

# Westerplatte: Little Verdun



## SETTING

**Date:** 7 September 1939, 0700 hours

**Location:** On the Westerplatte peninsula, just north of Danzig (Gdansk) on the Baltic coast.

**History:** Early on 1 September the old pre-dreadnought battleship *Schleswig-Holstein* fired the opening shots of World War Two at the defensive works at Westerplatte. Situated in an excellent position to interdict coastal transport, as well as traffic into Danzig, the capture of Westerplatte was a key priority for Germany. The defenders (182 men of the Polish Military Transit Depot under the command of Major Henryk Sucharski) were quickly isolated by the German advance. Their well-prepared positions, however, proved extremely difficult to assault. Protected on one flank by a canal, the defenses consisted of a series of well-concealed bunkers, trenches and wire. The flat terrain offered virtually no cover for attacking infantry, other than craters from the repeated bombardments. The attackers, a mix of units from the Heimwehr Danzig, Danzig police units, and Wehrmacht forces, had only made slow progress in the previous six days, despite air and naval support. With the Polish cut-off and very low on supplies, it appeared that a last determined assault might break the Polish position.

**German Orders:** Clear-out the two bunkers.

**Polish Orders:** Avoid German victory conditions.

**Game Length:** 10 Turns.

## SCENARIO RULES

1. Guardhouse #1 is thick concrete and holds 20 men; the bunker is of log construction and holds 6 men; the Police Gatehouse is of brick construction and is one story. The other building is of brick construction. All structures, with the exception of Guardhouse #1 and the bunker are partially or heavily damaged.
2. The board is heavily cratered.
3. All woods are heavily damaged from days of artillery fire.
4. The roads are paved and are be cratered.
5. The wire is breached in several places by craters.

## AFTERMATH

After seven days of air and naval bombardments, heavy mortar fire (22.0 cm), and numerous assaults, the brave defenders of Westerplatte were finally compelled to surrender when food and ammunition supplies were nearly exhausted. Guardhouse #1 had extremely thick reinforced cement walls and survived all seven days of bombardment completely intact. A similar structure, Guardhouse #2, was finally destroyed on 7 September by a direct hit from a very large (22.0cm+) round. German casualties were about 300, the defenders suffered 15 dead and twenty wounded. The ferocity of the defense and the high casualty rate sustained to defeat Major Sucharski and his brave men led the Germans to call Westerplatte the "little Verdun".

## SCENARIO OPTIONS

**German Victory Conditions:** The German player may win by capturing the building on the east side of the board.

**Polish Board-Edge Fire:** Whenever any German unit ends its movement within 4" of the north or west board-edge, they are subject to an immediate attack from a single LMG (that is considered to be just off the board-edge). Consider the LMG at "effective" (medium) range. Apply all normal target modifiers for cover etc. These attacks never suffer jam results.

**Polish Heroes:** Double the chance for any Polish to become a hero for the remainder of the game.

**Damaged Woods:** Use heavy woods movement rates for all movement through the light woods on the board as they are heavily damaged.

## SCENARIO NOTES

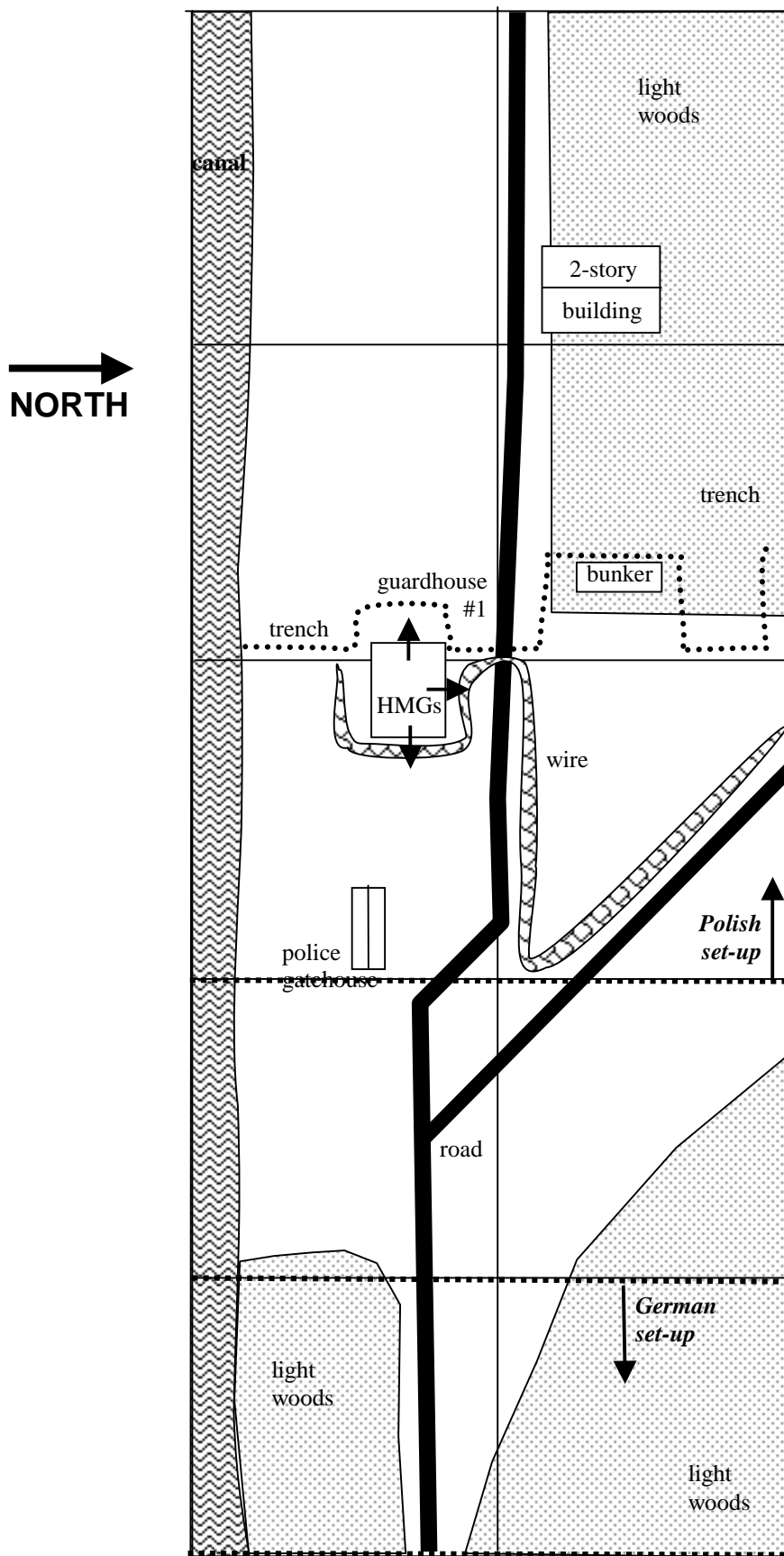
There is little mystery about where the Polish defenders will be positioned. The bunker is placed to offer good mutually supporting fields of fire with the Guardhouse, and can also benefit from infantry in the buildings further back. The Polish player might gamble and place some forces in the woods, but with the variety of excellent positions available this gambit is not overly attractive. The Germans cannot afford a protracted approach since it will almost certainly be necessary to close assault the bunkers to knock them out. The German MMG can provide support for advancing infantry, but is vulnerable to close range heavy machine gun fire. The German player may have to depend on the preparatory artillery strike to temporarily suppress or break some defenders.

PLAYTEST VERSION (11 May 2000)

In the future, an updated version may be found at:

<http://fisherts.home.mindspring.com/skirmishcampaigns>

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## German Forces

BASE FORCE	VARIABLE ATTACHMENTS																																																																						
<p><b>Elements of the 207<sup>th</sup> Infantry Division including the Pioneer Battalion</b></p> <p><b>1x Platoon Headquarters Squad (T3)</b></p> <table style="width: 100%; border: none;"> <tr><td style="width: 80%;">1 Lt. with P-08 Pistol &amp; Kar 98k</td><td style="text-align: right;">B*</td></tr> <tr><td>1 Sgt. with P-08 Pistol &amp; Kar 98k</td><td style="text-align: right;">B*</td></tr> <tr><td>3 Riflemen with Kar 98k</td><td style="text-align: right;">C</td></tr> </table> <p><b>1x Pioneer Squad (T3)</b></p> <table style="width: 100%; border: none;"> <tr><td style="width: 80%;">1 Squad Leader with P-08 &amp; Kar 98k</td><td style="text-align: right;">A*</td></tr> <tr><td>1 Sgt. with P-08 &amp; Kar 98k</td><td style="text-align: right;">B*</td></tr> <tr><td>1 Pioneer with Flamethrower</td><td style="text-align: right;">B</td></tr> <tr><td>4 Riflemen w/ Kar 98k &amp; satchel charge</td><td style="text-align: right;">B</td></tr> <tr><td>5 Riflemen w/ Kar 98k</td><td style="text-align: right;">B</td></tr> </table> <p><b>2x Infantry Squads (T3)</b></p> <table style="width: 100%; border: none;"> <tr><td style="width: 80%;">1 Squad Leader with P-08 &amp; Kar 98k</td><td style="text-align: right;">B*</td></tr> <tr><td>1 Asst. 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Gunner with Kar 98k	C	1 Forward Observer with P-08	B*	<p><b>Elements of the 207<sup>th</sup> Infantry Division</b></p> <p><u>Roll</u>   <u>Attachment</u></p> <p>1-5   <b>1x 7.5cm Infantry Gun (T3)</b></p> <table style="width: 100%; border: none;"> <tr><td style="width: 80%;">1 Team Leader with P-08 &amp; Kar 98k</td><td style="text-align: right;">B*</td></tr> <tr><td>1 Gunner with Kar 98k</td><td style="text-align: right;">C</td></tr> <tr><td>1 Loader with Kar 98k</td><td style="text-align: right;">C</td></tr> <tr><td>1 Asst. Gunner with Kar98k</td><td style="text-align: right;">C</td></tr> </table> <p>6-12   <b>1x 5.0cm Motorized Mortar Team (T3)</b></p> <table style="width: 100%; border: none;"> <tr><td style="width: 80%;">1 Team Leader with P-08 &amp; Kar 98k</td><td style="text-align: right;">B*</td></tr> <tr><td>1 Gunner with Kar 98k</td><td style="text-align: right;">C</td></tr> <tr><td>1 Loader with Kar 98k</td><td style="text-align: right;">C</td></tr> <tr><td>1 Asst. 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Squad Leader with Kar 98k	B	1 Gunner with MG-34 LMG	C	1 Asst. Gunner with Kar 98k	C	6 Riflemen with Kar 98k	C	1 Squad Leader with P-08 & Kar 98k	A*	1 Sgt. with P-08 & Kar 98k	B*	1 Pioneer with Flamethrower	B	4 Riflemen w/ Kar 98k & satchel charge	B	5 Riflemen w/ Kar 98k	B
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1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force.
2. Set Up- Set up anywhere within 12 inches of the west board edge. All starting positions must be recorded prior to play.
3. Germans start with 2 stick grenades each.
4. The 7.5 cm Infantry Gun has 10+d10 HE rounds and d10 smoke rounds.
5. The 5.0 cm Mortar has 10+d10 HE rounds and d20 smoke rounds.
6. Four of the Pioneer-Riflemen in each Pioneer squad have one satchel charge.
7. Artillery Support- Four Fire Support Missions (3 tubes x 105mm Howitzer): Availability 80%. Spotter must be Forward Observer. The German player may pre-target four locations prior to play. The Forward Observer is considered to be off-board but can see the board in its entirety.

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## Polish Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p><b>Elements of the Polish Military Transit Depot</b></p> <p><b>1x Transit Depot Heroic Defenders (T2)</b>                      1 Sgt. Gryczman w/ wz.35 ViS &amp; wz.29 rifle A+*                      4 Riflemen with wz.29 rifle A+</p> <p><b>3x Heavy Machine Gun Teams (T3)</b>                      1 Team Leader with wz.29 rifle A*                      1 Gunner with wz.30 HMG &amp; wz.35 ViS B                      1 Loader with wz.29 rifle B</p> <p><b>1x Infantry Squad (T3)</b>                      1 Squad Leader with wz.29 rifle A*                      1 Gunner with rkm wz.28 LMG &amp; wz.35 ViS B                      1 Asst. Gunner with wz.29 rifle B                      8 Riflemen with wz.29 rifle B</p>	<p><b>Elements of the Polish Military Transit Depot</b></p> <p><u>Roll</u>   <u>Attachment</u></p> <p>1-4   <b>1x 81mm Mortar Team (T3)</b>                      1 Team Leader with wz.29 rifle A*                      1 Gunner with wz.29 rifle B                      1 Loader with wz.29 rifle B                      1 Asst. Gunner with wz.29 rifle B</p> <p>5-8   <b>1x Infantry Squad (T3)</b>                      1 Squad Leader with wz.29 rifle A*                      1 Gunner with rkm wz.28 LMG &amp; ViS B                      1 Asst. Gunner with wz.29 rifle B                      8 Riflemen with wz.29 rifle B</p> <p>9-11   <b>1x Transit Depot HQ Squad (T2)</b>                      1 Major Sucharski w/ wz.35 ViS &amp; wz.29 A+++*                      1 Sgt. Piotrowski w/ wz.35 ViS and wz.29 A+*                      2 Riflemen with wz.29 rifle B</p> <p>12-16   <b>1x LMG Team (T3)</b>                      1 Team Leader with wz.29 rifle A*                      1 Gunner w/ rkm wz.28 LMG &amp; wz.35 ViS A                      1 Asst. Gunner with wz.29 rifle A</p> <p>17-20   <b>1x Sniper (T2)</b>                      1 Sniper with scoped wz.29 rifle A*</p>

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force.
2. Set Up- Set up anywhere within 36 inches of the east board edge. Note that the three **HMG Teams** must start in Guardhouse #1 in the positions shown on the map- these HMGs are in *fixed* mounts. It takes the entire HMG crew 2 turns to dismount a gun. All starting positions must be recorded prior to play.
3. All Polish start with one grenade each (exception- see #4 below).
4. The members of the Transit Depot HQ Squad and Transit Depot Heroic Defenders have four grenades each.
5. The 81 mm mortar has 10+d10 rounds of HE and d6 rounds of smoke. The fire-direction for the mortar comes from Guardhouse #1 via a landline.
6. The sniper may start with 2 pre-prepared (constructed concealed) positions.
6. Note that Guardhouse #1 has extremely thick reinforced cement walls and ceiling and would only be very slightly damaged by a direct hit from 105mm shells.