



## POLISH HOME ARMY (A.K.) , 1944-45

### Polish Home Army (Armia Krajowa)

*Warsaw Uprising , 1944 - 45.*

#### The Warsaw Uprising

The Warsaw Uprising began on 1 August 1944 and lasted for 63 long days. The *Armia Krajowa* (Polish Home Army) fought long and hard to overthrow the German occupation of the Polish capital. While the Soviets looked on, merely yards away, the German army executed a savage repression of the insurrection. Warsaw would remain in German control until January 1945.

In response to the uprising, Hitler ordered the complete destruction of the Polish capital. During the course of the uprising an estimated 200,000 Polish civilians were killed during reprisal operations in places like Wola and Ochota. Estimates of civilians killed in Wola during 5-6 August range from 30,000 to 40,000, the worst single battlefield atrocity committed in Europe during WWII.

Ultimately the Warsaw Uprising failed to secure a free Polish state, but the sacrifices of the men and women who lived and died in Warsaw, and indeed all of Poland, have been honoured to this day..

#### PLATOON FORCE RATING:

Green: -4 (no minus on F.M. roll)

Command Dice: 5

| PLATOON HEADQUARTERS                                          |
|---------------------------------------------------------------|
| Senior Leader, with Pistol only,<br>Senior Leader, with Rifle |
| ANTI TANK TEAM                                                |
| PIAT team, 2 crew                                             |

| SECTIONS ONE TO THREE     |
|---------------------------|
| Junior Leader, with Rifle |
| RIFLE TEAM                |
| Fifteen riflemen          |

| AK SUPPORT LIST                                  |
|--------------------------------------------------|
| LIST ONE                                         |
| Satchel Charge, Sticky Bomb or similar           |
| Medical Orderly                                  |
| Pioneer Mine Clearance <i>Team</i> , 3 men       |
| Pioneer Wire Cutting <i>Team</i> , 3 men         |
| Pioneer Demolition <i>Team</i> , 3 men           |
| Minefield                                        |
| Barbed Wire                                      |
| Entrenchments for one <i>Team</i>                |
| Replace 3 Rifles with 3 SMG for militia section* |
| Add one mag fed LMG for a militia section*       |
| LIST TWO                                         |
| Sniper team                                      |
| Add MG-34/42 to Kedyw section*                   |
| Replace 4 rifles with 4 SMG Kedyw section*       |
| 50mm mortar Team                                 |
| PIAT, 2 men (Green)                              |
| Panzerschreck team 2 men (limit of 1)            |
| Armored Truck                                    |
| Anti-tank rifle                                  |
| Tank Killer Team (Regular)                       |
| LIST THREE                                       |
| Flame thrower team 4 men (Home made)             |
| Captured/home-made 81mm mortar.                  |
| Green AK Militia <i>Section</i> , 15 rifles      |
| Captured SdKfz 251, forward firing MG (max 2)    |
| Maxim MMG on tripod mount, 5 crew**              |
| MG-42 MMG on tripod mount, 5 crew                |
| Street Barricade                                 |
| Captured 37mm anti-tank gun, 5 crew              |
| LIST FOUR                                        |
| Kedyw Infantry Squad with Junior Leader          |
| L46 45mm anti-tank gun 5 crew**                  |
| Ludowe Wojsko Polskie Regular Squad              |
|                                                  |
| LIST FIVE                                        |
| Kubus Armoured car w Junior Leader               |
| Szuster's Squad JL, 8 men Green                  |
| Captured Pak 38 with 5 crew and a Junior         |
| LIST SIX                                         |
| Captured Panzer IV G/H with Junior Leader ***    |
| Captured Hetzer with Junior Leader               |
| LIST NINE                                        |
| Captured Panther with Junior Leader              |
| Captured Tiger I with Junior Leader***           |

\* Max 1 replacement per section.

\*\*only if Ludowe Wojsko Polskie Section taken.

\*\*\*There are disputed reports of either a Tiger or a Panzer IV being briefly captured so you can choose one or the other as an option.



## A.K. 'NATIONAL' CHARACTERISTICS

### For Your Freedom and Ours

The Poles fought with remarkable bravery in combat. They secured their objectives and made the enemy pay dearly to claim it back.

*Polish AK and Kedyw troops count as stubborn and aggressive.*

### Tunnels and Paths

Before the Uprising, the AK mapped out Warsaw's sewers and concealed passageways and trained scouts so that when the time came AK troops could use them to maneuver past German strongpoints.

*To reflect this, the Polish AK Patrol Markers use 14" as both their move distance and the distance from a friendly Patrol Marker within which they must remain. Other than this additional 2" they operate as normal Patrol Markers.*

*When deploying from a Jump-Off Point, regular Polish AK troops (but not Soviet Poles) must deploy within 9" of that point and Green troops within 7".*

Most of the support options on the list will be self-explanatory and their qualities covered by the National Arsenal Tables in the main rule book.

### STICKY BOMBS

Details of the Sticky Bomb, along with several other AK hand-held weapons which may be used instead if preferred, are shown on Table Seven, *Hand-Held Anti-Tank Weapons*. It may be used once by any *Section* on the table when commanded by the *Senior Leader* commanding the platoon who is, we assume, carrying it with him up to that point. How the charge works is detailed in Section 9.3.4, *Tank Hunters*.

### STREET BARRICADE

The Armia Krajowa established hundreds of barricades throughout the city, turning them into death traps as the Germans tried to clear them. These barricades operate the same as roadblocks except:

*They are 6" wide and 1-2" deep*

*They count as hard cover to units adjacent to them.*

*They block Line of Sight/Fire to units behind them.*

### HOME MADE FLAMETHROWER TEAM

Despite no shortage in manpower, the AK was critically low on weapons so they employed ex-weaponsmiths, mechanics and other skilled labour to build more weapons and vehicles. Weapons that are listed in the Support list as Home-built are liable to explode with deadly result. Each time a Home-built weapon shoots, roll a die for each Home-built weapon after it has resolved all of its shooting:

*On a roll of 1 the weapon is no longer operational roll a further D6 on a 1 the team shooting the Home-built weapon is Destroyed. Otherwise, the weapon holds up and the team is not Destroyed.*

### CAPTURED VEHICLES/GUNS

Captured Vehicles and weapons are counted as Green and Unreliable. Before a captured vehicle moves or fires a main gun roll a dice

On a roll of 1 the captured vehicle breaks down and may not move for the rest of the game. A captured gun (or tank main gun) is out of ammo and may no longer fire for the rest of the game. Otherwise, the weapon holds up and the Unit is not affected.

### **SZUSTER'S TANK KILLER SQUAD**

Were equipped with a home made Grenade Launcher. A shoulder-fired 80mm anti-tank weapon firing fin-stabilised Molotov cocktail rounds. Basically a tube with felt padded stock which was rested on a terrain support for firing. The tube was about 120cm long with a reinforcing ring around the base and a breech block attached. It was muzzle-loaded with 1.2kg petrol-filled rounds with a glass igniter inserted into an apex hole before loading. The round was fired with a shotgun shell which had the shot removed and replaced with additional gunpowder. The shell was loaded into the breach block with pliers and trigger-discharged. Although without an aiming device, Shuster claimed it to be quite accurate with an effective range up to 450m. 4 launchers and 200 rounds were manufactured. All four weapons were allocated to Jerzy Szuster (ps "Jur") squad (to replace a Lopuski launcher which had done what they often did, though in this case only the launcher itself went boom, without damaging the crew) and used from 16/8 until the end of the uprising. The crew of each weapon consisted of the gunner and an assistant who carried two metal cases of 6 rounds for a total of 12 rounds. The squad is credited with destroying a German tank on 16/8

*Counts as 2 teams each of 2 x 2 man crew with home made weapons . After firing roll 1D6 per weapon. On a roll of 1 the weapon is no longer operational roll a further D6 on a 1 the team shooting the Home-built weapon is Destroyed. Use rangebands as for Panzerschreck*

### **81mm MORTAR**

The AK built some home-made mortars and captured others but without the necessary training and communications these weapons were used in a direct fire mode. HE 6 min range 24' crew of 3. Again on a roll of 1 they breakdown or run out of ammo.

### **KEDYW SECTION**

The Kedyw were an elite unit in the AK. They had been fighting the Germans since 1940 as

an underground formation conducting sabotage and ambushes. As a result they accumulated a lot of experience fighting the Germans and were ready for their role in the uprising.

The Kedyw Section is regular and consists of:

*Junior Leader with SMG and 2 Panzerfausts*

*Rifle team with 5 Riflemen*

*Assault team with 4 men with SMG*

*They may add SMG/LMG from the support lists as per any other AK unit.*

### **LUDOWE WOJSKO POLSKIE SECTION**

The Soviet army reached the Vistula on 14 September. In its ranks was the Ludowe Wojsko Polskie (LWP- Polish People's Army) which was understandably anxious to liberate Warsaw. However, Stalin ordered the Red Army to halt on the river. Communications from the AK were deliberately ignored— the Soviet war machine fell silent for two long days.

Finally, the Polish army was given the green light to cross the Vistula and three divisions were sent over into Warsaw.

In the Czerniakow district, 300 troops from the 3rd Infantry Division crossed the river bringing with them machine-guns, anti-tank guns, and mortars.

*The LWP Section is regular and consists of:*

*Serzhant, Junior Leader armed with SMG*

**RIFLE SQUAD**

*One Degtyaryov LMG 2 crew*

*Nine riflemen.*

### **PRELIMINARY BARRAGE**

The lack of reliable artillery support means that a Polish Home Army will not have the choice of a preliminary barrage.

## THE A.K. ARSENAL TABLE

The Arsenal Table below covers the somewhat limited range of AK support options.

| Polish Home Army Arsenal Table                                                                |        |                   |      |         |                                          |
|-----------------------------------------------------------------------------------------------|--------|-------------------|------|---------|------------------------------------------|
| Vehicles                                                                                      |        |                   |      |         |                                          |
| Vehicle                                                                                       | Armour | A.P.              | H.E. | Speed   | Notes                                    |
| Kubus<br>(limit of 1)                                                                         | 1      | MG, PIAT          |      | Wheeled | Carries up to 10 men.                    |
| Sd Kfz 251 *<br>(limit of 2)                                                                  | 2      | Forward firing MG |      | Fast    | Carries up to one section.<br>Open body. |
| Armored Truck                                                                                 | 1      | None              |      | Wheeled | Carries 16 men                           |
| Panzer IV G/H                                                                                 | 6      | 9                 | 5    | Average |                                          |
| Hetzer<br>(limit of one)                                                                      | 7      | 9                 | 5    | Average | No hull MG. Low profile                  |
| Panther<br>(limit of 2)                                                                       | 10     | 12                | 5    | Fast    |                                          |
| Tiger I                                                                                       | 10     | 12                | 7    | Slow    | Heavy Armour,<br>Slow Turret             |
| *If 2 Sd Kfz 251's are taken then one may have an armoured roof and not count as open bodied. |        |                   |      |         |                                          |
| ANTI-TANK GUNS                                                                                |        |                   |      |         |                                          |
| ANTI-TANK WEAPONS                                                                             |        | A.P               |      | H.E.    |                                          |
| Anti Tank Rifle                                                                               |        | 3                 |      | 1       |                                          |
| 80mm Grenade Launcher                                                                         |        | 7                 |      | 6       |                                          |