DESIGN NOTES FOR CAMPAIGN SERIES SCENARIO \*\*DEATH ROAD AT OLTARZEW

1. Polish OOB. OOB for the Poles is speculative. Units of Army Lodz clashed with LSSAH Infantry Regiment (mot.) and 4. Panzer-Division’s Aufklarungs-Abteilung 7 in the action depicted, but research by the scenario designer has been unable to determine which specific units of Army Lodz were involved. 4th Legions Infantry Regiment, 2nd Legions Infantry Division (the primary Polish force in the scenario) was a unit of Army Lodz.

2. German OOB. The OOB for the Germans is fairly accurate, although not reflective of actual unit strengths on 09 September 1939. Names of leaders for most units are also historically correct.

3. Map. The map is mostly unedited from Charlie Kibler’s original map used in the scenario “Bump in the Night”.

4. For Best Play. Scenario was designed with experienced CS players in mind. Inexperienced players, especially if playing the Poles against an experienced German opponent, may find the scenario very difficult and frustrating.

5. Optional Rules. Extreme Fog of War should be turned On. Extreme Assault and Variable Visibility should be turned Off.