

Mokra, 1st September 1939 - optional rules.



[O1]. Additional loss step of Polish companies. When the Polish squadron loses first step, cover it with an auxiliary “Loss” marker. Factors on the counter does not change. When the designated unit suffers another loss, it is eliminated.

Note: The auxiliary markers are in game “Festung Breslau 1945”. If players do not have this game, they can mark losses in any way, for example using markers from other game or just write unit identifier.

[O2]. Fewer cards on the German player’s hand. The number of cards, that a German player has during the game in his hand, is 8.

[O3]. Modification of special rule [S12]. The random event “Sniper” takes place independently of the initiative. **Only a Polish player** can disorganize any German unit (also motorized one) that occupies the adjacent hex to a Polish unit and if color of German-occupied hex is identical to color of Jack. Unit cannot be disorganized at the hex, where Close Combat is resolved.