



POLISH

BATTLE OF MOKRA SCENARIO



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME



CAVALRY AGAINST PANZERS

REFIGHTING THE BATTLE OF MOKRA

When we needed a scenario for the Battle of Mokra, we turned to Maciek Kapalczyński, a Polish *Flames Of War* player, and the author past content Polish on armoured trains and the Battle of Mokra. The scenario he came up with covers the fighting along the railway line behind Mokra after the initial German attacks had pushed the 21st Lancer Regiment back onto the artillery position.

Maciek based his game on the standard No Retreat mission, but he made a few changes to spice things up and make it match the real battle better. The first was to turn the table sideways along the railway line. This stretches the Polish defenders to hold a continuous line, and gives armoured train No. 53,

Śmiaty, a chance to match its historical contribution.

The second change was to give both sides reserves. Normally in this mission only the defender has reserves. However, in this battle the German 12th Rifle Regiment pushed into the gap between the 21st Lancers and the 19th Lancers to the north, swinging south to attack the Polish positions around Mokra from the flank. These German reserves arrive on the Zawady Road.

The third change was to use Delayed Reserves (starting on turn three) for these German reserves and the Polish reserves to reflect the time taken for the Germans to outflank the Polish position and for the Polish train to arrive. These

three simple changes really changed the mission, adding new challenges and transforming it from a generic mission into the Battle of Mokra.

Maciek tailored the forces to match those found in the real battle. The Germans have hordes of light tanks, mostly machine-gun armed Panzer I and light Panzer II tanks, with three of the division's precious Panzer IV medium tanks in support. As befits the tank-heavy German armoured divisions of the time, there isn't much else, just an artillery battery and a handful of light armoured cars. The reserve force representing the rifle regiment's flanking move has more light tanks, some motorised riflemen, and a motorcyclist platoon—a good mix for



Train models shown at 100%

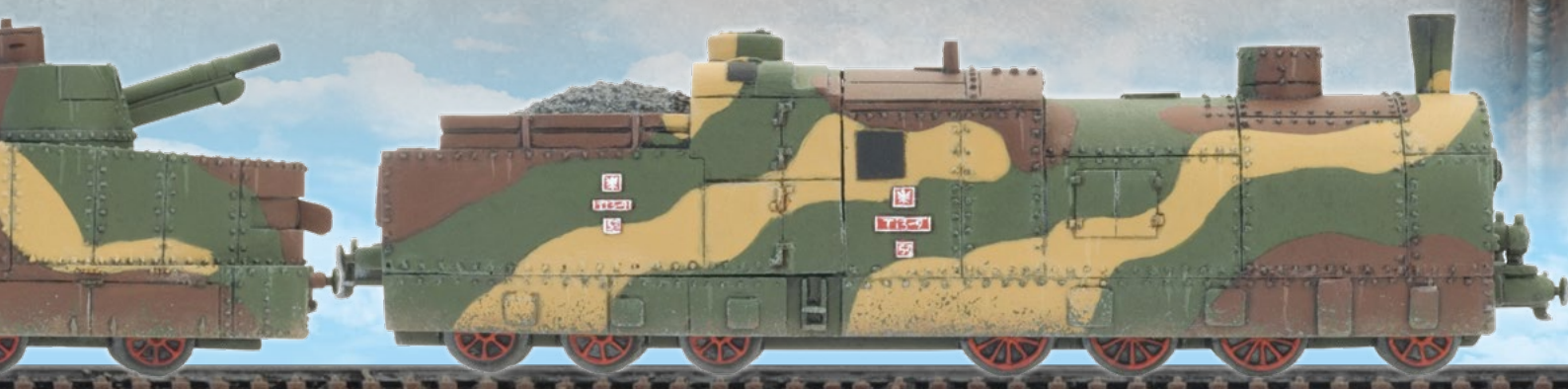




tackling determined Polish cavalymen dug in around a village.

The Polish force starts with the dismounted cavalry and anti-tank guns of the 21st Lancers backed with the 75mm guns of the artillery. A seemingly meagre force to stop the massed German tank thrust. As the Polish player, you may feel daunted and wondered if you can hold out long enough for the reserves to arrive.

Fortunately, the Polish reserve includes a totally awesome armoured train. This beastie really defines the term 'land battleship'—it's even got 'marines' to land and assault obstructive enemy units! This is backed up by some mounted cavalry to quickly reinforce crisis points and a tankette platoon of tiny TKS tankettes. These are easily one of the smallest tanks in the war!





POLISH FORCES—WOŁYŃSKA BRYGADA KAWALERII



21. PUŁK UŁANÓW (CAVALRY REGIMENT—PAGE 29 OF BARBAROSSA)

Regiment HQ	2 points
Dismounted Cavalry Squadron (14x Rifle team, 3x Anti-tank rifle team)	15 points
Dismounted Cavalry Squadron (14x Rifle team, 3x Anti-tank rifle team)	15 points
Cavalry 37mm Anti-tank Platoon (4x 37mm anti-tank gun)	9 points
76mm Horse Artillery Battery (4x 76mm field gun)	12 points

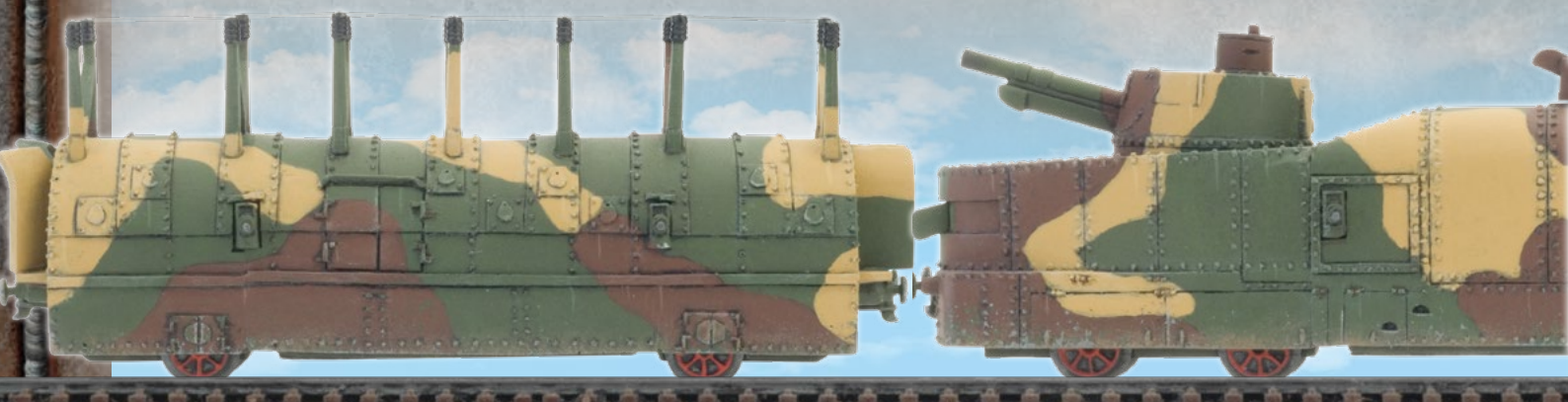
41 points

12. PUŁK UŁANÓW (DELAYED RESERVES)

Mounted Cavalry Squadron (14x Rifle team, 3x Anti-tank rifle team)	15 points
Armoured Train No. 53 'Śmiały' (2x Heavy Artillery Cars, 1x Assault Car, 2x Armoured Railcar Platoons)	55 points
Śmiały Armoured Train command card	6 points
TKS Tankette Platoon (2x TKS (MG), 2x TKS (20mm))	6 points

82 points

Total	123 points
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+ GERMAN FORCES—4. PANZERDIVISION +

36. PANZERREGIMENT (LIGHT TANK COMPANY—PAGE 25 OF BLITZKRIEG)

Light Tank Company HQ (1x Panzer II, 1x Panzerbefehlswagen)	7 points
Panzer I & Panzer II Tank Platoon (1x Panzer II, 4x Panzer I)	15 points
Panzer I & Panzer II Tank Platoon (1x Panzer II, 4x Panzer I)	15 points
Panzer II Tank Platoon (5x Panzer II)	19 points
Panzer IV Tank Platoon (3x Panzer IV)	29 points
Sd Kfz 221 Light Scout Troop (3x Sd Kfz 221)	7 points
10.5cm Artillery Battery (4x 10.5cm howitzers with Softskin Transport command card)	15 points

107 points

35. PANZERREGIMENT AND 12. SCHÜTZENREGIMENT (DELAYED RESERVES, ARRIVE ON ZAWADY ROAD)

Panzer I & Panzer II Tank Platoon (1x Panzer II, 4x Panzer I)	15 points
Motorised Rifle Platoon (7x MG team, 1x 5cm mortars with Softskin Transport command card)	11 points
Motorised Rifle Platoon (5x MG team, 1x 5cm mortars with Mortorcycles command card)	12 points

37 points

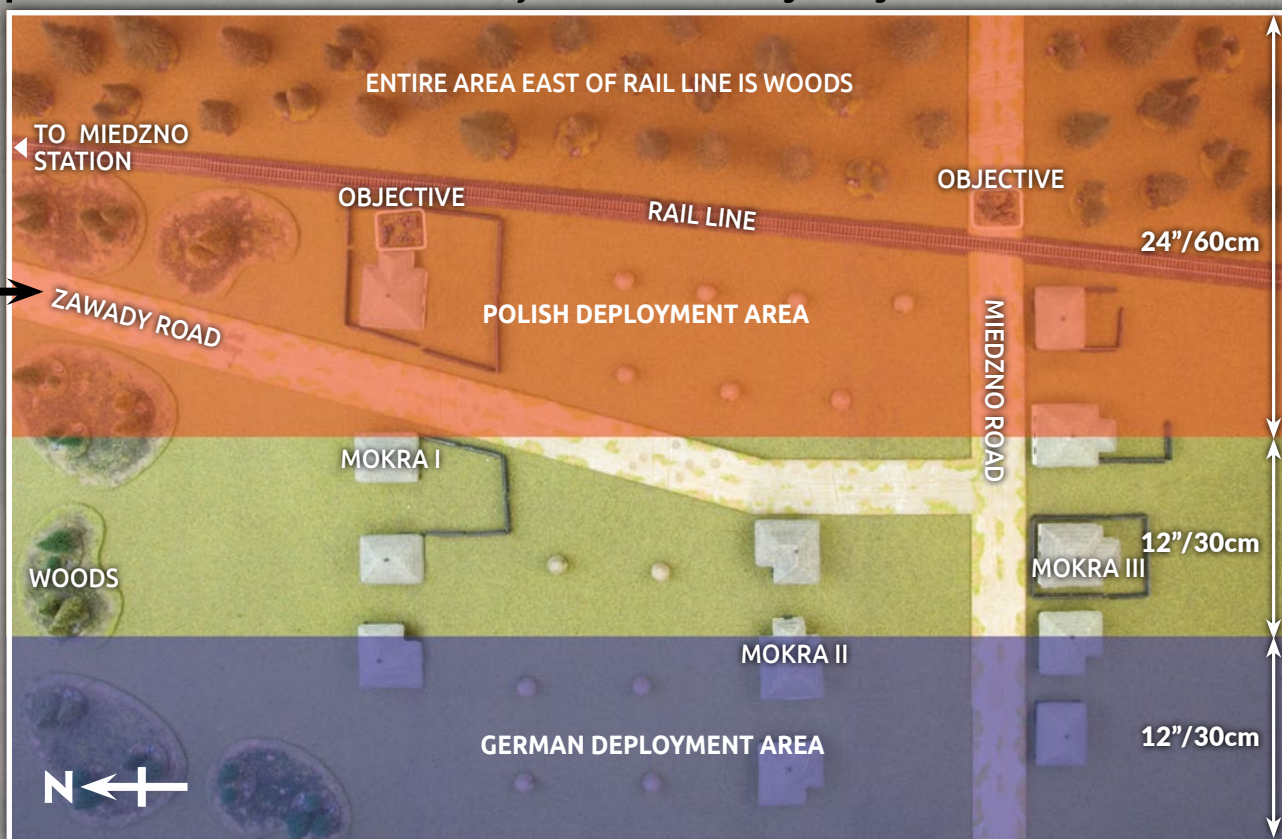
Total

145 points



Polish Delayed Reserves Arrive along this edge

German Delayed Reserves Arrive from this road



SPECIAL RULES

- Ambush (Polish Defender)
- Delayed Reserves (Both)

SETTING UP

1. Set up the Terrain as shown in the map.
2. The Polish Defender defends the east long table edge. The German Attacker attacks from the opposite edge.
3. Both players, starting with the Polish Defender, place one Objective in the Polish Defender's table half, more than 8"/20cm from the long centre line and all table edges.

DEPLOYMENT

1. The Polish Defender has the *12. Pułk Ułanów* Units in Delayed Reserve, while the *21. Pułk Ułanów* is deployed on the table. These will arrive from the Polish Defender's long table edge.
2. Starting with the Polish Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Polish Defender may hold one of their Units in Ambush.

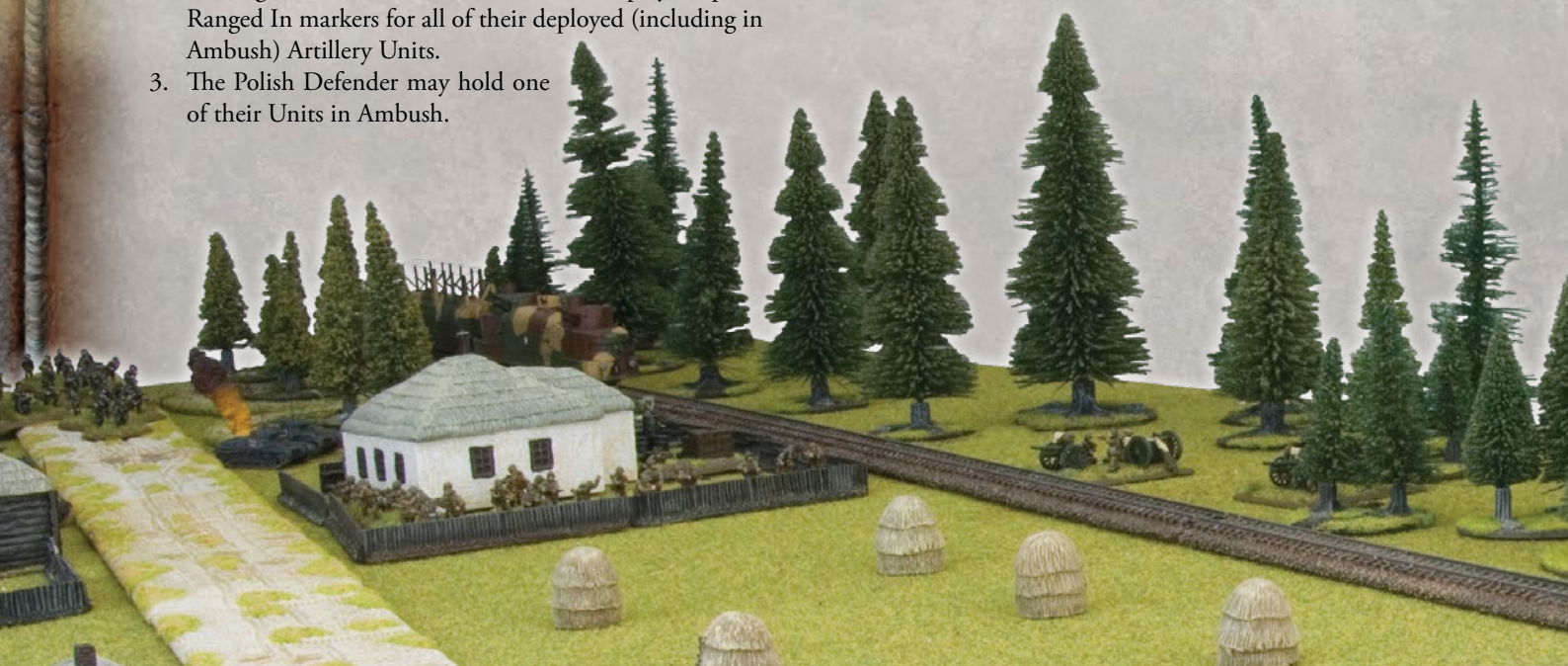
4. The Polish Defender then places their Units in their table half.
5. The German Attacker places their *36. Panzerregiment* Units in their table half more than 12"/30cm from the long centre line, the *35. Panzerregiment* and *12. Schützenregiment* Units will arrive from Delayed Reserves from the Zawady Road on the North short table edge.
6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The German Attacker has the first turn.

WINNING THE GAME

- The German Attacker wins if they end their turn Holding an Objective.
- The Polish Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.



SCENARIO SPECIAL RULES

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxholes when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- more than 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- more than 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

DELAYED RESERVES (BOTH PLAYERS)

Neither player may deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table. A Unit (along with its Attachments) must be kept together. Either the whole Unit is in Reserve, or the Whole Unit is deployed on table.

ROLL FOR RESERVES

At the start of the player's third turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the long table edge adjacent to their table quarter at the start of their Movement Step.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the player's Reserves.

If a player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent as the winner and gain Victory Points as the Loser.

HOLDING OBJECTIVES

You Hold an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of it, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of it. Objectives cannot be Held or contested by Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams, or by teams that moved at Dash speed.

REPELLING AN ATTACK

You have Repelled an Attack when, at the end of your turn, every Objective has no enemy Tank, Infantry, or Gun teams within 4"/10cm. Ignore enemy Tank teams that are Bailed Out, Aircraft, Transports, or Independent teams.

