

SZACK

SQLA Scenario WG300

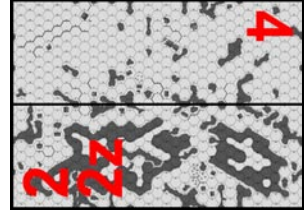
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VICTORY CONDITIONS: The side that forces the other to "retreat" first is immediately declared the winner. A side is forced to "retreat" the instant it has lost by KIA or removal (twice broken units) a total of 15 squads, leaders, or AFV's. If at the end of the game, neither side has been forced to retreat; the game is considered a Polish victory providing the Russians have not exited 8 squads off the western edge of board 2 via 2Q10 or 2Y10 road hexes in which case it would be considered a Russian victory. An exiting AFV with functioning MA counts as 1 squad. A destroyed, immobilized, disabled, or abandoned AFV counts as 1 unit eliminated for purposes of 'retreat'.

Eastern Poland, September 28, 1939, near the village of Szack: After the outbreak of the Polish Defensive War of 1939 the Border Defense Corps (KOP) was severely stripped of all its reserves, heavy armament, and all available forces were sent to the west to reinforce the Polish units resisting the German onslaught. When the Soviet Red Army invaded Poland on September 17, there were barely any Polish forces to oppose them. The garrisons of the KOP were overstretched and after initial clashes and skirmishes for the border forts, the Polish units had to fall back. Deputy commander of KOP, General Wilhelm Orlik-Rueckemann decided to unite as many troops under his command as possible and join with the rest of Polish forces in the west. He ordered all the KOP forces in the Polesie area to withdraw. In several days he managed to gather together approximately 9,000 men under his command, coming from various units spread across the 300-kilometer long strip of the Polish-Soviet border. On September 19 he ordered all his units to march towards Kowel, where his forces were to be joined by the Independent Operational Group Polesie under general Franciszek Kleeberg. However, the difficult situation and the outcome of the Battles of Brześć and Kobryń forced Rueckemann's group to change plans. The Polish units changed the direction and started to march through the forests towards Włodawa and Kamiń Koszyski. The group found itself in a no-man's-land between the Soviet forces and the Wehrmacht and could now operate freely. However, the morale of the troops was low and on September 27 General Orlik-Rueckemann decided to engage the Soviet forces in order to achieve some victory and thus raise the morale. The Polish forces marched in two columns towards the small town of Szack (pronounced 'Shack') where Polish reconnaissance had reported that Soviet infantry and tanks had occupied. In the early morning hours the northern column reached the forests near the village of Mielniki while the southern column reached the forests east of Szack. Both columns were ordered to form a defensive line along the border of the forest perimeter and provoke the Red Army into attacking. It didn't take long and at 8 o'clock in the morning the Soviet tank forces (composed mostly of T-26 tanks) with supporting infantry started a direct assault on the Polish positions.

BOARD CONFIGURATION:



TURN RECORD CHART:

Poles Sets Up First	★	1	2	3	4	5	6	7	8	9	10	END
★ Russian Moves First												

Elements of Polish Border Defense Corps (KOP) setup concealed anywhere on board 4 with a grid co-ordinate of 3 or less or board 2 with a grid coordinate of 5 or less (guns and their crews may setup using HIP).

10-2	8-1	7-0	4-4-7	2-2-7	6-12 B12	4-11 B11+	2-6 B11+	#12 B11 1PP	Art 75	AT 37L	Entrench 5
	2		12	4		2	6	4			3

Elements of Soviet 4th Army, 52nd Rifle and 4th Tank Divisions enter on Turn 1 anywhere along the east edge of board 4. AFV's entering on the same hex must enter using sequential movement or per SSR WG300.2:

8-1	8-0	7-0	4-4-7	4-10 B10+	2-6 B10+	T26S 12 1M-2-3 45L -12/2	BT5A 22 B10-4 76* -12
	2		20			3	

SPECIAL SCENARIO RULES:

SSR WG300.1: TERRAIN: Despite the date, wheatfields do not exist. All buildings are single story and made of wooden construction. All Level 1 and 3 Hill Hexes on Board 2 are considered woods. All Level 2 Hill Hexes and Cliff outlines are considered Open Ground hexes. For this scenario players may download a customized Board 2 (Board 2z) which can be used with VSQI from the SQLA website.

SSR WG301.2: Russian tanks lack wireless equipment and do not have complete freedom of movement. The Russian player must roll one die during his Rally Phase. The resulting number is the number of his radioless AFVs plus the Command Vehicle (initially the BT-5A), which may move that turn. AFVs already on board are not prevented from firing, pivoting, or changing their turret covered arc within the hex they already occupy. Radioless AFVs are exempt from this restriction only if they are unbuttoned (commander in CE position) and in the LOS of a designated Command AFV (also unbuttoned) at the start of the Movement Phase. AFVs entering from off board meet these requirements only if they enter unbuttoned and on the same hex using sequential movement. If the designated command AFV is eliminated or immobilized, another AFV may be so designated at the start of the following Rally Phase. The Morale level of all Russian AFV's is 6.

SSR WG300.3: The characteristics of Russian units going berserk were more prevalent after the 1941 German Invasion of Russia; therefore the tendency of Russian units going berserk will only happen on an IFT generated attack which resulted in a Morale Check of -2 or greater.

SSR WG300.4: All rules thru COD are used. Both players may use any optional and/or supplemental rules from COI or elsewhere only upon agreement.

SSR WG300.5: Poles may not Bore-sight. The Polish Maroszek ATR was an extremely fine weapon for its day; weighing in at only 19.5 lbs. Polish ATR's have the portage equivalent of a LMG, not the MMG of other nationalities. This LMG characteristic allows the Polish ATR to be fired during the AFPh after moving to a new hex. However, if fired during the AFPh after moving to a new hex, a +4 DRM must be added to TH DR.

SSR WG300.6: All Polish infantry units initially set up in concealed status but lose their status immediately after the first unit fires. Polish Guns may remain hidden till after they fire.

SSR WG300.7: The Poles must remain within their setup area throughout the game until the moment the first Russian unit enters the Polish setup area upon which will release them from this restriction.

SSR WG300.8: SIDE SELECTION PROCEDURE: Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominate squads to be added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that bid. Please report the bid, winning side and comments (i.e. uneven die rolls at key moments) as this data will be used for balance modification to the scenario prior to its published form.

AFTERMATH: The Polish forces did not open fire until the tanks came close. When the tanks were only some 500 meters from the Polish lines the Polish Bofors wz36/37mm anti-tank guns opened fire. Soon the infantry and the 75mm artillery guns joined them. All Soviet tanks were destroyed and the battalion of major Balcerzak was ordered to attack the town of Szack. The Soviet units were taken by surprise and after a short hand-to-hand fight the Soviet forces were routed. Only a small part of the motorized infantry managed to retreat, but had to leave behind all their lorries, artillery and 9 T-26 tanks. The Poles also captured the staff headquarters. Found within the headquarters of the Soviet 52nd Rifle Division were orders directing the Soviet units operating from the Kobryń area to "clean up the area east of the Bug River from the bands of Polish officers". At 2 o'clock in the evening the Soviet reserve units appeared in the area and General Orlik-Rueckemann decided to withdraw his troops from Szack and move back into the forests.

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Scenario Design and Graphic Layout by Bill Sosnicki;

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PLAYTEST STATUS: This scenario is currently in playtest. Please contact Squad Leader Academy to join this effort. Current Playtesters include: Phil Grashna, Scott Bramley, & Bill Sosnicki