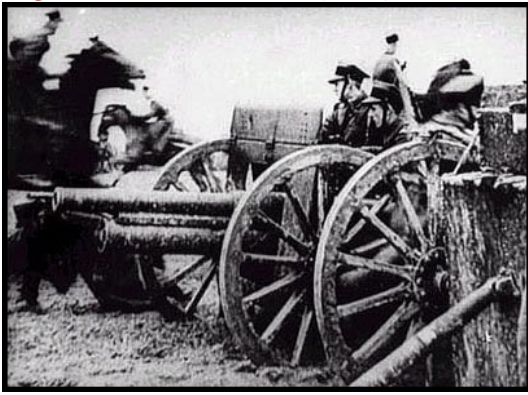


ASSAULT ON JORDANOW

SQL Scenario WG402 (GIA)

110402



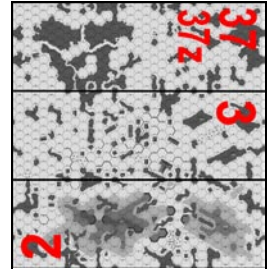
VICTORY CONDITIONS: To win the Germans must: (1) Have uncontested control of the village center which is comprised of the circular road net on board 3. Uncontested Control is defined as having no unbroken enemy squad/crew within or adjacent to the village center. (2) Exit the equivalent of 10 squads (not crews) off the west edge of board 2. An AFV with a functioning MA counts as 1 squad. The Poles win by avoiding the German Victory Conditions.

TURN RECORD CHART:

Poles Sets Up First	+	1	2	+	3	+	4	5	6	+	7	8	9	10	11	END
German Moves First					①	③	⑤									

Southern Poland, September 2, 1939, along the border with Slovakia, near the village of Jordanow: the previous day the XXII Panzer Corps, a part of the 14th Army, crossed the Polish border from Slovakia. In an attempt to outflank the positions of the Polish Kraków Army under Gen. Antoni Szylling defending Silesia and western Lesser Poland, the Germans crossed the Tatra passes and assaulted the towns of Chabówka and Nowy Targ. Their orders were to seize the town of Myslenice not later than September 3, thus encircling the entire Polish army fighting in the area. The area was only lightly defended by a single infantry regiment of the Border Defense Corps (KOP). Aided by local volunteers and units of the National Defense the KOP was hard pressed by a combined attacking force consisting of no less than 3 German Divisions (the 2nd Mountain, 2nd Panzer, and the 4th Light), under Gen. Alfred Ritter von Hubicki. KOP forces managed to withstand the attack but suffered heavy losses, and despite stopping the Germans in the vicinity of Nowy Targ, the town of Myslenice still fell to the Germans. The Polish command realized the Germans were on the verge of breaking through their lines. In an attempt to counter the threat, General Szylling ordered the highly trained and spirited Polish 10th Motorized Cavalry Brigade under the command of Col. Stanislaw Maczek to move to the area of Jordanów and block the German advance. Overnight the brigade was transported to the area and instantly found themselves entering combat. Heavy fighting occurred in the hills to the south of Jordanów and around the mountain of Wysoka, where the Polish 24th Motorized Regiment, which were aided by the KOP and anti-tank artillery, defended the area against the 2nd Panzer Division. A Heavy German artillery barrage started at 5 am and soon afterwards the entire three remaining German divisions started an all-out assault on the Polish 10th Motorized Cavalry Brigade positions located at Jordanow (pronounced 'Your-dan-noff')...

BOARD CONFIGURATION:



Elements of 10th Motorized Cavalry Brigade [ELR 3] - deploy anywhere on boards 2 and 3 and on board 37(37z) west of Hexrow J exclusive. At least a minimum of 5 squads must set up per board. Guns and their attending crews may set up Hidden anywhere within the deployment area:



10-2	9-1	8-0	4-5-8	2-2-8	6-12 B12	4-11 B11+	2-6 B11+	#12 B11 1PP	B10+ #2-14 5PP	30 X12	37L ②	76* ②	Roadblock	15% -6
2	2	2	25	5	3	6	6	3	4	3	2	2	2	SSR WG402.6

Elements of 14th Army, XXII Panzer Corps [ELR 4] - enter Turn 1 anywhere along the northeast corner of board 37 from Hex G10 to Hex A6. The German must also set aside as reinforcements any 10 infantry MMCs, at least one (or more) leader(s) and sw('s), and at least 7 (but not more than 11) vehicles (of which 2 must be AFV's) as reinforcements. These reinforcements will enter anywhere along the east edge of boards 3 and/or 2 on Turn 7 or beginning with Game Turn 4 on a successful early entrance die roll by rolling ≤ the circled number on the Turn Record Chart:



9-2	9-1	8-1	8-0	8 ³ 3-8	4 ¹ 6-7	6-16 B12	4-12 B12	2-8 B12	20 ¹ 2	30 A	9-1	8-1						
2	2	2	6	24	2	8	3	3	3	3	3	3						
18 -3	30 -5	35 -5	16 -2	16 -2	16 -2	14 -1	14 -1	21 -3	24	15	20L(6) -12	20L(4) -12	37(4) 412	37(4) 414	75*H5 -12	1S17PP	1S17PP	2S12PP
2	2	2	2	2	2	2	2	2	4	3	2	4	2	4	2	4	3	

SPECIAL SCENARIO RULES:

SSR WG402.1: TERRAIN: Weather is Clear and Dry. Despite the date, wheatfields do not exist on any board. Building 3M2 is a 2-story wooden building; all other buildings are single story and made of wooden construction. All Level 1 Hill Hexes and Cliff outlines on Board 3 are considered open ground hexes. All Level 2 Hill Hexes on board 3 are considered woods. All Marsh and Brush hexes are considered Woods on board 37. Water/Ponds do not exist, treat as open ground hexes. For this scenario players may download a customized Board 37 (Board 37z) which can be used with VSQ from the SQA website.

SSR WG402.2: All rules thru GIA are used, any other optional and/or supplemental rules are used only upon agreement by both players. Rules 141.7-71 (Smoke Grenades) is in effect for the German. Rules 141.51-54 (ELR) is in effect for both sides.

SSR WG402.3: Poles may not Bore sight. The Polish Maroszczyk 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 characteristic also allows the Polish ATR to be fired during the AFPh after moving to a new hex, however, a +2 DRM must be added to its TH attempt. This ATR also has a total FP of 1 vs infantry targets in any terrain other than open ground and may be combined with any infantry firegroup. It has no penetration capabilities.

SSR WG402.4: German Pre-attack Artillery Bombardment: Prior to the Polish setup, the German must determine the type of his Pre-bombardment Artillery by rolling randomly on the 45.2 Module Artillery Selection Table. The number of AR counters is determined by the size of the Module Available, 1 @ 150mm, 1 @ 120mm, 2 @ 100mm, 3 @ 80mm. Once the size and number of attacks are determined the German then secretly records the hexes where the AR counters will be placed (VSQ may simply place the AR counters using HIP). Following the Polish setup and before the German enters, the AR counters are revealed; accuracy determined normally (and if required the direction and distance of error) and finally all attacks conducted during the first Prep Fire Phase.

SSR WG402.5: A roadblock may be created across any road hexside by successfully placing and detonating a DC in an adjacent woods hex and rolling a KIA result prior to any terrain DRM's. All Polish units are considered engineers for the purpose of using Demo Charges and Flamethrowers.

SSR WG402.6: Beginning in Turn 3 the Polish player may receive late arriving motorized support in the form of Armoured Cars. Roll 2 dice, if the colored die is a 1 the number of vehicles arriving is half of the result of the white die (FRU). Following the entrance of the Polish AC's the German may begin rolling in the next (and every) Rally Phase for random Stuka support [101]. Once received, players may not roll again for their respective support.

AFTERMATH: The Poles, despite suffering heavy losses, managed to stop the German assault and by noon the Germans withdrew losing about 30 tanks. However, the numerical and technical superiority of the Wehrmacht was tremendous and after three failed assaults, in the late evening the Germans finally seized the mountain of Wysoka and the village at its feet. The Poles withdrew under cover of an armored train. The village of Wysoka became a center for German service units and a munitions depot. However, during the night the civilian inhabitants set two oil tanks on fire. The explosion destroyed a number of previously damaged tanks of the 2nd division and also killed a number of resting soldiers of the 3rd Mountain Division. Altogether, in the battle of Jordanów the Germans lost approximately 50 tanks and a number of other armored fighting vehicles. Polish losses were also significant, and especially so in the ill equipped volunteer units. Following a recon of the German units in the area, Gen. Szylling ordered the 10th Cavalry Brigade to slowly withdraw along the Beskides and organize delaying actions along the rivers and mountain ranges.

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Scenario Design and Graphic Layout by Bill Sosnicki
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