

# #40: THE BATTLE OF JAWOROW

15th - 16th September 1939

The Germans set up a defensive position at Jaworow which was meant to shield the rear of the troops conducting the siege of Lwów and stop any Polish attempts to reinforce the town from the west.

On September 13th, many Polish units belonging to the “Karpaty” army still fighting in southern Poland, received the order to fight their way east. On September 15th, the 11th Polish Carpathian Mountain Division and mountaineer troops belonging

to the Border Protection Corps attacked the German defensive ring at Jaworow.

The German 1st Gebirgsjäger division had set up a robust defensive position at Gródek Jagielloński, thirty-three kilometers west of Lwów, but their flank was held by the SS “Germania” Regiment, who were stretched out to the north-east between Gródek Jagielloński and where the German 7th infantry division held Jaworow.

The Polish attack went in from the south-east, and hit the weaker SS positions as the

Poles were trying to fight their way through to the Janowski forest and the three Polish divisions who were defending that area.

The battle began near the village of Szumlak, where the Poles launched a bayonet assault on the SS units positioned there. By nightfall the Polish attack had seized the village and nearby forest, and inflicted such high losses on the Germans that SS “Germania” ceased to exist as a fighting formation.

## Introduction

This is an attacker/defender scenario, but with the Poles as the attackers for a change.

## Map & Terrain

Before the game begins, place an objective marker in each of the black squares shown on the map.



The thicker area of woods at the top of the map counts as Broken terrain for movement.

### **Initial Deployment**

The Polish player begins the game with his entire army deployed under Blinds within the red box to the left of the table.

The German player deploys his Company HQ and two of his platoons under Hidden Blinds dug-in to prepared positions anywhere to the right of the blue line.

Their remaining two platoons start the game off-table. Each time the German Blinds card appears, roll a D6. On a roll of 4, 5 or 6, one of any remaining platoons appears on one of three roads along the right hand table edge and makes an immediate move.

### **The Cards**

#### *Game Cards*

Tea Break  
Turn Card

#### *Polish Cards*

Blinds  
Big Man 1-4  
KOP Platoon 1-3  
Infantry Scouts  
Recon Bonus Move  
Support Platoon  
Mountain Guns  
Heroic Leader  
Charge!

### **Objectives & Victory Conditions**

The battle lasts for nine appearances of the Turn Card.

If, at the end of the game, the Polish player controls either of the two objectives, then he has won the battle and is awarded +2CVP.

If the Germans still hold both objectives at the end of the game, then they have won the battle and are awarded +2CVP.

An objective is held if there is at least one friendly unit with at least one Action, and no enemy units with any Actions, within 4" of the marker.

#### *German Cards*

Blinds  
Big Man 1-5  
FOO  
Platoon 1-3  
HMG Platoon  
Hesitant Troops  
Dynamic Commander