**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.

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.
After Poland fell under the German war machine in 1939, the defeated troops immediately organized a resistance movement. For many years the Polish partisans operated against the Germans, launching small raids and making careful observations of the enemy force.

All of the Polish resistance movements were consolidated under the Armia Krajowa, or Home Army, in February 1942. From there the partisan strategy was to limit any offensive action until such a time that a concerted effort could be made when the Germans were most vulnerable.

In July 1943 General brygady (Brigadier General) Bór-Komorowski assumed command of the AK. Bór was a cavalry officer, having served in WWI in the Austro-Hungarian army. In 1939 he commanded the remnants of several cavalry units against the Soviets in eastern Poland. After the occupation of Poland, Bór joined the underground.

Bór knew that the underground’s inexperienced soldiers wouldn’t stand a chance in open combat against the Germans unless the Allies, in this case the Soviets, directly intervened.

This was painfully obvious when the Warsaw Ghetto uprising was ruthlessly and absolutely crushed in 1943, with the loss of 60,000 Polish citizens.

Bór’s other consideration was that the Soviets were hardly a preferable choice for allies. In 1939, Poland was invaded by both German and Soviet forces. As a result, the AK distrusted Stalin’s intentions. It became critical, therefore, for the Polish people themselves to overthrow the Germans and install their own free Polish government before Stalin could put his own puppet government in control.

The AK would have to wait for the arrival of the Soviet army just outside Warsaw before launching a full-scale insurrection, liberating themselves and then hopefully installing the free Polish government exiled in London.

In June 1944 the Soviets launched Operation Bagration which swept across Byelorussia like a wild fire. By the end of July the Red army was near Warsaw. After a false start the day before, Bór declared W-Hour (’W’ for wybuch, or outbreak and also for wolność, or freedom) at 1700 hours on 1 August.

When W-Hour was announced, the underground AK battalions formed in the streets and alleyways and then sprang into action, seizing important buildings and setting up barricades.

However, not all the AK battalions managed to secure their objectives straight away. The AK battalions in Zolibórz were triggered too early and went into action against the well-defended Warsaw Citadel. The Germans rallied and launched an effective counterattack that forced many of the AK fighters in Zolibórz to retreat into the Kampinos Forest to rally.

Other pockets of German resistance were contained within buildings until the Kedyw arrived to flush them out with heavy weapons.

In the early hours of the rebellion a few Kedyw units ‘liberated’ a large quantity of Waffen-SS uniforms from a warehouse and incorporated them into their units.

Other AK units used captured SS uniforms, but also managed to get a hold of all sorts of German and ex-Polish army uniforms. Wherever possible, AK troops attempted to make themselves into a regular army using uniforms, drill practice and officers.

By the first few days the AK managed to secure the majority of its initial objectives.
The Germans had anticipated an uprising, however they completely underestimated its sheer scale. As a result the majority of the troops that bore the brunt of the Uprising were a few scattered police units. Some of these managed to hold up in buildings for some days, while others collapsed completely.

Most of the German army was tied up in trying to contain the Soviet advance, so there was little that they could commit to rapidly put down the rebellion, so the responsibility was given to the Waffen-SS.

The first German attacks were hastily organised and sent in with little or no support. These were shattered against well organised Polish defences and made little progress. The troops committed lacked much training and most were not at all high-quality fighters.

The SS then implemented a harsh strategy, originating from Hitler himself to burn Warsaw to the ground, sparing not one civilian. The western suburbs such as Wola suffered horribly as German task forces rounded up and executed civilians and fighters alike. This galvanized the Polish against the Germans who now knew what fate awaited them should they surrender—they would fight to the death.

The elite Kedyw, the AK’s veteran partisan fighters, used the two Panther tanks to great effect, helping to liberate a Jewish concentration camp which held many of the survivors of the Ghetto uprising the year before. Several hundred Jewish volunteers immediately joined the AK upon being released.

The fighting continued along the most of the perimeter as the Germans put pressure on the AK. Occasionally the Germans would have some success in penetrating the line but usually at a high cost.

As weeks passed, the beleaguered AK badly needed reinforcements. Bór, who was in constant contact with London, pleaded for the British to send the eager 1st Polish Independent Parachute Brigade. However, Stalin refused to let Allied planes and troops destined to help the rebellion use Soviet bases and Warsaw was well out of range of Britain’s ability to deliver.

However, the western Allies did send a few supply missions to give the AK some equipment including PIAT anti-tank projectors, Bren light machine-guns, rifles and ammunition. Air crews, including some particularly brave Polish crews, made several attempts to supply the besieged town, but in the end proved too costly and had to be stopped.

Stalin refused to commit the 2nd Tank Army which had arrived outside Praga in September. His plan was to allow the Germans to completely crush the AK before moving in and establishing his own government. However, under pressure from his western allies, he eventually sent a token force across the Vistula River into Warsaw.

The Soviet-controlled Ludowe Wojsko Polskie (LWP, or Polish People’s Army) crossed the Vistula on 15-19 September under terrible fire and air strikes, but those that made it across were welcome reinforcements. However, without the support of the entire Soviet army the AK was reduced into small pocket before finally being reduced.

General Bór ordered the final surrender on 2 October after fighting for 63 days, the longest partisan battle in the war. The AK had suffered 15,000 dead; about a third of its strength. The Germans lost 16,000 killed and 9,000 wounded, totalling approximately half of its committed force.
One of the most remarkable things to come out of the Warsaw Uprising was the sheer number of photographs and films taken by the Polish insurgents themselves. It is even more amazing that these managed to survive to provide us with an intimate view of the battles that were fought.

Several civilians took it upon themselves to document the uprising through photography. They risked their lives to take many of dramatic and telling photos. After the uprising the Germans, and later the Soviets, actively pursued these photos and destroyed as many as they could find. Photographers began hiding their negatives to protect them. As time wore on and Warsaw was rebuilt many of these photos were lost. However, now and again a stash of negatives and photos are uncovered which tell new stories of the Uprising.

It's through the lens of the brave civilian photographer that we can see the Uprising unfold. Pictures of soldiers, terrain and equipment help us remember the sacrifices of the Polish people during the summer of 1944.

I've dedicated this section to showcase the source material available on the Warsaw Uprising, including some interesting photos. These highlight the wide variety of people and equipment that fought. Hopefully, you will find these photos helpful when you start your own Armyia Krajowa force for Flames Of War.

I've also included a bibliography of sources that I found useful when researching the Warsaw Uprising so that you can begin your own research into this historic event.

**Warsaw Uprising Bibliography**

**Books:**

**Magazines:**

**Websites (active as of 2009):**
- European Resistance Archive (Interviews with resistance members across Europe) http://www.resistance-archive.org/
- Poland on the Web (Essays on the Warsaw Uprising) http://www.info-poland.buffalo.edu/web/history/WWII/powstanie/link.shtml
- WarsawUprising.com (General History of the Uprising) http://www.warsawuprising.com

Above: These Polish soldiers demonstrate the variety in uniforms that the AK employed. They are wearing Waffen-SS camo smocks with non-SS trousers, most likely of old Polish army issue. They are also wearing both jack and low boots.

Above: More than 4,000 women fought in the Warsaw Uprising. Initially, they served in support roles such as this dispatch runner. However, as the rebellion progressed they began to take up arms along side the men and fight. After the uprising, over 2000 women soldiers marched into captivity, having proudly served the cause.
Above: This photograph demonstrates further diversity in Polish AK uniforms and equipment. The soldier to the left and right appears to be wearing German fieldgrey Panzer style jackets, while the one on the right has found a Waffen-SS smock.

Also of note are their helmets. The man just right of the woman is wearing a Polish wz.31 helmet and the others have standard German helmets with Waffen-SS helmet covers.

Above: AK troops don their new Waffen-SS uniforms.
Above: This heavy weapons squad is taking a break between missions. Again you can see the difference in the sorts of uniforms worn by AK soldiers. Their trousers and shirts are various colours and most likely a mix of civilian and military issue. They have also white eagles painted in white. The eagle insignia is based upon the Polish coat of arms. They have been painted very large to help in identification and provide an interesting painting opportunity.

Above: An AK-controlled 5cm PaK38 anti-tank gun. The crew is wearing full SS uniforms including trousers, boots, soft caps, and jacket. The gun itself appears to have been left in its original camouflage.
Building an AK army can be challenging and one of the most difficult tasks is sorting out which models you need for your army. Below is a list of models you can use for your army sorted out by infantry, gun and vehicle teams.

The AK’s variety of equipment offers great modelling potential. For example, their heavy machine guns varied from Maksim guns to captured German ones. So modelling your heavy machine-gun platoon with both examples would help replicate the hodge-podge nature of AK equipment.

Infantry platoons also offer excellent modelling opportunities where you can pull figures from a great deal of sources for your teams. You can be as creative as you like building an AK army!

### Model Checklist for an AK Army

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### Infantry

<table>
<thead>
<tr>
<th>Polish Unit</th>
<th>Model to Use</th>
<th>Original Nationality</th>
<th>Product Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>AK and Kedyw infantry &amp; gun teams</td>
<td>SS-Panzergrenadierkompanie</td>
<td>German</td>
<td>GBX18</td>
</tr>
<tr>
<td>AK and Kedyw infantry teams</td>
<td>SS-Panzengrenadier Platoon (Mid)</td>
<td>German</td>
<td>GE791</td>
</tr>
<tr>
<td>AK mortar teams</td>
<td>SS-Mortar Platoon (Late)</td>
<td>German</td>
<td>GE815</td>
</tr>
<tr>
<td>AK, Kedyw, and Polish Strelkovy infantry teams</td>
<td>Battle Hardened Strelkovy Platoon</td>
<td>Soviet</td>
<td>SU802</td>
</tr>
<tr>
<td>AK infantry</td>
<td>Partisans &amp; Polizei</td>
<td>Soviet</td>
<td>SBX09</td>
</tr>
<tr>
<td>AK and Kedyw flame-thrower teams</td>
<td>Flame-Thrower Platoon (late)</td>
<td>Soviet</td>
<td>SU737</td>
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### Gun Teams

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<th>Original Nationality</th>
<th>Product Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>AK machine-gun teams</td>
<td>Machine-Gun Company (late)</td>
<td>Soviet</td>
<td>SU734</td>
</tr>
<tr>
<td>AK anti-tank gun teams</td>
<td>3.7cm PaK36 gun (x2)</td>
<td>German</td>
<td>GE501</td>
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<tr>
<td>AK anti-tank gun teams</td>
<td>5cm PaK38 gun (x2)</td>
<td>German</td>
<td>GE510</td>
</tr>
<tr>
<td>AK Artillery Battery</td>
<td>Artillery Battery</td>
<td>German</td>
<td>GBX13</td>
</tr>
<tr>
<td>AK Artillery Battery</td>
<td>10.5cm leFH18 howitzer (x2) (Late)</td>
<td>German</td>
<td>GE572</td>
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<tr>
<td>Polish Strelkovy Company</td>
<td>45mm obr 1937 gun (x2)</td>
<td>Soviet</td>
<td>SU500</td>
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<tr>
<td>Polish Strelkovy Company</td>
<td>Mortar Company (late)</td>
<td>Soviet</td>
<td>SU735</td>
</tr>
<tr>
<td>Polish Strelkovy Company</td>
<td>Anti-tank Rifle Platoon (late)</td>
<td>Soviet</td>
<td>SU738</td>
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</table>

### Vehicles

<table>
<thead>
<tr>
<th>Polish Unit</th>
<th>Model to Use</th>
<th>Original Nationality</th>
<th>Product Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kedyw Assault Platoon</td>
<td>Panzergrenadier Company HQ</td>
<td>German</td>
<td>GBX17</td>
</tr>
<tr>
<td>Kedyw Tank Platoon</td>
<td>Ernst Barkmann</td>
<td>German</td>
<td>GBX21</td>
</tr>
<tr>
<td>Kedyw Tank Platoon</td>
<td>Panther A</td>
<td>German</td>
<td>GE061</td>
</tr>
<tr>
<td>Kedyw Tank Platoon</td>
<td>Panzer IV H</td>
<td>German</td>
<td>GE046</td>
</tr>
<tr>
<td>Kedyw Tank Platoon</td>
<td>Hetzer</td>
<td>German</td>
<td>GE101</td>
</tr>
<tr>
<td>Kedyw Tank Platoon</td>
<td>Tiger I E (Zimmerit)</td>
<td>German</td>
<td>GE071</td>
</tr>
<tr>
<td>Kedyw Armoured Car Platoon</td>
<td>SdKfz 221 (MG)</td>
<td>German</td>
<td>GE300</td>
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### Be Creative!

Remember, at its very core the AK army is ad-hoc. This gives you a great deal of latitude as you construct your force. Using all sorts of figures and bits from your collection will give the army a very different look from a normal Flames Of War force.
In order to make themselves look professional the irregular troops the AK attempted to use a standard uniform whenever possible. A good portion of these were captured off the Germans during the uprising. The SS uniforms captured on the first day went a long way to adding a sense of uniformity to the AK. However, not all the troops had access to the uniforms and used whatever they had on their backs.

**BUILDING AN ARMIA KRAJOWA ARMY**

**MODELLING AK INFANTRY**

The AK’s mixture of uniforms can easily be replicated using figures from several sources. When I began working on my AK army, I collected some Waffen-SS, civilian, and Soviet figures. The bulk of my army will be sporting SS uniforms. For the most part I used the late-war Waffen-SS figures. Some old veterans of the Polish Army wore captured SS tunics and their old army-issue brown trousers and black boots. For these troops, I used a few mid-war SS figures. I started by picking out all of the figures armed with rifles and setting aside all the SMG and MG teams. The AK didn't have many machine-guns at its disposal and those they did have were organised into heavy machine-gun platoons. There were many submachine-guns available as well, but these were largely reserved for the assault troops. So I set aside most of the SMG miniatures for SMG teams. I also did several head-swaps throughout the whole force. The AK had several varieties of headgear, ranging from Soviet, German and old Polish helmets, to soft caps and berets. The old wz.31 model Polish helmet looks similar to the Soviet helmet, so I swapped several Soviet heads with German ones, being careful not to destroy them so I could use them later.

**PAINTING AK INFANTRY**

Once I got all of the assembly things worked out, it was onto painting—and lots of it! As demonstrated by the historical photos shown here the AK troops had a large variety of uniform colours. I made use of the Partisan & Polizei box. Setting aside the Polizei for another project, I used the Russian civilians to augment the other German figures I was using for AK troops. Painting civilian troops is rather fun in that your paint selection is widened beyond the usual camo tones to include whites, blues, reds and other bright colours. You can also convert military tunics into civilian ones just by changing its colour. Civilian dress will yield all sorts of colour combinations if you think outside the box. I even found myself looking up 1930s fashions on the internet and watching period movies to get inspiration for civilian clothing. I also painted the AK identification armband on each figure’s right arm, and a similar band around most of the German helmets.
When large numbers of helmets fell into Polish hands, some AK squads painted the Polish eagle on them.

On some of the figures' helmets without covers, I painted the Polish eagle emblem. I painted a very simple 'V' with a line down the middle. Then, another small line at the bottom to simulate the eagle's feet.

**Modelling Kedyw**

The Kedyw were the elite troops of the AK. They were tasked with the most difficult assignments to secure critical buildings and locations. To complete their mission, they received a lot of the AK's precious few heavy weapons.

The Kedyw teams use the same equipment as the other AK teams, only they had many more submachine-guns and heavy weapons.

**Modelling ‘Warsaw’ Bases**

The key feature of the Warsaw Uprising was, not surprisingly, the city itself. The terrain enabled the AK fighters to contain German strongholds and force a fierce street-by-street fight.

Urban bases can be a bit challenging, especially when you have to cover a lot of bases in a large force. The secret is to keep the bases simple enough in construction to repeat across a large force, yet offer detail so as to not look too dull.

For my force I focused largely on strewn rubble. I used copper wire for exposed plumbing, small squares of aluminum foil for newspapers, balsa wood splinters for wood and assorted bits such as wagon wheels.

However, there was a fair amount of fighting in non-urban terrain such as parks, airfields, and forests so AK troops based accordingly would be just as accurate.

**The Stuff of Buildings**

Consider how the building was built and what sorts of things would be exposed when it was destroyed, such as plumbing and timber frames. Was the building burned? Smoke and fire marks help tell the story of your building.

For the exposed plumbing, I used copper wire and stuck several pipes close together, bent every which way. Then I heavily washed them with watered-down black and brown paint to take some of the shine off the wire. The matt varnish at the end helps tie it into the base.

The Waffen-SS figures are ideal for Kedyw platoons as they used a significant portion of the captured uniforms. For my force I used the SS figures for all of my Kedyw troops with a few head swaps here and there.

The most tricky of these would be the SS camouflage smocks and trousers. The AK's SS camouflage was in the Pea Dot pattern, so I used James Brown's excellent tutorial found in Art of War II: Wehrmacht Edition on page 30. For some troops I painted both tunic and trousers in Pea Dot, while for others I mixed in a few civilian pants here and there.

The Kedyw had a lot of hand-held anti-tank weapons as well, ranging from PIAT projectors to Panzerfaust launchers. German Panzerfaust figures are perfect for Kedyw troops. PIAT teams are a bit more tricky, but often a head-swap with a British figure or two will suffice.

**Fabric & Paper**

In the example shown here, the disgraced flag and crumpled newspaper are made from aluminum foil.

Cut the foil to the right size, put some glue on the back side and set it on the base. Then take a stiff-bristled paint brush and press it into the base so that the foil takes on the shape of the texture underneath.
**Urban Basing Theory**

My theory of basing is that bases should set the scene for the story your army tells. Sometimes that scene is simple, like a late-spring pasture or a winter wonderland. Or, they can be complex, like urban basing. In the end basing is just as important (if not more) to me as the figures themselves.

For my Warsaw force, rather than just making random urban bases, I carefully thought about the scene and how and where each platoon in the force fit. Photographs really helped at this stage.

For example, anti-tank guns will be in the street with improvised cover around them. The infantry will be found in trickier terrain such as a destroyed building. But overall, these platoons are found near each other and thus similar rubble and wreckage will be found on each base.

Though a neat effect, bases don't have to be inter-connecting as if it were a puzzle. They just have to look as though they connect, and having a scene established in your head is a great way to make sure you don't deviate and end up with a random assortment of urban bases.

When working on rubble from a ruined building, it really helps to know ahead of time what your building looked like before and after it was destroyed, even if you aren't modelling the whole building. Basically, you want to know how the building lived, and how it died.

For example, if your troops will be fighting in and around a department store, think about the colour of the building and decorative architecture, such as fascades and cast-iron embellishments.

Also think about what was inside. Was it looted? Was it fully stocked? Is there anything inside that the civilians would have pulled out to make barricades?

In the example here I wanted to focus on the corner of an abandoned German HQ building (though you probably can't easily see it now!). This helps make the stand ‘make sense’ and scenic.

For rubble I used several sizes of model railway ballast. Mixing small and medium grains help vary the size of the rubble so that it doesn't look like the building collapsed in tidy, uniform, easy-to-clean bits.

When painting rubble remember the colour you chose for the building. The bricks or stone blocks would be painted on one side. I base coated all my rubble in a brick-coloured red-brown to simulate bricks. I then painted several light grey (the colour I chose for the exterior of my building).

Rubble isn’t clean either. When a building collapses a good portion of the material is pulverised into dust and grit. At the end of the painting process, I dry-brushed the rubble with brick red and shades of khaki.

Then add ambient wreckage, from wood splinters, exposed plumbing, wall paper, recruiting posters, graffiti, and more.

**Modelling a Barricade**

Before I started modelling, I found several pictures from the uprising to see what sorts of things would be used in the barricade and found that it was pretty much anything the troops could haul into the streets such as overturned automobiles, bricks rubble, timber, bed frames, furniture, etc..

Barricades are barrier fortifications which makes them 8”/20cm long and 2”/5cm deep. For this project, I’ve split the barricade into two 4”/10cm x 2”/5cm sections so that they can fit between buildings on narrow streets or put them side-by-side in larger areas.

The barricades need to be big enough to stop vehicles so I made sure that the barricade topped about 1”/2.5cm. I used a few model railroading bits for the cast-iron pieces and some extra pieces in my spare parts drawers for rest.

Ages ago I dropped an old soviet truck and the resin broke, so I weathered it and stuck it on the base as well, concealing the base with rubble. I used some Schürzen pieces and some match sticks for lumber. Some barricades were manned, so you can put some troops on them as well for aesthetic value.
MODELLING VEHICLES

The AK captured several armoured vehicles during the Uprising including two Panthers, a Tiger, a Panzer IV, a Hetzer and some armoured cars. These were left in the original colours that they were captured in. The AK painted large Polish symbols all over the tank, including Polish flags, eagles and other such nationalistic markings. They were painted oversized so that they could not be mistaken for German tanks.

A common marking was ‘WP’ which stood for Wojsko Polskie (Polish Army). This originated from the Polish underground flag which itself was also commonly found painted on Polish vehicles during the uprising.

The AK also constructed a few examples of their own armoured transports, including Kubus, a converted 3-ton Chevrolet truck. These were often just painted in whatever colour was handy.

The exception to this was ‘Kubus’ which was specifically painted in camouflage because it was too valuable to risk getting knocked out. The camouflage scheme was a series of dark grey streaks over an overall medium-grey basecoat, which helped the vehicle blend into the urban terrain.

Some half-tracks and tanks also received the Polish ‘checkerboard’ insignia. This was first used as a personal insignia of the Polish fighter pilot Stefan Stec during World War I and was eventually adopted as the Polish national symbol in 1918. There are several examples of this symbol being used in Warsaw.

Painting AK vehicles is quite simple. Basically, paint them as though they are German and then paint Polish markings all over it.

There are numerous pictures of an AK Panther tank which appears to have no discolouration that one would expect from a camouflaged vehicle, indicating that it was painted in standard dark yellow (Middlestone 882).

As you can see from the photo above the German Balkenkreuz was not painted over and was still visible.

The crews painted several Polish flags and insignia all around the turret and hull to help identify the vehicle. Inspirational and patriotic slogans and other such graffiti were also applied to vehicles.
Batalion Armii Krajowej Special Rules

The Armia Krajowa (Home Army, known simply as the AK) was both cunning and resourceful during the Warsaw Uprising to contend with an enemy that was superior in both training and equipment. They called on ex-weaponsmiths, mechanics and other skilled labour to build much of their stockpile of weapons and raised many Batalion Armii Krajowej (AK Battalions).

HOME-BUILT WEAPONS

Despite no shortage in manpower, the AK was critically low on weapons while it built up its arsenal. So they employed ex-weaponsmiths, mechanics and other skilled labour to build more weapons and vehicles.

Weapons that are listed in the Arsenal 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 its platoon has resolved all of its shooting:

- On a roll of 1 the team shooting the Home-built weapon is Destroyed.
- Otherwise, the weapon holds up and the team is not Destroyed.

For example, when a Home-built Flame-thrower rolls a 1 the Flame-thrower team is Destroyed rather than removed from play after it is done shooting.

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.

Infantry and Man-packed Gun teams from Combat and Weapons Companies and the Kedyw Assault Platoon treat rubble and woods as Cross-country Terrain, allowing them to move At The Double.

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 Companies and Platoons may re-roll failed Platoon Morale Checks.

If you are fielding a Polish Company, your Company Command team may re-roll failed Company Morale Checks.

BARRICADES SPECIAL RULES

The Armia Krajowa established hundreds of barricades throughout the city, turning them into death traps as the Germans tried to clear them. Snipers, explosives and heavy machine-guns defended these choke points.

A force based on a Batalion Armii Krajowej may include up to five barricades for +50 points each. A barricade is a Barrier fortification (see page 209 of the Flames Of War rule book). Barricades must be deployed anywhere in No-mans-land or in your deployment area immediately before any objectives are placed.

CROSSING A BARRICADE

Barricades are Very Difficult Going, but are Impassable to Cavalry and teams with Remote Control Demolition Carriers. This means that only troops on foot and Fully-traacked armoured vehicles can cross them at all, although Fully-tracked vehicles need a Skill test to do so. Overloaded vehicles must re-roll successful Skill tests to cross a barricade.

A barricade is built high and deep so teams must start their movement adjacent to the barricade to cross it, and must stop their movement on reaching a barricade.

Teams cannot end a Step sitting on a barricade. They must be on one side or the other and clearly either adjacent to the barricade or back from it.

TAKING COVER BEHIND A BARRICADE

Barricades provide Concealment and Bulletproof Cover against shooting from the other side, but no protection against artillery fire, or aircraft.

GAPPING A BARRICADE

A Remote-Controlled Demolition Carrier (see page 216 of the rulebook) detonated adjacent to a barrier that makes a successful Firepower Test using its second firepower rating, creates a 2”/5cm wide gap that is Difficult Going.

BATTALIONS OF THE UPRISING

Although the AK was organised into companies, they fought together as battalions under a single leader.

A Batalionowy Armia Krajowa uses the Soviet Centralised Control special rule found on page 142 of the rulebook.

BARRICADES SPECIAL RULES

The Armia Krajowa established hundreds of barricades throughout the city, turning them into death traps as the Germans tried to clear them. Snipers, explosives and heavy machine-guns defended these choke points.

A force based on a Batalion Armii Krajowej may include up to five barricades for +50 points each. A barricade is a Barrier fortification (see page 209 of the Flames Of War rule book). Barricades must be deployed anywhere in No-mans-land or in your deployment area immediately before any objectives are placed.

CROSSING A BARRICADE

Barricades are Very Difficult Going, but are Impassable to Cavalry and teams with Remote Control Demolition Carriers. This means that only troops on foot and Fully-traacked armoured vehicles can cross them at all, although Fully-tracked vehicles need a Skill test to do so. Overloaded vehicles must re-roll successful Skill tests to cross a barricade.

A barricade is built high and deep so teams must start their movement adjacent to the barricade to cross it, and must stop their movement on reaching a barricade.

Teams cannot end a Step sitting on a barricade. They must be on one side or the other and clearly either adjacent to the barricade or back from it.

TAKING COVER BEHIND A BARRICADE

Barricades provide Concealment and Bulletproof Cover against shooting from the other side, but no protection against artillery fire, or aircraft.

GAPPING A BARRICADE

A Remote-Controlled Demolition Carrier (see page 216 of the rulebook) detonated adjacent to a barrier that makes a successful Firepower Test using its second firepower rating, creates a 2”/5cm wide gap that is Difficult Going.
An Batalion Armii Krajowej must field a Company HQ and one AK Infantry Company and up to three additional AK Infantry Companies and a Kedyw Company and one Kedyw Company. It may also field one of each of the Weapons Platoons shown and one Support Platoon from each Support box shown (Armoured, Infantry, etc.).
MOTIVATION AND SKILL

Hitler’s orders to German troops in Warsaw was to give no quarter and to level the city. The Polish witnessed these orders being executed and were under no illusion what fate awaited them should they surrender. As a result the civilian fighters of the Armia Krajowa were even more motivated and fought to the last man and woman.

A Batalion Armii Krajowej is rated Fearless Conscript.

HEADQUARTERS

COMPANY HQ

HEADQUARTERS
Battalion HQ 20 points

OPTION

• Replace either or both Command Rifle Teams with Command Panzerfaust SMG teams for +10 points per team.

• Add up to three Sniper teams for +50 points per team.

COMBAT COMPANIES

AK INFANTRY COMPANY

COMPANY
HQ Section with:

<table>
<thead>
<tr>
<th>Platoon Type</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 Rifle Platoons</td>
<td>215 points</td>
</tr>
<tr>
<td>3 Rifle Platoons</td>
<td>165 points</td>
</tr>
<tr>
<td>2 Rifle Platoons</td>
<td>110 points</td>
</tr>
</tbody>
</table>

OPTIONS

• Replace up to one Rifle team with a PIAT team at no cost.

• Replace all Rifle teams in up to two Rifle Platoons with SMG teams for +25 points per Rifle Platoon.

• Replace all Rifle teams in up to one Rifle Platoon with Pioneer Rifle teams for +25 points.

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

The Armia Krajowa (Home Army) had been planning for the Warsaw Uprising since 1941. However, its leaders wisely realised that they would have to wait until Germany was at its weakest point before launching the insurrection.

Until then, districts were formed within the city, each with several battalions of AK troops ready to fight at moment’s notice. They trained in secret, horded guns and opened up secret workshops to build weapons including submachine-guns, mortars, and flame-throwers.

When the Uprising began, thousands of AK troops assembled and went into action. Their equipment varied, depending on what their district had in its arsenal at the time of the uprising. Many battalions went into action unarmed, save for some melee weapons, intent on acquiring some off their defeated foes.

The battalions fought with intense bravery and refused to surrender, despite increasingly difficult circumstances. The troops were determined to establish a free Polish state, or give their lives honourably in the noble effort.
**Kedyw Company**

**Company**
HQ Section with:

- 2 SMG Platoons: 175 points
- 1 SMG Platoon: 95 points

**Options**
- Replace Command SMG team with a Command Panzerfaust SMG team for +10 points. If you do this, you may replace all remaining SMG teams with Panzerfaust SMG teams for +10 points per team.
- Equip all SMG teams with Gammon Bombs for +15 points per SMG Platoon.
- Add up to two PIAT teams to the HQ Section for +15 points per team.

*A Kedyw Company is rated Fearless Trained.*

**The Kedyw**

During the occupation, the Kedyw conducted a long partisan war against the Germans. They horded the weapons and supplies they had collected after successful ambushes and raids and buried and hid them in stashes inside and out of Warsaw.

When ‘W’ Hour signalled the beginning of the Warsaw Uprising, the Kedyw assembled in the Old Town District. Local AK units were already rising up and capturing the few lightly defended objectives.

However, once the word got out to the German defenders that the Uprising was in full swing, they fortified themselves into important buildings across the city. Local AK units were unable to contest these strong points, despite their brave efforts, so the combat-experienced Kedyw went to work.

The Kedyw was held in reserve under central control. Once German strongholds could be identified, they would be sent out to reduce the defenders and capture the building.

Group Radoslaw and Battalion Kilinski both made significant contributions to the AK. Radoslaw captured the AK’s first armoured vehicles and used them to liberate a Jewish prisoner camp. Battalion Kilinski used flame-throwers and close combat to capture Warsaw’s tallest building, the Prudential Building.

**AK Mortar Company**

**Company**
HQ Section with:

- 6 Captured 8cm GW34: 105 points
- 3 Captured 8cm GW34: 65 points
- 6 Home-built 8cm: 80 points
- 3 Home-built 8cm: 40 points

The Polish Home Army needed artillery so they could pin down the German defenders. When the Uprising began they had a large collection of home-built mortars made from salvaged materials. They horded stolen ammunition and prepared for when it would be needed.

Once the Uprising was in full swing, AK troops began acquiring captured German mortars to replace their own less reliable ones.
Initially, the AK had a small number of machine guns available to them. Soon after the fighting began they collected many more machine-guns from the Germans including MG34 and MG42 and Soviet Maksim heavy machine-guns.

An AK Machine-gun Platoon may make Combat Attachments to Combat Platoons.

As the AK swept through the city, they recovered several anti-tank guns and put them to use in their battalions, keeping German raids using light vehicle at bay.

An AK Anti-tank Gun Platoon may make Combat Attachments to Combat Platoons.

- All 3.7cm PaK guns are equipped with Steilgranate ammunition at no cost.
MOTIVATION AND SKILL

The AK used its best troops to assault difficult positions and man its limited armoured fighting vehicles. 

The support platoons of a Batalionowcy Armia Krajowa are exceptions to the Centralised Control special rule. They operate as normal platoons. They are rated Fearless Trained.

KEDYW TANK PLATOON

PLATOON

2 Panther A 220 points
1 Panther A 110 points
1 Tiger IE 120 points
1 Panzer IV H 60 points
1 Hetzer 55 points

Within the first few days of the Uprising, Battalion Zoska captured two Panther tanks and used them in an assault to free Jewish prisoners from the Gesiówka prison camp.

In the Ochota district, Battalion Gustaw captured a Panzer and a Tiger in 4 August. Both were pressed into service but were both destroyed the same day.

Battalion Kilinski captured a Hetzer and two armoured cars using Molotov cocktails during the early fighting in the Old Town. Although the Hetzer was badly damaged in the attack, the AK managed to get it up running again.

KEDYW ARMOURED CAR PLATOON

PLATOON

2 Captured Sd Kfz 221 (MG) 60 points

The Polish insurgents captured two armoured cars along with a Hetzer in the Old Town district and quickly pressed them into service.
KEDYW ASSAULT PLATOON

PLATOON
HQ Section with:

<table>
<thead>
<tr>
<th>Option</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Assault Squad</td>
<td>150</td>
</tr>
<tr>
<td>No Assault Squad</td>
<td>75</td>
</tr>
</tbody>
</table>

OPTIONS

- Replace a Captured Sd Kfz 251/1 half-track with ‘Kubus’ armoured car for +25 points.
- Replace the MG on ‘Kubus’ with a PIAT at no cost.

All SMG teams in the Kedyw Assault Platoon carry Gammon Bombs, giving them Tank Assault 3.

Group Krybar led the attack on the German garrison at the Warsaw University. The assault group used a captured German half-track christened ‘Szary Wilk’ and the home-built armoured car ‘Kubus’ to form an armoured infantry platoon.

‘KUBUS’

The AK needed an armoured fighting vehicle to help break the stalemate against the dug in German Sicherung company at the Warsaw University. So, Polish engineers went to work collecting steel plates from all around the city as well as an old 3-ton Chevrolet truck.

As the armoured car began to take shape, the wife of the lead engineer, a doctor known by the resistance as ‘Kubus’, was killed on 15 August. The armoured car was named after the fallen heroine and soon went into action against the Germans.

‘Kubus’ was armed with a Soviet 7.62mm DP Model 1928 machine-gun and a flame-thrower and was designed as an armoured personnel transport, carrying a squad of 12 men.

‘Kubus’ was abandoned after the fall of Powisle and has since been restored and put on display in the Muzeum Wojska Polskiego (Museum of the Polish Army) in Warsaw.

AK ARTILLERY BATTERY

COMPANY
HQ Section with:

<table>
<thead>
<tr>
<th>Option</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>6 Captured 10.5cm leFH</td>
<td>190</td>
</tr>
<tr>
<td>3 Captured 10.5cm leFH</td>
<td>100</td>
</tr>
</tbody>
</table>

OPTION

- Add an Observer Rifle team for +15 points.

The AK Artillery Battery was manned by untrained personnel. An AK Artillery Battery is rated Fearless Conscript.

By the end of the first day of fighting the AK had captured six howitzers, seven mortars, two anti-tank guns, 27 Panzerfaust anti-tank launchers, 70 machine-guns, 373 rifles and 103 pistols.

The six howitzers were centralised and put to use where ever artillery was needed most. An Observer team scrounged for radio sets to use and eventually got one running.
The Polish army reached the Vistula on 14 September. In its ranks was the Ludowe Wojsko Polskie (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 badly needed reinforcements bolstered the AK Group Radoslaw. However, again the Soviets did not commit its artillery or aircraft to assist the uprising.

Three divisions headed into Warsaw, however only 1500 troops made it across the river, the rest being cut off by the Germans and destroyed piecemeal on the river banks.

The remaining Polish troops and equipment were absorbed into local AK regiments. Meanwhile, the Soviet army waited quietly on the opposite river bank and the Polish capital remained in German control until January 1945.
The city of Warsaw was split into several major districts: the Old Town, the City Centre, Zolibórz, Kaminos Forest, Wola, Ochota, Mokotów, Powisle, Praga, and Okecie. Other smaller districts that fell outside of the city were referred to as Greater Warsaw.

Each district was then divided into sections each defended by several AK battalions. The elite Kedyw units were not assigned to any specific location and were instead held as a mobile reserve that would be dispatched to handle trouble spots once the Uprising began.

Each AK battalion usually consisted of two to six companies of about 100 soldiers. At W-Hour the companies assembled and each fighter was issued a white and red armband to identify them as AK soldiers.

When the uprising kicked off many of the AK troops didn't have weapons and had to rely on capturing or securing them from the Germans or fallen comrades.

Home-made weapons supplemented the lack of guns and mortars. These were initially made in secret workshops. Once the uprising began the AK set up a workshop for producing and repairing weapons for the rebellion.

What limited defensive weapons the AK had at its disposal, such as the heavy machine-guns, mortars and artillery were allocated to the AK battalions and not the Kedyw to bulk up defensive positions.

In contrast, the Kedyw units were well equipped and sufficiently experienced with offensive weapons. They held the bulk of the AK's submachine-guns and flame-throwers. Captured vehicles were also operated by the Kedyw which put the precious tanks under the command of relatively experienced tank crews.

The Kedyw battalions fought as a fire brigade, reinforcing whatever part of the line the AK either planned to launch an offensive, or expected a serious German counterattack.
### Tank Teams

<table>
<thead>
<tr>
<th>Name</th>
<th>Mobility</th>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Panzer IV</td>
<td>Fully-tracked</td>
<td>7.5cm KwK40 gun</td>
<td>6</td>
<td>3</td>
<td>1</td>
<td>Co-ax MG, Hull MG, Protected Ammo, Schürzen, Unreliable.</td>
<td></td>
</tr>
<tr>
<td>Panther A</td>
<td>Fully-tracked</td>
<td>7.5cm KwK42 gun</td>
<td>10</td>
<td>5</td>
<td>1</td>
<td>Co-ax MG, Hull MG, Wide Tracks, Unreliable.</td>
<td></td>
</tr>
<tr>
<td>Tiger IIE</td>
<td>Fully-tracked</td>
<td>8.8cm KwK36 gun</td>
<td>9</td>
<td>8</td>
<td>2</td>
<td>Co-ax MG, Hull MG, Protected Ammo, Slow tank, Wide tracks, Unreliable.</td>
<td>Slow Traverse.</td>
</tr>
<tr>
<td>Hetzer</td>
<td>Fully-tracked</td>
<td>7.5cm Pak39 gun</td>
<td>7</td>
<td>2</td>
<td>1</td>
<td>Hull MG, Overloaded, Unreliable.</td>
<td>Hull mounted.</td>
</tr>
</tbody>
</table>

### Armoured Cars

<table>
<thead>
<tr>
<th>Name</th>
<th>Mobility</th>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sd Kfz 221 (MG)</td>
<td>Wheeled</td>
<td>7.5cm PaK39 gun</td>
<td>40°/100cm</td>
<td>1</td>
<td>11</td>
<td>3+</td>
<td>Unreliable.</td>
</tr>
</tbody>
</table>

### Vehicle Machine-Guns

<table>
<thead>
<tr>
<th>Name</th>
<th>Mobility</th>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vehicle MG</td>
<td>16°/40cm</td>
<td>3.7cm PaK36 gun</td>
<td>3</td>
<td>6</td>
<td>4+</td>
<td>Gun shield.</td>
<td></td>
</tr>
<tr>
<td>PTRD anti-tank rifle</td>
<td>Man-packed</td>
<td>16°/40cm</td>
<td>2</td>
<td>5</td>
<td>5+</td>
<td>Tank Assault 3.</td>
<td></td>
</tr>
<tr>
<td>MG34, MG42 or Maksim HMG</td>
<td>Man-packed</td>
<td>24°/60cm</td>
<td>6</td>
<td>2</td>
<td>6</td>
<td>ROF 2 when pinned down.</td>
<td></td>
</tr>
<tr>
<td>Home-built 81mm mortar</td>
<td>Man-packed</td>
<td>32°/80cm</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>Home-built.</td>
<td></td>
</tr>
<tr>
<td>8cm GW34 mortar</td>
<td>Man-packed</td>
<td>40°/100cm</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>Smoke bombardment.</td>
<td></td>
</tr>
<tr>
<td>82-BM-41 mortar</td>
<td>Man-packed</td>
<td>40°/100cm</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3.7cm PaK36 gun</td>
<td>Light</td>
<td>24°/60cm</td>
<td>3</td>
<td>6</td>
<td>4+</td>
<td>Gun shield.</td>
<td></td>
</tr>
<tr>
<td>Firing Stielgranate</td>
<td>Light</td>
<td>8°/20cm</td>
<td>1</td>
<td>12</td>
<td>5+</td>
<td></td>
<td></td>
</tr>
<tr>
<td>45mm obr 1942 gun</td>
<td>Light</td>
<td>24°/60cm</td>
<td>3</td>
<td>8</td>
<td>4+</td>
<td>Gun shield.</td>
<td></td>
</tr>
<tr>
<td>5cm Pak38 gun</td>
<td>Medium</td>
<td>24°/60cm</td>
<td>3</td>
<td>9</td>
<td>4+</td>
<td>Gun shield.</td>
<td></td>
</tr>
<tr>
<td>7.5cm Pak40 gun</td>
<td>Medium</td>
<td>32°/80cm</td>
<td>2</td>
<td>12</td>
<td>3+</td>
<td>Gun shield.</td>
<td></td>
</tr>
<tr>
<td>10.5cm leFH18 howitzer</td>
<td>Immobile</td>
<td>24°/60cm</td>
<td>1</td>
<td>10</td>
<td>2+</td>
<td>Gun shield, Smoke.</td>
<td></td>
</tr>
<tr>
<td>Firing bombardments</td>
<td>75°/180cm</td>
<td>-</td>
<td>4</td>
<td>4+</td>
<td>Smoke bombardment.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### INfantry teams

<table>
<thead>
<tr>
<th>Team</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle team</td>
<td>16”/40cm</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Rifle/MG team</td>
<td>16”/40cm</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>SMG team</td>
<td>4”/10cm</td>
<td>3</td>
<td>1</td>
<td>6</td>
<td>Full ROF when moving.</td>
</tr>
<tr>
<td>Bazooka or PIAT team</td>
<td>8”/20cm</td>
<td>1</td>
<td>10</td>
<td>5+</td>
<td>Tank assault 4.</td>
</tr>
<tr>
<td>Flame-thrower team</td>
<td>4”/10cm</td>
<td>4</td>
<td></td>
<td>6</td>
<td>Flame-thrower. Home-built.</td>
</tr>
<tr>
<td>Staff team</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>cannot shoot</td>
</tr>
</tbody>
</table>

**ADDITIONal TRAINING AND EQUIPMENT**

- **Panzerfaust**
  - Range: 4”/10cm
  - ROF: 1
  - Anti-tank: 12
  - Firepower: 5
  - Notes: Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.

Pioneer teams are rated as Tank Assault 4. Teams with Gammon Bombs are rated as Tank Assault 3.

### TRANSPORT TEAMS

<table>
<thead>
<tr>
<th>Name</th>
<th>Mobility</th>
<th>Front Range</th>
<th>Armour Front</th>
<th>Armour Side</th>
<th>Armour Top</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ARMoured PERSONNEL CARRIERS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sd Kfz 251/1 half-track</td>
<td>Half-tracked</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Hull MG, Passenger-fired AAMG, Unreliable.</td>
</tr>
<tr>
<td>‘Kubus’</td>
<td>Wheeled</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Co-ax MG, Overloaded, Unreliable.</td>
</tr>
<tr>
<td><em>Home-built Flame-thrower</em></td>
<td>4’7/10cm</td>
<td>3</td>
<td>-</td>
<td>6+</td>
<td></td>
<td>Flamethrower, Home-built.</td>
</tr>
</tbody>
</table>

*Above: An AK soldier armed with a home-built flame-thrower. Hundreds of these uncomfortably unreliable weapons were constructed in secret workshops all across Warsaw before the uprising began.*