

# WYTYCZNO

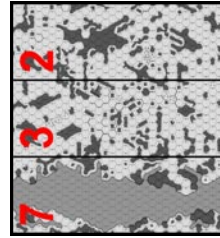
## SQLA Scenario WG401 (GIA)

110402



**Eastern Poland, October 1, 1939 near the village of Wytyczno near Wlodawa:** The struggle between the Polish forces of the Border Defense Corps for Frontier Area Protection (*Korpus Ochrony Pogranicza* or **KOP**) commanded by Gen. Wilhelm Orlik-Rückemann and the Soviet Red Army during the Soviet invasion of Poland continued. Soon after the battle of Szack on September 28, the Polish commander decided to cross the Bug River and continue the fight there. On September 30 the Poles crossed the river. Although largely victorious in most of the battles against the Soviets, the Polish unit was reduced to merely 3,000 men and was lacking heavy equipment and ammunition. In addition, most of the soldiers of the Border Defense Corps had been forced to cross large parts of Poland, with the average unit crossing almost 500 kilometers in two weeks. Shortly after crossing the Wlodawa-Trawniki road on October 1 at 1 AM near the village of Wytyczno (pronounced Vi-Tisch-No), the Polish unit was attacked by a tank unit of the Soviet 45th Rifle Division. The Polish Bofors 37mm Anti-Tank guns opened fire at close range and the Soviet unit withdrew losing four tanks. Soon after daybreak the Soviets returned, this time with the majority of 45th division's units, and fully expected a different outcome...

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** To win the Russian must avoid being forced to retreat and have undisputed control of either (a) building 3N2 and at least 11 of the 16 buildings within the road circle net or (b) just all of the 16 buildings within the road circle net by games end. The road circle net is defined as 2U7-2Q8-3Q3-3N4-3N6-3Q8-3S7-3S6-3U5-3U3-3Y3-3Y8-2U7. In order for a building to be controlled in your favor, your side must have been the last to occupy any hex of the building with an unbroken unit while no enemy unit was in the building. The Poles have control of all of the VC buildings at the start of the game. The Poles win by avoiding the Russian Victory Condition or they may win immediately if they force a Russian retreat. The Russian is forced to retreat the very moment the number of *good order* unit forces falls below a level of 50% of its original attacking force due to the effects of being broken, KIA, or destroyed. A squad/crew count as 1 unit apiece. The Destruction of an AFV with crew counts as 2 units lost. An abandoned or Immobilized (but crewed) AFV counts as 1 unit lost. Reduction of a unit due to ELR failure (or Battle Hardening) has no effect towards "Retreat" other than the unit is reduced (or increased) in quality. For all purposes, a squad is still a squad.

**VARIATIONS:** 🇷🇺 Game Length is 9 Turns and/or replace one 8-0 Leader with an 8-1 Leader  
 ★ Add one 8-0 Leader to Russian OB

### 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) [ELR 3] - setup anywhere north of river and west of hexrow X (inclusive). Guns may set up using Hidden Initial Placement [42]:**

	10-2	8-0	7-0	4-4-7	3-4-7	2-2-8	HMG 6-12 B12	MMG 4-11 B11+	LMG 2-6 B11+	ATR #12 B11 1PP	AT 37L	Art 75
	3			15	15	5		2	6	6	3	2

**Elements of Soviet Red Army 45th Rifle and Tank Divisions [ELR 2] - enter on Turn 1 anywhere north of the river along the east edge or north edge east of hexrow Q of the map but not both (Note rule: 104.6):**

★	8-1	8-0	7-0	4-4-7	MMG 4-10 B11+	LMG 2-6 B10+	T26S 12 -2 -3	BT5 22 -4	BT5A 22 -4
			2	30	2	6	45L -12x2	45L -12	76* -12
							4	2	1

### SPECIAL SCENARIO RULES:

**SSR WG401.1: TERRAIN:** All buildings are made of wooden construction and single story. Despite the date, wheatfields on both boards 2 and 7 do not exist. Treat all Level 2 and 3 Hills, Cliff outlines, Marsh and Wheatfields on board 3 as Woods. All Level 1 Hills are Level 0 open ground hexes on all boards. Board 7 Islands do not exist. EC are Mild with No wind at start. River is deep and may not be entered. *VSQA players may opt to use customized Boards 2y, 3y and 7y which can be downloaded from the SQLA website.*

**SSR WG401.2:** Russian tanks lack wireless equipment and do not have complete freedom of movement. The Russian player must roll one die during his own 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.

**SSR WG401.3:** All rules thru *G.L. Avil of Victory* and COI Supplemental Rules B and K are in use, however, both players may utilize any additional optional and/or supplemental rules only upon agreement.

**SSR WG401.4:** Poles may not Boresight. The Polish Marosczek 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 also 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, there is a +4 DRM added to its TH DR.

**SSR WG401.5:** 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 WG401.6:** Polish units are running low on supplies and therefore suffer Ammunition Depletion [COI Supp K]. Whenever a SW or Gun malfunctions, there is a chance that it has not jammed, but rather run out of ammunition. Reroll one die. A die-roll result of 1, 2 or 3 results in the gun being jammed and subject to normal subsequent repair and possible permanent malfunction die rolls. A die roll of 4, 5 or 6 results in the weapon being out of ammunition – a fault for which there is no remedy within the scope of the game. Guns capable of firing both AP and HE, however, may continue to fire the type of round *not used* when the gun malfunctioned. A side note should be kept as a reminder of which guns are out of AP or HE ammunition.

**AFTERMATH:** Believing the Polish forces occupying the village of Wytyczno to be comprised entirely of officers the Red Army started a frontal assault and fully expected the Polish forces to be completely routed. However, that was not the case and the Polish tabors crossed the road into the forests behind the village and placed artillery posts there, this enabled the defending Poles to hold their positions. The struggle for the village continued on, with both sides suffering heavy losses. At 9am the Polish 75 mm artillery had no more than 60 shells left and the howitzers had not more than 10 per barrel. Gen. Wilhelm Orlik-Rückemann ordered the Polesie Battalion to attack the left flank of the enemy in order to lessen the enemy pressure on the center of the Polish line. But the soldiers were too exhausted to start the assault and most just simply declined to follow the order. The KOP Sarny Regiment Commander, Col. Nikodem Sulik, reported the Polish defenses were getting weaker with every hour and with all probability the battle would end by dawn with a complete Polish defeat. At 10:30am a Polish war council was called together and it was decided the only way for the Polish forces to survive was to withdraw, divide the unit into smaller detachments, and then try to break through to the units of the Independent Operational Group Polesie fighting nearby. At noon the Polish units successfully withdrew to the forests. Most joined other Polish units to continue the fight, while Gen. Orlik-Rückemann found his way to Great Britain through Lithuania and Sweden.

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