

# SICHERUNG IN WARSAW

OFFICIAL BRIEFING

LATE WAR INTELLIGENCE BRIEFING FOR  
GERMAN SECURITY FORCES IN THE WARSAW UPRISING 1944

WRITTEN BY KEN CAMEL AND MIKE HAUGHT



**FLAMES OF WAR.**

THE WORLD WAR II MINIATURES GAME



## 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 miles 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.

It is important to pause a moment and remember those heroes that stood against evil for betterment of humanity.



### IMPORTANT!

Battlefront understands that German units and formations in Warsaw were partly or entirely responsible for various war crimes and atrocities during the time of WWII. This briefing is in no way an attempt to minimize or lessen the importance of German war crimes and atrocities but rather to provide a generic German force during the Warsaw Uprising. There are many excellent resources that can be used to research war crimes and atrocities and we encourage those interested in the subject to pursue them.

These briefings are respectfully dedicated to all those who suffered and died during uprising, on all sides. Let not the sacrifices of those both living and dead be forgotten.





# GERMAN MILITARY POLIZEI

## GERMAN REAR-AREA SECURITY

From 1939 to 1943, while the German Army spread across Europe, more and more Europeans fell under their control. A number of different formations became responsible for the law enforcement, security, and troop movement throughout the expanding Reich. Some were civilian police units, other were military or SS units.

These Security Units originated from a variety of backgrounds but all were essentially organized to keep order and discipline within occupied areas. From the military perspective two specific formations were organized to meet two specific army requirements. These were *Sicherungs*, or Security Divisions and *Feldgendarmarie*, or Field Police.

## SECURITY MISSIONS

*Sicherungs* divisions were organized exactly like regular infantry divisions without the heavy support weapons. This allowed them to conduct military operations against partisans and provide local security behind the lines for rail and road transportation networks.

*Feldgendarmarie* were more in the line of a traditional military police unit. Assigned specifically to individual military divisions they provided security, order, and general law enforcement for the military unit to which they were assigned. This would include mapping and controlling march and supply routes for their supported field army. They would also hold and process prisoners of war taken by their combat units.

## COMBAT SUPPORT

Together these forces provided an extremely important support function in keeping the field armies combat ready. The ability to keep supply, transportation, and communication routes open is essential for combat units to remain effective.

Sustained combat operations, whether offensive or defensive, consume enormous quantities of fuel, food, medical supplies, and ammunition. Without secure and continuous supplies, field units would very soon exhaust their capability to fight.

## OPERATION BAGRATION

However, by 1944, these security units, out of necessity, began to increase their responsibilities. With the German Army placed more and more on the defensive, *Sicherungs* and *Feldgendarmarie* found themselves closer and closer to the front lines. This forced them to become front line troops in the case of *Sicherungs* and battlefield security in the case of *Feldgendarmarie*.

By the time of Operation Bagration in June 1944, *Sicherungs* divisions, who had been fighting the partisan efforts in Byelorussia, were thrown into the front lines in a desperate effort to stem the tide of the advancing Soviet Army. They found themselves in *Kampfgruppen*, or battle groups, with the remnants of infantry, panzergrenadier, or panzer divisions that had been fighting and retreating against the massive Soviet offensive.

*Feldgendarmarie* also found themselves in a determined effort to halt the retreat. They were ordered to keep the combat troops from fleeing westward away from the Red onslaught. Given the authority to immediately shoot deserters the *Feldgendarmarie* soon reaped the ire of their soldiers fear and desperation. Referred to as *Feldmäuse* or field mice by their contemporaries they became despised figures of the collapsing Third Reich.

Neither were trained or equipped for the duties they faced during Operation Bagration. Placed in a no win situation, *Sicherungs* and *Feldgendarmarie* became cannon fodder for the Germans and at best, a speed bump for the Soviet Army.





# SICHERUNGSKOMPANIE

## (INFANTRY COMPANY)

HEADQUARTERS

### HEADQUARTERS



Company HQ

A Sicherungskompanie must field a Company HQ, and three Sicherungs Platoons. It may also field any of the weapons platoons and one Support Platoon from each Support box shown (Armoured, Infantry, etc.).

COMBAT PLATOONS

### INFANTRY



Sicherungs Platoon

### INFANTRY



Sicherungs Platoon

### INFANTRY



Sicherungs Platoon

WEAPONS PLATOONS

### RECONNAISSANCE



Sicherungs Armoured Car Patrol

### ARTILLERY



Sicherungs Infantry Gun Platoon

### ANTI-TANK



Sicherungs Anti-tank Gun Platoon

### INFANTRY



Feldgendarmerie Platoon

SUPPORT PLATOONS (Choose one platoon from each box)

### ARMOUR



Captured Tank Platoon

Panzer Platoon

Heavy Tank Platoon

Assault Gun Platoon

Heavy Assault Howitzer Platoon

Tank Hunter Platoon

Radio-Control Tank Platoon

### INFANTRY



Gepanzerte Pioneer Platoon

Panzerpionier Platoon

### FLAME-THROWER



Armoured Flame-thrower Platoon

### ARTILLERY



Artillery Battery

Static Rocket Launcher Battery

### ANTI-AIRCRAFT



Luftwaffe Heavy Anti-aircraft Gun Platoon

Luftwaffe Light Anti-aircraft Gun Platoon

FlaK Nest

### AIRCRAFT



Sporadic Air Support

## MOTIVATION AND SKILL

A *Sicherungskompanie* was expected to police the rear areas and fight lightly-armed partisans, however they were thrown into the front lines in an attempt to halt the Soviet offensive. A *Sicherungskompanie* is rated as **Reluctant Trained**.

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS

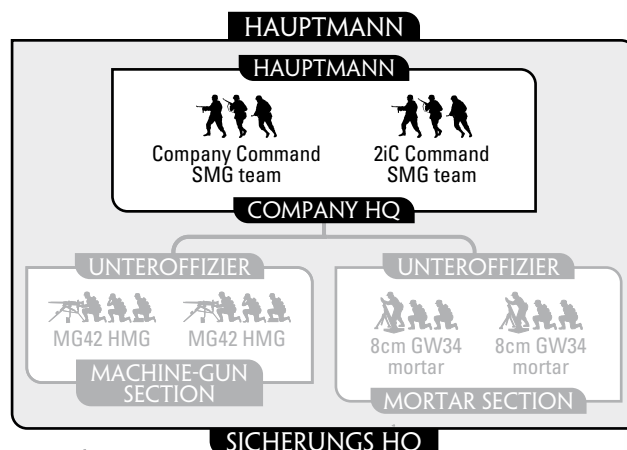
Company HQ

30 points

#### OPTIONS

- Add a machine-gun section for +40 points.
- Add a mortar section for +35 points.

The *Sicherungskompanie* was primarily used to hunt down partisans and rear area troops retreating from the front lines. However, as the front lines in Byelorussia crumbled German security forces were thrust into the front lines in a desperate effort to stem the Red tide. Security forces often found themselves confronting mechanised forces with little organic heavy support. Their only hope of halting enemy advances was by receiving direct support from local Panzer Divisions.



*Although it is an Infantry Company, a *Sicherungskompanie* may not field Sniper teams.*

## COMBAT PLATOONS

### SICHERUNGS PLATOON

#### PLATOON

HQ Section with

3 Sicherungs Rifle Squads

70 points

#### OPTIONS

- Add 3-ton trucks to the platoon at no cost.

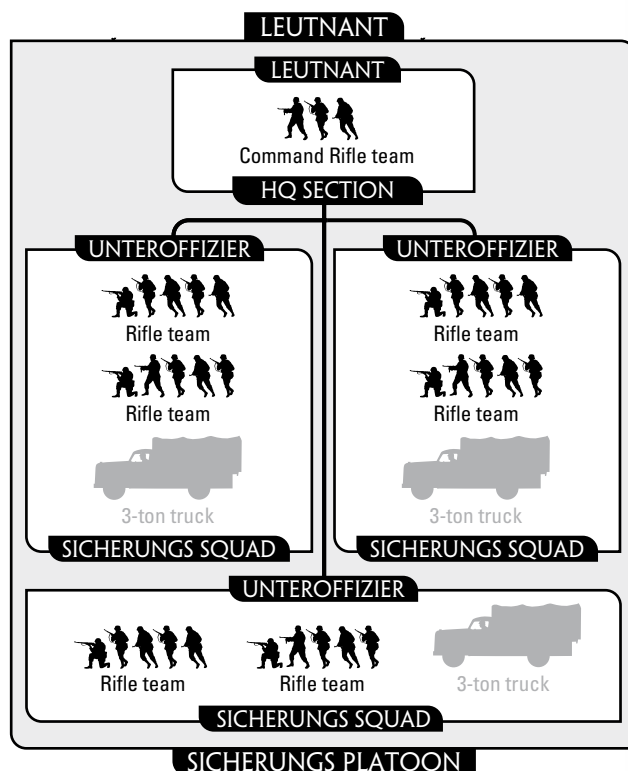
Security platoons were formed by integrating military police forces, convalescing infantryman, and older recruits not physically fit for front line duty. Though trained in local police work with some combat capability against local partisan forces they were totally unprepared to face the brunt of the Red Army.

In Warsaw, Sicherungs units received support from assault pioneers with flame-throwers and Goliath demolition carriers to help expel AK troops from their fortifications.

### SECURITY TROOPS

The Sicherungs and other German security forces bore the brunt of the Polish insurrection. They had to deal with the partisan uprising until relieved by better equipped reinforcements.

*Sicherungs Platoons must be the last platoons selected from your force to be placed in Reserve.*





# WEAPON PLATOONS

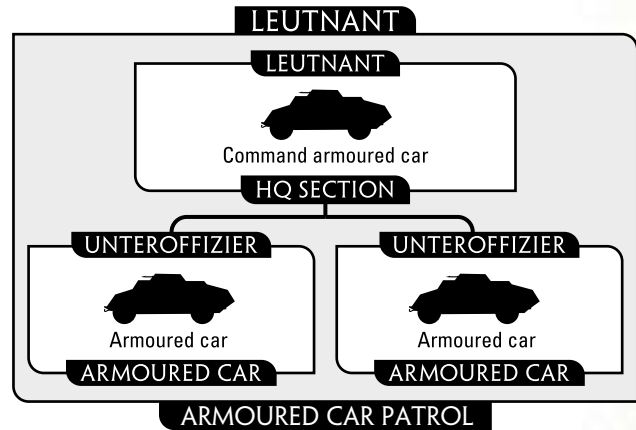
## ARMoured CAR PATROL

### PLATOON

3 Sd Kfz 221 (MG)	55 points
3 Panhard 178 (f)	65 points
1 BA 10M	25 points

*Armoured Car Patrols are Reconnaissance Platoons.*

Supporting your *Sicherungskompanie* with an armoured car patrol provides a reconnaissance capability as well as a light mobile counterattack force against partisans, light enemy reconnaissance, or mounted infantry.



## SICHERUNGS INFANTRY GUN PLATOON

### PLATOON

#### HQ Section with

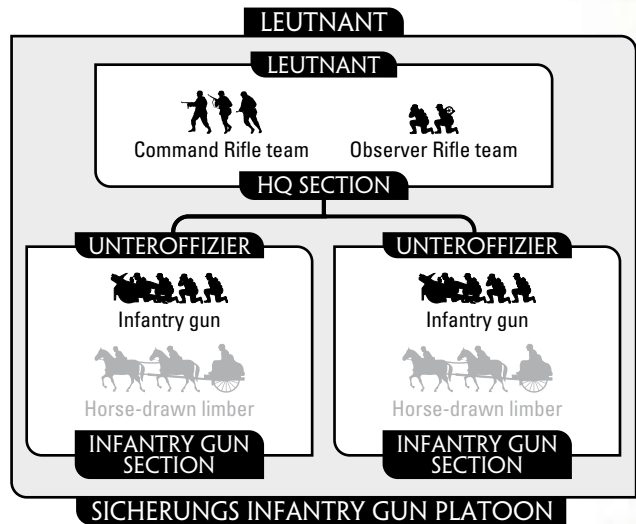
2 7.5cm leIG18 gun	45 points
2 15cm sIG33 gun	95 points

#### OPTIONS

- Add horse-drawn limbers at no cost.

Attaching an infantry gun platoon to your security forces will give you additional direct and indirect fire support.

The 15cm sIG33 gun is useful in urban combat to reduce enemy strongholds with a single shell.



## SICHERUNGS ANTI-TANK GUN PLATOON

### PLATOON

#### HQ Section with

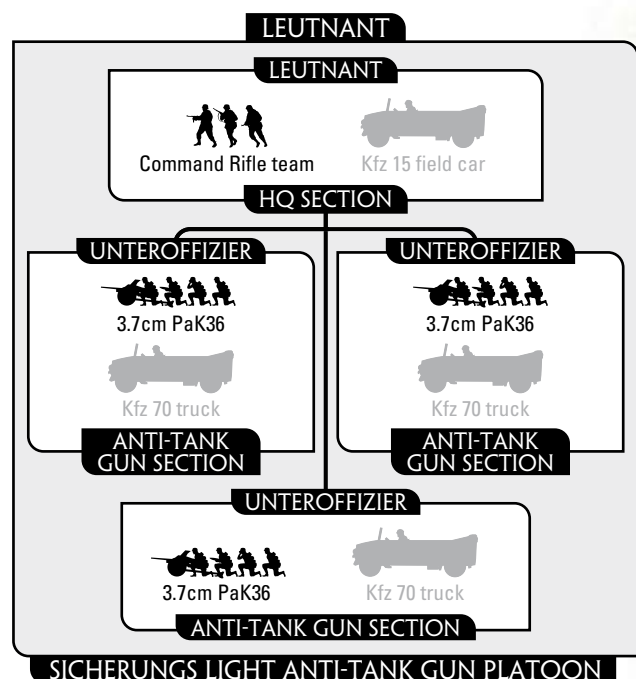
3 Anti-tank Gun Sections (3.7cm PaK 36)	60 points
2 Anti-tank Gun Sections (3.7cm PaK 36)	45 points

- All 3.7cm PaK36 guns are equipped with Stielgranate ammunition at no cost.

*Sicherungs Anti-tank gun Platoons may make Combat Attachments to Sicherungs Platoons*

As the main threat against security forces came from light armoured vehicles the older 3.7cm PaK36 was deemed sufficient for the *Sicherungskompanie*. While this remained true for advancing enemy mechanized transports it proved insufficient in stopping enemy armour columns in 1944.

You can use the *Stielgranate* ammunition in a last ditch effort to stop enemy tanks but they must be at close range and it works best if your units are dug-in and in cover.



# Feldgendarmerie

## FELDGENДАРMERIE PLATOON

### PLATOON

2 Feldgendarmerie Sections	40 points
1 Feldgendarmerie Section	20 points

### FELDGENДАРMERIE

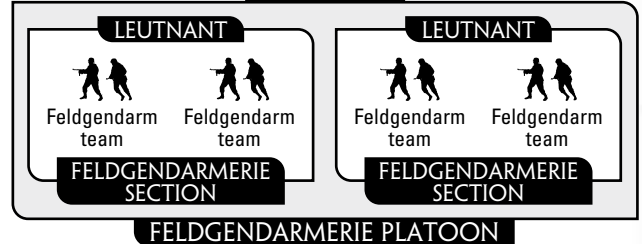
*Feldgendarmerie* (Field Police) platoons must make Combat Attachments to Infantry Platoons or Gun Platoons with all their sections. If a German platoon containing a *Feldgendarmerie* team that is In Command fails its Motivation Test to rally from being Pinned Down, to Counterattack in an assault, or to pass a Platoon Morale Check (but not to launch an assault against tank or any other Motivation Test), you may immediately Destroy any other Infantry or Gun team from the platoon within Command Distance of the *Feldgendarmerie* team and re-roll the Motivation Test.

If you roll a 1 for the new Motivation Test, however, the soldiers are pushed past the point of breaking and revolt against the *Feldgendarmerie*! In this case the *Feldgendarmerie* team is Destroyed as well.

If a Company Commander joins a platoon with a *Feldgendarmerie* team attached, the Company Commander overrules the *Feldgendarmerie* capability. Thus the unit may only use the Company Commander's ability to re-roll motivation.

As with any unit, a German platoon Pinned Down by Defensive Fire fails to assault its target. It must wait until its next turn to rally as normal.

### LEUTNANT



With losses mounting and reinforcements coming from non-line units, the ability of German units to hold the line became harder and harder. In a questionable attempt to keep front line units from retreating, the *Feldgendarmerie* were ordered to prevent *deserters, traitors, and cowards* from forsaking their duties to the Fatherland.

To accomplish this directive the *Feldgendarmerie* would position themselves behind the front lines and attempt to stop German units from retreating. They had strict orders to shoot any retreating German personnel.

This tactic was not always effective. The presence of German officers within the retreating formations would preclude the *Feldgendarmerie* from carrying out their orders.





# SUPPORT PLATOONS

## MOTIVATION AND SKILL

The *Sicherungs* in Warsaw relied on the support from both the *Heer* (army) and the *Waffen-SS*. The majority of this support came from the Heer in the form of pioneers, artillery and tanks. Unless otherwise noted, the support platoons of a *Sicherungskompanie* are rated **Confident Veteran**.

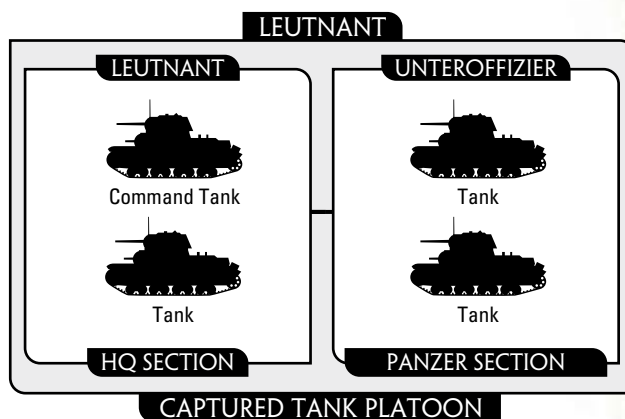
## CAPTURED TANK PLATOON

### PLATOON

4 M14/41	100 points
3 M14/41	75 points
2 M14/41	50 points
4 T-34 obr 1942	195 points
3 T-34 obr 1942	145 points
2 T-34 obr 1942	95 points

The bulk of the German tanks in the Warsaw area were committed to the *Ostfront* fighting the Soviet Red army when the Uprising broke out. However, the *Sicherungs* forces had some limited armour of its own, including some old Italian M14/41 tanks. Other units went into action with some captured Soviet T-34/76 tanks.

While these helped boost German morale, they were relatively ineffective in combat and often proved more of a liability than a help.



*The tanks of the Sicherungs usually consisted of old looted tanks and crewed by troops who were only willing to close with the enemy so long as they were unarmed. A Captured Tank Platoon is rated **Reluctant Trained**.*

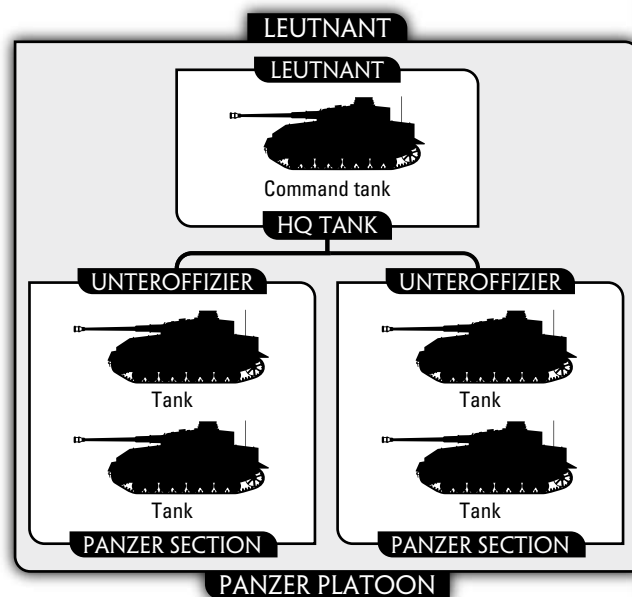


## PANZER PLATOON

### PLATOON

5 Panzer IV H	475 points
4 Panzer IV H	380 points
3 Panzer IV H	285 points
2 Panzer IV H	195 points
5 Panther D, A, or G	940 points
4 Panther D, A, or G	750 points
3 Panther D, A, or G	560 points
2 Panther D, A, or G	365 points

Panzer reinforcements arrived from the 4. and 19. *Panzerdivisionen* (4<sup>th</sup> and 19<sup>th</sup> Panzer Divisions) as well as the *Fallschirmpanzerdivision Hermann Göring* (Parachute Panzer Division).



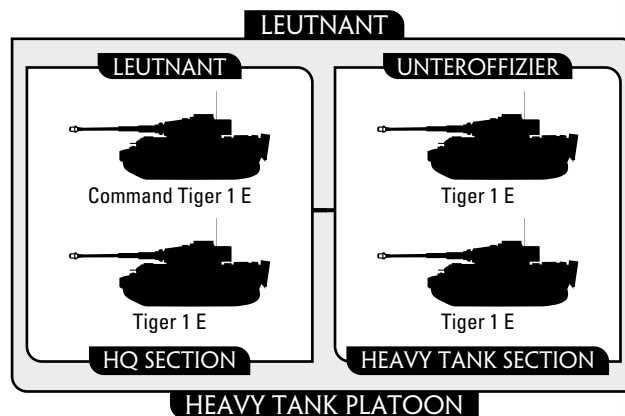
## SS-SCHWERE PANZER PLATOON

### PLATOON

4 Tiger I E	960 points
3 Tiger I E	720 points
2 Tiger I E	480 points
1 Tiger I E	240 points

The Tiger heavy tanks from 3. *Totenkopf SS-Panzerdivision* arrived in Warsaw on 4 August to support the Sicherungs units. These gave the troops the armoured support needed to take on the entrenched insurgents.

The Tiger I E heavy tanks were formidable opponents to the lightly armed AK troops. However, without proper support, they are vulnerable in the narrow streets and alleys of Warsaw where the AK's elite Kedyw troops lurk with flame-throwers and Panzerfaust anti-tank launchers.



Remember to roll for your Tiger Ace Skills before each game.

An SS-Schwere Panzer Platoon is a Waffen-SS platoon and is rated **Fearless Veteran**.

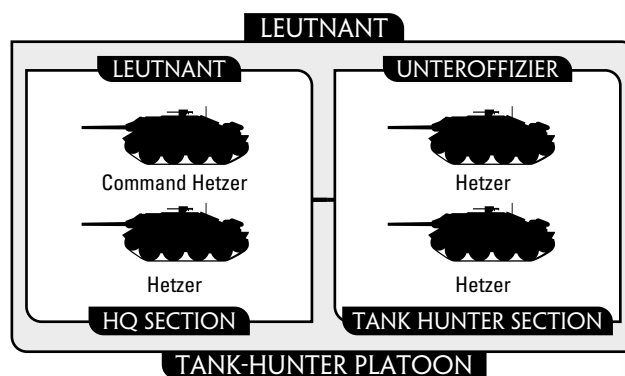
Waffen-SS platoons in your force are Allies and follow the Allies rules on page 183 of the rulebook.

## TANK-HUNTER PLATOON

### PLATOON

4 Hetzer	355 points
3 Hetzer	265 points
2 Hetzer	175 points

The 743. *Panzerjägerabteilung* (743<sup>rd</sup> Tank Hunter Battalion) was rebuilding itself after being mauled in the opening days of Operation Bagration. They were receiving the brand new Hetzer tank destroyer when the Uprising began.

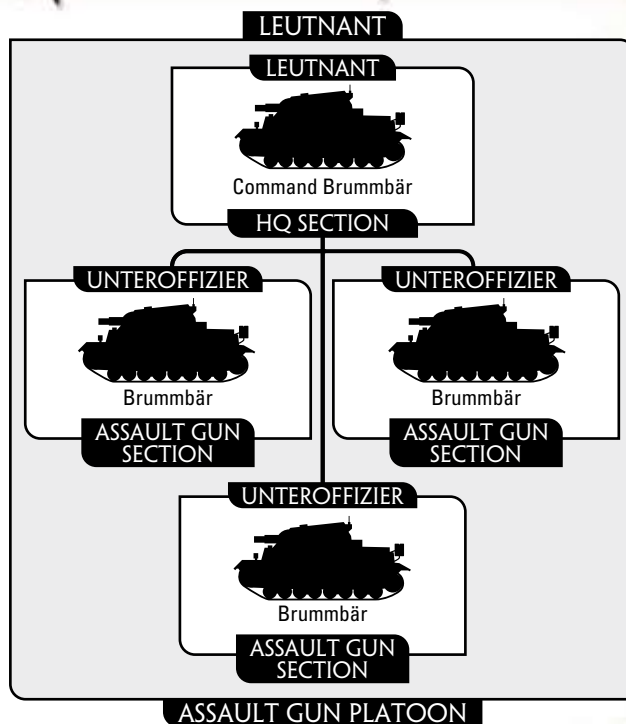




## ASSAULT GUN PLATOON

### PLATOON

4 Brummbär	280 points
3 Brummbär	210 points
2 Brummbär	140 points
1 Brummbär	70 points

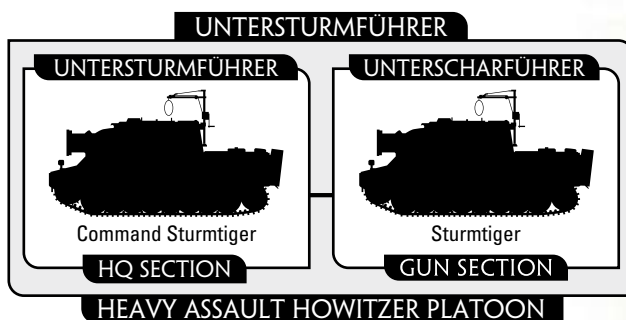


## HEAVY ASSAULT HOWITZER PLATOON

### PLATOON

2 Sturmtiger	220 points
1 Sturmtiger	110 points

A Heavy Assault Howitzer platoon is manned by factory engineers, not the Sicherungs. They are Allies to the Sicherungs and follow the Allies rules on page 183 of the rulebook. They are rated as **Reluctant Conscript**.



### ROCKET ASSAULT HOWITZER

A Sturmtiger may fire as an artillery battery.

- Each Sturmtiger fires as a separate artillery battery.
- Each Sturmtiger only makes one attempt to range in on its target.
- Once ranged in, Roll to Hit, as normal for an artillery bombardment, for each target under the template.
- The score needed on the Roll To Hit is always 5+ with no modifiers for number of guns firing and no rerolls.
- Armoured vehicles make an Armour Save based on their Top armour.
- All other team are Destroyed on successful hits.

### BUNKERFEUER

Unlike normal artillery, Sturmtigers may use a Bunker as an aiming point for artillery, within 16"/40cm.

When firing at a bunker the Sturmtiger is considered to follow the Bunker Busters rule on page 211 of the rulebook.



The deadly Sturmtiger made its debut during the Warsaw Uprising. The 1000. Panzersturmmörserkompanie (1000<sup>th</sup> Assault Howitzer Company) arrived in the outskirts of Warsaw and between 19-28 August began firing its massive 38cm RW61 shells into the city.

The vehicle wrought havoc within Warsaw. Each shell delivered an explosive payload of 125 kilograms. Buildings would be flattened in seconds.

The unit was manned by factory engineers as a field test for the new weapon. Upon completion of their missions the vehicles returned to the factory and put into production.



## RADIO-CONTROL TANK PLATOON

### PLATOON

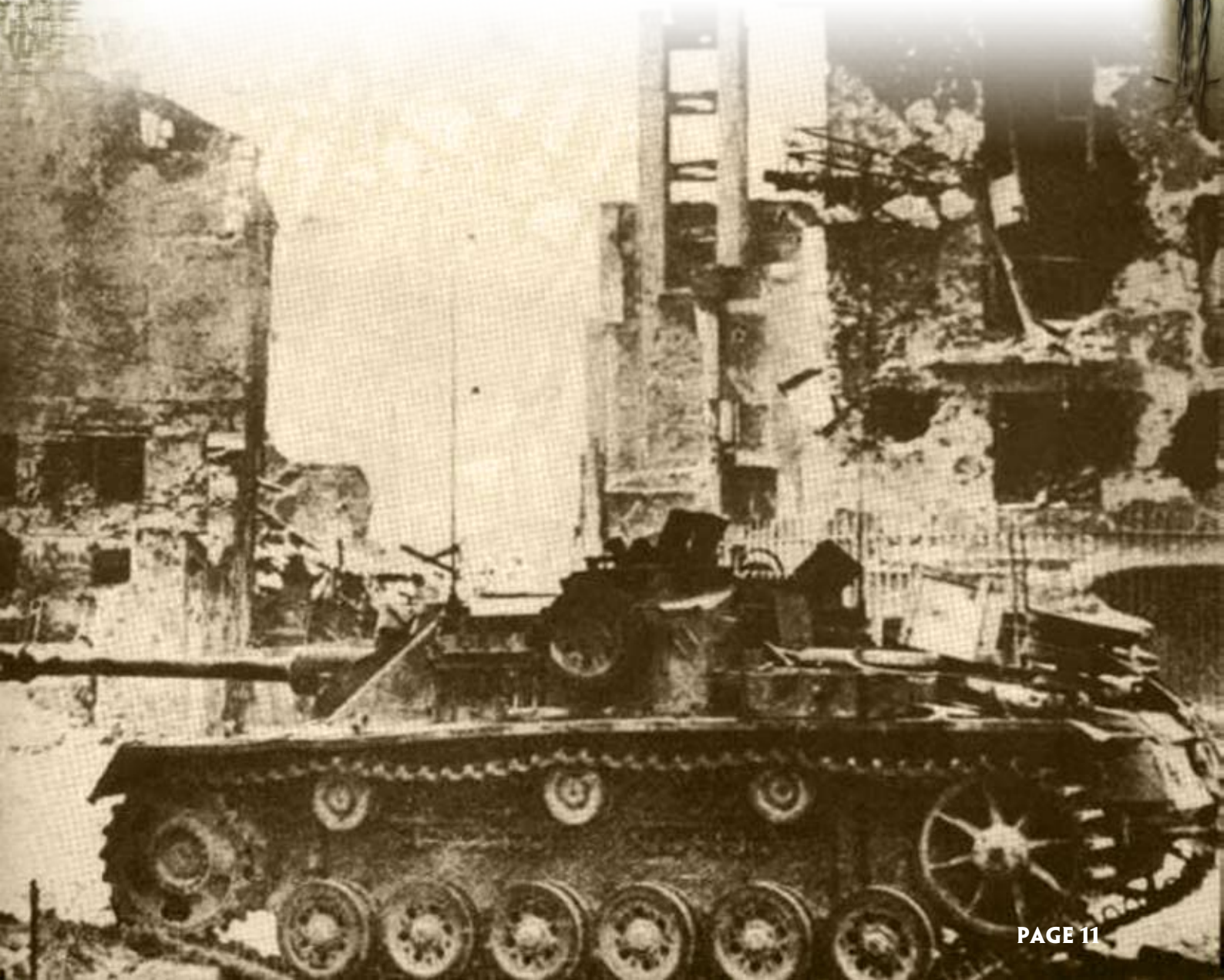
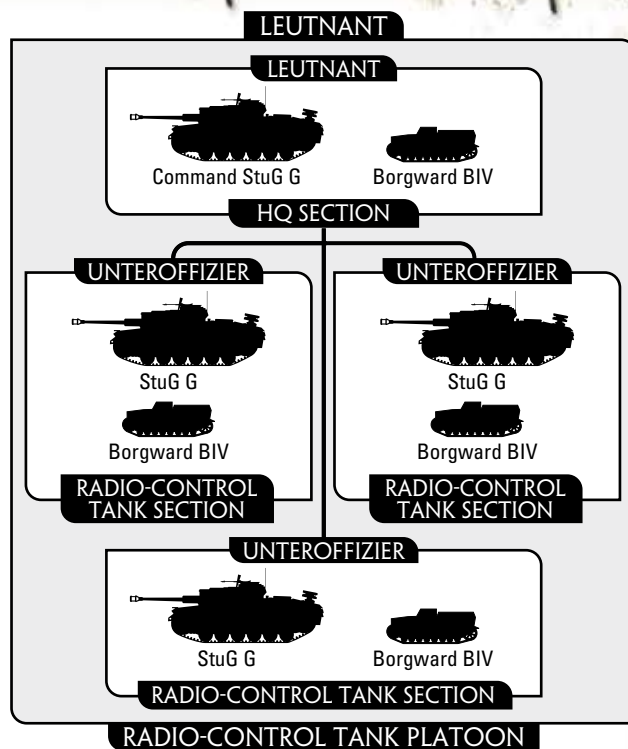
HQ Section with

3 Radio-control Tank Sections	460 points
2 Radio-control Tank Sections	345 points
1 Radio-control Tank Section	230 points

Demolition carriers played an important role in the Warsaw Uprising. After the initial fighting had cooled down a bit, the Polish insurgents constructed barricades on the streets and established strongpoints across the city making it very difficult for the Germans to move about.

After a few costly attempts to storm the Polish positions with infantry, the Germans decided to use demolition carriers to knock out the Polish fortifications.

302. *Panzerabteilung (Fkl)*, or 302<sup>nd</sup> Panzer Battalion (Radio), arrived with 24 StuG III assault guns and their Borgward B IV demolition carriers. They set to work to deploying and detonating thier deadly carriers by radio control.





## GEPAZERTE PIONEER PLATOON

### PLATOON

HQ Section with

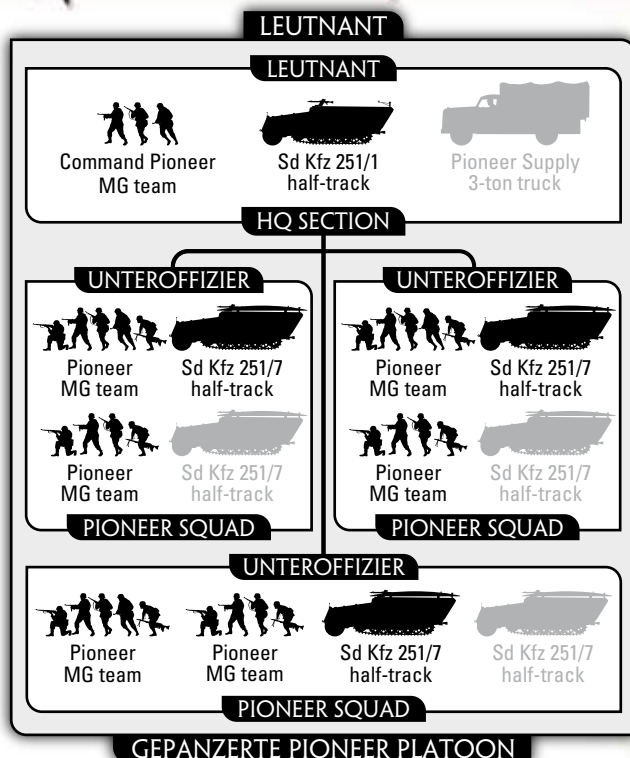
3 Pioneer Squads	335 points
2 Pioneer Squads	240 points

### OPTIONS

- Replace the Command Pioneer MG team with a Command Pioneer Panzerknacker SMG team for +5 points or a Command Pioneer Panzerfaust SMG team for +10 points.
- Replace any or all Sd Kfz 251/7 half-tracks with Sd Kfz 251/1 (Stuka) half-tracks for +35 points per half-track.
- Add an additional Sd Kfz 251/7 half-track to each squad for +5 points per half-track.
- Add Pioneer Supply 3-ton truck for +25 points or Pioneer Supply Maultier for +30 points.

*You may replace up to one Pioneer MG team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.*

*Gepanzerte Pioneer Platoons may use the Mounted Assault special rule.*



### GEPAZERTE PIONEER PLATOON

Assault Pioneers were called in to take out Polish strong-points with their flamethrowers, explosives and Stuka zu Fuss rocket launchers. The unit's half-tracks proved a vital asset to deliver the pioneers through occupied parts of town.

## PANZERPIONIER PLATOON

### PLATOON

HQ Section with

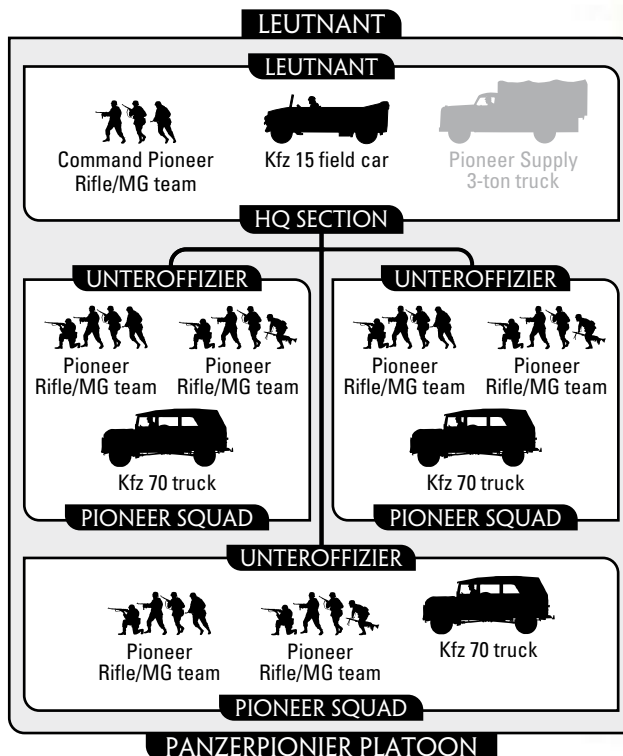
3 Pioneer Squads	195 points
2 Pioneer Squads	140 points

### OPTIONS

- Replace the Command Pioneer Rifle/MG team with a Command Pioneer Panzerfaust SMG team for +10 points.
- Equip up to one Pioneer Rifle/MG team per Pioneer Squad with a Goliath demolition carrier in addition to its normal weapons for +30 points.
- Add a Pioneer Supply Truck for +25 points or Pioneer Supply Maultier half-track for +30 points.

*You may replace up to one Pioneer Rifle/MG team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.*

*A Panzerpionier Platoon may combat attachments with its Pioneer teams to Sicherungs Platoons. It may attach up to one team per Sicherungs Platoon. Attached teams become **Reluctant Trained** but retain their normal weapons and equipment.*



### PANZERPIONIER PLATOON

Panzerpionier platoons deployed dozens of Goliath demolition carriers to destroy Polish strongpoints in Warsaw. Once the enemy fortifications were demolished the pioneers would assault and capture the position.

Pioneer teams were also attached to Sicherungs platoons to help them assault difficult enemy positions.



## ARMoured FLAME-THROWER PLATOON

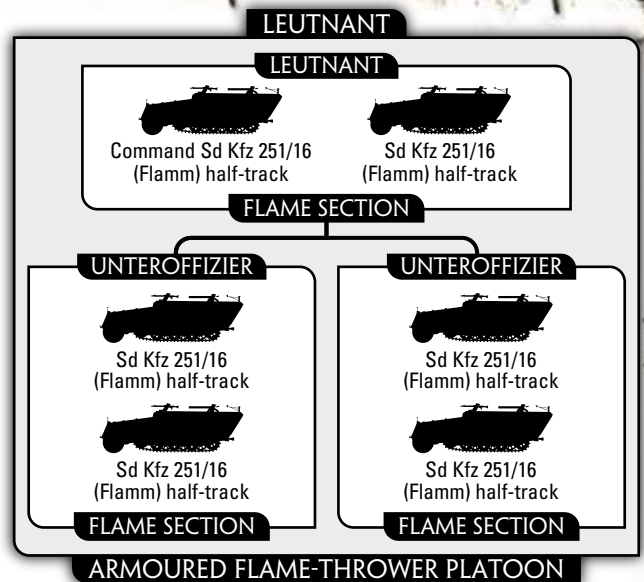
### PLATOON

3 Flame Sections	405 points
2 Flame Sections	270 points
1 Flame Section	135 points

*The Sd Kfz 251/16 mounts one flame-thrower on each side of the body. These can both fire at the same time, but must fire at the same enemy platoon. Each flame-thrower can fire at any target on its side of the half-track, from straight ahead to straight behind.*

When the insurgents holed up in their fortifications the German assault pioneers brought forward their flame-throwing half-tracks to burn out the defenders.

Sturm pioneers were well equipped with Sd Kfz 251/16 (Flamm) half-tracks. They were used to pin down the enemy and clear the way for the pioneers.



*Sd Kfz 251/16 (Flamm) half-tracks may not launch assaults, nor may they Counterattack if assaulted.*

## DEMOLITION CARRIERS

The Warsaw Uprising involved the highest concentration of demolition carriers used by the Germans up to that point in the war. They were used during the uprising to counter the AK's prolific use of barricades and strongholds throughout the city.

The bulk of the carriers used was the Goliath, which could deliver 75–100 kg (165–220 lb) of high explosives by remote control.

The Goliath had some limitations, chiefly its ground clearance of just 4.5" (11cm). But it was also was remote controlled which meant it was guided by wire. Realizing this, Polish troops would boldly dash out and cut the wire before the carrier reached its target.

On the other hand, the Borgward B IV version was radio controlled, allowing the carrier to be guided without a wire. The B IV was designed so that it could be driven by an on board crew man within a safe distance of its intended target.

It was then piloted by radio control for the remainder of the distance to the target where the explosive pack on the front could be released, the vehicle was withdrawn and the explosives detonated.

The wedge shaped explosive charge module positioned in the front of the B IV contained 500kg of high explosives.

The 302. Panzerabteilung (Fkl), or 302<sup>nd</sup> Panzer Battalion (Radio), was equipped with about 50 demolition carriers.

## DEMOLITION CARRIER RULES

*Demolition Carriers use the Radio-Controlled Demolition Carriers rules found on page 216 of the rulebook*





## ARTILLERY BATTERY

### PLATOON

HQ Section with:

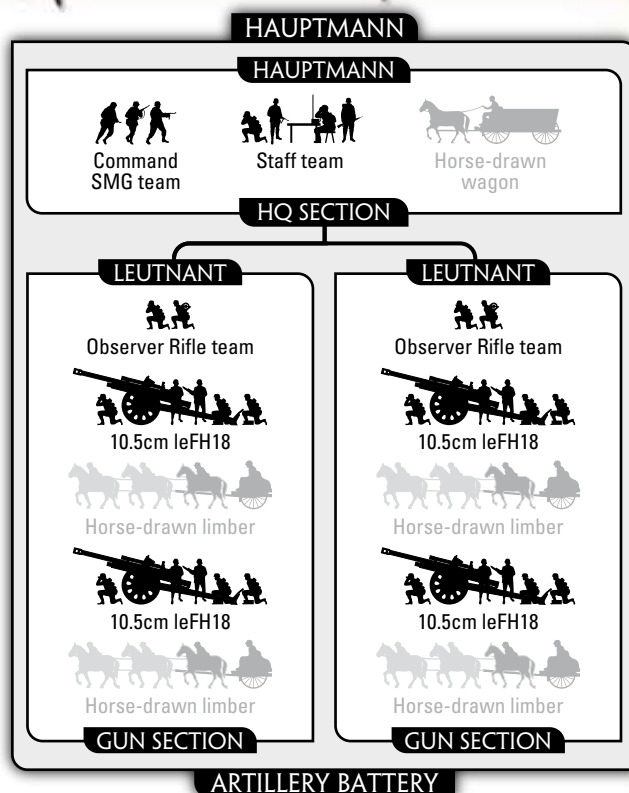
2 Gun Sections	210 points
1 Gun Section	120 points

### OPTION

- Replace all 10.5cm leFH18 guns with 15cm sFH18 howitzers for +60 points per Gun Section.
- Add horse-drawn limbers at no cost.
- Replace all horse-drawn limbers and wagons with 3-ton trucks or RSO tractors for +5 points for the platoon.

There was not a lot of artillery available as the majority of the German artillery was dedicated to halting the Soviets. However, two batteries, one 10.5cm and one 15cm, were assigned to support the German troops in Warsaw.

*Artillery Batteries equipped with 15cm sFH18 howitzers may not be deployed in Ambush.*



## STATIC ROCKET LAUNCHER BATTERY

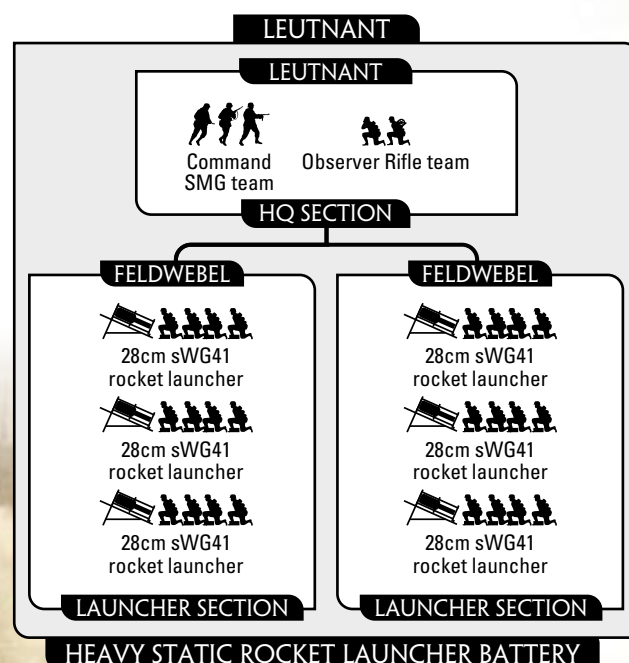
### PLATOON

HQ Section with:

2 Launcher Sections	235 points
1 Launcher Section	125 points

201. *Schwere Stellungswerferbatterie* (201<sup>st</sup> Heavy Static Rocket Launcher Battery) established a position in Saxon Gardens and opened fire on Warsaw with its 28cm rockets.

The battery would fire a devastating 40-rocket salvo at a range of 1500 yards. The result was an awesome display of destructive power.





## LUFTWAFFE SUPPORT PLATOONS

The Luftwaffe provided anti-aircraft guns to troops involved in the Uprising. Luftwaffe platoons are rated **Reluctant Trained** and are considered **Allies**, which follow the **Allies** rules on page 183 of the rulebook.

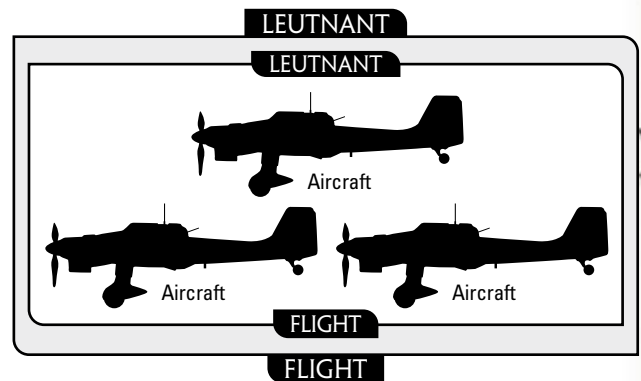
### AIR SUPPORT

#### SPORADIC AIR SUPPORT

Ju 87D or G Stuka 100 points

During the uprising, the Red Army's air force was seldom seen over Warsaw. The Luftwaffe took the opportunity to give the German troops Stuka fighter-bomber support.

Several sorties of Ju 87 Stuka aircraft helped keep the AK pinned down and fearful of the skies.



### LIGHT ANTI-AIRCRAFT GUN PLATOON

#### PLATOON

HQ Section with:

3 Anti aircraft Sections 75 points  
2 Anti aircraft Sections 55 points

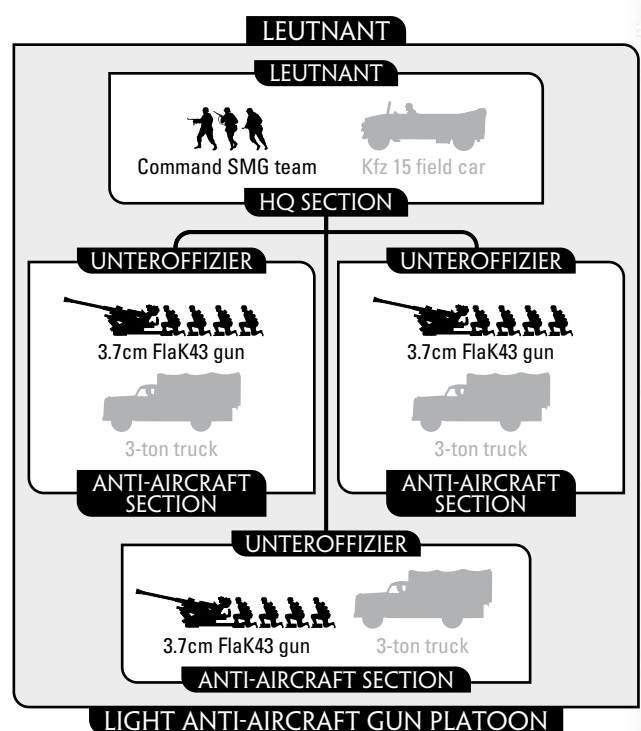
#### OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.

The Luftwaffe provided anti-aircraft guns to troops involved in the Uprising. A Light Anti-aircraft Gun Platoon is a Luftwaffe platoon and is rated **Reluctant Trained**.

Luftwaffe platoons in your force are **Allies** and follow the **Allies** rules on page 183 of the rulebook.

The Luftwaffe supplied anti-aircraft cover for the German troops in Warsaw. However, the Red Army's air force was seldom seen, allowing the guns to be used against the AK.



### HEAVY ANTI-AIRCRAFT GUN PLATOON

#### PLATOON

HQ Section with

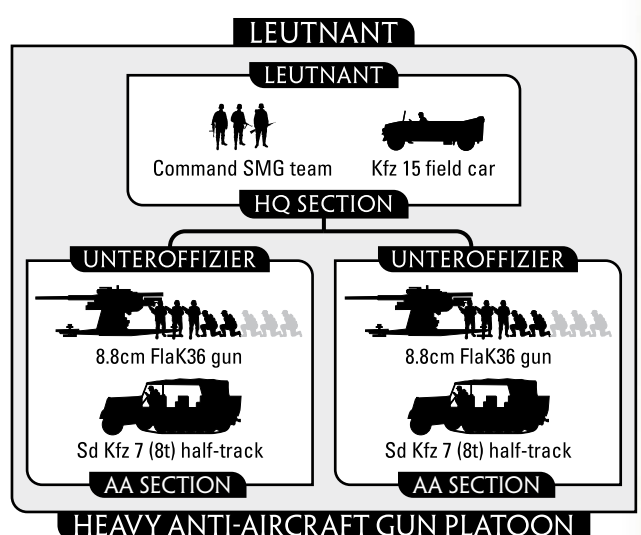
2 Anti-aircraft Sections 125 points  
1 Anti-aircraft Section 65 points

#### OPTION

- Model 8.8cm FlaK36 guns with eight or more crew and increase their ROF to 3 for +10 points per gun.

A Heavy Anti-aircraft Gun Platoon is a Luftwaffe platoon and is rated **Reluctant Trained**.

Luftwaffe platoons in your force are **Allies** and follow the **Allies** rules on page 183 of the rulebook.





## FLAK NEST

### PLATOON

2 FlaK Nests	90 points
1 FlaK Nests	45 points

The Luftwaffe established a few FlaK nests in Warsaw. They were usually positioned on street intersections to take advantage of the the long lanes of fire. The crews piled up rubble around the gun to protect them from small arms fire and shrapnel.

### LEUTNANT

#### UNTEROFFIZIER



FlaK Nest bunker

#### FLAK NEST

#### UNTEROFFIZIER



FlaK Nest bunker

#### FLAK NEST

### FLAK NEST

*Flak Nests follow the rules for Flak Nests on page 49 of Hammer and Sickle.*

## FLAK NESTS IN YOUR COMPANY

FlaK Nests are open bunkers and not buildings and cannot be entered by any team. A Flak Nest has a base size equal to an Artillery base. If it is Destroyed it becomes a destroyed bunker and is Impassable terrain.

## FORTIFICATIONS

### 0-2 HMG BUNKERS

#### BUNKER

HMG in Open Bunker	40 points
--------------------	-----------

#### OPTION

- Place HMG in a fully-enclosed Bunker for +40 points.

Before the uprising the local security forces built concrete bunkers throughout the city to protect important buildings such as the Polizei headquarters building and the Warsaw University.

### 0-5 BARBED WIRE OBSTACLES

#### FORTIFICATION

Barbed Wire Obstacle	10 points
----------------------	-----------

Important locations were fortified, such as barracks, HQ buildings and key utilities buildings. Deploying wire around buildings was the best way to keep angry mobs away from the windows and doors.

*Fortifications must be deployed in your deployment area immediately before any objectives are placed.*



# GERMAN ARSENAL

## TANK TEAMS

Name	Mobility	Front	Armour	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Side</i> <i>Anti-tank</i>	<i>Firepower</i>	
<b>TANKS</b>					
M14/41	Fully-tracked	3	2	1	Co-ax MG, Twin-hull MG, Slow tank, Unreliable.
47/32 gun	24"/60cm	2	7	4+	
T-34 obr 1942	Fully-tracked	6	5	1	Co-ax MG, Hull MG, Fast tank, Unreliable, Wide-tracks.
76mm F-34 gun	32"/80cm	2	9	3+	
Panzer IV H	Fully-tracked	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
7.5cm KwK40 gun	32"/80cm	2	11	3+	
Panther A	Fully-tracked	10	5	1	Co-ax MG, Hull MG, Wide tracks
7.5cm KwK42 gun	32"/80cm	2	14	3+	
Tiger I E	Fully-tracked	9	8	2	Co-ax MG, Hull MG, Protected ammo, Slow tank, Wide tracks.
8.8cm KwK36 gun	40"/100cm	2	13	3+	Slow traverse.

## ASSAULT GUNS AND TANK-HUNTERS

StuG G	Fully-tracked	7	3	1	Hull MG, Protected ammo, Schürzen.
7.5cm StuK40 gun	32"/80cm	2	11	3+	Hull mounted.
Hetzer	Fully-tracked	7	2	1	Hull MG, Overloaded
7.5cm PaK39 gun	32"/80cm	2	11	3+	Hull mounted.
Brummbär	Fully-tracked	9	5	1	Hull MG, Overloaded, Slow tank, Schürzen.
15cm StuH43 gun	16"/40cm	1	13	1+	Bunker buster, Hull mounted.
Sturmtyger	Fully-tracked	12	8	2	Hull MG, Slow tank, Overloaded.
Firing bombardments	48"/120cm	-	6	1+	Rocket assault howitzer, Bunkerfeur.

## INFANTRY GUNS (SP)

Sd Kfz 251/16 (Flamm)	Half-track	1	0	0	Hull MG.
Two 1.4cm Flammenwerfer	4"/10cm	3 (each)	-	6	Side mounted, Flame-thrower.

## ARMoured CARS

Sd Kfz 221 (MG)	Wheeled	0	0	0	AA MG.
Panhard 178(f)	Wheeled	1	1	0	Co-ax MG
2.5cm KwK(f) gun	16"/40cm	2	6	5+	No HE.
BA 10M	Wheeled	1	0	0	Co-ax MG, Hull MG, Limited vision, Unreliable
4.5cm KwK(r) gun	24"/60cm	2	7	4+	





## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
Firing Stielgranate		8"/20cm	1	12	5+	
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
28cm sW40 Rocket Launcher	Immobile	40"/100cm	-	3	1+	Rocket launcher.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Feldgendarmerie team	4"/10cm	3	1	6	Full ROF when moving.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	cannot shoot				Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
-------------	---------	---	----	----	----------------------------------------------------------------------------------

Pioneer teams are rated as Tank Assault 4.

## VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
Twin MG	16"/40cm	4	2	6	ROF 2 if other weapons fire.



## TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
TRUCKS					
BMW motorcycle & sidecar or Kübelwagen jeep	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch Kfz 15 car	Jeep	-	-	-	
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Maultier	Half-tracked	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	
TRACTORS					
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	
ARMoured PERSONNEL CARRIERS					
Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/7 (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.
Sd Kfz 251/1 (Stuka) half-track	Half-tracked	1	0	0	Passenger-fired AA MG.
28cm sW40 Rocket Launcher	40"/100cm	-	3	1+	Hull mounted, Stuka zu Fuss.

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	
Ju 87G Stuka	Cannon	3+	11	4+	

## BUNKERS

Team	Range	ROF	Anti-tank	Firepower	Notes
Flak Nest	16"/40cm	6	5	5+	ROF 2 when pinned, <i>Anti-aircraft</i> .

