

SLAVIC BROTHERHOOD



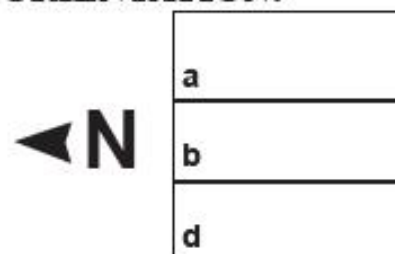
HazMo 47

Scenario Design: Chuck Hammond



GRODNO, POLAND. 21 September, 1939. Some 16 days following the German invasion of Poland on September 1, word spread in Poland that the Red Army had breached the country's eastern borders. At first, many thought the Soviets had come to rescue their Slavic brethren from the clutches of Hitler's Wehrmacht. The fantasy was short-lived. All along the eastern front, the Bolsheviks demonstrated their willingness to use lethal force to remove any obstacles that lay in their path. The Poles, however, were not going down without a fight. In the city of Grodno, a Defense Force was assembled, consisting of everyone from police to army reservists and even boy scouts, all grimly determined to make the Russians pay the price for their betrayal.

BOARD ORIENTATION:



PATH TO VICTORY: Provided the Poles amass ≤ 30 CVP, the Russians win at Game End by Controlling ≥ 9 Building Locations west of the dA3-F3-G3-H2-L4-O3 road.

PARITY:

- Exchange two 4-3-7 squads for two 4-4-7 squads.
- Exchange two 4-2-6 squads for two 4-4-7 squads.

TURN PROGRESSION

POLES Sets Up First	1	2	3	4	5	6	7	END
RUSSIAN Moves First								

Elements of the Grodno Defense Group [ELR: 3] set up west of the aR3-B2-H4-K4-O3 road. (SAN: 4)

Elements of the 32nd Armored Reconnaissance Group enter turn 3 on the west edge.

Elements of the 4th Rifle Division [ELR: 3] enter turn 1 on the east edge. (SAN: 2)

Elements of the 13th Rifle Division and 27th Light Tank Brigade enter turn 2 on the east edge. All, some or none may enter each turn.

SCENARIO PARAMETERS:

1. EC are Moderate with No Wind. All Buildings are Ground Level only and Cliff hexsides do not exist. All FS Scenario Parameters are in effect.
2. Any Building or Woods hex in which the Building/Woods depiction does not physically touch a given hexside allows VBM (D2.3) along that hexside.
3. Russian Early War Doctrine (A25.212) is in effect. Human Wave is NA.
4. All Polish Elite and 1st-Line units have MOL Capability (A22.6). Two Polish MMC (and any SMC/SW in the same Location) may set up using HIP.
5. Polish squads may not Deploy (A1.31). Any Polish units still HIP must be placed on board under a Concealment counter during the RPh of Polish turn 6.

EPILOGUE: Lacking proper anti-tank weaponry, the ad hoc militia was nonetheless able to organize roadblocks and stockpile Molotov cocktails in preparation for the imminent Soviet assault. On the 20th, the defenders repulsed the first such attack, destroying no less than 10 Soviet armored vehicles in the process, most of which fell victim to Polish "gasoline bombs." The Poles' stubborn resistance enraged the invaders, who returned the next day, this time with plenty of infantry support in the form of the 4th and 13th Rifle Divisions. Yet somehow, the Poles managed to hang on for another day, and the bitterness between the two sides rapidly intensified. After finding a 15-year old Polish resistance fighter throwing Molotovs, for example, the Russians strapped the hapless boy to the front of one of their tanks as a human shield. On the third day, the Red Army finally succeeded in conquering the city, at the cost of 19 tanks, 4 armored cars and hundreds of men killed or wounded in action.