

BOLT ACTION ARMIA KRAJOWA (AK) SUPPLEMENT (UNOFFICIAL)

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When I learned that the Road to Berlin campaign book had new AK units and a Platoon Selector I knew I had to buy it! I had already bought the entire Warsaw Uprising line of a recent Kickstarter so I could finally field a themed army with units to match. So, I saved up my money, went down to my friendly local game store and bought up their last copy. I couldn't wait until I got home to really dive into the units and see what I could build.

As I read through the pages, I became more and more disappointed. There was so much missing! I can understand needing to keep the page count within a certain limit but that should not mean presenting units that don't even match what can easily be found with a simple search of Warsaw Uprising pictures! I could not believe the AK Militia entry. It made perfect sense to be Inexperienced and Green but the equipment is a complete disconnect from reality. The original Partisan unit entries have the proper AK equipment for the Warsaw Uprising. So, as is usually the case, I broke out my research and dug into the topic further to try to see just how far off they were.

Well, as you can see, it warranted a completely separate supplement to accurately reflect the Armia Krajowa. I don't make it a habit of disparaging Warlord Games as they make an excellent product most of the time and do make corrections along the way. However, when you realize that the combatants of the Warsaw uprising started with 1,000 rifles, 2,000 pistols and 60 submachine guns, you have to wonder why the AK Militia unit cannot replace their rifles with pistols. Thankfully, they did correct the lack of SMG's in an FAQ. Still, a lot was missing.

In this supplement, I am attempting to correct the AK as presented in Road to Berlin and create a supplement spanning the entire timeline of the Polish resistance beginning in 1939 through the end of the war. In it, the AK units will take their proper place alongside the many resistance cells that would seek to liberate Poland. I hope this will be helpful and educational for those interested in playing any of the many aspects of the Polish Resistance from 1939 through 1945. Note, where Warlord got units correct in the "Road to Berlin" book, I have included them unaltered here for convenience.

As always, my research is ongoing so as I pull together more documentation for the Polish Resistance and the AK specifically, I will update this document. One final thought... Though the name Armia Krajowa did not come into being until 1942, I felt it was simpler to title this Army List Supplement after the AK to keep it simple and avoid confusion. After all, most have heard of the AK but few outside of Poland know that any other resistance groups existed in Poland during the war.

Revision History

Nov 5th 2021 – First draft posted to Bolt Action Facebook Group NOTE: all vehicles were costed using the “BOLT ACTION VEHICLE DESIGN SYSTEM” by Richard Humble. One correction I made was the increase of the LMG and MMG to 10 and 15 points respectively. In addition, I have introduced “Fire Ports” for 1 point each for a couple vehicles.

November 8, 2021 – Added Light Mortar unit entry and updated some selectors to include them.

November 9, 2021 – Corrected Szary Wilk to remove HMG option with explanation

November 12th, 2021 – added to Sources and updated both Warsaw Uprising Platoon selectors regarding AK Kedyw squads

November 13th, 2021 – Updated the informational text for the Chwat

November 15th, 2021 – Added to the informational text of the Szary Wilk

Nov 21st, 2021 – Updated the Platoon Selectors for the Warsaw Uprising and added modeling notes

Nov 26th/27th, 2021 – Updated the “Brief History of the Polish Resistance”, edited the MMG entry and updated the Czerniakow District Warsaw Uprising Platoon Selector. Updated “Separated Unit of the Polish Army” selector. Added pistol upgrades to additional squad entries.

Nov 29th, 2021 – Added the Warsaw Ghetto Uprising Platoon Selector

Dec 1st, 2021 – Updated the Warsaw Ghetto Uprising Platoon Selector

Dec 3rd, 2021 – Updated Brief History section

Dec 5th, 2021 – Updated the ‘Kubus’ and Partially-Armored Car Chevrolet entries. Firing ports were given a cost of 1 point per model that could shoot out of all of the arcs and updated the cost of both entries as a result. Formatting corrections on platoon selectors. Added historical context to the Separated Unit of the Polish Army platoon selector. Updated the Army Special Rules section for historical context and to properly reference the Armia Krajowa.

Dec 10th – 11th, 2021 – Rewrote the Kubus entry to reflect the actual historical vehicle as it was built and used based on feedback from the Polish Military Museum in Warsaw. Since the flamethrower is actually the infantry version K-Pattern, the “small vehicle flamethrower” rule was given to the vehicle. (Though the Wasp seems expensive compared to a Flammpanzerwagen with its 2 vehicle FT’s and MMG for only 10 points more, I did not lower the Kubus for having a small FT.) Revisited all of the vehicle costs to make sure they were correct per my calculations. Merged the Polizei Pzkwf BA 202(r) (Soviet FAI) and Polizei Soviet BA-20M armored cars entries since stats are the same. Updated the Home-Built Medium Mortar entry for both rules and context. Updated Sources list.

Dec 11th, 2021 – Version 3; Restructured unit order to match existing Army Books. Added a reference to the years in which the unit would be appropriate for those looking at making themed lists. Added AK Barricades and No Artillery Support rules to the Army Special Rules list.

Dec 12th, 2021 – Updated Kubus' PIAT upgrade with the pintle rule to reflect that the crew would need to fire the weapon from the top hatch just like the LMG rendering the vehicle as open-topped for the rest of the turn just as when firing the LMG.

Dec 13th, 2021 – Added dedication.

Dec 14th, 2021 – Added “short range” rule to the Home-Built Medium Mortar and increased its cost to 40 for Regular. Added “Trained Gunner” special rule to the Szary Wilk entry. Added to Modeling section.

Dec 19th, 2021 – Updates Brief History, added historical information about the K-Pattern Flamethrower. General formatting corrections. Provided a separate entry for a historically accurate Kubus. Updated Hetzer and Sturmtiger historical text. Corrected unit size of AK Kedyw Squad

Dec 21st, 2021 – Updates to Modeling the Polish Resistance. Another proofread run was done. Added historical content to the AK Warsaw Uprising Selector. Added “Nowhere to Run” rule to all three “Separated Unit of the Polish Army” entries. Updated the history text of the AK Kedyw Squad. Updated Separated Unit of the Polish Army, AK Warsaw Uprising and Armia Krajowa platoon selectors.

Dedication

After months of research and reading, I am in awe of the spirit of the Polish people that participated in the resistance against Germany and the Soviet Union. Every one of them is a hero and deserves honor. This supplement is dedicated to every member of the Polish resistance whether they survived or paid the ultimate price for the freedom of Poland. Their actions, in the words of The History Guy, “deserve to be remembered”.

A Brief History of the Polish Resistance

The Polish resistance movement differs in one major way from every other partisan force that fought in WW2. The vast majority of the resistance groups were commanded by a formal, organized military command structure. There were some groups that fought apart from the military-led structure, most notably the communist and Soviet backed resistance groups.

The Polish Resistance was formed even before Warsaw fell to the Germans. In fact, the Army's plans for the defense of Poland included the assumption that the Germans would overrun them and the defense would have to be carried out using an underground army. To that end, even before the invasion began, caches of various infantry and support weapons were established throughout the country.

On Sept 27th, during the attacks on Warsaw, the Service for Poland's Victory (Służba Zwycięstwu Polski or SZP) was created under the command of General Michał Karaszewicz-Tokarzewski. The next day, Warsaw would surrender. The SZP was essentially an underground military that would continue the fight as Poland never surrendered. An underground government was set up under the authority of the Polish Government in Exile in Paris and later London. The SZP would execute military operations under the orders of the Polish government.

Even as the fighting was ending in Poland, many other resistance groups formed from soldiers who escaped capture by both the Germans and Soviets. Regardless of the location, political leaning or makeup of each group, they all had to scrounge for weapons that were hidden during the last days of the invasion or captured from German or Soviet soldiers. On November 13, 1939, the SZP was reorganized and renamed the Union of Armed Struggle (Związek Walki Zbrojnej or ZWZ).

There was even one unit in 1939 calling itself the "Separated Unit of the Polish Army" (Oddział Wydzielony Wojska Polskiego) composed of a core of Polish cavalymen under the command of Major Henryk Dobrzański. His unit, the 110th Cavalry Regiment, was the only unit to disobey the order to escape to Lithuania and moved to the south of Poland. He gathered other soldiers and civilians in an attempt to create a reserve that could be used when Britain and France finally launched their promised invasion of Germany. Of course, that would never happen but his unit managed to exact a large toll on German security and police units in the area. His activity would continue past his death in April of 1940 until the unit finally disbanded in June of that year. He was referred to as Major Hubal during this time and is considered the first partisan leader of the war.



In the first two years after the invasion of Poland, the resistance movement was not yet unified as it would become in 1942. Until the start of Operation Barbarossa, the ZWZ was

split into two commands. One operated against the Germans and the other operated against the Soviets. In addition to the ZWZ, unaffiliated groups also mounted operations against either occupying power. The bulk of the work was sabotage but a few armed skirmishes with German military police and SS units also occurred.

On February 14, 1942, the ZWZ was merged with other resistance groups into the Armia Krajowa (AK), the Home Army. Despite the reorganization, the one constant since 1939 was the ZWZ and AK were a formal military organization with a cadre made up of officers and soldiers who had fought during the invasion or had been recruited and trained in secret military training centers.

When the AK was organized, most other resistance groups were subordinated to it but some of these maintained their own organization and identity. Many, but not all of these would eventually be merged completely into the AK. As such, it continued to be the armed wing of the Polish Underground State under the authority of the Polish Government in Exile. In 1942, they created a symbol, called the 'Kotwica' (anchor) taking the letters "P" and "W" and combining them. The letters were originally used in memory of the Wawer massacre between December 26th and 27th, 1939 and served as a calling card, written "PW", left by the AK sabotage groups. In 1942, the letters PW, would stand for Polska Walcząca or "Fighting Poland" and would be incorporated into their red & white arm bands which served as the uniform of the AK.



Throughout the war, the various resistance groups would liberate stashes of rifles, pistols, BAR's, anti-tank rifles and various MMG's that were hidden by the Polish army for later use. In addition, weapons would also be seized from military shipments to the Eastern



Men, women and children take the oath to become members of the resistance.

Front or from the occupying soldiers they killed. They would even receive weapons and ammunition from the Western Allies especially via airdrop. Most amazing however, is that the Polish Resistance had an underground arms manufacturing capability that designed their own SMG, the Błyskawica, or "Lightning". They also made automatic pistols, grenades and mortars among other weapons and ammunition.

Alongside the Armia Krajowa were other resistance groups that refused to become subordinated to the AK. They also fought against the Germans but would occasionally come to blows with the AK so the relationship was not perfect. Since they were not part of the AK, they did not receive materiel support from the western allies and obtained weapons wherever they could find them. Some were communist resistance groups such as the Armia Ludowa (AL), and would receive Soviet weapons as they were closely aligned with the Soviet Union. In fact, they were so heavily supplied by the Soviets that they actually had a

surplus of weapons whereas most resistance groups, including the AK were always short of weapons.

To highlight the confusing array of resistance groups, a special mention of the Brygada Świętokrzyska, (Holy Cross Mountain Brigade) will be made here. They are not an extraordinary group but they are an excellent illustration of the complex array of resistance groups operating in Poland. The brigade was formed on August 11th, 1944 and disobeyed orders to merge with the Home Army (AK). Instead, they mounted their own missions sometimes against the Germans but primarily against the communist underground operating in Poland, the communist backed resistance groups. The reason for their refusal to join the AK was that they were an extreme national socialist group that did not recognize the authority of the Polish Government in Exile but still sought a Poland free from communist and eventually German rule. In fact, they refrained from engaging the Germans as much as possible in order to not weaken their effectiveness against the Soviets. They still saw the Germans as the enemy but they saw the communists as the greater enemy at the time.

Members of the AK and some non-affiliated resistance groups actually continue to fight against the Soviets after the war until 1947 when the organizations were forced to disband completely. Almost a full decade of freedom-fighting is another one of the greatest differences between the Polish Resistance and other nations' resistance organizations.

For purposes of this document, in an attempt to simplify the content, we will refer to the units as either ZWZ or AK depending strictly on the timeframe of the war. You may use any of these entries to represent any of the other resistance groups as the weapon and unit types available to them were very similar.

ARMY LIST

This Army List is based upon the troops and equipment available to the various Polish Resistance groups fighting between 1939 and 1945. Supplied with equipment hidden by Polish Army units, built in clandestine workshops, liberated from vanquished German units or supplied by Britain and the Soviets, the Polish resistance fighters fought with an eclectic array of weapons. In addition, clothing would often be civilian but many had or were able to acquire elements of Polish, German, Soviet and British uniforms. This variety provides the Armia Krajowa player with many customizing opportunities when modeling the units of the AK.

Players can pick an army in either of two ways:

- Use the Reinforced Platoon Selector from the Bolt Action rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon Selector is repeated below.
- Instead of using the generic Reinforced Platoon Selector, use any one of the Theatre Selectors starting on page 37 in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using the Theatre Selectors is more historically representative and therefore better suited for games where a historical refight is envisaged. However, be ready for a challenge as the Selectors are significantly more limiting reflecting the actual equipment and units present during the period covered by the Selector.

REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry sections

plus

0–3 Infantry sections

0–1 Captain or Major

0–1 Medic

0–1 Machine gun team

0–1 Mortar team

0–1 Sniper team

0–1 Flamethrower team

0–1 Anti-tank team

0–1 Field Artillery, Anti-aircraft or Anti-tank gun

0–1 Armoured Car

0–1 Tank, Tank Destroyer, Self-propelled Artillery

0–1 Transport vehicle or tow (soft skins or armoured) per infantry and artillery unit in the reinforced platoon

ARMY SPECIAL RULES

FIELD CRAFT

The Polish Resistance made good use of the broken terrain of their homelands and cities to spring surprise attacks on the enemy units or columns.

During set-up, any Armia Krajowa unit starting the game Hidden (as described on page 117 of the Bolt Action rulebook) may start the game already in Ambush. If you decide to do so, set one of your Order Dice in place next to them, as if you had ordered them to Ambush. In addition, in the first turn of the game, all Armia Krajowa infantry units treat all Rough Ground and Obstacles as Open Ground for the purposes of movement.

INFILTRATION

The perfect knowledge of the trails and paths crisscrossing the harsh terrain or city sewer systems allowed the resistance to mount effective local counterattacks.

When Outflanking, as described on page 119 of the Bolt Action rulebook, Armia Krajowa units ignore the -1 modifier to the order test for coming onto the table. (Note this also applies to units using Sewer Movement so that units using Sewer Movement will only be at a -1 to the order test instead of -2.)

HIDDEN BOMB

Polish resistance worked with the locals to prepare traps and ambushes for the enemy. Blowing up railyards, trains and other important transport infrastructure was one of the key accomplishments of Armia Krajowa forces. Saboteurs were often equipped with explosives that were either homemade or supplied by the Allies – The British SOE, for example, airdropped weapons and equipment, including plastic explosives and detonators, to the Polish Underground.

At the start of the game the Armia Krajowa player takes three round counters or similar markers up to 20mm diameter and places them anywhere on the table outside of the other player's deployment zone. These represent bombs, booby traps, or mines that the Armia Krajowa may possibly have planted before the game. The actual explosive device – if present at all – is not necessarily exactly where the marker is placed, but it is somewhere nearby. The first enemy unit that moves to within 6" of any counter must immediately roll a dice. On a score of 1, 2 or 3 the counter is revealed to be a phony and is removed without further effect. On a score of 4 or 5 nothing happens, but the next enemy unit to move within

6” must test again. On a score of a 6 the bomb explodes and hits the unit – this has the same stats as an explosive shell from a heavy howitzer – with an HE value of 3D6, D6 pin, and +4 penetration. Once it has gone off, the bomb marker is removed. Bombs only affect the unit that triggers them and no other units nearby. Bombs never affect Armia Krajowa units no matter how close.

NO ARTILLERY SUPPORT

None of the various resistance groups were supported by artillery. Even the Soviet Union outside of Warsaw did not provide artillery support. In fact, when they sent forward observers, the artillery actually targeted and hit AK positions.

To reflect this, the Armia Krajowa player may never benefit from the Preparatory Bombardment rule even when the scenario calls for it.

AK BARRICADES

During the Warsaw Uprising, the AK proved their skill in erecting barricades using vehicles, machinery or even pulling up sidewalk paving stones to create extremely durable walls to block off streets entirely. They proved highly resistant to German assaults and when damaged, were quickly repaired by the eager civilians of Warsaw.

When using either of the Warsaw Uprising Theatre Selectors, the Armia Krajowa player may have access to AK Barricades. The rules for the barricades are as follows:

- AK Barricades are 6” long and 1” wide (deep) and should be modeled at least 1” high.
- Any troops in base contact with the barricade will receive protection: -3 cover for non-HE fire
- HE weapons can damage an AK Barricade and follow all the rules for a building in this respect. When an HE weapon’s template overlaps any part of the barricade, make the appropriate roll as if attacking units in a building; a roll of 10+ destroys the barricade. Note the unit actually targeted only takes a number of hits equal to the models touched by the template.
- Any units assaulting across an AK Barricade counts as being in a defensive position (see *Bolt Action* rulebook pg 76)
- Tanks are not allowed to assault or push aside an AK Barricade.
- Goliath and Borgward IV demolition vehicles may be used against AK Barricades.

INFANTRY

HEADQUARTERS UNITS

Just as with any army, the Polish resistance units were either military units themselves or organized around a military structure and were led by an individual who was an officer or acted in the role of an officer.

Resistance Officer (including Cichociemni)

[Sep 1939 - 1945] *Taken directly from the "Road to Berlin" campaign book and included here for convenience.

EDITED: The ZWZ and AK Officers were often members of the pre-war Polish Army who had hidden their uniforms after the Polish army's surrender. Enough had escaped capture by the Germans and Soviets to become leaders of the AK. In addition, over 300 Polish soldiers who had made it to the UK were recruited and given Special Forces training before parachuting back into Poland to take leadership of many AK units. These were the Cichociemni, or 'Silent Unseen' and were expected to serve as instructors with the AK as well.

Cost	2nd Lieutenant 'Podporucznik' 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) 1st Lieutenant 'Porucznik' 60pts (Inexperienced) 75pts (Regular), 90 pts (Veteran) Captain 'Rotmistrz' 95pts (Inexperienced) 110pts (Regular), 125 pts (Veteran) Major 135pts (Inexperienced), 150pts (Regular), 165 pts (Veteran)
Composition	1 Officer and up to 2 further men
Weapons	Rifles, SMG's or Pistols as modeled
Options	<ul style="list-style-type: none">• Add up to 2 additional men at +7pts (Inexperienced), +10pts (Regular) or +13pts (Veteran) each
Special Rules	<ul style="list-style-type: none">• None

Medic

[Sep 1939 - 1945] *Taken directly from the "Road to Berlin" campaign book and included here for convenience.

Cost	30 pts (Veteran)
Composition	1 medic and up to 2 further men
Weapons	Pistol or none as modeled
Options	<ul style="list-style-type: none">• Add up to 2 additional men at +13pts (Veteran) each
Special Rules	<ul style="list-style-type: none">• None

“Separated Unit of the Polish Army” Cavalry Officer

[Oct 1939 - June 1940] After learning of the fall of Warsaw on Sept 27th, Major Henryk Dobrzański, known by his Nom de Guerre, "Major Hubal", and 50 of his cavalrymen of the 110th Cavalry Regiment volunteered to continue the fight and began making their way south in an attempt to make their way to France. On October 1st, they crossed the Vistula near Dęblin and skirmished with a German unit in the area. He then decided to remain in Poland and attempt to organize a force that would be prepared to fight the Germans in the Spring when the western allies launched their promised invasion of Germany in the spring of 1940.

Cost	2nd Lieutenant 'Podporucznik' 50pts (Regular) 1st Lieutenant 'Porucznik' 75pts (Regular) Captain 'Rotmistrz' 110pts (Regular)
Composition	Officer and up to 2 other men
Weapons	Cavalry Carbines or pistols as modeled
Options	<ul style="list-style-type: none">• May be accompanied by up to 2 men at a cost of +10pts per man• May mount unit on horses for +5pts per model
Special Rules	<ul style="list-style-type: none">• A mounted squad uses the Cavalry rules (Bolt Action rulebook page 71)• Cavalry Carbines: Carbines count as pistols when used from horseback, and rifles when used on foot• Fanatics• No Hope of Retreat – The unit may reroll failed morale checks.

Major Henryk Dobrzański “Hubal”

[Oct 1939 - June 1940] After learning of the fall of Warsaw on Sept 27th, Major Henryk Dobrzański, known by his Nom de Guerre, Major Hubal, and 50 of his cavalymen of the 110th Cavalry Regiment volunteered to continue the fight and began making their way south in an attempt to make their way to France. On October 1st, they crossed the Vistula near Dęblin and skirmished with a German unit in the area. He then decided to remain in Poland and attempt to organize a force that would be prepared to fight the Germans in the Spring when the western allies launched their invasion of Germany in the spring of 1940. He did not see himself as a resistance fighter but part of the Polish army that refused to surrender. In fact, the ZWZ leadership threatened him with retaliation because his activities were bringing German reprisals against the local civilians.



Major Hubal (wearing the scarf) and some of his cavalymen. You can see the second man from the right in back is carrying a wz.35 Ur anti-tank rifle.

The local population of the area around Kielce however, supported him and provided food and other supplies. He began harassing the Germans in March and in the village of Huciska, destroyed an entire battalion of German Polizei and inflicted 1000 more casualties the next day on another Polizei unit. Major Hubal’s force never exceeded 300 men. In response, the Germans formed a 1,000 man strong anti-partisan force including SS and armoured cars that was added to the existing 7000 men assigned to pacify the area. Their mission was to find and destroy Major Hubal and his force.

Cost	170 pts (Veteran)
Composition	Major Hubal and up to 2 other men
Weapons	Cavalry Carbines or pistols as modeled
Options	<ul style="list-style-type: none"> • May be accompanied by up to 2 men at a cost of +13pts per man • May mount unit on horses for +2pts per model
Special Rules	<ul style="list-style-type: none"> • A mounted squad uses the Cavalry rules (Bolt Action rulebook page 71) • Cavalry Carbines: Carbines count as pistols when used from horseback, and rifles when used on foot • Fanatics • Indomitable Spirit: his Morale bonus is +4 and the range of his ability is 12”. • Inspirational Leader: Any unit using his Morale bonus for an Order check can reroll it if the first attempt fails. • No Hope of Retreat – The unit may reroll failed morale checks.

INFANTRY SQUADS AND TEAMS

ZWZ Resistance Squad

[Oct 1939 - Feb 1942] When the Polish government saw that their position was hopeless with the Germans taking the large cities from the west and the Soviets invading from the east, instead of issuing an order for the troops to surrender, the troops were ordered to head to neighboring allied countries and make their way to France or go into hiding as part of the resistance. The thousands of experienced soldiers remaining in Poland would form an effective core for most of the resistance groups. These units would engage primarily in sabotage but some groups would engage in direct and covert attacks on the occupiers.

Of special mention are the members of the Szare Szeregi, or “Gray Ranks”, who were members of the now outlawed Polish Boy Scout organization. While the younger members would participate in non-violent activities or minor sabotage, the older scouts of at least 17 years of age were employed in combat operations as Assault Groups. After the formation of the AK, these Assault Groups were subordinated to the AK Kedyw.

Cost	50pts (Regular)
Composition	1 NCO and 4 Men
Weapons	Rifles
Options	<ul style="list-style-type: none">• Add up to 5 additional riflemen for +10pts each• Any man can replace his rifle with a pistol for -3pts• One man may have a BAR for +5pts.• One man may have a light machine gun for +20pts if the BAR Option is not taken. Another man becomes the loader• Equip all men with Anti-Tank Grenades (Molotov Cocktails) for +2pts per model
Special Rules	<ul style="list-style-type: none">• Tank Hunters (if anti-tank grenades option is taken)

AK Kedyw Squad

[Feb 1942 - 1945] The Kedyw was formed on January 22, 1943, creating small units based within the town and villages from which their members came. A large proportion were soldiers who participated in the defense of Poland in 1939 but went into hiding on the orders from the Polish government. Though most stayed in their hometowns, some moved out to the forests to engage in partisan fighting.

Members of the Szare Szeregi, or “Gray Ranks”, who turned 17 after the AK was formed continued to join the Assault Groups. These scouts were all trained in secret NCO and officer schools throughout Poland and were able to use demolitions as well.



The Kedyw missions included blowing up railroad bridges, executing SS officers or collaborators, liberating prisoners from German prisons and even engaging in pitched battles against German forces in attacks on border outposts.

Cost	50 pts (Regular)
Composition	1 NCO and 4 Men
Weapons	Rifles
Options	<ul style="list-style-type: none"> • Add up to 5 additional soldiers at +10pts each • Any man can replace his rifle with a pistol for -3pts • Up to two men can replace their rifle with a submachine gun for +3pts per model • One man may have a BAR for +5pts. • One man may have a light machine gun for +20pts (if the BAR Option is not taken). Another man becomes the loader • Up to 2 men may be armed with Panzerfausts for +5pts per model. • May give the unit Anti-Tank grenades for +2 points per model. • Can be given Fanatics for +3pts per model
Special Rules	<ul style="list-style-type: none"> • Can be Fanatics • Tank Hunters: if unit given Anti-Tank grenades

ZWZ Militia Squad

[Oct 1939 - Feb 1942] The bulk of Polish Resistance fighters throughout the war came from civilian backgrounds. Though a few were in the process of being mobilized during the invasion, they did not receive complete military training. The primary purpose of these militias was to prepare for a general uprising across Poland, engage in some sabotage and to defend themselves if needed.

Many of these militia units were made up of civilians who fled their homes as the Germans expelled them as part of the German colonization of Southern Poland. They sheltered in the local forests and helped other civilians escape the Germans.

This unit can also represent the militias of any of the early war resistance groups besides the ZWZ.

Cost	70pts (Inexperienced)
Composition	1 NCO and 9 Men
Weapons	Rifles
Options	<ul style="list-style-type: none"> • Add up to 10 additional riflemen for +7pts each • Any man can replace his rifle with a pistol for -3pts • Equip unit with Anti-Tank Grenades (Molotov Cocktails) for +2pts per model
Special Rules	<ul style="list-style-type: none"> • Tank Hunters (if anti-tank grenades option is taken)

AK Militia Squad

[Feb 1942 - 1945] Just as with earlier militia units, the AK continued to train civilians from all parts of Poland who continued to volunteer. They realized that their lives were always in danger from the Germans who may deport them to labor camps or kill them on a whim. Instead, they chose to join the resistance and take a more active role at least fighting for their country before they died. Many of these militia units included soldiers who had fought in 1939 who could help train their fellow militia members.

Most of the militia units were in place for a future nation-wide uprising though some would be used in more immediate operations if the need was great.

Cost	70pts (Inexperienced)
Composition	1 NCO and 9 Men
Weapons	Rifles
Options	<ul style="list-style-type: none"> • Add up to 10 additional riflemen for +7pts each • Any man can replace his rifle with a pistol for -3pts • Up to two men can replace their rifle with a submachine gun for +3pts per model • Equip unit with Anti-Tank Grenades (Molotov Cocktails) for +2pts per model
Special Rules	<ul style="list-style-type: none"> • Tank Hunters (if anti-tank grenades option is taken) • Green

ZWZ Saboteur Squad

[Oct 1939 - Feb 1942] The most common mission for any ZWZ unit would be the sabotage of transportation, communications and administration buildings. They relied on explosive hidden by the army or captured from the Germans.

Cost	66 pts (Regular)
Composition	1 NCO and 5 Men
Weapons	Rifles and Demolition Charges
Options	<ul style="list-style-type: none"> • Add up to 6 additional soldiers at +11pts each (Regular) • Any man can replace his rifle with a pistol for -3pts • Up to 1 man can be armed with a BAR Automatic Rifle for +5pts • Give Unit Molotov cocktails for 2pts per model
Special Rules	<ul style="list-style-type: none"> • Tank Hunters (if anti-tank grenades option is taken) • Demolition Charges: Once per game, a Saboteur unit issued a Down order can place a demolition charge at any point adjacent to one of its members. Note an order test must be made to issue the Down order. The Saboteur unit may detonate the charge after being issued an Advance, Run or Ambush order. The charge may not be detonated if the placing unit is currently Down. The Charge is treated as HE (3"). A demolition charge may be defused if at least one of its members is adjacent to the charge and a Down order has been issued. Note an order test must be made to issue the Down order.

AK Kedyw Saboteur Squad

[Feb 1942 - 1945] The targets of AK sabotage were not really different than those earlier in the war. However, the operations became more coordinated and frequent as a result. Throughout the war, sabotage operations damaged or destroyed 1/8th of all rail transports to the Eastern Front significantly impacting the logistical situation of the German army.

The AK was supplied with plastic explosives and other explosive munitions by the western allies via airdrop.

Cost	55 pts (Regular), 70 pts (Veteran)
Composition	1 NCO and 4 Men
Weapons	Rifles and Demolition Charges
Options	<ul style="list-style-type: none"> • Add up to 5 additional soldiers at +14pts each (Veteran) or +11pts each (Regular) • Any man can replace his rifle with a pistol for -3pts • Up to two men can replace their rifle with a submachine gun for +3pts per model • May give the unit Anti-Tank grenades for +2 points per model. • Make the Unit Fanatics for +3pts per model
Special Rules	<ul style="list-style-type: none"> • Tank Hunters: if unit given Anti-Tank grenades • Can be Fanatics • Demolition Charges: Once per game, a Saboteur unit issued a Down order can place a demolition charge at any point adjacent to one of its members. Note an order test must be made to issue the Down order. The Saboteur unit may detonate the charge after being issued an Advance, Run or Ambush order. The charge may not be detonated if the placing unit is currently Down. The Charge is treated as HE (3"). A demolition charge may be defused if at least one of its members is adjacent to the charge and a Down order has been issued. Note and order test must be made to issue the Down order.



Note the weapon loadout of the team: a wz.28 BAR, a wz.28 Mauser rifle and two automatic pistols, one a German P.08 Luger and one a Polish wz.35 Vis.

“Separated Unit of the Polish Army” Cavalry Section

[Oct 1939 - June 1940] Remnants of the 110th Cavalry Regiment who volunteered to continue the fight followed Major Hubal to Southern Poland. From October through the next June, they would skirmish with and be hunted by an anti-partisan force including SS and armoured cars throughout the Spring of 1940 until the unit had to disband at the end of June.

[Author’s Note: Polish cavalry sections were 6men strong so in this unit entry, the minimum size is 6 with the ability to add six more. As Major Hubal’s unit remained organized as a cavalry unit, this entry differs from the entry in the Partisans Army List and is more accurate than the cavalry unit entry in the Polish Army List.]

Cost	60 pts (Regular)
Composition	1 NCO and 5 Men
Weapons	Cavalry Carbines (see below)
Options	<ul style="list-style-type: none">• Add up to 6 additional soldiers at +10pts each (Regular)• Up to 1 man can be armed with a BAR Automatic Rifle for +5pts• May mount unit on horses for +2pts per model
Special Rules	<ul style="list-style-type: none">• A mounted squad uses the Cavalry rules (Bolt Action rulebook page 71)• Cavalry Carbines: Carbines count as pistols when used from horseback, and rifles when used on foot• The BAR cannot be fired while the model is mounted on horseback.• No Hope of Retreat – The unit may reroll failed morale checks.

Sniper Team

[Oct 1939 - 1945] **Taken directly from the “Road to Berlin” campaign book and included here for convenience.*

EDITED: The resistance was often short on weapons, especially in Warsaw so the assistant usually had a pistol.

Cost	50pts (Regular)
Composition	2 Men
Weapons	1 Rifle, assistant has a pistol
Special Rules	<ul style="list-style-type: none">• Team Weapon• Sniper

MMG Team

[Oct 1939 - 1945] **Taken directly from the "Road to Berlin" campaign book and included here for convenience.*

EDITED: The resistance was able to hide their own wz.30 MMG's as well as capture German MG34's and MG42's throughout the war. They were even able to put older models into service such as the Maxim 08/15 and the Hotchkiss M1914.

Cost	40pts (Inexperienced), 50pts (Regular)
Composition	3 Men
Weapons	1 MMG
Special Rules	<ul style="list-style-type: none">• Team Weapon• Fixed

Light Mortar

[Sept 1939 - 1945] Light mortars were fairly common within the Polish army during the invasion and many were hidden in weapons caches throughout the country in late 1939. Some were put in to use shortly by local groups striking at German forces but most lay waiting, stored for the eventual nationwide uprising. In addition, some captured Soviet RM-38 50mm mortars were also in the stockpile of the resistance. Unlike the heavier 81mm mortar, these smaller mortars were more easily deployable though ammunition was never plentiful. During Operation Tempest when uprisings occurred in several major cities in the summer of 1944, such as the Warsaw, these hidden weapons saw some use.



Cost	24pts (Inexperienced), 35 pts (Regular)
Composition	2 men
Weapons	1 Light Mortar
Special Rules	<ul style="list-style-type: none">• Team weapon• Indirect fire

Medium Mortar

[Feb 1942 - 1945] The Polish army was able to hide some mortars and the resistance was able to capture German mortars and ammunition. These weapons were not suited to the normal operations of the resistance. However, these were a welcome addition to the firepower in larger operations and uprisings such as the Warsaw Uprising.

Cost	35pts (Inexperienced), 50 pts (Regular)
Composition	3 men
Weapons	1 Medium Mortar
Special Rules	<ul style="list-style-type: none">• Team weapon• Fixed• Indirect fire

Home-Built Medium Mortar

[Feb 1942 - 1945] The Polish Underground was able to hide underground manufacturing centers even in Warsaw in which they were able to make their own mortars and ammunition. Designed by Mieczysław Łopuszko who was an engineer going by the pseudonym 'Constructor', about 25 were made during the Uprising. These differed from regular mortars in two very important ways. First, they were loaded from the breech where an opening similar to a touch-hole on old cannon was located. The second difference was that the propellant charge was ignited by chemical reaction when sulphuric acid was poured through the touch-hole. Only the last few mortars were finally equipped with electric ignition so this entry reflects the acid ignited version. Use the normal Medium Mortar entry for the electrically fired version.



Cost	32pts (Inexperienced), 40 pts (Regular)
Composition	3 men
Weapons	1 Medium Mortar
Special Rules	<ul style="list-style-type: none"> • Team weapon • Fixed • Indirect fire • Short Range: Due to the nature of the mortar round, the range of the mortar was about half that of the standard Mortar. The Home-built Medium Mortar's range is between 12" - 36" • Home Built: On a natural to-hit roll of 1, roll an additional die: <ul style="list-style-type: none"> 1-2 Nothing bad happens 3-5 Acid spill, team takes 2 pin markers 6 Acid supply exhausted. Remove the unit.

Flamethrower Team

[Oct 1939 - Feb 1942] Not many realize that the Polish Army had over 400 Flamethrowers in 1937. These included 110 WWI German flamethrowers, 167 Polish-made one-cylinder flame-throwers and 130 Polish-made two-cylinder flame-throwers.

Some of these were hidden away by the Polish army to be used later when the Allies launched their offensive against Germany. Some survived to be used at various times during the war. Unfortunately, the training on how to properly maintain and use them was not as widespread. As a result of the methods of storage used to hide them and the limited training on their care and use, they were not as effective as they were at the start of the war.

Cost	36pts (Inexperienced), 45pts (Regular)
Composition	2 men
Weapons	1 Infantry flamethrower
Special Rules	<ul style="list-style-type: none"> • Team weapon • Flamethrower • Poor maintenance: Handled by inexperienced partisans, the flamethrower is more likely to malfunction. When rolling to determine whether the flamethrower runs out of fuel, you suffer a -1 modifier to the roll

K-Pattern Flamethrower Team

[Feb 1942 - 1945] **Taken directly from the "Road to Berlin" campaign book and included here for convenience.*

This is one of the iconic weapons of the Warsaw Uprising. From mid-1942 until the outbreak of the Warsaw Uprising about 400 of these flamethrowers were produced by Antoni Więkowski, a locksmith, in Warsaw alone. This means that there were more of these flamethrowers available to the AK than machineguns. Unfortunately, many of the stores of these flamethrowers were discovered by the Germans or were in stores that were inaccessible to the insurgents due to the rapidly changing "front lines" of the Warsaw Uprising. It appears that only 30 or so were actually accessible to the insurgents but this was still greater than the number of machine guns available to them at the start of the uprising.



Several of these flamethrowers would be infiltrated out of Warsaw to AK units outside of the city.

Cost	50 pts (Regular)
Composition	4 men
Weapons	1 Infantry flamethrower
Special Rules	<ul style="list-style-type: none"> • Flamethrower • Team weapon • Home Built: On a natural to-hit roll of 1, roll an additional die: 1-2 Nothing bad happens 3-5 Worrying fuel leak, team takes 2 pin markers 6 The Flamethrower explodes, instantly killing the team

Polish Resistance ATR Team

[Oct 1939 - 1945] The typical resistance group had little in the way of anti-tank weaponry. Fortunately, most of the heavier armour of the occupying forces was at the front line, and thus it was mostly outdated and lightly armed vehicles that were used for security duty in occupied territory. The AK famously hid several of the wz.35 anti-tank rifles in Warsaw and deployed them during the Warsaw Uprising in August 1944. However these AT rifles were stashed throughout Poland and used by many of the resistance groups.

Cost	21pts (Inexperienced), 30pts (Regular)
Composition	2 Men
Weapons	Anti-tank Rifle
Special Rules	<ul style="list-style-type: none">• Team Weapon

Polish Cavalry ATR Team

[Oct 1939 - June 1940] Resistance groups had little in the way of anti-tank weaponry. Fortunately, most of the heavier armour of the occupying forces was at the front line, and thus it was mostly outdated and lightly armed vehicles were used for security duty in occupied territory. The 110th Cavalry Regiment had several issued to them so they continued in use with Major Hubal's Separated Unit of the Polish Army.

Cost	30pts (Regular)
Composition	2 Men
Weapons	AT Rifle gunner has Anti-tank Rifle and pistol while assistant has cavalry carbine
Options	<ul style="list-style-type: none">• May mount unit on horses for +2pts per model (Weapon may only be fired if the unit dismounts)
Special Rules	<ul style="list-style-type: none">• Team Weapon• A mounted squad uses the Cavalry rules (Bolt Action rulebook page 71)• Cavalry Carbines: Carbines count as pistols when used from horseback, and rifles when used on foot• The ATR cannot be fired while the unit is mounted on horses.• No Hope of Retreat – The unit may reroll failed morale checks.

AK PIAT Team

[Feb 1942 - 1945] *Taken directly from the "Road to Berlin" campaign book and included here for convenience.

The British supplied the PIAT anti-tank weapon to the Polish underground via airdrops throughout the latter half of the war.

Cost	40pts (Regular)
Composition	2 Men
Weapons	1 PIAT
Special Rules	<ul style="list-style-type: none">• Team Weapon• Shaped Charge

ARTILLERY

The only artillery available were those pieces that could be captured during raids or protracted fights. In larger uprisings, these added significantly to the firepower of the AK. There are few records of artillery being used in normal operations outside of major uprisings or operations but they are included here for the sake of completeness possibly representing recently captured pieces being turned on their previous owners.

ANTI-TANK ARTILLERY

37mm PaK 36

[Oct 1939 - 1945] Several PaK 36's ended up in the hands of the Resistance. They were a welcome addition when they were available.

Cost	40 pts (Inexperienced), 50pts (Regular)
Composition	3 Men
Weapons	1 Light AT Gun
Special Rules	<ul style="list-style-type: none">• Team Weapon• Fixed• Gun Shield

50mm PaK 38

[1940 - 1945] The AK is reported to have captured and employed the PaK 38 on occasion during some of their uprisings during Operation Burza in 1944. I have included it here as an option.

Cost	60 (Inexperienced), 75pts (Regular)
Composition	3 Men
Weapons	1 Medium AT Gun
Special Rules	<ul style="list-style-type: none">• Team Weapon• Fixed• Gun Shield

75mm PaK 40

[1940 - 1945] There are reports that the AK captured the odd PaK 40. For this reason, I included it here.

Cost	88pts (Inexperienced), 110pts (Regular)
Composition	4 Men
Weapons	1 Heavy AT Gun
Special Rules	<ul style="list-style-type: none">• Team Weapon• Fixed• Gun Shield

FIELD ARTILLERY

Light Howitzer

[1940 - 1945] The AK was able to capture several light infantry guns in different engagements though they were never used for long due to the limited ammunition supply and lack of towing vehicles.

Cost	40 (Inexperienced), 50pts (Regular)
Composition	3 Men
Weapons	1 Light Howitzer (HE 2")
Special Rules	<ul style="list-style-type: none">• Team Weapon• Fixed• Howitzer• HE 2"• Gun Shield

Medium Howitzer

[Feb 1942 - 1945] By the end of the first day of fighting during the Warsaw Uprising, the AK had captured six 10.5cm howitzers. However, though they were able to get a single radio from their own supplies working, they could not coordinate fire or leverage the use of spotters.

Cost	60 (Inexperienced), 75pts (Regular)
Composition	4 Men
Weapons	1 Medium Howitzer (HE 3")
Special Rules	<ul style="list-style-type: none">• Team Weapon• Fixed• Howitzer• HE 3"• Gun Shield

VEHICLES

The only use of captured enemy armoured vehicles by the AK was during the Warsaw Uprising. Contrary to popular images of the Warsaw Uprising, the insurgents were not a ragged bunch of civilians commanded by retired Polish officers. A significant number of the combatants were soldiers who had gone into hiding after the invasion. Fortunately for the AK, the individuals who were chosen to crew several of those captured vehicles most often were those soldiers and some could even read German making their work easier. To reflect this, some of the captured vehicles do NOT have the “Unreliable” special rule but can only be purchased as Inexperienced for the point costs noted below. Pay careful attention to the vehicle entry to determine if it is treated as Unreliable.

Also note that the armoured cars do not have the Recce special rule as they were not used as scouting units but as infantry support. They still count as armoured cars for purposes of Reinforced Platoon selectors.

TANKS

Polizei Pzkwf M14/41 736(i) (Italian Carro Armato M13/41) medium tank

[1944 Warsaw Uprising] A Warsaw Polizei unit operating the Pzkwf M14/41 736(i) was defeated early in the uprising and this tank fell into the AK’s hands. There is no record of the tank actually seeing any service with the AK but it is presented here for the sake of completeness so players can build “what-if” scenarios if they so desire.



In photos of the tank, the machine guns show as having been removed, no doubt to be used as infantry weapons in the struggle.

Cost	76pts (Inexperienced– captured vehicle)
Weapons	1 turret-mounted light anti-tank gun with co-axial MMG and 2 twinned forward-facing hull-mounted MMG
Damage Value	8+ (light tank)
Special Rules	<ul style="list-style-type: none">• Twinned – the forward-facing hull-mounted MMGs must target the same unit• Unreliable – when this unit takes a pin from a shooting attack, it receives an additional pin.• Vulnerable: Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)

Panzer IV Ausf H

[1944 Warsaw Uprising] One tank was captured on August 4th in Ochota district. It is not clear if the tank was a Pz IV or a Pz V so it is included as a Pz IV out of completeness. It was pressed into service by "Gustaw" Company. It was lost on the same day.

Cost	172pts (Inexperienced– captured vehicle)
Weapons	1 turret-mounted heavy anti-tank gun with co-axial MMG and 1 forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Special Rules	<ul style="list-style-type: none">• Unreliable – when this unit takes a pin from a shooting attack, it receives an additional pin.

Panzer V Ausf G

[1944 Warsaw Uprising] Two Pz V's were known to be captured during the Warsaw Uprising and a possible third as well. The first two tanks were captured on August 2nd in Wola district. The original crews were captured and were forced to instruct the insurgents in the operation of the tank under threat of death. In addition, the AK was fortunate to have Jan Lumieński in the district with much experience working on German tanks.

With the training, and the knowledge of Jan, both Panthers were pressed into service by "Radoslaw" Group to good effect. One was nicknamed "Pudel" though the crew referred to it as "Magda". The other was named "Felek". "Felek" was lost on August 8th when its batteries failed and "Pudel" was damaged on August 11th and the crew was forced to abandon the tank. The crew decided to burn the tank to prevent capture by the Germans.

A possible third one was captured on August 4th in Ochota district. It is not clear if the tank was a Pz IV or a Pz V so refer to the entry above for information on the fate of that tank.

Photos of the tanks in use by the AK do not show a pintle mounted MG42's so this entry does not include that option.

Cost	284pts (Inexperienced)
Weapons	1 turret-mounted super-heavy anti-tank gun with co-axial MMG and 1 forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Special Rules	<ul style="list-style-type: none">• The Panther's heavy frontal armour was comparable to that of some much heavier tanks, so against all shots hitting the front of the vehicle it counts its damage value as 10+.

Tiger I

[1944 Warsaw Uprising] There is a great deal of controversy around the reports that the AK managed to capture a Tiger. The strongest evidence against this is that there is no record of heavy tank battalions being deployed to Warsaw during the period of the uprising. However, the Sturmtyger was in trials and two were actually used against the Warsaw Uprising soldiers. Still, this entry for the Tiger is included for those who wish to play with the possibility that it really did happen.

According to the reports, one tank was captured on August 4th in Ochota district. It was pressed into service but was lost on the same day, supposedly by an enthusiastic youth damaging the tank's tracks in what could be considered a "joyride".

Cost	300pts (Inexperienced– captured vehicle)
Weapons	1 turret-mounted super-heavy anti-tank gun with co-axial MMG and 1 forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Special Rules	<ul style="list-style-type: none">• Unreliable – when this unit takes a pin from a shooting attack, it receives an additional pin.

TANK DESTROTERS AND SELF-PROPELLED ARTILLERY

Hetzer Tank destroyer

[1944 Warsaw Uprising] The Hetzer – or Jagdpanzer 38(t) – was a small, cheap alternative to the bigger tank destroyers such as the Jagdtigers and Jagdpanthers. It carried a relatively powerful 75mm gun – a version of that used on the StuG III. The low profile vehicle's frontal armour was as good as that of most Allied tanks although its side armour was relatively weak.

One Hetzer was captured on August 2nd in Srodmiescie district after it was knocked out with Molotov cocktails. Initial estimates were that it was 70% damaged by fire and an internal explosion from a Molotov Cocktail. It was initially used as part of a barricade but later it was pulled out and repaired to be put into service using parts from local automotive manufacturers. It was soon put I running order and ready for service.



Since it was not permitted that a barricade be taken down to use the vehicle on the offensive, it was kept in reserve. It was nicknamed "Chwat", meaning “Blade”, as in a “dashing swordsman”. While in reserve, it was subject to bombing and was buried in the collapse of a nearby building. Therefore, it never actually saw action.

Cost	156 pts (Inexperienced)
Weapons	1 forward facing heavy anti-tank gun
Damage Value	9+ (medium tank)
Special Rules	<ul style="list-style-type: none">• Unreliable – when this unit takes a pin from a shooting attack, it receives an additional pin.• The Hetzer's weak side armour means that all shots to the side of the vehicle count as to the rear (i.e. they have a +2 penetration modifier rather than +1)• Note that there is no roof-mounted MMG because it was removed and used as an infantry weapon when the Hetzer was first incorporated into a barricade.

Sturmtiger

[1944 Warsaw Uprising] While there is no record of heavy tank battalions being deployed to Warsaw during the period of the uprising, the Sturmtiger was in trials and two were actually used against the Warsaw Uprising soldiers. With the reports of the insurgents capturing a Tiger, it is possible the vehicle was actually a Sturmtiger which was designed for urban assault. If this is correct, the vehicle was captured on August 4th in Ochota district. Based on that theory, the Sturmtiger is presented here as a possibility or for use in a “what-if” scenario.

Cost	368pts (Inexperienced – captured vehicle)
Weapons	1 casement-mounted forward-facing rocket mortar and 1 forward-facing hull-mounted MMG
Damage Value	11+ (super heavy tank)
Special Rules	<ul style="list-style-type: none">• Unreliable – when this unit takes a pin from a shooting attack, it receives an additional pin.• Rocket mortar: The rocket mortar is treated as a heavy howitzer and cannot fire to long range. On the other hand, the devastating blast of the 380mm rocket mortar allows the player to re-roll all dice that failed to score damage for the blast, as well as the D6 for the number of pin markers. In addition, it inflicts 4D6 hits on targets inside buildings.

ARMoured CARS

“Kubus” Armoured Car/Personnel Carrier (Model Match)

[1944 Warsaw Uprising] Modified from the campaign book to reflect the actual weapon loadout and missing special rules/options.

Historically, the Kubus was only equipped with a single Soviet DP light machinegun on top, used by the crew. This entry reflects that basic loadout.



The suggestions that the vehicle was equipped with a flamethrower, additional light machine gun or PIAT are due to the fact that the vehicle, aside from the top hatch, was equipped with five firing ports: two forward, one on each side and one in the rear from which the passengers could fire their weapons. This entry reflects that reality. For purposes of this entry, the team members using the light machine gun or flamethrower are not passengers but part of the vehicle crew for the mission. To represent this and avoid undue complication of the rules, the transport capacity will be reduced by the number of soldiers required to operate the specific weapon and that weapon will take up the lower forward firing port.

Cost	89 pts (Regular)
Weapons	1 forward facing pintle mounted LMG plus 5 Fire ports (2 forward facing, 1 left facing, 1 right facing and 1 rear facing)
Damage Value	7+ (armoured carrier)
Transport	8, 10 or 12 men depending on weapons added
Options	<ul style="list-style-type: none"> • Replace the Pintle Mounted LMG with a pintle mounted PIAT with a 360° arc for +25 pts • Add a forward facing K-Pattern flamethrower (if LMG is not taken), adding the “Home-Built” and “Vulnerable fuel tanks” rules. Remove one fire port in the front and reduce the transport capacity by four for +36 points. • Add a forward facing LMG (if flamethrower not taken). Remove one fire port in the front and reduce transport capacity by two for free.
Special Rules	<ul style="list-style-type: none"> • Passenger Fire Ports: Some passengers may fire one of their small arms weapon from the firing ports. Choose which model will fire from each of the available firing ports covering the front, left, right or rear arcs. These may target a different unit than the vehicle or other passengers. • (If equipped with K-Pattern Flame thrower) Small vehicle flamethrower: The Kubus’s flamethrower is a standard K-Pattern so it is less powerful than those mounted on larger vehicles, so the range of the weapon is limited to 12" and the number of hits is always reduced by one (D6 instead of D6+1). • (If equipped with K-Pattern Flame thrower) Volatile fuel tanks: Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 68 of the rulebook. • (If equipped with K-Pattern Flame thrower) Home Built: On a natural to-hit roll of 1, roll an additional die: 1-2 Nothing bad happens 3-5 Worrying fuel leak, vehicle takes 2 pin markers 6 The Flamethrower explodes, instantly destroying the vehicle

“Kubus” Armoured Car/Personnel Carrier (Historically Accurate)

[1944 Warsaw Uprising] Modified from the campaign book to reflect the actual weapon loadout and missing special rules/options.

Historically, the Kubus was only equipped with a single Soviet DP light machinegun on top, used by the crew. This entry reflects that basic loadout.



The suggestions that the vehicle was equipped with a flamethrower, additional light machine gun or PIAT are due to the fact that the vehicle, aside from the top hatch, was equipped with five firing ports: two forward, one on each side and one in the rear from which the passengers could fire their weapons. This entry reflects the reality that the actual vehicle did not have any weapons aside from the DPM light machinegun. For purposes of this historical entry, the fire ports allow a unit’s small arms and flamethrower to fire from the vehicle instead of the vehicle having the weapon.

[Author’s Note: This is the ‘Kubus’ version I prefer. The pintle PIAT is a concession to the fact that it is possible to fire a PIAT from the roof hatch but the LMG would be in the way so the LMG can be replaced in this entry as well]

Cost	89 pts (Regular)
Weapons	1 forward facing pintle mounted LMG plus 5 Fire ports (2 forward facing, 1 left facing, 1 right facing and 1 rear facing)
Damage Value	7+ (armoured carrier)
Transport	12 men
Options	<ul style="list-style-type: none"> Replace the Pintle Mounted LMG with a pintle mounted PIAT with a 360° arc for +25 pts
Special Rules	<ul style="list-style-type: none"> Passenger Fire Ports: Some passengers may fire one of their small arms weapon or flamethrower from the firing ports. Choose which model will fire from each of the available firing ports covering the front, left, right or rear arcs. These may target a different unit than the vehicle or other passengers. Note: if a K-Pattern flamethrower team suffers a “explodes result when shooting from the vehicle, the entire Kubus vehicle is also destroyed. This vehicle is considered an Armoured Car for purposes of platoon selectors and as such, is not removed if closer to the opponent’s units than the owning player’s units.

German Sd.Kfz.221

[1944 Warsaw Uprising] There is some evidence that the AK captured two Sd.Kfz 221 armoured cars in the early days of the Warsaw Uprising. However this is not confirmed. So, for the sake of completeness, this entry is included.

Cost	48 pts (Inexperienced)
Weapons	1 Turreted MMG
Damage Value	7+ (armoured carrier)
Transport	12 men
Special Rules	<ul style="list-style-type: none">• Open-topped

Polizei Pzkwf BA 202(r) (Soviet FAI) and Polizei Soviet BA-20M armoured cars

[1944 Warsaw Uprising] The FAI was an early Soviet armoured car in the early war fighting alongside the BA-10 and later BA-20 until losses resulted in their complete replacement by the BA-10's & 20's. The Germans captured several and issued them to Polizei units in occupied territories.

One such Polizei armoured car was lost early in the Uprising. Captured by the AK on August 1st in Srodmiescie district, it saw limited or no service with "Ruczaj" Battalion.



Also captured on August 1st in Srodmiescie district was a BA-20M armoured car. It was not pressed into service due to technical problems but as with similar vehicles, it is included here for completeness.

Cost	48pts (Inexperienced)
Weapons	1 turret-mounted LMG
Damage Value	7+ (armoured car)
Special Rules	<ul style="list-style-type: none">• None

TREANSPORTS AND TOWS

Cars and Light Utility Trucks

[Oct 1939 - 1945] Polish and German vehicles could be captured and used by the resistance for an operation but most of the time, they were not able to keep the vehicles in use long without drawing unwanted attention. Within Warsaw, there were a large number of cars and trucks in various uses, including some German military vehicles. Where possible, these were used by the AK forces to move their units, wounded and messages quickly within and between the districts.

Cost	17pts (Inexperienced), 21pts (Regular),
Weapons	None
Damage Value	6+ (Soft Skinned)
Transport	3 Men
Options	<ul style="list-style-type: none">• None

Polski-FIAT 508 Furgon

[Oct 1939 - 1945] Similar to the Polski-FIAT 508 Łazik , the Polski-Fiat 508 Furgon was a common pickup truck for both military and civilian use. It was a versatile design and could be found throughout Poland.

Though the Germans confiscated all usable vehicles for their own use, some were liberated and used by various units, especially during uprisings in major cities.



Cost	21pts (Inexperienced), 25pts (Regular), 29pts (Veteran)
Weapons	None
Damage Value	6+ (Soft Skinned)
Transport	5 Men
Options	<ul style="list-style-type: none">• None

Polski-FIAT PF621L Truck and Opel Blitz

[Oct 1939 - 1945] The Polski-Fiat 621L was the most common truck in use by the Polish military and saw use in the Wehrmacht after the invasion. This truck, along with the Opel Blitz might be liberated and pressed into service by the AK but this was not a common occurrence. In Warsaw, many were instead actually built into the various barricades put up in the streets.

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None
Damage Value	6+ (Soft Skinned)
Transport	12 Men
Tow	Light howitzer, light or medium anti-tank gun
Options	<ul style="list-style-type: none"> None

Partially-Armored Car Chevrolet Model 157

[1944 Warsaw Uprising] An interesting vehicle was captured by the AK during the Warsaw Uprising. An armored, 3 ton Chevrolet model 157 bank truck used by German Postal service was captured on August 24th in Srodmiescie district.

It saw service until mid-August, when it was damaged by a bomb.



Cost	64 pts (Inexperienced), 80pts (Regular)
Weapons	none
Damage Value	7+ (armoured carrier)
Transport	Up to 12 men
Special Rules	<ul style="list-style-type: none"> Firing ports: there are three firing ports on each side of the truck's armoured body covering the left and right firing arcs. One embarked model may fire from each fire port and may target a different unit than chosen on the other firing arc. Partially armored: If attacked from the front or side arcs by enemy small arms fire, the attacker may roll as if the truck was a soft skinned vehicle. However, if the roll on the damage table is a 2, the truck is immobilized, taking 1 pin as per the Immobilized entry. If it is any other value, there is no effect on the truck, not even the extra pin.

German Sd.Kfz.251/1 Ausf D

[Summer 1944 - Operation Burza “Tempest”] Several were captured and used to varying degrees. For example, a single one was captured on August 7th in Starowka district. It saw little or no service. It was nicknamed "Starowka" ("Old Town"). There is currently a restored Sd.Kfz.251/1 Ausf D painted to match the “Starowka” in Poland and it is used in annual celebrations of the uprising.



Cost	71pts (Inexperienced) [cost taken from <i>Armies of Germany</i>]
Weapons	1 pintle-mounted MMG covering the forward arc
Damage Value	7+ (armoured carrier)
Transport	12 men
Special Rules	<ul style="list-style-type: none">• Open-topped

“Szary Wilk” [Gray Wolf] - German Sd.Kfz.251/3 Ausf D

[1944 Warsaw Uprising] A single SdKfz 251/3 of the 5th SS Panzer Division "Wiking" was captured on August 14th in Powisle district. It was in service with "Krybar" Group - Armored Platoon of Motorized Column "Wydra". It was nicknamed "Jas" ("Johnny") in honor of Lieutenant Jan Jasiński "Jas", commander of the 2nd company, whose members carried out the assault that captured the halftrack.



Unmodified and still in its German colors, it was used during the Aug 23rd assault on the University of Warsaw. After this attack, it was modified with an armoured roof and front wheel covers while the balkencruz was replaced by a red & white checkerboard. It is at this point that it was renamed to “Szary Wilk” which was the name of the Adam Dewicz who was the platoon leader and head of the first assault on the University of Warsaw and who had died in that engagement.

It remained in service until the end of resistance in Powisle district on September 6th. There is some uncertainty about the actual armament and one photo (included here) even shows the machinegun being absent from its forward mount before the roof was put on. The machinegun that was eventually installed was reported to be a Hotchkiss MMG but it is uncertain whether it was an original 1914 gun or a Polish wz.25 version. The fact is that the vehicle was put in service quickly and modified during its short but famous career with the AK. Unfortunately, though there are plenty of pictures of the vehicle made shortly after

its capture, there are none known showing it in action or after the modifications were made. For this reason, the entry here is created to allow the player to depict the “Gray Wolf” at whichever point in its short career desired.

Cost	67pts (Inexperienced)
Weapons	1 MMG covering the forward arc
Damage Value	7+ (armoured carrier)
Transport	12 men
Options	<ul style="list-style-type: none"> Remove the Open-topped rule for +5 points (representing that the Gray Wolf was given an armored roof at one point)
Special Rules	<ul style="list-style-type: none"> Open-topped if upgrade not purchased Trained gunner: though the vehicle itself was captured, the machinegun installed was a Polish MMG and the crew is familiar with its use. When firing the MMG, the Gray Wolf does not suffer the -1 to-hit normally applied to Inexperienced crew.

Field Ambulance Polski-FIAT 508 Furgon and PF621L

[Summer 1944 - Operation Burza “Tempest”] Given the opportunity, even a large resistance organization will utilize transports as ambulances when they are able to capture them. Two vehicles used as ambulances during the Warsaw Uprising were the Polski-FIAT 508 Furgon with a pickup body and the Polski-FIAT 621L truck.

In game terms, they are unusual vehicles that share with empty transports the vulnerability to being in proximity to enemy units, but count as medics both in terms of special rules and platoon selectors.

SELECTORS

Ambulances count as a Medic for the purposes of the generic Reinforced Platoon selector from the Bolt Action rulebook and for all theatre selectors that allow trucks.

Cost	50pts (Regular), 60pts (Veteran)
Weapons	None
Damage Value	6+ (Soft Skinned)
Transport	None (much like empty transports, ambulances are destroyed if they end their turn closer to enemy units than to friendly units, as described on page 92-93 of the Bolt Action rulebook)
Special Rules:	<ul style="list-style-type: none"> Medical Vehicle: Being in proximity of an ambulance means that any wounded soldiers nearby have a chance of being treated by a medic or stretcher bearer from amongst the crew of the ambulance. All infantry and artillery units within 6” of the vehicle count as within 6” of a medic.

THEATRE PLATOON SELECTORS

The following are new platoon selectors that can be used to represent historical mixes of Polish resistance troops fielded during the conflict. Of course, you are free to use the Generic Reinforced Platoon Selector if you so desire.

SEPARATED UNIT OF THE POLISH ARMY PLATOON

Major Hubal's unit remained in operation as a cavalry unit until June 1940. It did not have the support of any other arms or organizations and had to rely on its own equipment. This selector reflects that reality and would best be played against German selectors that include ORDNUNGSPOLIZEI SECTION instead of regular infantry (found in the *Germany Strikes* book). In the end, after months of "cat-and-mouse" exchanges with Polizei and SS units, Hubal's unit simply could not survive the attrition of such a protracted time in the field so the unit disbanded on June 25th, 1940 and melted into the local resistance army, never surrendering.

SEPARATED UNIT OF THE POLISH ARMY REINFORCED PLATOON

1 Junior Officer - "Separated Unit of the Polish Army" Cavalry Officer
2 Cavalry Sections - "Separated Unit of the Polish Army" Cavalry Sections
plus:

Headquarters

0-1 Captain or Major Henryk Dobrzański "Hubal"

Infantry

0-4 Sections - "Separated Unit of the Polish Army" Cavalry Sections, ZWZ Resistance Squad or ZWZ Militia Squad
0-1 Polish Cavalry ATR Team

SPECIAL RULES

- No Hope of Retreat – with no place to run, any unit in this platoon selector may reroll failed morale checks.

EARLY WAR RESISTANCE REINFORCED PLATOON

From late September 1939 until February of 1942, the ZWZ (Związek Walki Zbrojnej) conducted a variety of missions in resistance to both German and Soviet Occupation. Alongside of the ZWZ were many other resistance groups operating independently or sometimes in cooperation with the Underground Government.

EARLY WAR RESISTANCE REINFORCED PLATOON

1 Resistance Officer – First or Second Lieutenant
2 Infantry squads - ZWZ Resistance or ZWS Saboteur squads

plus:

Headquarters

0-1 Captain or Major
0-1 Medic (may not take field ambulance)

Infantry

0-4 Infantry squads - ZWZ Resistance, ZWS Saboteur or ZWZ Militia squads
0-1 Machine gun team
0-1 Anti-tank rifle team
0-1 Sniper Team
0-1 Flamethrower team

Transports and Tows

0-1 Transport vehicles: Polski-FIAT 621L Truck / Opel Blitz, Polski-FIAT 508 Furgon, Cars and Light Utility Trucks
[Note: this is not 1 per unit but a maximum of 1 transport in the entire platoon]

SPECIAL RULES

- None

ARMIA KRAJOWA REINFORCED PLATOON

From February 1942 onward, the Polish Resistance would grow in size from 100,000 to well over 300,000 within the Armia Krajowa alone. Across Poland, a number of operations were carried out with local resistance groups getting temporary custody of captured German equipment of all types. They would hijack supply convoys and trains as well as blow up the railways. However, some of the most daring missions aimed to destroy German outposts as in Operation Belt or rescue prisoners such as the liberation of hundreds of Jews in the Warsaw concentration camp. In December of 1942, a full scale operation involving several thousand forest fighters in the Zamość region was conducted. In a rare case of cooperation, the AK, joined by the pro-Soviet Gwardia Ludowa and even Soviet partisans, assaulted both the German colonists and German armed forces in the area that were attempting to resettle the region by force. The resistance efforts continued into the summer of 1944 with the battles of Długi Kąt, Hrubieszów, Lasowce, Osuchy, Róża, Wojda and Zaboreczno. Similarly, uprisings in Wilno and Lwow occurred as part of the overall Operation Burza (Tempest) that is best known for the Warsaw Uprising.

ARMIA KRAJOWA REINFORCED PLATOON

1 Resistance Officer – First or Second Lieutenant
2 Infantry squads - AK Kedyw, AK Kedyw Saboteur squads

plus:

Headquarters

0–1 Captain or Major
0–1 Medic or Field Ambulance

Infantry

0–4 Infantry squads - AK Kedyw, AK Kedyw Saboteur or AK Militia Infantry squads
0–1 Machine gun team
0–1 Mortar team: Light or Medium mortar
0–1 Anti-tank rifle team or PIAT Team
0–1 Sniper Team
0–1 Flamethrower team

Artillery

0–1 Artillery unit from:
Anti-tank gun: PaK 36, PaK 38, PaK 40
Field artillery: Captured Light Howitzer

Transports and Tows

0–2 Transport vehicles: Polski-FIAT 621L Truck / Opel Blitz, Cars and Light Utility Trucks

[Note: this is not 0-2 per unit but a maximum of 2 transports in the entire platoon]

0–1 Tow vehicles per artillery unit: Polski-FIAT 621L Truck / Opel Blitz

SPECIAL RULES

- None

AK WARSAW UPRISING REINFORCED PLATOON

In the summer of 1944, the AK in Warsaw was not as well equipped at the start of the uprising as the AK units outside of the city. In fact, they only had 7 BAR's and MMG's to support their 1000 rifles and 2000 pistols. Fortunately, early successes and airdrops by Britain and the US would see them receive a substantial amount of explosives, ammunition, Sten SMG's, Bren guns, PIAT's, grenades and medical supplies. They would even capture several tanks and armoured cars from the Germans and use them against their previous owners.

Contrary to what is written in the "Road to Berlin", the Kedyw squads were not squandered in the first few days of the uprising. In fact, most of the fighting was done by these Kedyw battalions throughout the city. They met with both success and failure during the first couple days of the uprising but there were many hundreds of them remaining. After the initial successes, they were forced on to take a defensive stance due to a shortage of ammunition. Thus they forms the cadre of the defensive units during the last half of August and during September. Unfortunately, it was true that they suffered heavy casualties throughout the uprising.

AK WARSAW UPRISING REINFORCED PLATOON

- 1 Resistance Officer – First or Second Lieutenant
- 2 Infantry Squads - AK Kedyw, AK Kedyw Saboteur or AK Militia Infantry squads

plus:

Headquarters

- 0–1 Captain or Major
- 0–1 Medic or Field Ambulance

Infantry

- 0–3 Infantry squads - AK Kedyw squad or AK Militia squad
- 0–1 Machine gun team
- 0–1 Mortar team: Light Mortar, Medium mortar, Home-Built Med Mortar
- 0–1 Sniper Team
- 0–1 K-Pattern Flamethrower team
- 0–2 Anti-tank rifle or PIAT teams

Artillery

- 0–1 Artillery unit from:
 - Anti-tank gun: Pak 36
 - Field artillery: Light Howitzer, Medium Howitzer

Tank, Self-Propelled Artillery

- 0–1 Hetzer, Panzer IV H, Panzer V G, Tiger I, Sturmtyger, Polizei Pzkw M14/41 736(i)

Armoured Car

- 0–1 "Kubus", Polizei Soviet BA-20M, Polizei Pzkw BA 202(r) (Soviet FAI) armored car, Partially-Armored Car Chevrolet, SdKfz 221

Transports and Tows

0–2 Transport vehicles: Polski-FIAT 621L Truck / Opel Blitz, Polski-FIAT 508 Furgon, Cars and Light Utility Trucks, German Sd.Kfz.251 Ausf D, German Sd.Kfz.251/3 Ausf D – "Gray Wolf"
[Note: this is not 0-2 per unit but a maximum of 2 transports in the entire platoon]

0–1 Tow: Polski-FIAT 621L Truck / Opel Blitz, German Sd.Kfz.251/1 Ausf D

SPECIAL RULES

- Weapon Shortage – Due to the abundance of Pistols compared to other weapons during the Warsaw Uprising, AK Militia squads must have at least 50% of their models equipped with pistols instead of rifles, SMG's or other weapons.
- AK Kedyw squads must be given the Fanatics upgrade
- AK Barricades – In any scenario where the AK player is the defender, they may place two AK Barricades in their deployment zone.

CZERNIAKOW DISTRICT WARSAW UPRISING REINFORCED PLATOON

Between the 15th and 17th of September, 1944, about 1500 soldiers from the Kosciuszko division, by this time organized as a Guards division, crossed the Vistula in to the Czerniakow District. Unfortunately, about a third of that number were newly conscripted, inexperienced peasants, not exactly the help they were hoping for. The Kosciuszko division was the First Polish division composed of Poles as part of the creation of the First Polish Army, also known as the Berling Army. After crossing the Vistula, they began a series of counterattacks with the AK units defending the district. However, they are not reinforced and by the 23rd of September, Czerniakow was captured by the Germans ending the joint AK/Polish Soviet resistance.

CZERNIAKOW DISTRICT WARSAW UPRISING REINFORCED PLATOON

1 Resistance Officer – First or Second Lieutenant
2 Infantry Squads - AK Kedyw or AK Militia Squads

plus:

Headquarters

0–1 Captain or Major
0–1 Medic or Field Ambulance

Infantry

0–4 Infantry squads - AK Kedyw squad, AK Militia squad, Soviet Rifle Squad*, Soviet Guards Squad*, Soviet Light Machine Gun squad*, Soviet Inexperienced Squad
0–1 Machine gun team
0–1 Sniper Team
0–1 K-Pattern Flamethrower team
0–2 Anti-tank rifle or PIAT teams

Artillery

0–1 Artillery unit from:
Anti-tank gun: Pak 36, 45mm 1937 light anti-tank gun*
Field artillery: Light Artillery

Transports and Tows

0–1 Transport vehicles: Polski-FIAT 621L Truck / Opel Blitz, Polski-FIAT 508 Furgon, Cars and Light Utility Trucks[Note: this is not 0-2 per unit but a maximum of 2 transports in the entire platoon]

0–1 Tow: Polski-FIAT 621L Truck / Opel Blitz

SPECIAL RULES

- Weapon Shortage – Due to the abundance of Pistols compared to other weapons during the Warsaw Uprising, AK Militia squads have at least 50% of their models equipped with pistols instead of rifles, SMG's or other weapons.
- Soviet Assistance – The Soviet Rifle Squad, Soviet Guards Squad, Soviet Light Machine Gun squad and 45mm 1937 light anti-tank gun are not considered AK units so do not gain any of the AK "National" Special rules for Fieldcraft or Infiltration.
- AK Kedyw squads must be given the Fanatics upgrade
- AK Barricades – In any scenario where the AK player is the defender, they may place two AK Barricades in their deployment zone.

GHETTO UPRISING REINFORCED PLATOON

For those wanting a particularly challenging game, I offer you the Warsaw Ghetto Uprising of 1943 (both January and April/May).

Unlike the Warsaw Uprising one year later, the Jews who launched the ghetto uprising were not in contact with the Home Army and were even more limited in their equipment.

In response to the Germans continued efforts to deport the Jews of the Warsaw ghetto to forced labor and extermination camps, they formed their own resistance groups within the ghetto. The Jewish Fighting Organization (ZOB) was a communist-leaning organization that formed in January of 1943 in the ghetto. It was formed primarily of youth mostly in their 20's with no military experience. About 250 of their members, armed almost entirely with pistols participated in the uprising.

The other was the Jewish Military Union (ZZW) which made up of former Polish soldiers of Jewish ancestry and closely aligned with the Home Army. Formed in November, 1939, it was larger than the ZOB within the ghetto with almost 500 members taking part in the armed resistance. Due to the ZZW's close ties to the AK, they received weapons from the AK so were better equipped than the ZOB.

On April 19, 1943, the resistance began and would last until May 16th. Preparation included the creation of man gun fighting positions and over 600 bunkers on the ground floors and basements of the various buildings in the ghetto where the civilians and fighters could hide.

This selector reflects the units of the ZZW as the ZOB was only equipped with pistols and nine riddles whereas the ZZW had been able to get SMG's, MMG's and LMG's from the AK prior to the start of the uprising. There were also four AK units assisting the ZZW during the uprising.

WARSAW GHETTO UPRISING REINFORCED PLATOON

1 Resistance Officer – First or Second Lieutenant

2 Infantry squads - AK Kedyw or AK Militia Infantry squads

plus:

Headquarters

0–1 Medic

Infantry

0–3 AK Militia Infantry squads

0–1 AK Kedyw Squad

0–1 MMG

SPECIAL RULES

- **Weapon Shortage** – Due to the abundance of Pistols compared to other weapons during the Warsaw Uprising, AK Militia squads must have at least 50% of their models equipped with pistols instead of rifles, SMG's or other weapons.
- The player may select three buildings within their deployment zone to be treated as **Fighting Positions** (see below).
- **"We Would Rather Die"** – Units that can must be purchased as Fanatics and units that do not have the Fanatics rule may reroll failed morale tests for all units in this platoon.

Fighting Position: Units from either player within a fighting position are treated as "Dug In" meaning they are considered Down for purposes of being fired upon. In addition, if the unit within a Fighting Position is given a Down order, the cover bonus is -4 instead of -2 and hits from HE are divided by 4 instead of 2.

Modeling the Polish Resistance

The Polish Resistance offers the modeler an opportunity to have a collection with an unbelievable variety in infantry equipment alone. Below are notes regarding the various equipment available to the Home Army soldiers.

Uniforms: The only common element of uniform the Polish Home Army employed was a simple 4"-5" wide Red and White arm band. This was not a new piece of uniform. It was actually seen in 1939 worn by the Polish National Defense (Obrony Narodowej [ON]) battalions who were not issued full uniforms but instead wore the armband to identify them as part of the Polish military. The vast majority of clothing worn by the resistance fighters would be civilian clothing and work overalls. However, many would wear the Polish uniforms they wore in 1939 having hidden their uniform from the occupiers. German SS camo uniforms captured during the Warsaw Uprising and British uniforms dropped to the insurgents during that time were also used. Helmets were primarily Polish Infantry helmets but examples of their French style Adrian helmets used by the cavalry can be seen. In addition, a large number of German helmets were captured, especially during Operation Burza (Tempest) in 1944. Similarly, Soviet helmets captured during the Soviet occupation of eastern Poland might be found occasionally. Finally, civil service helmets, such as those of firefighters were also used.

Rifles and Automatic Rifles: The Polish army was equipped with their own version of the Mauser, the wz. 29 rifle and were able to capture German Mausers as well, so most are equipped with Mausers. However, due to the Soviet occupation of Eastern Poland and the aftermath of Operation Barbarossa, some Soviet Mosin-Nagant's were available. These were also heavily used by the Soviet backed resistance groups. Polish wz.28 BAR was the only automatic rifle used by the Polish.

Pistols: Nagant 1898, Polish wz. Ng 30 revolvers, Polish wz.35 Vis automatic pistol, German P.08 Luger, German P.38

SMG's: The Polish made their own SMG, the Błyskawica (Lightning). They also captured German MP38's and MP40's and Russian PPSH SMG's. British Stens were dropped to the AK throughout the war. American Thompsons were dropped during the Warsaw Uprising.

LMG's: British Bren, German MG34 and MG42's, Soviet DP's, French Chauchet LMG's

MMG's: Polish wz.30 Browning MMG, German Maxim 08/15 (Polish inventory), German MG34 and MG42's (captured), French Hotchkiss M1914 (in Polish inventory as wz.14), Polish wz.25 Hotchkiss, Soviet Maxim MMG for Soviet backed resistance groups

Antitank weapons: Polish wz.35 Ur Anti-tank Rifle, British PIAT, German Panzerfaust

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