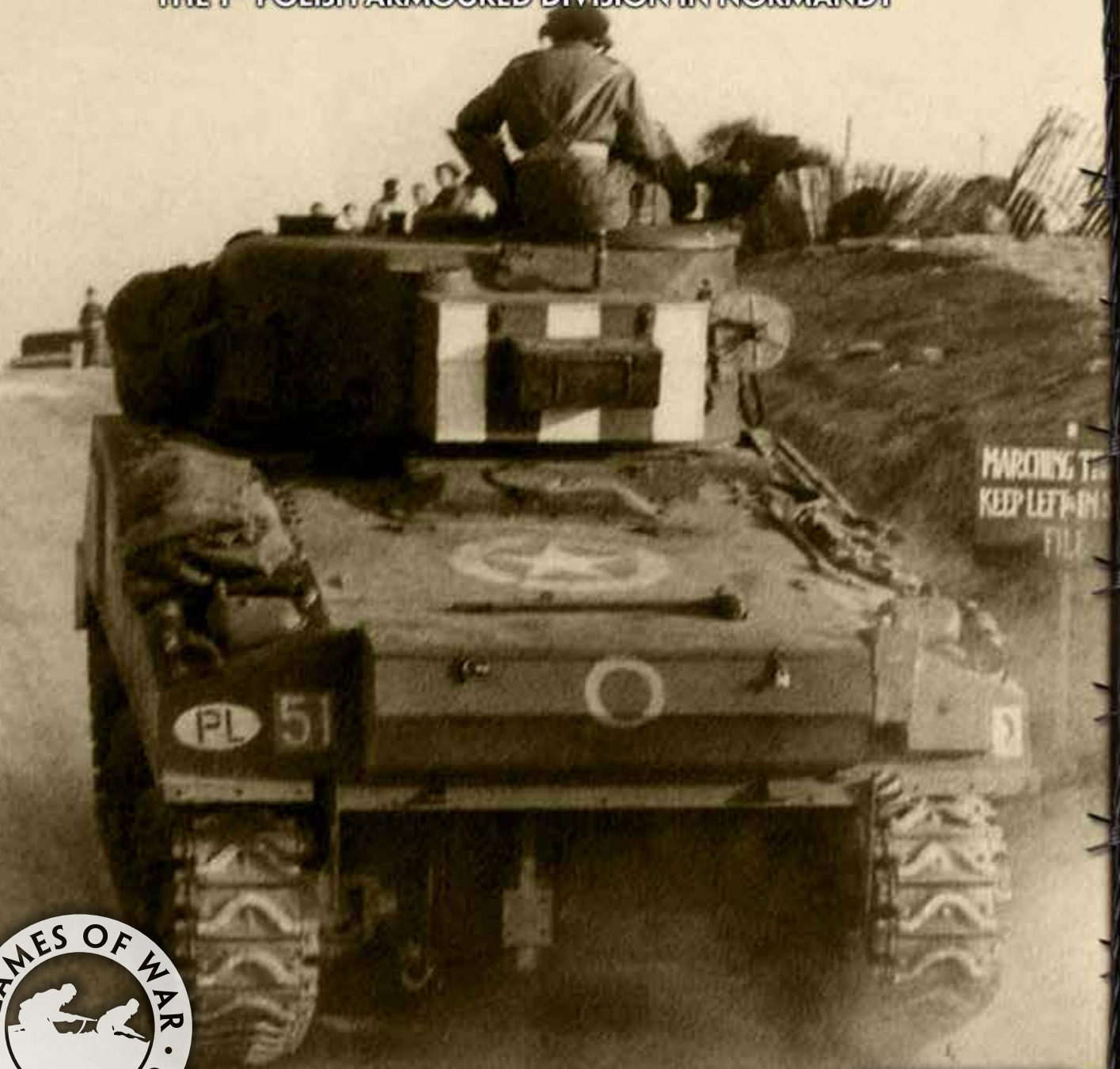


# 1<sup>ST</sup> POLISH ARMoured DIVISION

## OFFICIAL BRIEFING

LATE WAR INTELLIGENCE BRIEFING FOR  
THE 1<sup>ST</sup> POLISH ARMoured DIVISION IN NORMANDY



UPDATED ON  
19 SEPTEMBER 2014



# 1<sup>st</sup> Polish Armoured



## EXILES

After the fall of Poland all the remaining Polish soldiers, sailors and airmen who had fought the Germans in 1939 escaped to France, fought the Germans again in France and Norway, and retreated with the British Army to the United Kingdom.

Stationed in Scotland, they helped build coastal defences until the Polish 1st Corps under Wladyslaw Sikorski was formed. One of the first units formed was the 1st Armoured Division.

## TO NORMANDY

Fortune favoured the Poles in this regard. The commander of the Division, General Stanislaw Maczek, was Poland's premier mechanized commander, and many of his subordinate officers from the unit he commanded in 1939 (The 10th Mechanized Brigade) had made their way to England with him.

Organized on the British Armour Division model, they were initially equipped and trained on Crusader tanks. But in late 1943 and early 1944 these were replaced with Sherman tanks. The division waited, somewhat impatiently, to be committed to the Normandy campaign, and in late July the first units of the Division were shipped to the Normandy theatre. On 1 August, the entire Division was in theatre, and were attached to First Canadian Army. A week later, in Operation Totalize, it saw its first combat. Although its first combat was not effective, the Poles soon played an integral part in the Battle of Falaise.

At Mont Ormel, Chambois, and Hill 262, the Poles fought and held against elements of the 2. and 12. SS-Panzerdivisions for almost a week, often against great odds and enduring incredible hardship. Their actions on the Falaise battlefield earned them the admiration of the Allies and the respect, however grudgingly, of the Germans.

## AFTER NORMANDY

After the Normandy Breakout, the Division fought its way across Belgium and the Netherlands, liberating Ypres, Ghent, and Passchendale. A brilliant flanking manoeuvre by Maczek forced the Germans out of Breda, allowing the Poles to take the city without firing a shot. The Division spent the winter of 1944 on the southern bank of the Rhine, and in 1944 it began liberating towns in Northern Germany. In April the Division entered the Elmsland area, and on 1 May it entered Wilhelmshaven, where it accepted the surrender of the fortress, naval base, and 10 German Divisions.

The end of the war was not kind to the Poles in Western Europe. Many regarded the actions of Churchill and Roosevelt at Yalta as a betrayal, because they were not able to go and liberate their homeland. The Polish I Corps, of which 1st Armoured Division was now a part, stayed in Germany on garrison duty until 1947, when it was disbanded. Only a few of the men returned to their homeland; the rest went into exile in England and other Western countries.





# Division



## ARTYLERIA DYWIZYJNA

### 63 9 BATALION STRZELCÓW FLANDRYJSKICH

A Company (3x 2" mortars, 9x MG, 3x PIAT)  
B Company (3x 2" mortars, 9x MG, 3x PIAT)  
C Company (3x 2" mortars, 9x MG, 3x PIAT)  
D Company (3x 2" mortars, 9x MG, 3x PIAT)  
S Company (6x 3" mortars, 6x 6 pdr guns,  
13x Universal carriers)

### 64 SAMODZIELNA KOMPANIA CKM. Machine-gun Company (12x MMG carriers, 4x 4.2" mortars)

### 74 1 PUŁK ARTYLERII MOTOROWEJ (24x Sexton self-propelled guns)

### 76 2 PUŁK ARTYLERII MOTOROWEJ (24x 25 pdr guns)

### 77 1 PUŁK ARTYLERII PRZECIWPANCERNEJ (24x M10C (17 pdr) self-propelled guns, 24x 17 pdr guns)

### 73 1 PUŁK ARTYLERII PRZECIWLOTNICZEJ (36x 40mm Bofors guns, 18x 40mm (SP) Bofors self-propelled guns)

### 10 PUŁK STRZELCÓW KONNYCH (ARMoured RECCE REGIMENT) (4x Cromwell, 6x Crusader A/A, 11x Stuart tanks) A Squadron (16x Cromwell tanks) B Squadron (16x Cromwell tanks) C Squadron (16x Cromwell tanks)

**Divisional Strength:** 14,964 soldiers, 4 tank battalions, 4 infantry battalions, 290 tanks, 24 self-propelled anti-tank guns, 50 universal carriers, 24 self-propelled guns, 24 artillery pieces, 54 anti-tank guns, 46 self-propelled anti-aircraft guns, 36 anti-aircraft guns, 20 heavy machine-guns, 4 heavy mortars, 24 medium mortars.

## DIVISION UNITS

**10 Brygada Kawalerii Pancernej (10th Armoured Cavalry Brigade):** 1 Pułk Pancerny (1st Polish Armoured Regiment), 2 Pułk Pancerny (2nd Polish Armoured Regiment), 24 Pułk Ułanów im. Hetmana Żółkiewskiego (24th Polish Lancers Regiment "Hetman Żółkiewskiego"), 10 Pułk Dragonów Zmotoryzowanych (10th Polish Dragoons Regiment).

**3 Brygada Strzelców (3rd Polish Infantry Brigade):** 1 Batalion Strzelców Podbalańskich (1st Polish Highland Battalion), 8 Batalion Strzelców (8th Polish Rifle Battalion), 9 Batalion Strzelców Flandryjskich (9th Polish Rifle Battalion 'Flanders'), Samodzielna Kompania ckm. (1st Polish Independent HMG Squadron).

**Artyleria Dywizyjna (Divisional Artillery):** 1 Pułk Artylerii motorowej (1st Polish Motorized Artillery Regiment), 2 Pułk Artylerii motorowej (2nd Polish Motorized Artillery Regiment), 1 Pułk Artylerii przeciwpancernej (1st Polish Anti-Tank Regiment, formed in 1945 from smaller units), 1 Pułk Artylerii przeciwlotniczej (1st Polish Light Anti-Aircraft Regiment).

**Other Units:** 10 Pułk Strzelców Konnych (10th Polish Mounted Rifle Regiment, the armoured recce regiment).



## POLISH SPECIAL RULES



The Polish forces in Normandy were trained and organised along British lines and use the following British Special Rules on pages 246 to 248 of the rulebook: *Carry On*, *Sergeant*, *Night Attack*, *Semi-indirect Fire*, *Eight-gun and Twelve-gun Batteries*, *Mike Target* and *Tow Hooks*.

They also have the following special rule of their own.

### FATE OF THE NATION

The Poles fight to re-establish their nation, and by fighting well alongside the Allies they hope gain support for their cause. They display remarkable bravery in combat, often pushing on to take objectives when any other men would of turned back.

*A Polish platoon joined by a 2iC Command team may re-roll failed Platoon Morale Checks.*





# SZWADRON PANCERNY



(TANK COMPANY)

HEADQUARTERS

## HEADQUARTERS



Szwadron Pancerny HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## ARMOUR



Pancerny Platoon

## ARMOUR



Pancerny Platoon

## ARMOUR



Pancerny Platoon

WEAPONS PLATOON

## RECONNAISSANCE



Pancerny Recce Patrol

## ANTI-AIRCRAFT



Pancerny Anti-aircraft Platoon

BRIGADE SUPPORT PLATOONS

## RECONNAISSANCE



Scout Platoon

## INFANTRY



Zmotoryzowany Platoon

Piechoty Platoon

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



Anti-tank Platoon (SP),  
Polish Artillery

## INFANTRY



Zmotoryzowany Platoon

Piechoty Platoon

## ARTILLERY



Field Battery (SP),  
Polish Artillery

## ARTILLERY



Field Battery,  
Polish Artillery

Field Battery (SP),  
Polish Artillery

Medium Battery,  
Royal Artillery

## ANTI-AIRCRAFT



Light Anti-aircraft Platoon

## AIRCRAFT



Air Support

## AOP



Air Observation Post





## MOTIVATION AND SKILL

*No Soldier is more motivated to fight the Germans than the Pole. They fight to defeat the Germans and once again reclaim their homeland from its conquerors.*

*A Szwadron Pancerny is rated as **Fearless Trained**.*

RELUCTANT	CONSCRIPT
CONFIDENT	<b>TRAINED</b>
<b>FEARLESS</b>	VETERAN



**1<sup>ST</sup> POLISH ARMoured  
DIVISION**

## HEADQUARTERS

### SZWADRON PANCERNY HQ

#### HEADQUARTERS

Company HQ with:

3 Sherman V 210 points

2 Sherman V 140 points

#### OPTIONS

- Add Firefly VC tank for +100 points.
- Arm any or all Sherman V tanks with a .50 cal AA MG for +5 points per tank.
- Arm Firefly VC tank with AA MG for +5 points.
- Add Sherman ARV recovery vehicle for +10 points.

Armed with the reliable American Sherman tank, the three armoured regiments of the Polish 1<sup>st</sup> Armoured Division come to Normandy ready to fight.

The Poles were a little under-strength and fielded only three platoons per squadron in Normandy. They still received their full allocation of Firefly VC tanks, so the extras were attached to the headquarters.





## COMBAT PLATOONS

### PANCERNY PLATOON

#### PLATOON

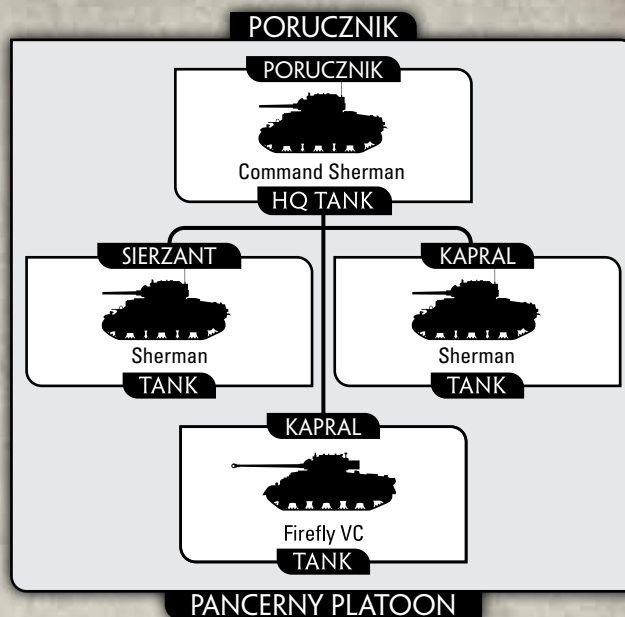
3 Sherman V and 1 Firefly VC	305 points
2 Sherman V and 1 Firefly VC	235 points

#### OPTIONS

- Arm any or all Sherman V tanks with a .50 cal AA MG for +5 points per tank.
- Arm Firefly VC tank with AA MG for +5 points.

The Pancerny (Armoured) Platoons of the Polish 1<sup>st</sup> Armoured Division are organised just like those of the other British-formed divisions. The Sherman V is a good, reliable tank, though it needs the stopping power of the Firefly VC tank's 17 pdr gun to back it up when encountering tough German tanks like the Panther and Tiger.

The Polish tankers are brave and daring, though, like many units, the Normandy fighting is their first. However, they have come through this baptism of fire well and have proved themselves as a steady fighting unit.





## WEAPONS PLATOONS

### PANCERNY RECCE PATROL

#### PLATOON

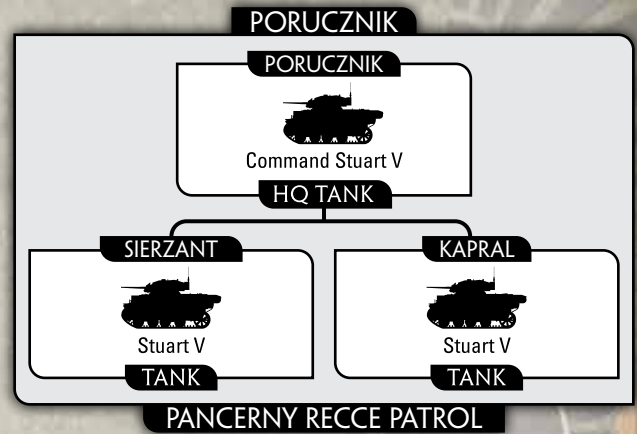
3 Stuart V

125 points

The recce patrol offers a fully tracked and fast tank that can keep in front-armour and scout out possible ambush locations along the route of march. Lightly armed and armoured, the Recce Patrol uses stealth and cunning to get close to and threaten the enemy.

In defence, the tanks can quickly move to where they are needed and provide armoured support to infantry or move to a flank and threaten the enemy's rear.

In all cases, they are great at finding the enemy and then reporting their position to the waiting artillery.



*Pancerny Recce Patrols are Reconnaissance Platoons.*

### PANCERNY ANTI-AIRCRAFT PLATOON

#### PLATOON

2 Crusader A/A

85 points

The Crusader A/A anti-aircraft tank provided the tanks with cover from marauding Luftwaffe ground-attack aircraft.



**PANCERNY ANTI-AIRCRAFT PLATOON**







# SZWADRON ROZPOZNAWCZY DYWIZJI



(TANK COMPANY)

HEADQUARTERS

## HEADQUARTERS



Szwadron Rozpoznawczy  
Dywizji HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## ARMOUR



Rozpoznawczy  
Pancerny Platoon

## ARMOUR



Rozpoznawczy  
Pancerny Platoon

## ARMOUR



Rozpoznawczy  
Pancerny Platoon

## ARMOUR



Rozpoznawczy  
Pancerny Platoon

WEAPONS PLATOON

## RECONNAISSANCE



Pancerny Recce Patrol

## ANTI-AIRCRAFT



Pancerny  
Anti-aircraft Platoon

BRIGADE SUPPORT PLATOONS

## RECONNAISSANCE



Scout Platoon

## INFANTRY



Zmotoryzowany Platoon

Piechoty Platoon

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



Anti-tank Platoon (SP),  
Polish Artillery

## INFANTRY



Zmotoryzowany Platoon

Piechoty Platoon

## ARTILLERY



Field Battery (SP),  
Polish Artillery

## ARTILLERY



Field Battery,  
Polish Artillery

Field Battery (SP),  
Polish Artillery

Medium Battery,  
Royal Artillery

## ANTI-AIRCRAFT



Light Anti-aircraft Platoon

## AIRCRAFT



Air Support

## AOP



Air Observation Post





## MOTIVATION AND SKILL

*No Soldier is more motivated to fight the Germans than the Pole. They fight to defeat the Germans and once again reclaim their homeland from its conquerors.*

*A Szwadron Rozpoznawczy Dywizji is rated as **Fearless Trained**.*

RELUCTANT	CONSCRIPT
CONFIDENT	<b>TRAINED</b>
<b>FEARLESS</b>	VETERAN

 **1<sup>ST</sup> POLISH ARMoured DIVISION**

## HEADQUARTERS

### SZWADRON ROZPOZNAWCZY DYWIZJI HQ

#### HEADQUARTERS

Company HQ with:

2 Cromwell IV and 2 Cromwell VI CS	295 points
2 Cromwell IV and 1 Cromwell VI CS	235 points
2 Cromwell IV	180 points

#### OPTION

- Add Sherman or Cromwell ARV recovery vehicle for +10 points.

*The Cromwell tanks of a Szwadron Rozpoznawczy Dywizji HQ use the Cautious Movement and Disengage special rules on pages 193 to 194 of the rulebook.*

*Cautious Movement allows a team to be Gone to Ground unless they move At the Double, carry Passengers that are not Recce teams, shoot, or assault. This add +2 to the score needed to hit them if they are also concealed.*



The Szwadron Rozpoznawczy Dywizji (Armoured Reconnaissance Squadron) is armed with the British Cromwell IV tanks like most other British equipped Armoured reconnaissance units.

Unlike the Szwadron Pancerny, who field only three Pancerny Platoons, the Szwadron Rozpoznawczy Dywizji can field up to four Rozpoznawczy Pancerny Platoons.

## COMBAT PLATOONS

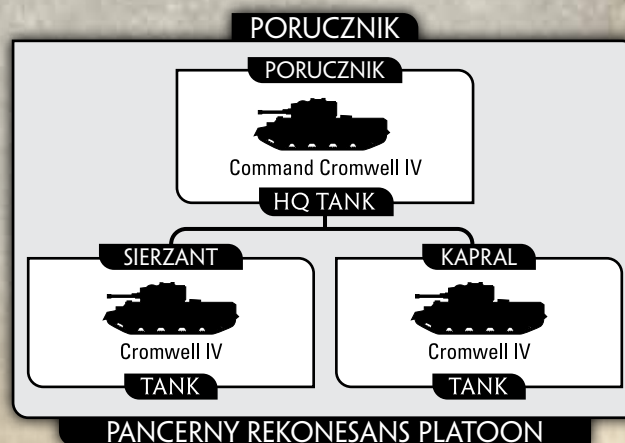
### ROZPOZNAWCZY PANCERNY PLATOON

#### PLATOON

3 Cromwell IV	265 points
---------------	------------

Like all British-formed armoured divisions, the Polish 1<sup>st</sup> Armoured Division had an Armoured Reconnaissance Regiment. The role in the Polish division was performed by the *10 Pułk Strzelców Konnych* (10th Polish Mounted Rifle Regiment). Like most of the British divisions, they were armed with the Cromwell IV tank.

*Rozpoznawczy Pancerny Platoons use Cautious Movement and Disengage special rules.*







# KOMPANIA ZMOTORYZOWANA



(INFANTRY COMPANY)

HEADQUARTERS

## HEADQUARTERS



Kompania  
Zmotoryzowana HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## INFANTRY



Zmotoryzowany Platoon

## INFANTRY



Zmotoryzowany Platoon

## INFANTRY



Zmotoryzowany Platoon

## RECONNAISSANCE



Scout Platoon

WEAPONS PLATOONS

## MACHINE-GUNS



Motor Machine-gun  
Platoon

## ANTI-TANK



Motor Anti-tank Platoon

## ANTI-TANK



Motor Anti-tank Platoon

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



Pancerny Platoon

Rozpoznawczy Pancerny Platoon

## ARMOUR



Pancerny Platoon

Rozpoznawczy Pancerny Platoon

Anti-tank Platoon (SP),  
Polish Artillery

## RECONNAISSANCE



Canadian Armoured  
Car Platoon

## ARTILLERY



Field Battery (SP),  
Polish Artillery

## ARTILLERY



Field Battery (SP),  
Polish Artillery

Field Battery,  
Polish Artillery

Medium Battery,  
Royal Artillery

## ANTI-AIRCRAFT



Light Anti-aircraft Platoon

## AIRCRAFT



Air Support

## AOP



Air Observation Post





## MOTIVATION AND SKILL

The highly motivated Polish motorised infantry are well trained and ready to follow the armoured forces into battle.

A *Kompania Zmotoryzowana* is rated as **Fearless Trained**.



## HEADQUARTERS

### KOMPANIA ZMOTORYZOWANA HQ

#### HEADQUARTERS

Company HQ **30 points**

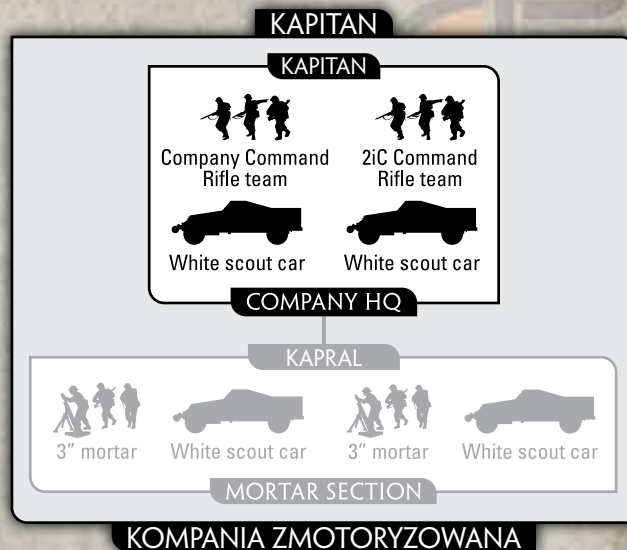
#### OPTION

- Add Mortar Section for +45 points.

In Normandy the Polish motorised infantry venture forth in armoured transports rather than the trucks. Having a little steel between you and the enemy makes all the difference when advancing.

A motor company follows each armoured regiment to hold the ground captured by the tanks and to clear villages that are delaying the tanks' advance. Their small infantry complement with plenty of anti-tank guns and machine-guns makes them both highly mobile, yet immovable once dug in.

The motor battalion role of the *10 Brygada Kawalerii Panczernej* (10 Armoured Cavalry Brigade) is filled by the *10 Pulk Dragonow zmotorzowanych* (10th Dragoon Regiment).



## COMBAT PLATOONS

### ZMOTORYZOWANY PLATOON

#### PLATOON

HQ Section with:

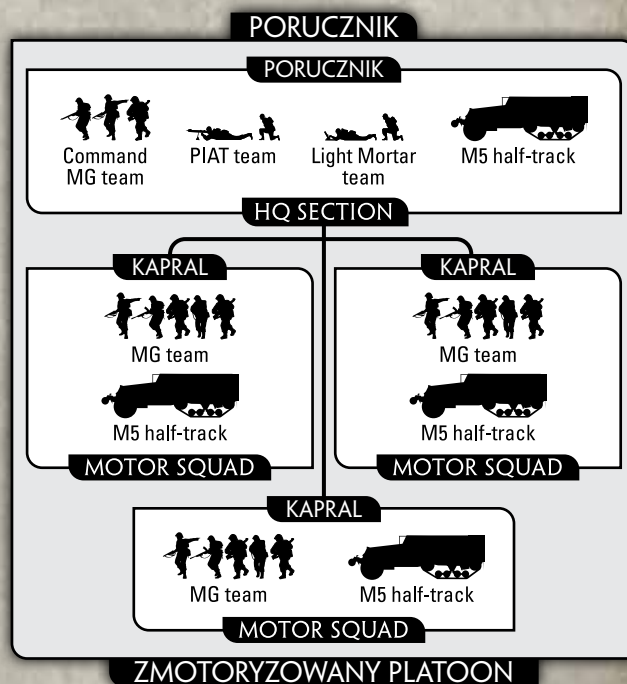
3 Motor Squads **130 points**

2 Motor Squads **105 points**

Zmotoryzowany (Motor) platoons have armoured half-tracks to get them into battle. With their organic machine-gun, mortar, and anti-tank capabilities they have a good mix of weaponry and so form a versatile part of any force.

For attacks, they need to carefully pick their targets and attack quickly when the enemy is unable to bring to bear the mass of its weapons. Once in combat however, they will not be able to sustain themselves long and losses will seriously erode their ability to win.

In defence, the vulnerable half-tracks are sent to the rear and the infantry and guns dug in, forming a formidable defence line.





## SCOUT PLATOON

### PLATOON

3 Scout Patrols	225 points
2 Scout Patrols	150 points
1 Scout Patrol	75 points

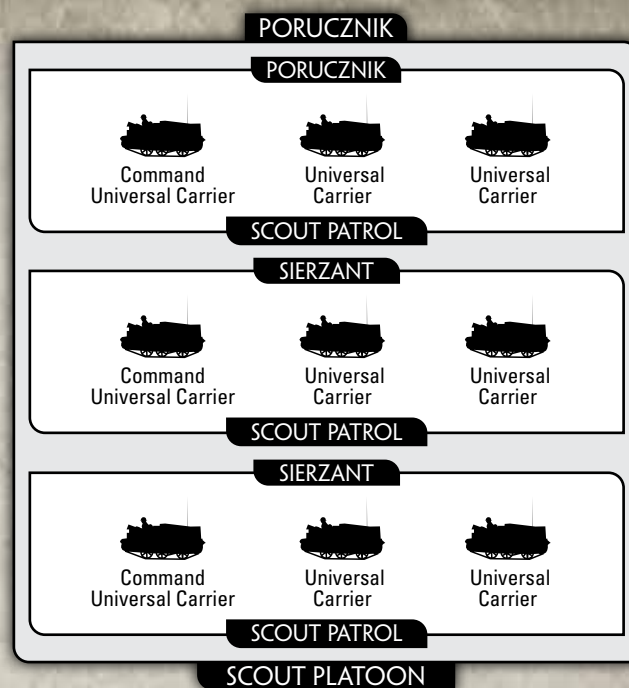
### OPTIONS

- Arm any or all Universal Carriers with an extra Hull mounted MG for +5 points per carrier or a .50 cal MG for +10 points per carrier.
- Replace up to one extra Hull mounted MG with a Boys anti-tank rifle or PIAT anti-tank projector per Scout Patrol at no cost.

*Scout Patrols operate as separate platoons, each with their own command team.*

*Scout Patrols are Reconnaissance Platoons.*

Scout Patrols are designed to range far and wide across the front. Move this unit around flanks where it can attack and



destroy the supporting troops of the enemy main effort or use them to harass and slow the enemy advance.

## WEAPONS PLATOONS

### MOTOR MACHINE-GUN PLATOON

### PLATOON

HQ Section with:

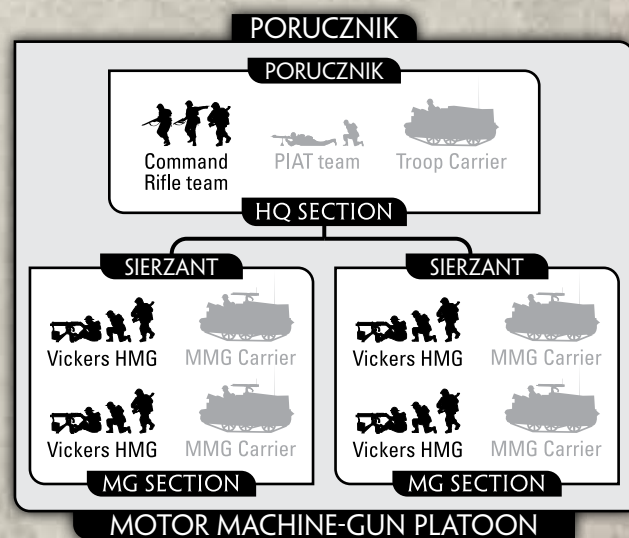
2 Machine-gun Sections	115 points
1 Machine-gun Section	65 points

### OPTIONS

- Add PIAT team for +15 points.
- Add Troop Carrier and MMG Carriers to the platoon for +15 points per Machine-gun Section.

*Vickers HMG teams from Kompania Zmotoryzowany are not trained in indirect fire techniques so may not fire Artillery Bombardments.*

Your Vickers medium machine-guns give your motor company the ability to destroy enemy infantry at long range, allowing you to dominate the approaches to your positions.





## MOTOR ANTI-TANK PLATOON

### PLATOON

HQ Section with:

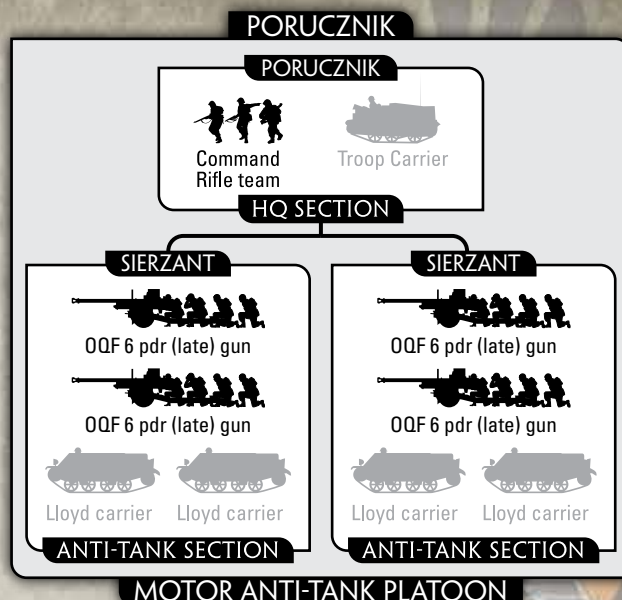
4 OQF 6 pdr (late)	120 points
2 OQF 6 pdr (late)	65 points

### OPTION

- Add Lloyd and Troop Carriers for +5 points for the platoon.

The motor battalion has twice as many anti-tank platoons as a rifle battalion, making them quite capable of holding their own against enemy tanks. Unlike the heavier and longer-ranged 17 pdr guns at divisional level, 6 pdr guns are best used for point defence of your own positions.

Dig the 6 pdr's in behind terrain so the enemy can't shoot them directly and they are protected from observation. Wait for the enemy to enter your kill zone where you can get point-blank range flank shots.



## CANADIAN CORPS SUPPORT PLATOONS

### CANADIAN ARMoured CAR PLATOON

### PLATOON

2 Staghound I and 1 Dingo	100 points
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### OPTION

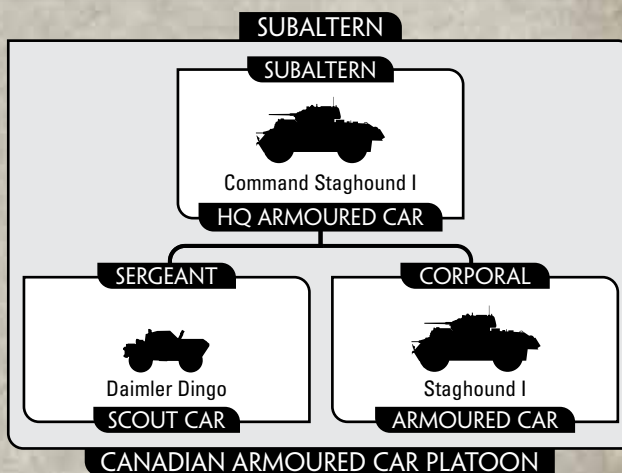
- Replace AA MG on Daimler Dingo scout car with a .50 cal AA MG or a twin MG for +5 points.

As part of the II (Canadian) Corps in Normandy the Poles received support from the Canadian 18<sup>th</sup> Armoured Car Regiment (12<sup>th</sup> Manitoba Dragoons).

*A Canadian Armoured Car Platoons is rated Confident Trained.*

*It is not a Polish platoon and instead follows the Canadian special rules below.*

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



The Canadians were entirely equipped with the big American built Staghound armoured car.

*Armoured Car Platoons are Reconnaissance Platoons.*

## CANADIAN SPECIAL RULES

Canadian platoons follow the British Special Rules, except British Bulldog, on pages 246 to 248 of the rulebook with the following additions.

### ASSAULT TROOPS

The Canadians have maintained their enviable reputation as aggressive assault troops, unwilling to be stopped by enemy fire, no matter how heavy.

*Canadian Platoons do not use the British Bulldog special rule. Instead any Canadian Platoon that is Pinned Down may re-roll failed Motivation tests to rally from being Pinned Down or remount vehicles after being Bailed Out.*

### WOODSMEN

Although Canada has been settled for centuries, it was not until the Nineteenth Century that its population underwent significant growth and it remains a largely rural country. Canadian soldiers are typically a little more independent (and unruly) than British soldiers.

*Canadian Platoons use the German Mission Tactics special rule.*





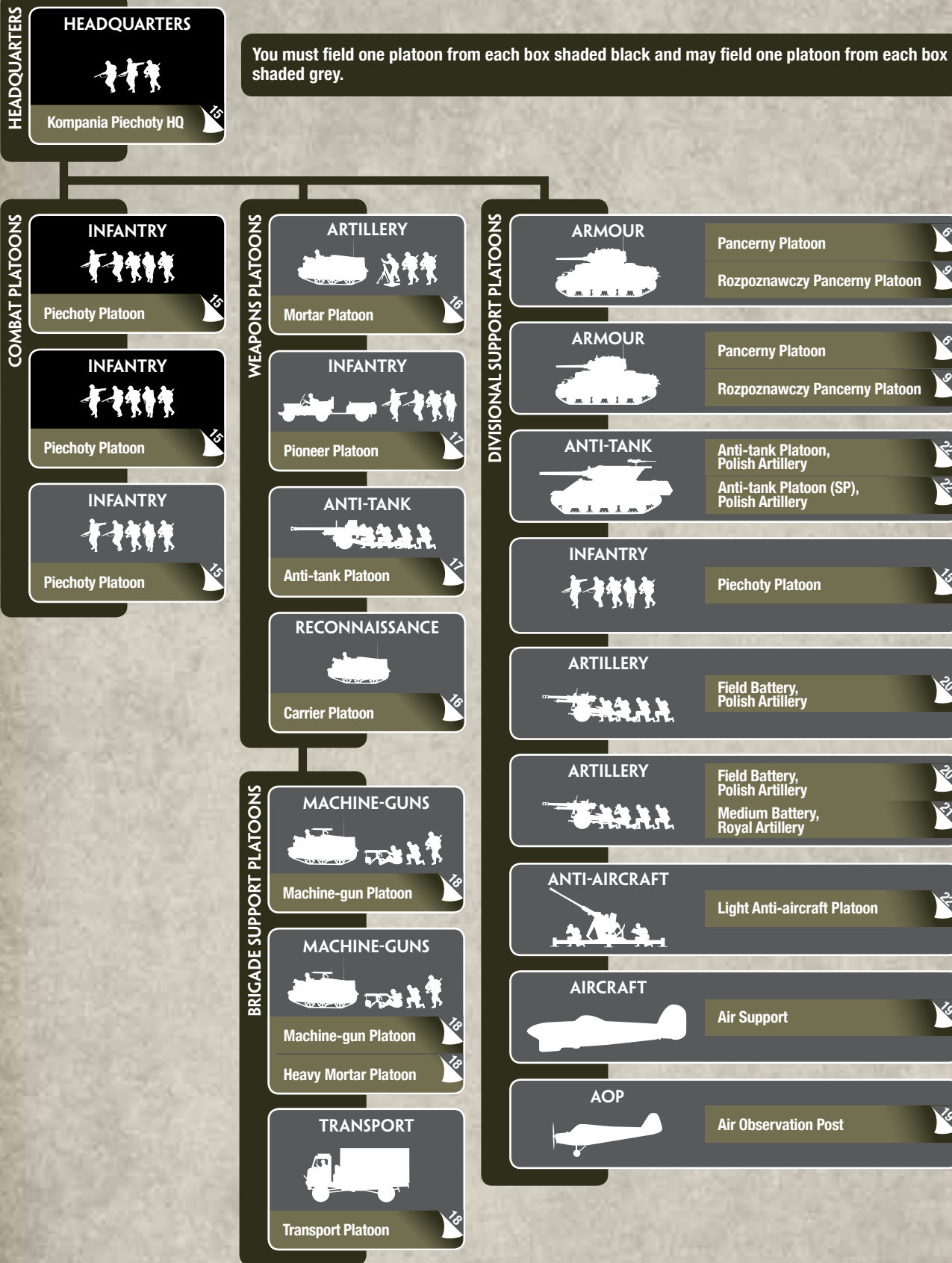


# KOMPANIA PIECHOTY



(INFANTRY COMPANY)

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.





## MOTIVATION AND SKILL

*Currently Poland is full of Germans and the Poles want to change this. This desire to defeat the Germans and return home flows through the blood of every Polish patriot!*

*A Kompania Piechoty is rated as **Fearless Trained**.*



## HEADQUARTERS

### KOMPANIA PIECHOTY HQ

#### HEADQUARTERS

Company HQ 30 points

#### OPTION

- Add Jeep or Troop Carrier for +5 points.

Every British-formed armoured division pairs an armoured brigade with an infantry brigade. The Polish *3 Brygada Strzelcow* (3rd Infantry Brigade) provides the infantry element to the 1st Armoured Division.

Its task is to clear the way for the armoured brigade in dif-



ficult terrain and occupy ground captured by the armoured regiment in more open terrain. While the riflemen will fight hard to clear the way for the armour, unlike the infantry divisions the 3rd Brigade is not expected to capture well-defended towns and dense woods. These the armoured division will bypass.

## COMBAT PLATOONS

### PIECHOTY PLATOON

#### PLATOON

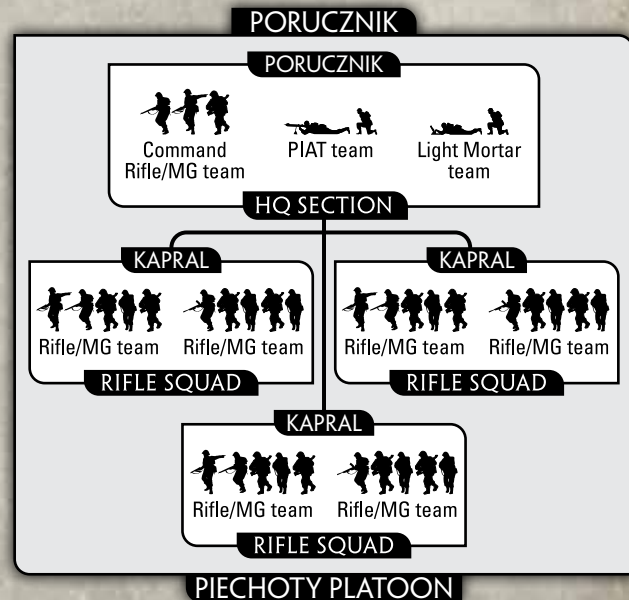
HQ Section with:

3 Rifle Squads 170 points

2 Rifle Squads 130 points

The infantry form the core of any good solid force. Able to defend themselves against most threats, it is only when in the open they need that additional support. Thankfully that support is readily available.

During offensives, they can be slow to advance. However being able to hit the dirt and present small targets makes them very difficult to kill. Supported by mortars and anti-tank guns, they will be able to move forward and attack the enemy with dogged determination.





## WEAPONS PLATOONS

### MORTAR PLATOON

#### PLATOON

HQ Section with:

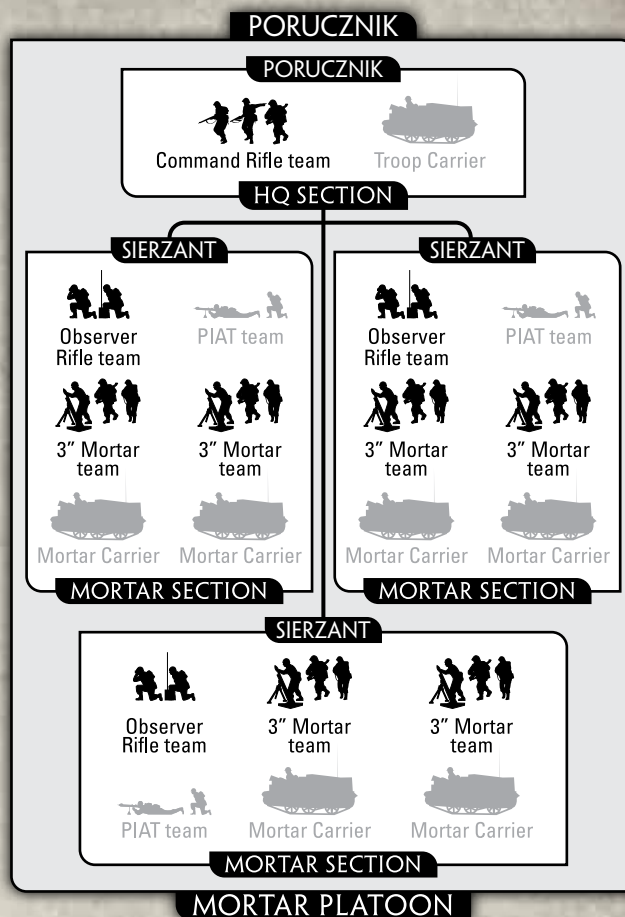
3 Mortar Sections	150 points
2 Mortar Sections	100 points
1 Mortar Section	50 points

#### OPTIONS

- Add PIAT teams for +15 points per team
- Add Troop and Mortar Carriers for +5 points for the platoon.

Mortars provide quick and effective fire support for your infantry, by pinning down attacking enemy formations or ones you need to attack. By keeping the enemies heads down, they give your infantry a better chance of getting directly into combat so they can inflict greater casualties on the enemy.

With their tracked mortar carriers, the platoon can quickly move from one place on the battlefield to another, ensuring that the enemy does not remain out of range for long. This works best in attacks when your forces need quick firepower well forward of their starting positions.



### CARRIER PLATOON

#### PLATOON

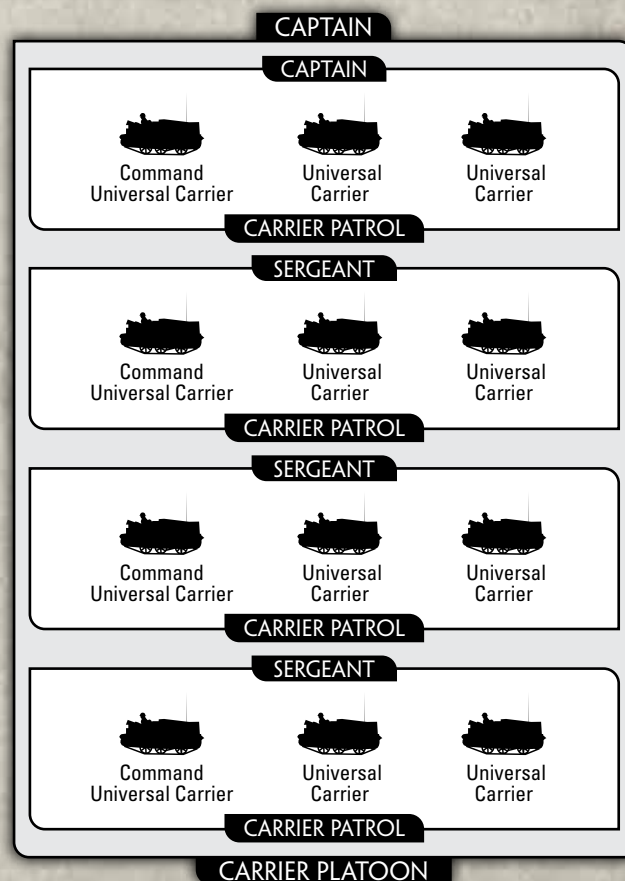
4 Carrier Patrols	300 points
3 Carrier Patrols	225 points
2 Carrier Patrols	150 points
1 Carrier Patrol	75 points

#### OPTIONS

- Arm any or all Universal Carriers with an extra Hull mounted MG for +5 points per carrier or a .50 cal MG for +10 points per carrier.
- Replace up to one extra Hull mounted MG with a Boys anti-tank rifle or PIAT anti-tank projector per Carrier Patrol at no cost.

*Carrier Patrols operate as separate platoons, each with their own command team.*

*Carrier Patrols are Reconnaissance Platoons.*





## ANTI-TANK PLATOON

### PLATOON

HQ Section with:

3 Anti-tank Sections	175 points
2 Anti-tank Sections	120 points
1 Anti-tank Section	65 points

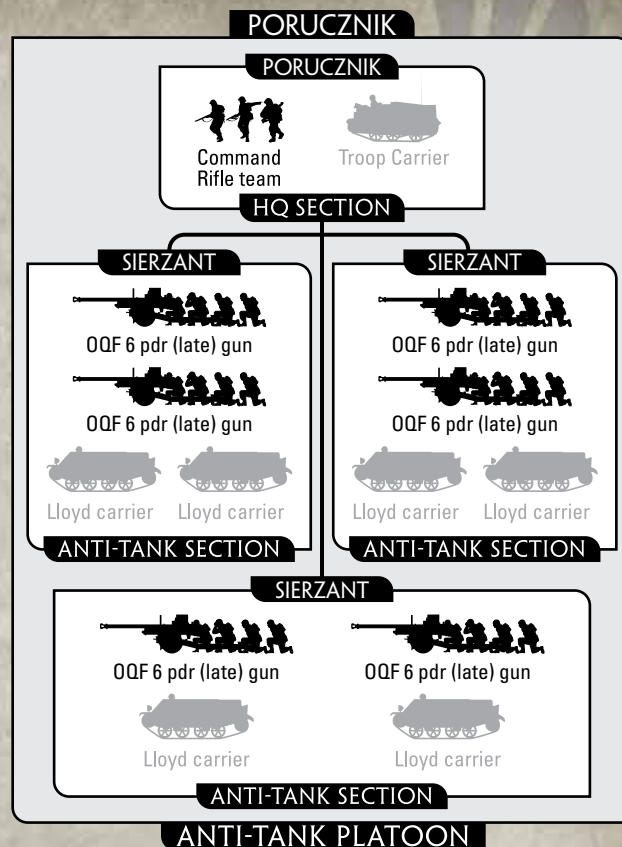
### OPTION

- Add Lloyd and Troop Carriers to the platoon for +5 points.

Your battalion has a platoon of six light 6 pdr anti-tank guns to protect your men from German tanks. When used with skill, these superb little guns are capable of punching well above their weight.

In defence, the key is to not reveal your hand too early. Allow the over-confident Panzer to enter your carefully sited ambush where your dug-in and well-hidden 6 pdrs can use their high rate-of-fire to take point-blank shots into the Panzers' flanks.

The anti-tank gunners have the new tracked Lloyd Carrier to tow the gun into battle, giving the towed guns better mobility cross-country.



## PIONEER PLATOON

### PLATOON

HQ Section with:

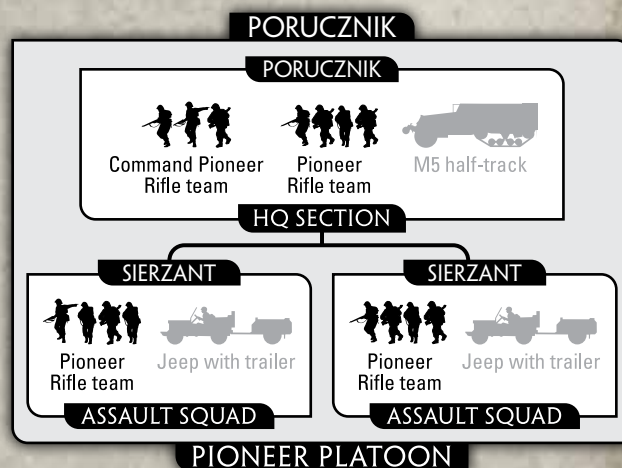
2 Assault Squads	80 points
1 Assault Squad	60 points

### OPTION

- Add M5 half-track and Jeeps with trailers to the platoon for +5 points.

The battalion pioneer platoon is the infantry's own engineering force. They can kit themselves with a flame-thrower.

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





## KOMPANIA PIECHOTY SUPPORT PLATOONS

### MACHINE-GUN PLATOON

#### PLATOON

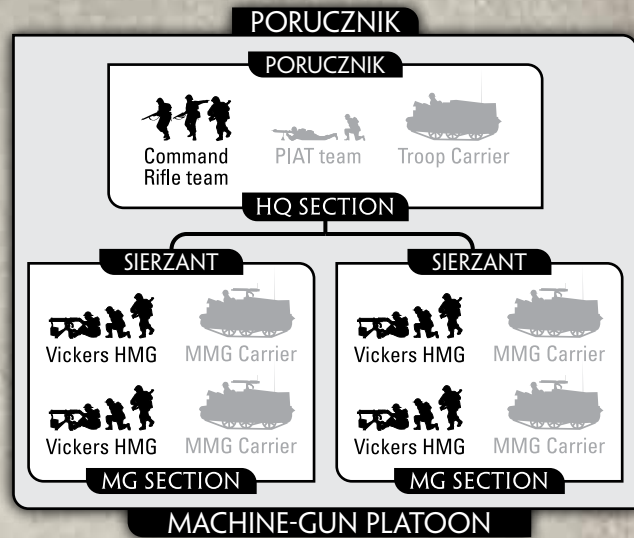
HQ Section with:

2 Machine-gun Sections	130 points
1 Machine-gun Section	65 points

#### OPTIONS

- Add PIAT team for +15 points.
- Add Troop and MMG Carriers to the platoon at +15 points per Machine-gun Section.

The machine-gunners' extensive training allows them to get the most from their weapons, even to the extent of bombarding targets far beyond normal machine-gun range.



### HEAVY MORTAR PLATOON

#### PLATOON

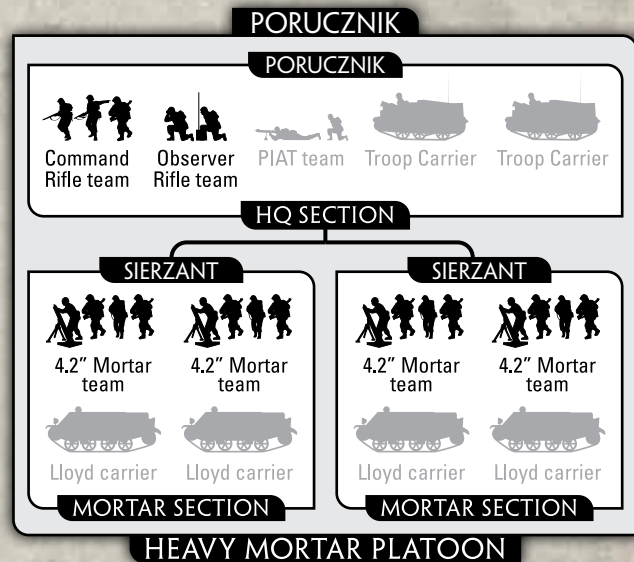
HQ Section with:

2 Mortar Sections	135 points
1 Mortar Section	70 points

#### OPTIONS

- Add PIAT team for +15 points.
- Add Troop and Lloyd Carriers to the platoon for +5 points.

As well as their medium machine-guns, the Independent Machine-gun Squadron has a platoon of heavy 4.2" mortars. These combine the advantages of both mortars and medium artillery.



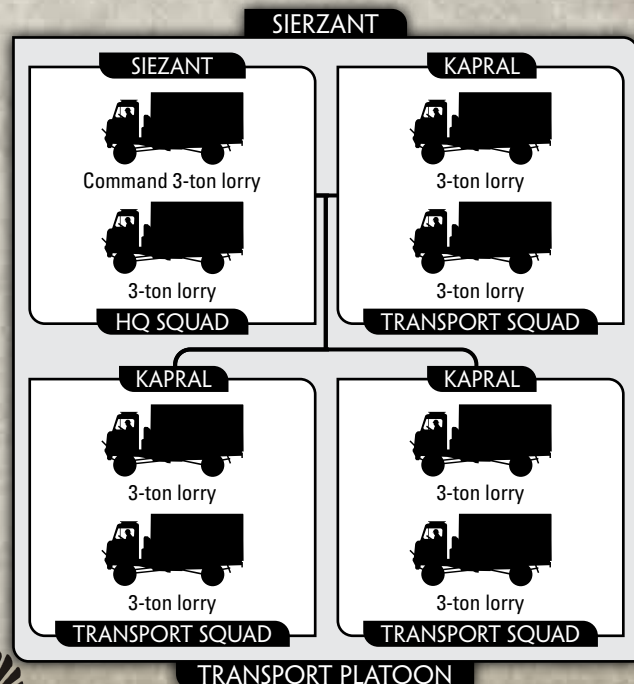
### TRANSPORT PLATOON

#### PLATOON

HQ Section with:

3 Transport Squads	30 points
2 Transport Squads	25 points
1 Transport Squad	20 points
No Transport Squad	15 points

*Transport Platoon follow the rules for Transport Platoons in the rule book.*







# DIVISIONAL SUPPORT



## MOTIVATION AND SKILL

*The divisional troops supporting the tanks and riflemen are just as enthusiastic about defeating the Germans and finally winning their homeland back.*

*All Divisional Support platoons are rated as **Fearless Trained**.*

RELUCTANT	CONSCRIPT
CONFIDENT	<b>TRAINED</b>
<b>FEARLESS</b>	VETERAN

 **1<sup>ST</sup> POLISH ARMoured DIVISION**

## AIRCRAFT

### PRIOTITY AIR SUPPORT


Typhoon 220 points

### LIMITED AIR SUPPORT

Typhoon 170 points

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



Aircraft

FLIGHT

AIR SUPPORT

## AIR OBSERVATION POST


### AOP

Auster AOP 25 points

*Air Observation Posts follow the rules for Air Observation Posts on page 139 of the rulebook.*

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



Auster AOP

AOP

AIR OBSERVATION POST





## FIELD BATTERY, POLISH ARTILLERY

### PLATOON

#### HQ Troop with:

Two Gun troops with a total of

8 OQF 25 pdr 270 points

One Gun troop with a total of

4 OQF 25 pdr 160 points

2 OQF 25 pdr 90 points

### OPTION

- Add Jeep, 15 cwt trucks and Quad tractors for +5 points per Gun Troop.

## FIELD BATTERY (SP), POLISH ARTILLERY

### PLATOON

You must replace all 25 pdr guns and Quad tractors in the diagram with Sexton self-propelled guns.

#### HQ Troop with:

Two Gun troops with a total of

8 Sextons 370 points

One Gun troop with a total of

4 Sextons 215 points

2 Sextons 125 points

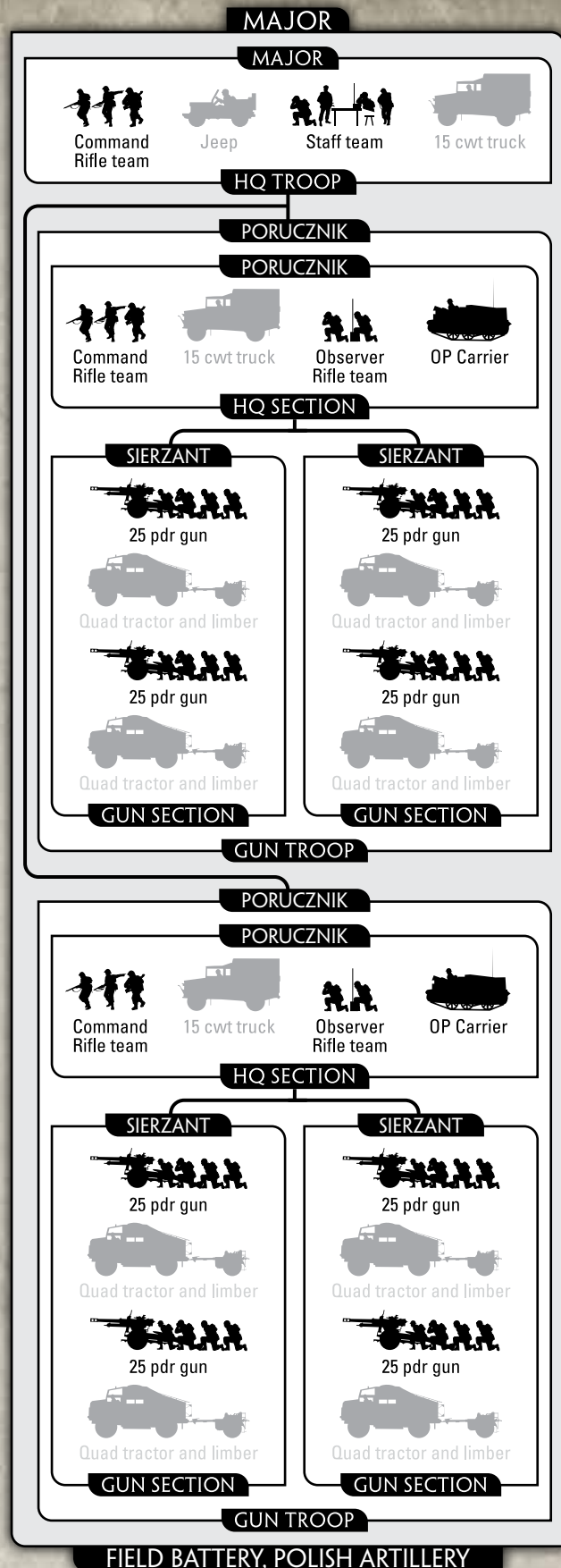
### OPTIONS

- Add Jeep and 15 cwt trucks for +5 points for the battery.
- You must replace all Observer teams and their OP carriers with Observer Sherman OP tanks at no cost.

*Although a Field Battery or Field Battery (SP), Polish Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.*

The Polish 1<sup>st</sup> Armoured Division had two artillery regiments: the 1 Pulk Artilerii Motorowej equipped with Sexton self-propelled guns, and 2 Pulk Artilerii Motorowej equipped with towed 25 pdr guns. Normally 1 Pulk Artilerii Motorowej operated with 10 Brygada Kawalerii Panczernej, while 2 Pulk Artilerii Motorowej worked with the infantry of 3 Brygada Strzelcow.

In the indirect fire role they artillery reigns supreme with the ability to sustain bombardments on dug-in guns and infantry. Even better, when destructive fire is needed, the observer orders a Mike Target and the entire regiment fires on the same coordinates, swamping the enemy in a deluge of shells.





## MEDIUM BATTERY, ROYAL ARTILLERY

### PLATOON

#### HQ Troop with:

Two Gun troops with a total of

8 BL 5.5" 420 points

One Gun troop with a total of

4 BL 5.5" 240 points

2 BL 5.5" 130 points

### OPTION

- Add Jeep, 15 cwt trucks and Matador tractors for +5 points per Gun Troop.

*You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery, Polish Artillery or Field Battery (SP), Polish Artillery with at least as many guns.*

*Although a Medium Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.*

The AGRAs (Army Group, Royal Artillery) were brigade-sized artillery formations assigned to the different Corps in the British sector of Normandy. The 4<sup>th</sup> AGRA supported the units of I Corps, the II (Canadian) Corps has the services of the 2<sup>nd</sup> (Canadian) AGRA, the 3<sup>rd</sup> AGRA supported the troops of the XIII Corps, 5<sup>th</sup> AGRA supported the XXX Corps, and the 8<sup>th</sup> AGRA was attached to the VIII Corps.

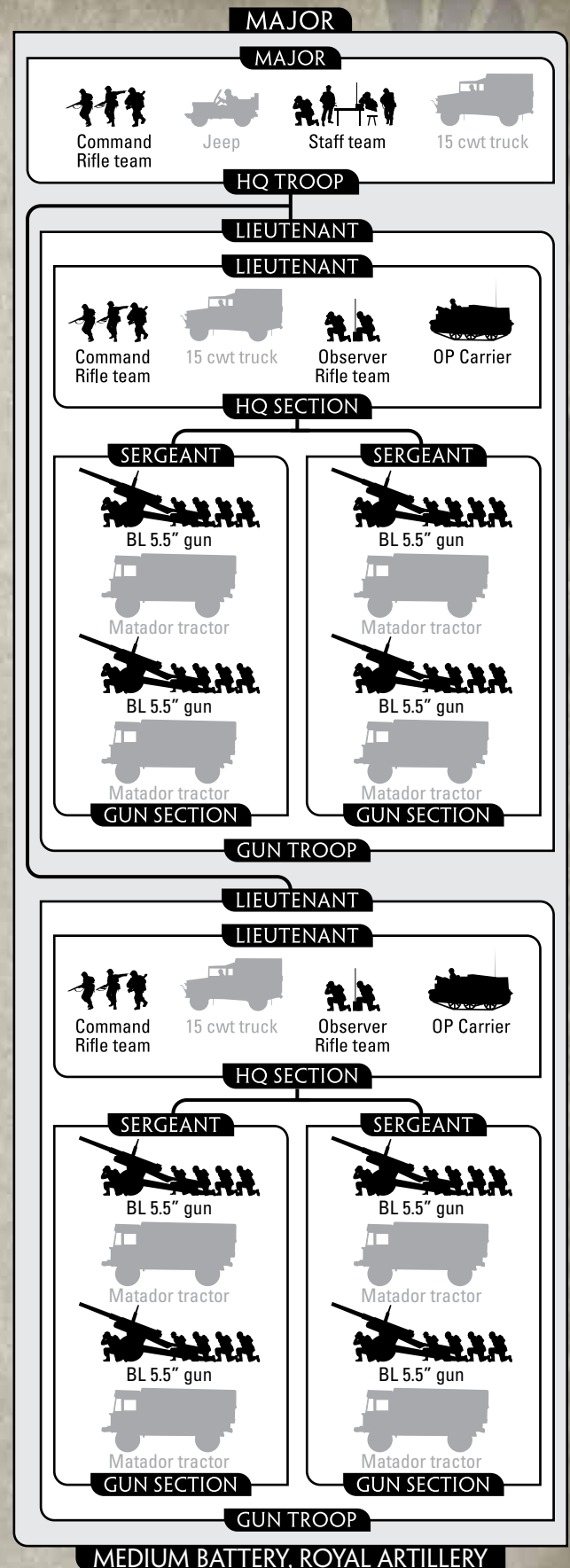
The mainstay of the medium regiments is the BL 5.5" gun-howitzer. This superb weapon fires a 100lb/45kg shell and can reach targets over 9 miles (nearly 15km) away and adds considerable punch to British artillery capabilities.

### MOTIVATION, SKILL AND SPECIAL RULES

A Medium Battery, Royal Artillery is rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

*A Medium Battery, Royal Artillery is a British platoon rather than Polish and uses the British Special Rules on pages 246 to 248 of the rulebook.*





## ANTI-TANK PLATOON (SP), POLISH ARTILLERY

### PLATOON

4 M10C 17 pdr SP	300 points
2 M10C 17 pdr SP	150 points

The self-propelled guns operate with the motor battalion (*10 Pulk Dragonow Zmotoryzowanych*) and as a forward screen, while the towed guns operate with the infantry brigade to give depth to the defence. The self-propelled guns are best used as part of a mobile defence. They have the ability to stage an ambush, then leave before the enemy can retaliate



strongly. They also have the advantage of not needing to be dug in to survive.

## ANTI-TANK PLATOON, POLISH ARTILLERY

### PLATOON

HQ Section with:

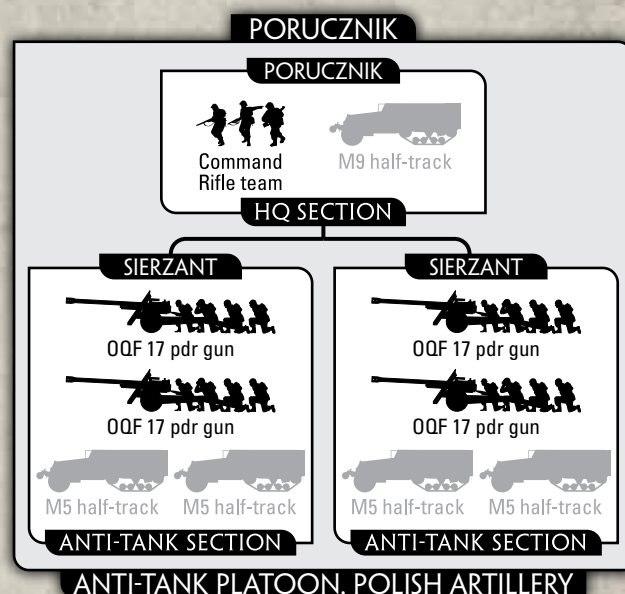
4 OQF 17 pdr gun	220 points
2 OQF 17 pdr gun	115 points

### OPTION

- Add M5 half-track for +5 points for the platoon.

The towed 17 pdr guns give you the ability to defend a large amount of ground and deny it to the enemy for movement. Deploying the guns carefully where they can take advantage of their long range and high hitting power is crucial.

Try to keep them out of sight until the enemy has no choice but to venture into their kill zones. Don't place them too far forward as they are unable to move once emplaced. Use their range to prevent them from being outflanked or assaulted.



## LIGHT ANTI-AIRCRAFT PLATOON

### PLATOON

HQ Section with:

6 40mm Bofors	145 points
4 40mm Bofors	100 points
2 40mm Bofors	55 points

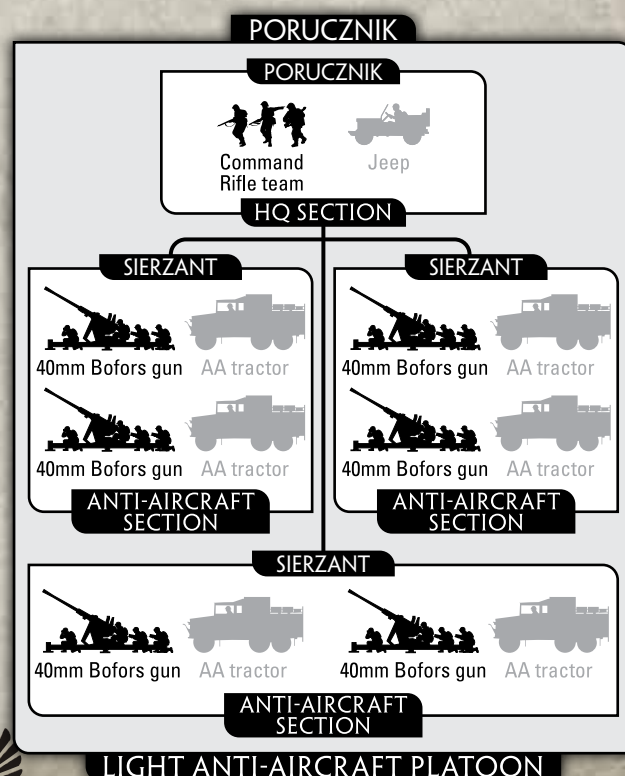
### OPTION

- Add Jeep and AA tractors for +5 points for the platoon.

Remove HQ Section and replace all 40mm Bofors guns with:

6 Bofors 40mm SP	215 points
4 Bofors 40mm SP	145 points
2 Bofors 40mm SP	75 points

The self-propelled Bofors guns give you the ability to keep pace with the faster-moving tanks and motor infantry of the division. Use this added mobility to move from position to position to cover the forward line of your own troops.







# POLISH ARSENAL



## TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	

### LIGHT TANKS

Stuart V	Light Tank	4	2	1	Co-ax MG, Hull MG.
<i>M5 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	

### MEDIUM TANKS

Cromwell IV	Light Tank	6	4	1	Co-ax MG, Hull MG, Protected ammo, Tow hook.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Cromwell VI CS	Light Tank	6	4	1	Co-ax MG, Hull MG, Protected ammo, Tow hook.
<i>OQF 95mm CS howitzer</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>3+</i>	<i>Smoke.</i>
<i>Firing bombardments</i>	<i>48"/120cm</i>	<i>-</i>	<i>4</i>	<i>5+</i>	<i>Smoke bombardment.</i>
Sherman V	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Firefly VC	Standard Tank	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>

### SELF-PROPELLED ANTI-AIRCRAFT GUNS

Bofors 40mm SP	Wheeled	-	-	-	Gun shield, Awkward layout.
<i>Bofors 40mm gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>
Crusader A/A	Standard Tank	2	2	1	Fast tank, Unreliable.
<i>Twin 20mm gun</i>	<i>16"/40cm</i>	<i>5</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>

### SELF-PROPELLED ANTI-TANK GUNS

M10C 17 pdr SP	Standard Tank	4	2	0	.50 cal AA MG.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>No HE, Slow traverse.</i>

### SELF-PROPELLED GUNS

Sexton	Standard Tank	1	0	0	AA MG.
<i>OQF 25 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	<i>Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>80"/200cm</i>	<i>-</i>	<i>4</i>	<i>5+</i>	<i>Smoke bombardment.</i>
Sherman OP	Standard Tank	6	4	1	Hull MG.

### RECONNAISSANCE

Universal Carrier	Half-tracked	0	0	0	Hull MG.
<i>With Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	<i>Hull mounted.</i>
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull mounted.</i>
<i>With .50 cal MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull mounted.</i>
Daimler Dingo	Jeep	1	0	0	AA MG.
<i>With twin MG</i>	<i>16"/40cm</i>	<i>4</i>	<i>2</i>	<i>6</i>	<i>Hull mounted.</i>
<i>With .50 cal MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull mounted.</i>

### ARMoured CARS

Staghound I	Wheeled	3	1	0	Co-ax MG, Hull MG.
<i>M3 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	

### VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.





## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG Firing bombardments	Man-packed	24"/60cm 40"/100cm	6 -	2 -	6 -	ROF 3 when pinned down or moving.
ML 3" Mk II mortar Firing bombardments	Man-packed	24"/60cm 40"/100cm	2 -	2 2	3+ 6	Minimum range 8"/20cm, Smoke. Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
OQF 6 pdr gun (late)	Medium	24"/60cm	3	11	4+	Gun shield.
OQF 17 pdr gun	Immobile	32"/80cm	2	14	3+	Gun shield, No HE.
OQF 25 pdr gun Firing bombardments	Heavy	24"/60cm 80"/200cm	2 -	9 4	3+ 5+	Gun shield, Smoke, Turntable. Smoke bombardment.
BL 5.5" gun Firing bombardments	Immobile	32"/80cm 88"/220cm	1 -	13 5	1+ 2+	Bunker buster.

## 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	ROF 2 when pinned down.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Flame-thrower Team	4"/10cm	2	-	6	Flame-thrower
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep or Jeep and trailer	Jeep	-	-	-	
CMP 15 cwt or 3-ton truck	Wheeled	-	-	-	
Quad or Morris AA tractor	Wheeled	-	-	-	
White scout car	Jeep	1	0	0	
M5 half-track	Half-tracked	1	0	0	
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.
Sherman ARV	Standard Tank	6	4	1	Recovery vehicle.
Cromwell ARV	Light Tank	6	4	1	Recovery vehicle.

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Typhoon	Cannon	3+	8	5+	
	Rockets	3+	6	3+	

