

THE MAWAWA DEFENSE LINE

SQLA Scenario WG305

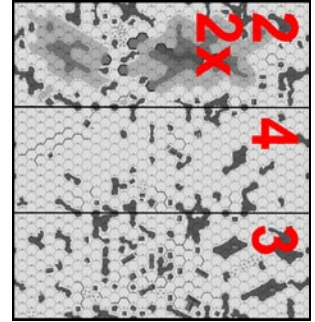
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VICTORY CONDITIONS: To win the Germans must capture and control all 3 bunkers and third level hill hexes by game end. The Poles win by avoiding the German victory conditions.

September 1, 1939, north of the town of Mawawa in northern Poland: After the Treaty of Versailles, the area of former Royal Prussia was left to Germany as the province of East Prussia. Thus the new German-Polish border was now located only some 120 km north of Warsaw, the Polish capital city. The Polish Modlin Army was the main defensive force guarding Poland's borders in the north. It was dislocated along the border with East Prussia and was to stop the enemy forces advancing towards Warsaw, Nidzica and the Modlin Fortress. Shortly before the war, a decision was made to strengthen the Polish defenses by construction of a line of field fortifications and concrete bunkers to the north of the small town of Mawawa, (pronounced 'Mah-wah-wah') in the centre of the army's positions, and adding the Modlin Army with support from the 20th Infantry Division to cover the flanks. The fortifications consisted of a line of trenches and extremely heavy concrete bunkers with mounted copulas, shielded by anti-tank trenches and obstacles, along a low glacial hill overlooking the valley of the Mawawka River, to the north of the town. The beginning of World War II in the northern sector started at noon when the Third Army Corps under German General Walter Petzel attacked this formidable defensive line...

BOARD CONFIGURATION:



TURN RECORD CHART:

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

Elements of the Modlin Army Mawawa Fortification Defenses –Bunkers must be placed on any hill hex on board 2. Three crews and 1 each of a HMG, MMG, and ATG37L must be placed within each bunker. Remaining units, support weapon's, and fortifications may set up on board 2 and/or board 4 with a grid coordinate of 7 or higher:

			10	9	3	3	6	6	3	16	3	16	3	64

Elements of the 1st Army Corps – enter anywhere along southern edge of board 3. Vehicles entering in same hex must use sequential movement:

2	2	3	6	30	3	2	4	8	3	3	3	3		
2	2	2	2	2	2	2	2	6	3	3				

SPECIAL SCENARIO RULES:

SSR WG302.1: TERRAIN: Despite the date, wheatfields do not exist on any board. On board 3 treat all Level 2 and 3 Hills, Cliff outlines, Marsh and Wheatfields as Woods and all Level 1 Hills as Level 0 open ground hexes. Woods do not exist on any hill hex on board 3. For this scenario players may download a customized Board 2 and 3 (Boards 2x and 3z) which can be used with SQL from the SQLA website.

SSR WG302.2: All rules thru COD are used; both players may use any other optional and/or supplemental rules from other gamettes only upon agreement.

SSR WG302.3: Poles may Bore sight.

SSR WG302.4: FORTIFIED BUNKERS: Fortified Bunkers have two 3-Hex MG-CA's. The Bunker arrow must point to a hexside (see example) to determine both 3-Hex CA's. Beginning with the first Hex the arrow points to each MG-CA extends 3 hexsides to the left and right from the hex the arrow points to. Within each MG-CA is mounted a HMG and a MMG of which neither can be moved. The Polish player must note which MG is which before play begins. The appropriate bunker defense DRM applies to both MG's depending from which angle attacks are made against the Bunker. The 37L ATG actually represents a turret-mounted 37L Gun enclosed within a steel copula atop the bunker. These copulas have a 360-degree CA, a +3 DRM on the To Kill table, and receive a +2 To Hit drm because of their small size. A HE or AP To Hit attempt vs. a Bunker must result in a turret hit [130] (colored die higher than the white die) in order to have any effect against the copula directly. If a HE attempt still results in a hit after adding the TH drm, the same IFT DR vs. the MG crews is also used on the HE TK table vs. the copula. If the result misses the copula but still hits the bunker it then receives the non-CA defense factor on the IFT. AP has no direct effect on the bunker itself if hit. Copula Crews may deduct 1 from their NMC DR for any Partial Armor Penetration Shock [131] results. There are 3 crews in each Bunker, but only 1 crew in the copula at any given time. These crews are highly trained individuals and while inside the bunker do not suffer from the effect of DM and may attempt self-rally without a leader. A side note should be kept as to which unit is within the copula and MG's.



ground regardless of other terrain in the hex, except when moving to higher ground. There is no minus 2 DRM for moving in Open Ground when moving from 1 Trench to another. These Trenches are also considered anti-tank Trench obstacles. Vehicles may not enter an anti-tank Trench obstacle. Infantry must pay an additional 2 MF's to enter such a hex. An anti-tank Trench may be removed by placement of a DC resulting in a KIA on the IFT. There are no DRM's of any kind to such a demolition attempt.

SSR WG302.6: Germans receive 1 Random Stuka Support [101].

AFTERMATH: Although the attacking forces were equipped with tanks and supported by warplanes, the initial assault was repelled by Polish-made 37mm Armata Wz. 36 anti-tank guns mounted atop the bunkers in copulas. The commander of the German Third Army, ordered his forces to attack the Polish defenses several times in a row, but all the attacks were repelled and in the late evening the Germans were forced to withdraw to their initial positions. The next day the Germans began a heavy artillery bombardment on the right flank of the Polish forces. After two hours of constant artillery fire, the assault started, and after the result of close combat, the Polish defenders started to waver. A counterattack by the Polish 79th Infantry Regiment was unsuccessful and the commander of the Polish Modlin Army ordered the 20th Division to extend further eastwards and prepare for the defense of its right flank. The 8th Infantry Division, until now held in reserve, was ordered to prepare for a counterattack. They arrived to the area in the early hours of September 3 and the Mazovian Cavalry Brigade operating further eastwards became endangered by German armored troops, the army commander ordered the division to split its forces and attack in two directions: one towards Grudusk, east of Mława, and the other towards Przasnysz. However, with conflicting orders and German diversants operating in the rear areas, both attacks were disrupted and led to chaos in the Polish ranks. The Polish division was mostly destroyed by evening and only the 21st Infantry Regiment managed to withdraw towards the Modlin Fortress. Despite all this, the German attacks on both flanks of the 20th Infantry Division went mostly unsuccessful. Two days later, on September 3, German engineers finally managed to cut through the Polish antitank barriers. Using local civilians as human shields they finally captured several bunkers on the left flank of the Polish forces, but they were unable to push forwards. On the right flank the attacks were more successful and in the late evening elements of German troops finally broke through the lines of the 79th Infantry Regiment to the rear of the Poles. Being outflanked and surrounded, Polish commanders ordered the 20th division and the remnants of the 8th to withdraw towards Warsaw and Modlin, finally abandoning the fortified positions.

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PLAYTEST STATUS: This scenario is currently in playtest (Beta Release).
 Please contact Squad Leader Academy to join this endeavor.

SSR WG302.5: Trenches [COD: 137] are connected to any adjacent Trench. Entering/exiting a Trench is the same as entering/exiting an entrenchment, however a unit may move from 1 Trench counter to another Trench counter (1 MF) with no penalties as though moving through open