Company or both fire upon a known or spotted Polish position. It assumes that the more mobile Germany heavy weapons can deploy to a location that is difficult for the Polish dug in and hidden heavy weapons to return fire effectively.

Note anti-tank guns cannot engage in indirect fire. They generally don't have the correct HE rounds, the training or doctrine to engage in anything else other than direct fire at armoured targets.

MODIFIERS - indirect fire ONLY on Polish position

German Units	Polish Units
<ul style="list-style-type: none">• Plus 2 for each Field Gun Section• Plus 3 for each Mortars Coy	<ul style="list-style-type: none">• Minus 1 if 75mm field gun• Minus 1 if defending a railway crossing (cutting or embankment hides position)• Plus 1 if defending a barricade (easy target)

1	2	3	4	5	6	7	>8
German Units Suppressed Destroy 1 unit on a 1	German Units Suppressed Destroy 1 unit on a 1	Fire Fight	Fire Fight	Fire Fight	1 Polish Heavy Weapons Unit Suppressed Destroy 1 unit on a 1	All Polish Heavy Weapons Units Suppressed Destroy 1 unit on a 1	1 Polish Heavy Weapons Unit Destroyed

INDIRECT FIRE ON GERMAN POSITIONS

If German units pass observed trigger points a pre-arranged barrage will occur.

These points are indicated on the map. Only one barrage can be fired per turn and this is on the first pre-arranged barrage point to be triggered.

MODIFIERS - indirect fire ONLY on German positions

German Units	Polish Artillery
<ul style="list-style-type: none">• Plus 1 if Armoured• Minus 1 Heavy Weapons Coy• Minus 1 if Trucked Infantry	

<= 1	2	3	4	5	6
German Units Suppressed Destroy 1 unit on a 1	Fire Fight Units take cover	Fire Fight Units take cover	No effect	No effect	No effect

	German	REPORTING BACK	Polish
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Destroyed	<p>Remove destroyed units in this order</p> <p>Pz I Pz II Armoured Cars Pz III Pz IV Heavy Weapons Infantry (Motorcycle) Infantry</p> <p>German Unit can withdraw, but not advance.</p>	<p>German players <u>cannot</u> leave UNIT VOICE channel.</p> <p>Can send text report.</p>	No damage to Polish units
Suppressed	<p>German Unit/s can withdraw or stop, but not advance.</p> <p>Roll 1d6, if a 1 destroy random unit</p>	ditto	No damage to Polish units
Fire Fight	<p>German Unit/s can withdraw or stop, but not advance.</p> <p>No damage to German units.</p>	German Commander <u>can</u> report back to 5 Pz Bde HQ VOICE channel.	Roll a 1d6 for each Polish artillery piece - on a 1, it is destroyed.
Pushed Through	<p>All Panzers and Armoured Cars can “push on” in next turn.</p> <p>All other Infantry and heavy weapons have to mop-up, consolidate or reorganise next turn.</p>	If the Panzers push on the German Commander <u>cannot</u> report back via VOICE.	All Polish units rout and are removed, guns are abandoned.