

# SCENARIO

## KOCK, 1 OCTOBER

### 1-6 October 1939

After crossing the river Bug, Independent Operational Group “Polesie” could finally catch some breath, because Soviets had to cross the Bug first, but also because they had to respect the demarcation line that separated Soviet and German occupation zones. Polish forces were in the so called “free” zone now, between two enemies. General Kleeberg wanted to march on Warsaw, but he get an information about capitulation of the capital city of Poland. His most important, political target vanished. March on south seemed to be impossible. There was only one way – to cross the Wisła between Dęblin and Kozienice and to reach Źwierzyńskie Mountains. Reconnaissance reported that there was not a sign of any big German units on the way to Wisła, so such maneuver had a chance to be successful. With favorable circumstances there was even a chance to capture arsenal in Stawy, which would be a great help for Kleeberg’s poorly armed units. Polish soldiers started marching since dawn, without any serious reaction of the enemy at first. Only a patrols had to fight with small German groups from time to time.

#### Set up:

POLES:		GERMANS:		SOVIETS:	
I, II, III KOP	5632 (1)	<b>3rd Army:</b>		15 MG, II/49 Art	Białobrzegi
SGO Polesie HQ	3830	II Corps HQ	911	29 MotDiv	Grójec
Mastek, Żór., Brożel	4030	61 InfDiv Warszawa	6017 (1)		
Podlaska CavBrig (Pl)	3627, 3628	217 InfDiv	913 (1)	<b>4th Army:</b>	
“Zaza” CavDiv:		11 InfDiv	915 (1)	8 Rifle Division	Siedlce (3)
14 dak, 5 u, 2 u, 10 u	4130	1 CavBrig	1916	143 RD	Międzyrzec Podlaski (3)
4 dak, 1 u, 3 sk, 3 sz	4131	XIV Mechanized Corps HQ		4 RD	Siemiatycze (2)
50 InfDiv	4130		Kozienice	6 RD	Brześć (2)
60 InfDiv	3428 (1)	13 MotDiv	Kozienice	29 Armored Brigade	Brześć (1)
		93/13 MotDiv	Dęblin (1)	52 RD Włodawa (1)	
		1 Recon	Kałużyn	45 RD 5735	

#### Victory Conditions:

##### POLES:

- Instant victory if Dęblin is captured by Poles OR if at last 10 SP of the Polish units cross the Wisła.
- For each destroyed 1 SP of the German or Soviet forces – 1 Victory Point.
- For each day with Polish units still on board after 6 October – 4 Victory Points.

##### GERMANS:

- Instant victory if HQ of the Independent Operational Group “Polesie” is destroyed.
- For each destroyed 1 SP of the Polish forces – 1 Victory Point.

##### NOTES:

- Historical scenario
- Scenario ends when the last Polish unit is destroyed.
- At 2 X Germans may move II/93 only and it has to attack Kock.
- At 3 X Germans may move three units (player’s choice) of the 13 MotDiv.
- Since 4 X Germans may move all units of the 13 and 29 MotDiv.
- Other German units may move only if any Soviet unit will cross the hexline 34xx on west .
- Soviet and German units can’t stack together, but they may attack together in the one phase.
- All the bridges on Wisła (save to the Puławy bridge) are destroyed.
- Initiative: Poles.
- Brześć (2) means that the units may set up in the two hexes range from this hex.
- Abbreviations: CavBrig – Cavalry Brigade, CavDiv – Cavalry Division, InfDiv – Infantry Division, MotDiv – Motorized Infantry Division, RD – Rifles Division, ArmBrig – Armored Brigade.

# SCENARIO

## KOCK, 5 OCTOBER

### 5-10 October 1939

With the dawn coming, a cannonade became more intensive. It was a sign that Germans were supported with yet another division. The number of the ways out of the encirclement decreased. To fight the way out seemed to be the only option. But how to fight when Polish soldiers had a few ammo for their guns, artillery had no ammo at all, and the field hospitals were full of the wounded ones.

Surrender seemed to be the only logical solution, but not all the units were eager to lay down their weapons. They'd rather try to force their way south to find the hideout in the forests and mountains and to continue their struggle there.

This scenario gives players a chance to check if such option was possible or not.

#### Set up:

POLES:		GERMANS:		SOVIETS:	
SGO "Polesie" HQ	3228	3rd Army		4th Army	
Podlaska CavBrig	3227 (1)	II Corps HQ	911	8 Rifle Division	Siedlce (3)
"Zaza" CavDiv	3129 (1)	1 Recon	Kałużyn	143 RD	Międzyrzec Podlaski (3)
50 InfDiv	3228	61 InfDiv	Warszawa 6017 (1)	4 RD	Siemiatycze (2)
60 InfDiv	3229	217 InfDiv	913 (1)	6 RD	Brześć (2)
		11 InfDiv	915 (1)	29 Armored Brigade	Brześć (1)
		1 CavBrig	1916	52 RD	4528 (1)
		XIV Mechanized Corps HQ	Dęblin	45 RD	4831 (1)
		13 MotDiv	Kozienice		
		93/13 MotDiv	Dęblin		
		33/13 MotDiv, 1 Art	3629 (1)		
		66/13 MotDiv, 3 x Art	3431 (1)		
		15 MG, II/49 Art	3032		
		29 MotDiv	2925 (1)		

#### Victory Conditions:

##### Poles:

- For each destroyed 1 SP of the German or Soviet forces – 1 Victory Point.
- For each day with Polish units still on board after 6 October – 4 Victory Points.

##### GERMANS:

- Instant victory if HQ of the Independent Operational Group "Polesie" is destroyed.
- For each destroyed 1 SP of the Polish forces – 1 Victory Point.

#### NOTES:

- Brześć (2) means that the units may set up in the two hexes range from this hex.
- Abbreviations: CavBrig – Cavalry Brigade, CavDiv – Cavalry Division, InfDiv – Infantry Division, MotDiv – Motorized Infantry Division, RD – Rifles Division, ArmBrig – Armored Brigade.
- Historical scenario.
- Scenario ends when the last Polish unit is destroyed.
- Each Polish unit has "Lack of supply 1".
- Soviet and German units can't stack together, but they may attack together in the one phase.
- Polish units has 1 SP each.
- Initiative: Poles (1/2 MP in the first turn).

# SCENARIO

## BARBAROSSA 1939

### 1-15 October 1939

General Chuikov had a two different sets of commands that he had to follow, depending on the situation. According to the first set, he get all the competences to negotiate with Poles and to make them his allies against Germans. In the second set, he was told to execute all the captured Polish officers as the “enemies of the people”.

So, when the Soviet leading units met up with the Germans and lot of the Soviet soldiers begun to desert on west, Soviet commander sent his envoys to the Polish HQ. They were totally surprised when they found out that there are German envoys at the Kock as well. Initial order and courtesy quickly turned into the disagreement and bidding with their offers for Poles. Each side wanted Polish soldiers by their side, so their offers were getting higher and higher...

Poles were actually just a background, each side wanted to have their occupation zone clean and safe with the further preparations for the total war. But the conflict was dangerously close and each spark could set a flame of war between recent allies.

Set up:					
Poles:		GERMANS:		SOVIETS:	
I, II, III KOP	5632 (1)	<b>3rd Army:</b>		29 MotDiv	Grójec
SGO Polesie HQ	3830	II Corps HQ	911		
I/135	3830	61 InfDiv Warszawa	6017 (1)	<b>4th Army:</b>	
Mastek, Żór., Brożel	4030	217 InfDiv	913 (1)	8 Rifle Division	Siedlce (3)
Podlaska CavBrig (Pl)	3627, 3628	11 InfDiv	915 (1)	143 RD	Międzyrzec Podlaski (3)
“Zaza” CavDiv:		1 CavBrig	1916	4 RD	Siemietycze (2)
14 dak, 5 u, 2 u, 10 u	4130	XIV Mechanized Corps HQ		6 RD	Brześć (2)
4 dak, 1 u, 3 sk, 3 sz	4131		Kozienice	29 Armored Brigade	Brześć (1)
50 InfDiv	4130	13 MotDiv	Kozienice	52 RD	Włodawa (1)
60 InfDiv	3428 (1)	93/13 MotDiv	Dęblin (1)	45 RD	5735
		1 Recon	Kałużyn		
		15 MG, II/49 Art	Białobrzegi		

#### Victory Conditions:

##### SOVIETS

– For each destroyed 1 SP of the German or Polish forces – 1 Victory Point.

##### GERMANS:

– For each destroyed 1 SP of the Soviet or Polish forces – 1 Victory Point.

#### NOTES:

– Abbreviations: CavBrig – Cavalry Brigade, CavDiv – Cavalry Division, InfDiv – Infantry Division, MotDiv – Motorized Infantry Division, RD – Rifles Division, ArmBrig – Armored Brigade.

– Hypothetical scenario.

– Game ends when one of the sides gains 20 VP.

– All the bridges at Wisła (save to the Puławy bridge) are destroyed.

– Game starts with a bidding – each side secretly notes how many VP it will sacrifices to get Poles at its side. Both offers are revealed at the same time and the side that offered more VP gains a control on the Polish units.

– Initiative – the side which is not allied with Poles.

– Poles and their ally can’t stack together nor attack together.

– Poles move in their ally’s movement phase.

Exaple:

division nuber →

regiement number →

5 DP			
	I	II	III
19	2	1	2
26	2	1	2

← battalion number

← strength points

# SCENARIO

# BRZEST

14-17 September 1939

Divisions of the general Guderian's Armored Group broke the Polish positions at Wizna and made their way on Białystok and then – onto all north-eastern Poland. With this maneuver, Polish front at north was ultimately doomed to fail and German claws were about to lock on Brześć and Włodawa. Riding along the northern bank of the river Bug, these units reached the fortress Brześć at 14 September. First probe attacks failed, so Germans begun their preparations for the full scale assault, with two divisions ready. On the other side, Poles had just a few poorly armed and freshly made battalions along with small artillery. There were also two companies of the outdated, World War I-made Renault 17 tanks, but these were not a real opponents for the German tanks and were eliminated quickly. An assault lasted three days which is still a miracle, if you'd compare both sides forces. It's enough to say that Poles hadn't enough troops to even fully cast their defensive lines.

## Set up:

### POLES

Plisowski, art. Brześć 20 MotDiv  
112, 113 ArmComp Brześć 10 ArmDiv  
M/34, M35, M/82 Brześć (2)

### GERMANS:

5613 (1)  
5710 (1)

## NOTES:

- Historical scenario.
- Initiative: Germans.
- Scenario uses German units from the Game "Mława 1939".

## GERMANS

4 ID				
	I	II	III	
10	2	1	2	1
52	3	2	1	2
103	2	1	2	1

11 ID				
	I	II	III	
2	3	2	1	2
23	2	1	2	1
44	2	1	2	1

61 ID				
	I	II	III	
151	3	2	1	2
162	2	1	2	1
176	2	1	2	1

217 ID				
	I	II	III	
311	3	2	1	2
346	3	2	1	2
389	2	1	2	1

15 MG	3	2	1
1 Rec..	3	2	1

13 Mot. Division.				
	I	II	III	
33	3	2	1	3
	I	II	III	
66	3	2	1	3
	I	II	III	
93	3	2	1	3
	I			
Rec.	3	2	1	

29 Mot. Division.				
	I	II	III	
15	3	2	1	3
	I	II	III	
71	3	2	1	3
	I			
Rec.	3	2	1	

## SOVIETS

29 Arm. Brig..				
	1	2	3	
I	3	2	1	3
	1	2	3	
II	3	2	1	3
	1	2	3	
III	3	2	1	3
	I			
Rozp	3	2	1	

4 RD				
	I	II	III	
39	2	1	2	1
101	2	1	2	1
220	2	1	2	1

6 RD				
	I	II	III	
84	2	1	2	1
125	2	1	2	1
333	2	1	2	1

8 RD				
	I	II	III	
151	2	1	2	1
229	2	1	2	1
310	2	1	2	1

45 RD				
	I	II	III	
10	2	1	2	1
61	2	1	2	1
253	2	1	2	1

52 RD				
	I	II	III	
58	2	1	2	1
112	2	1	2	1
205	2	1	2	1

143 RD				
	I	II	III	
487	2	1	2	1
635	2	1	2	1
800	2	1	2	1

## POLES

60 ID				
	I	II	III	
182	2	1	2	1
183	2	1	2	1
184	2	1	2	1

50 ID				
	I	II	III	
178	2	1	2	1
179	2	1	2	1
180	2	1	2	1

Podlaska CB				
Niew.	5 u	9 sk	Bogdan	
1	2	1	2	1

Cavalry Division „Zaza”				
1 u	3 sk	3 sz		
2	1	2	1	