

ARMIA KRAJOWA

OFFICIAL BRIEFING

LATE WAR INTELLIGENCE BRIEFING FOR
THE POLISH HOME ARMY IN THE WARSAW UPRISING 1944



BY 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 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.



The Polish Home Army

On August 1, 1944, at about 5:00 pm, I heard machine-guns and grenades exploding. From my balcony at 28 Kopernika Street, I saw the attack on the [Warsaw] University. The boys positioned themselves along the street; the girls were delivering weapons and ammunition.... The first days of the Uprising were successful, and we were given hope. Free Warsaw!

- Sylwester Braun 'Kris', photographer during the Warsaw Uprising

After Poland fell under the German war machine in 1939, the defeated troops immediately organised 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 Żolibórz 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 Żolibórz 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 Polish 1st 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.

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.

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.

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.

Street 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 Battalion Armii Krajowej may include up to five Street Barricades for +30 points each. A barricade is a Barrier fortification (see page 209 of the Flames Of War rule book). Street Barricades must be deployed anywhere in No-mans-land or in your deployment area immediately before any objectives are placed.

CROSSING A BARRICADE

Street 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-tracked 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 Street Barricade.

A Street 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.

Assaulting teams must start the Assault Step adjacent to the barricade to assault enemy teams adjacent to the other side of it.

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 to gap the Street Barricade.

Guns rated as Bunker Buster can also gap a Street Barricade. A team must be able to draw a Line of Sight to a Street Barricade and be within 16"/40cm to be able to shoot at it. Unlike normal shooting, teams roll a Skill Test to hit a barricade. If they hit, make a Firepower Test to gap the Street Barricade.

Pioneer teams that are not Pinned Down may gap an adjacent Street Barricade instead of moving. At the end of the Movement Step the team makes a Skill Test to gap the Street Barricade. Regardless of whether they succeed or not, every team that attempted to gap the barricade counts as having moved.

When making a Firepower Test to gap a Street Barricade:

- *A successful test will gap the Street Barricade.*
- *A failed test leaves the Street Barricade totally unharmed.*

A gapped Street Barricade becomes Difficult Going, but continues to provide Concealment and Bulletproof Cover.



BATALION ARMII KRAJOWEJ

(Home Army Battalion)

(INFANTRY COMPANY)

HEADQUARTERS

COMPANY HQ



Company HQ

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.).

COMBAT COMPANIES

INFANTRY



AK Infantry Company

INFANTRY



AK Infantry Company

INFANTRY



AK Infantry Company

INFANTRY



AK Infantry Company

INFANTRY



Kedyw Company

WEAPONS COMPANIES

ARTILLERY



AK Mortar Company

MACHINE-GUNS



AK Machine-gun Company

ANTI-TANK



AK Anti-tank Platoon

SUPPORT PLATOONS

ARMOUR



Kedyw Tank Platoon

Kedyw Armoured Car Platoon

Kedyw Assault Platoon

INFANTRY



Polish Strelkovy Company

ARTILLERY



AK Artillery Battery

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:

4 Rifle Platoons

215 points

3 Rifle Platoons

165 points

2 Rifle Platoons

110 points

OPTIONS

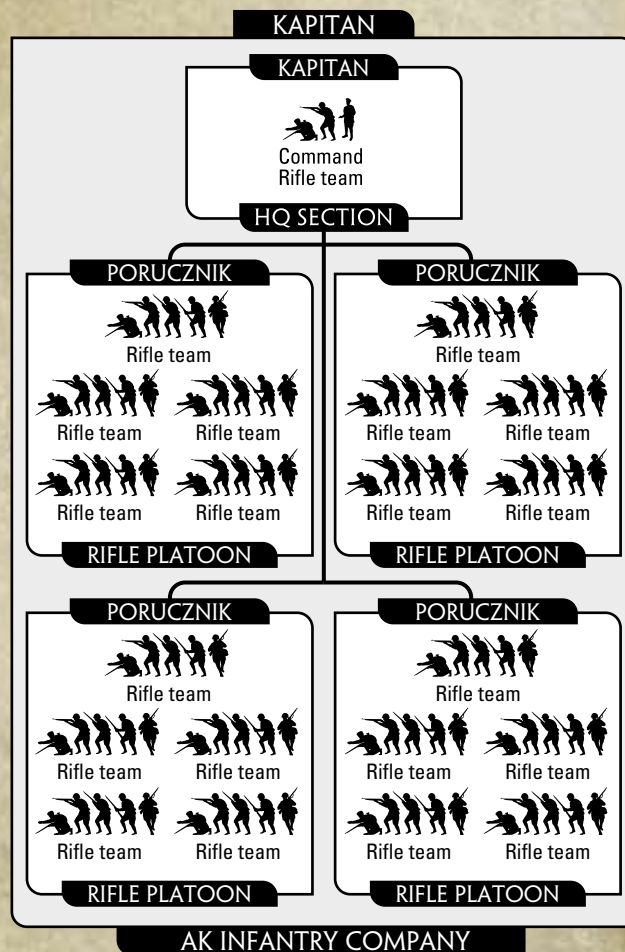
- Replace up to one Rifle team with a PIAT team at no cost.
- Replace all Rifle teams in up to two Rifle Platoons with SMG teams for +25 points per Rifle Platoon.
- Replace all Rifle teams in up to one Rifle Platoon with Pioneer Rifle teams for +25 points.

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:

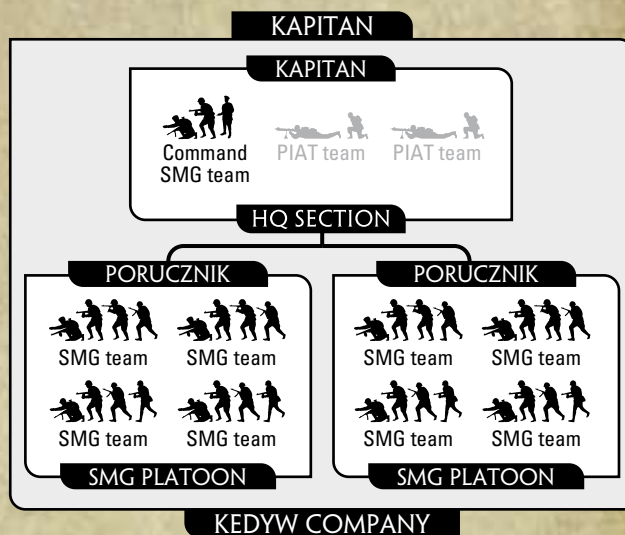
2 SMG Platoons	175 points
1 SMG Platoon	95 points

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**.*

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



The Kedyw were an elite unit in the AK. They had been fighting the Germans since 1940 as an underground formation conducting sabotage and ambushes. As a result they accumulated a lot of experience fighting the Germans and were ready for their role in the uprising.

THE KEDYW

During the occupation, the Kedyw conducted a long partisan war against the Germans. They hoarded 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.

WEAPONS COMPANIES

AK MORTAR COMPANY

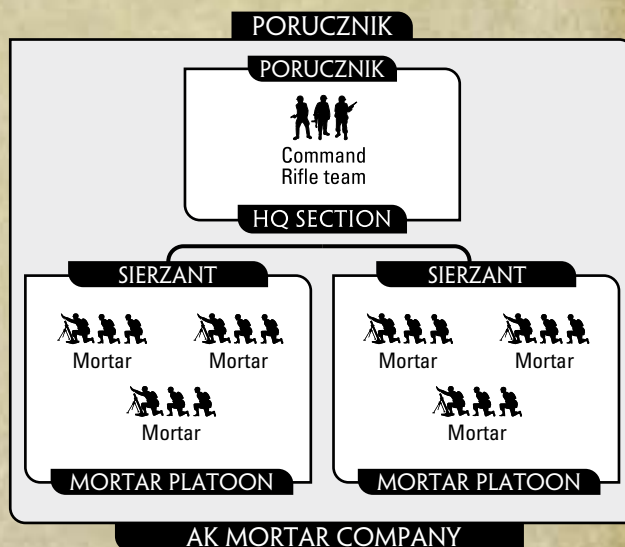
COMPANY

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 hoarded 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.



AK MACHINE-GUN COMPANY

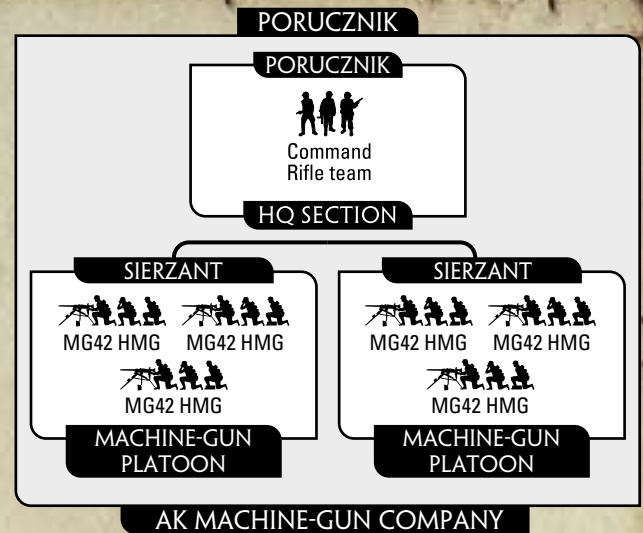
COMPANY

HQ Section with:

6 MG42	145 points
3 MG42	75 points

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

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.



AK ANTI-TANK GUN COMPANY

COMPANY

HQ Section with:

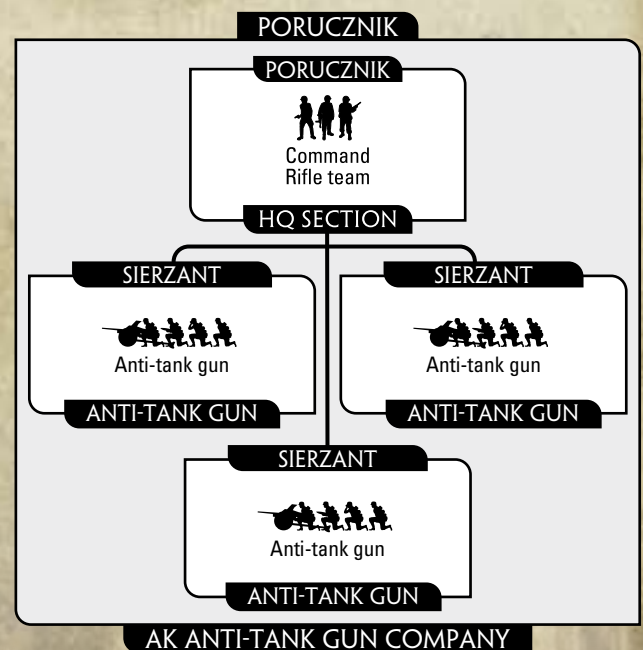
3 3.7cm PaK36	65 points
2 3.7cm PaK36	45 points
3 5cm PaK38	70 points
2 5cm PaK38	50 points
2 7.5cm PaK40	85 points

OPTION

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

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

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.



SUPPORT PLATOONS

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 Batalionowy Armia Krajowa are exceptions to the Centralised Control special rule. They operate as normal platoons. They are rated **Fearless Trained**.*

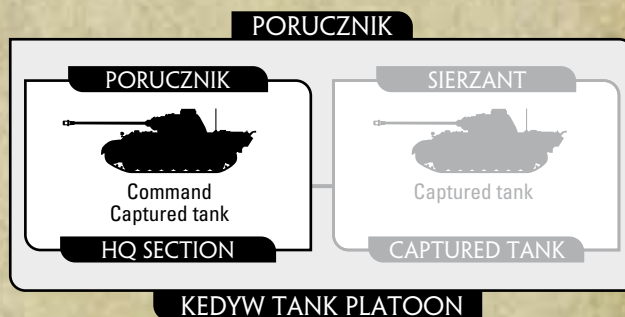
KEDYW TANK PLATOON

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.

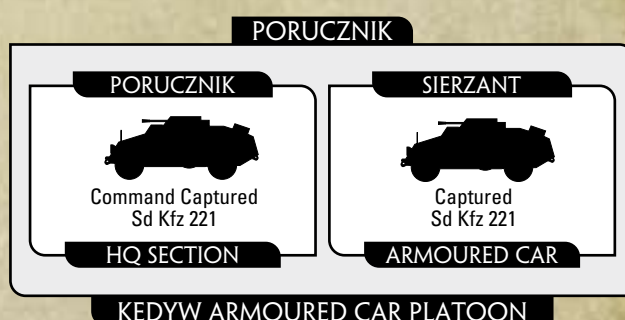


KEDYW ARMoured CAR PLATOON

PLATOON

2 Captured Sd Kfz 221 (MG)	60 points
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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:

- | | |
|------------------|------------|
| 1 Assault Squad | 150 points |
| No Assault Squad | 75 points |

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.



A Kedyw Assault Platoon uses the German Mounted Assault special rule found on page 137 of the rulebook.

Fully equipped with the latest Allied supply drop of Gammon bombs and PIATs, the assault platoon went into action against the Germans on several successful missions.



'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:

- | | |
|------------------------|------------|
| 6 Captured 10.5cm leFH | 190 points |
| 3 Captured 10.5cm leFH | 100 points |

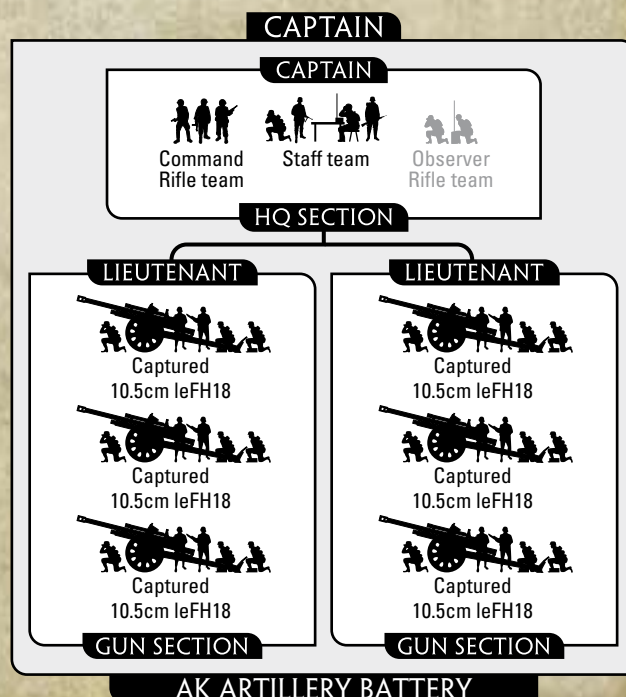
OPTION

- 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.



POLISH STRELKOVY COMPANY

COMPANY

HQ Section with:

2 Rifle Platoons	270 points
1 Rifle Platoon	145 points

OPTIONS

- Add Maksim HMG teams for +25 points per team.
- Add Mortar Platoon for +55 points.
- Add Anti-tank Rifle Platoon for +25 points.
- Replace all PTRD Anti-tank Rifle teams with 45mm obr 1942 anti-tank guns for +20 points.
- Replace all Rifle/MG teams in one Rifle Platoon with SMG teams at no cost.

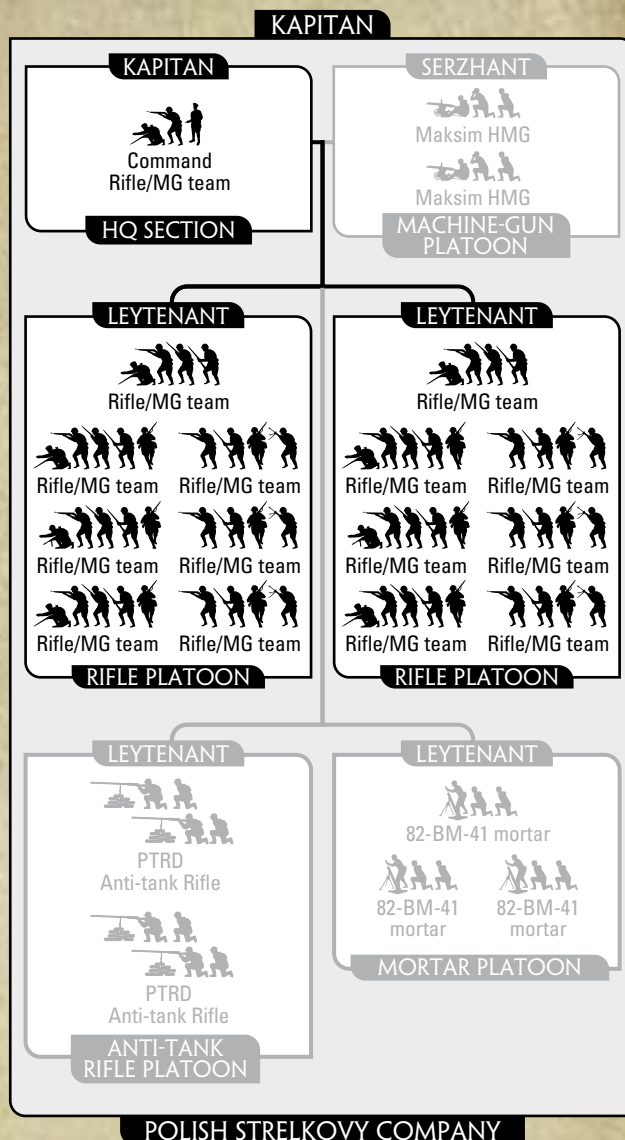
A Polish Strelkovy Company is a Soviet company and uses all of the Soviet special rules found on pages 180-182 rulebook as well as the For Your Freedom and Ours special rule found on page 5 of this briefing.

The Soviet 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.



AK Battalions in the Warsaw Uprising

The city of Warsaw was split into several major districts: the Old Town, the City Centre, Żolibórz, Kamionowski Forest, Wola, Ochota, Mokotów, Powiśle, Praga, and Okęcie. 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.

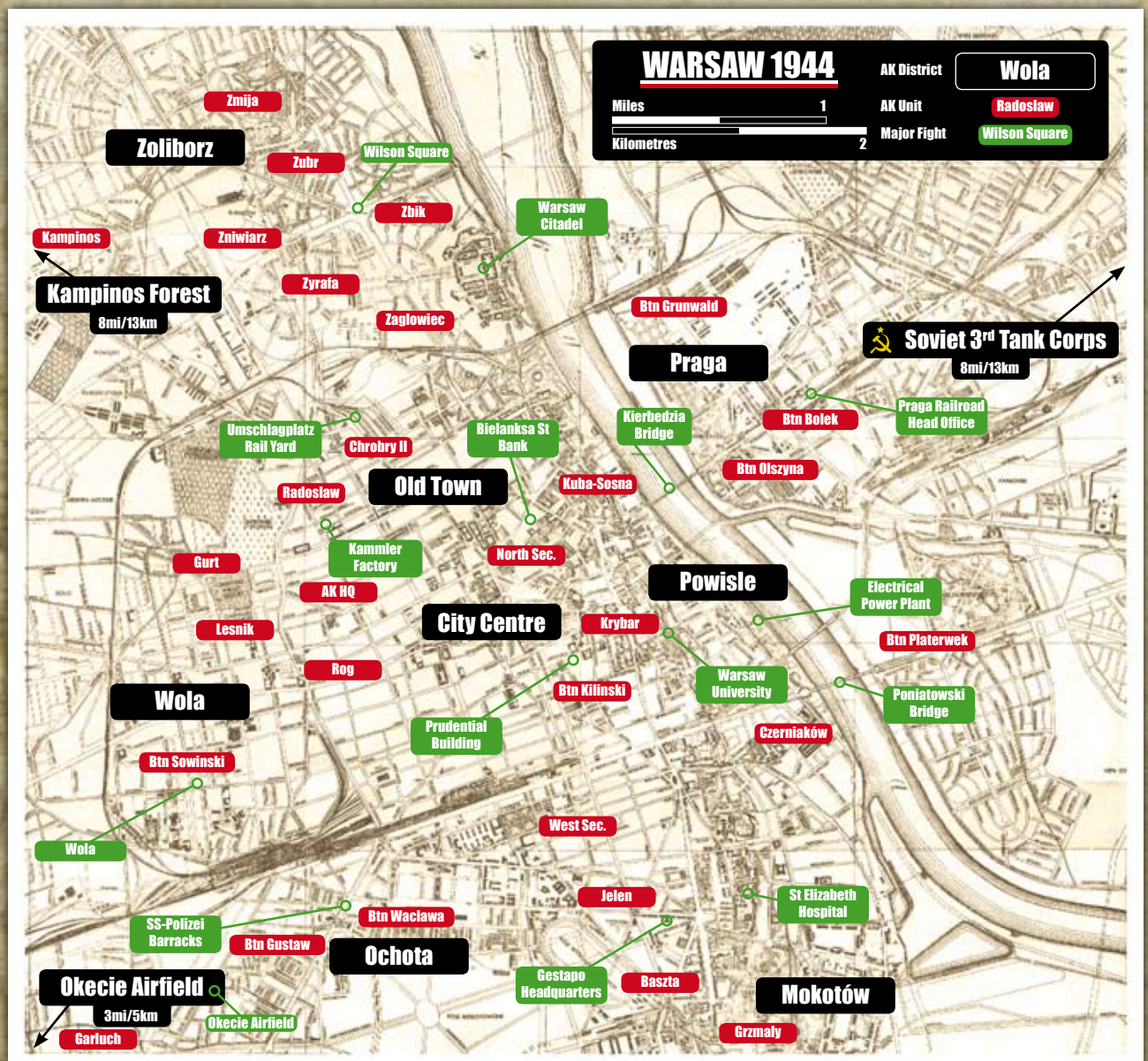
When the uprising kicked off many of the AK troops didn't have weapons and had to rely on capturing or securing them from the Germans or fallen comrades.

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.



ARMIA KRAJOWA ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
TANKS					
Panzer IV	Fully-tracked	6	3	1	Co-ax MG, Hull MG, Protected Ammo, Schürzen, Unreliable.
7.5cm KwK40 gun	32"/80cm	1	11	3+	
Panther A	Fully-tracked	10	5	1	Co-ax MG, Hull MG, Wide Tracks, Unreliable.
7.5cm KwK42 gun	32"/80cm	1	14	3+	
Tiger IE	Fully-tracked	9	8	2	Co-ax MG, Hull MG, Protected Ammo, Slow tank, Wide tracks, Unreliable.
8.8cm KwK36 gun	40"/100cm	1	13	3+	Slow Traverse.
Hetzer	Fully-tracked	7	2	1	Hull MG, Overloaded, Unreliable.
7.5cm PaK39 gun	32"/80cm	1	11	3+	Hull mounted.

ARMoured CARS

Sd Kfz 221 (MG)	Wheeled	1	0	0	AA MG, Unreliable.
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VEHICLE MACHINE-GUNS

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

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank Assault 3.
MG34, MG42 or Maksim HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
Home-built 81mm mortar	Man-packed	32"/80cm	-	2	6	Home-built.
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
82-BM-41 mortar	Man-packed	40"/100cm	-	2	6	
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
Firing Stielgranate		8"/20cm	1	12	5+	
45mm obr 1942 gun	Light	24"/60cm	3	8	4+	Gun shield.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield, Smoke.
Firing bombardments		75"/180cm	-	4	4+	Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Bazooka or PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Flame-thrower team	4"/10cm	4	-	6	Flame-thrower. Home-built.
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.
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Pioneer teams are rated as Tank Assault 4. Teams with Gammon Bombs are rated as Tank Assault 3.

TRANSPORT TEAMS

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

ARMoured PERSONNEL CARRIERS

Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AAMG, Unreliable.
'Kubus'	Wheeled	1	0	0	Co-ax MG, Overloaded, Unreliable.
Home-built Flame-thrower	4"/10cm	3	-	6+	Flamethrower, Home-built.



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.