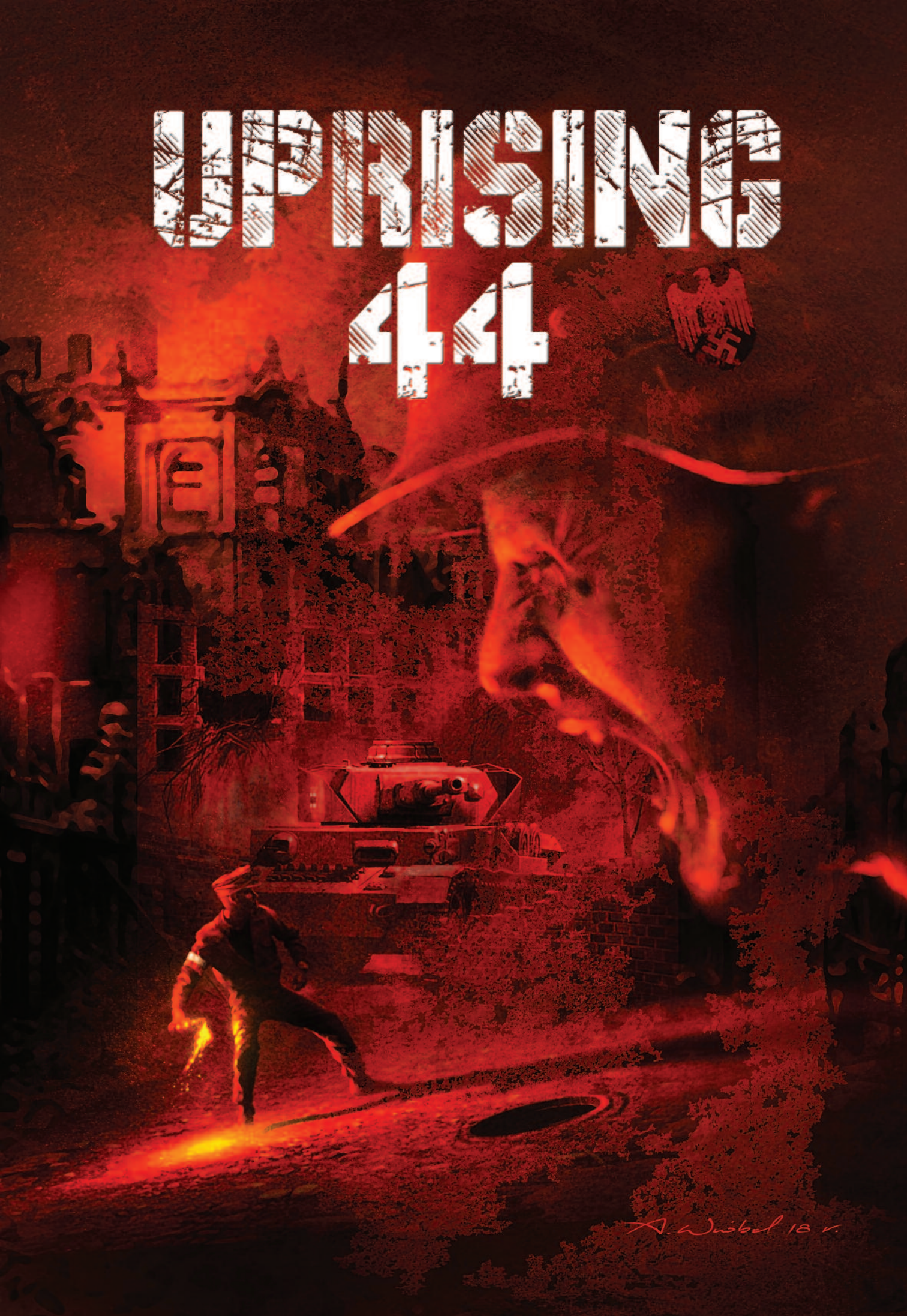


UPRISING

444



A. Wisbel 13 v.



taktykaistrategia.pl

“Uprising 44” is a game that covers battle that took place in Warsaw in August and September 1944. Known in the memory of the Polish nation as Warsaw Uprising, was indeed Polish independence campaign militarily directed against the III Reich occupying the city since 1939 and politically against the USSR, striving for the sovietization of Poland. One of players controls Polish forces (resistance units and pro-soviet Polish Army that tried to help the insurgents, in the alternative variant there is a possibility to use Polish airborne brigade from UK as well), while the other takes control over the Germans and their allies. Both sides have hard task to fulfill. German player has to fight against running time and force Polish player to surrender as quick as possible. Polish player has to keep as many parts of the city as possible and hold morale of his troop high. Urbanized terrain makes struggle even harder. Despite being a game, “Uprising 44” has educational value as well, showing all the units, events and equipment used in the battle. Finally, the game’s goal is to cultivate a memory and heroism of insurgents and people of Warsaw. It’s 5.P.M, the clock shows “W” hour...

1.0 DEFINITIONS AND ABBREVIATIONS

- Zone** – single area which is marked with white borders
- District** – single area which is marked with colored borders
- Obverse** – unit of full strength
- Reverse – weakened unit
- AK** – Armia Krajowa (Home Army)
- MP** – Movement Points
- StrP** – Strength Points
- LP** – Losses Points
- CEL** – Combat Efficiency Level
- SP** – Supply Points
- MSP** – Morale Points
- CP** – Command Points
- WP** – Wojsko Polskie (Pro-soviet Polish Army)
- TP** – Terrain Point
- MZ** – Mobilization Zone
- SBS** – Samodzielna Brygada Spadochronowa (Independent Airborne Brigade)

POLES



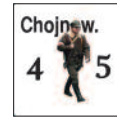
AK unit of the Wola District



National Armed Forces



+2 Combat Support



AK partisans of the Chojnowskie Woods



AK battalion “Parasol” (Elite)

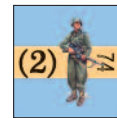


Independent Airborne Brigade battalion



Polish People’s Army battalion

GERMANS



Garrison (zone 74)



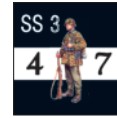
Collaboration units



Warsaw’s cordon unit



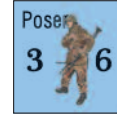
Herman Goering’s combat engineers



Warsaw SS unit



Waffen SS



Wehrmacht

UPRISING 44

Game designer: Marcin Paetz, Wojciech Zalewski

Development team: Piotr Wodtke, Paweł Stanicki-Miskuro, Krzysztof Wojdyło, Rafał Zalewski

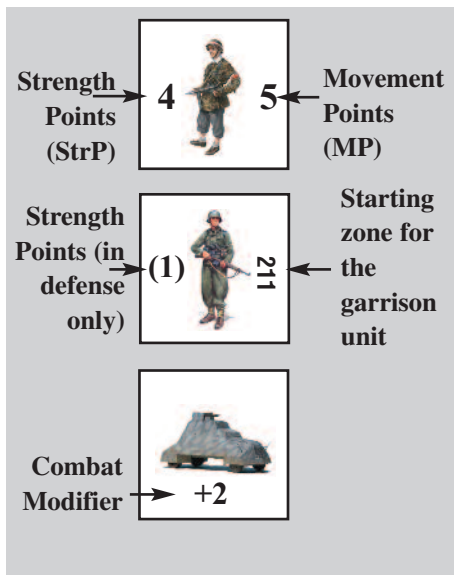
Cover art: Arkadiusz Wróbel

Map design: Piotr Promiński, Wojciech Zalewski

Publisher: Taktyka i Strategia

© Taktyka i Strategia, Warsaw 2019

tsgzalewski@gmail.com



2.0 COMPONENTS

2.1 Board

Boards shows Warsaw occupied by Germans. Map is divided into districts, while districts are divided into zones with their own characteristic elements.

2.2 Counters

2.21 Units' counters

Units' counters cover all the units that fought in the Warsaw Uprising, Polish, German and German allies (Ukrainians, Russians, cossacks, Muslims and Azerbaijani) and some that could be used as well. Every unit has 1 or 2 CELs, its number and name, and its MPs and StrPs. Every 1 StrP of the German units, Polish partisans, Polish airborne units and the Polish People Army units covers about 200 men. For the remaining insurgents units, 1 StrP covers about 600 men. Units with red StrP are considered as Elite.

2.22 Combat support counters

Polish combat support counters are: Combat engineers, Zośka, Wydra, Artillery, PTRD (since turn 18) and PIAT (in the "Sosabowski" scenario only).

German combat support counters are: Siegfried, Karl, Krone, 201, 1/302, 2/302, Goliath, 1/743, 2/743, 218, 1000, FP, Staufkas, 200 and Waffen SS. Combat support counter can be used twice, first with 2 StrP and the for the second time with 1 StrP. After second

use counter is removed from the game. Combat support counters are placed in the "COMBAT SUPPORT COUNTERS" boxes on the board.

2.3 Markers

There are two kinds of markers: those that are placed on the board during the game and those that are placed on the Specific tracks, boxes and zones to mark certain values and points.

Markers used on the board: barricades, ruins/pacification, low ammunition.

Marking counters: Turns, Polish morale, allied airdrops, soviet airdrops, Polish Victory Points, Polish/German Command Points.

2.4 Cards

2.41 In the phase 1 each player gains a number of cards.

2.42 In any moment of the game player can't have more than 8 cards. Unused cards can be used in the next turns.

2.43 Polish player gains 1 card for every of the following districts: I, II, III, IV, V, VI, VIII, XI (XI till the turn 17 only) and XIII, but only if there are Polish units in these districts.

German player gains a number of cards according to the turn:

Turn **1** – no cards

Turns **2-4** – 4 cards

Turns **5-21** – 8 cards

2.44 Cards can be used in the certain phases, according to card's colors.

2.45 Used card is placed on the Used Cards Pile. Cards with a black number in the corners are removed from the game after being used. After all cards are being used, player shuffles his deck and takes cards from it again.

3.0 TURNS AND PHASES

Game is played in turns and each turn is divided into certain phases.

Phase 1: Cards

Both players take a number of cards, according to the 2.43

Phase 2: Initiative and Command Points

Players check which side has initiative. Number of available Command Points is checked.

INITIATIVE: player who has initiative

may use his CP first. To check who has initiative, player who had initiative in the previous turn, makes a roll and checks the result in the TURN TRACK on the board.

Example:

Turn 2: Polish player makes 1D6 roll:

1-4: Polish initiative

5-6: German initiative

Roll's result can be modified with cards' effects.

1 CP allows to perform one of the following actions:

a) move units from one zone (see 4.0)

b) perform an assault (see 5.0)

c) make sewer movement (Polish units only – see 4.3)

d) build a barricade (1 CP for one level, only Polish units can build barricades – see 7.2)

e) build barricades in the Jerozolimskie Alleys and Książęca Street (1 CP for each barricade – see 17.0)

f) enter reinforcements (see 9.0)

d) pacification (see 12.0)

Polish CP:

Polish player has 12 CP in the first turn of the game. In every next turn Polish player makes 2D6 roll and the result shows how many CP Polish player has.

German CP

Number of the German CP depends on the turn's number:

Turn **1:** 1 CP

Turns **2-3:** 2 CP

Turns **4-5:** 4 CP

Turns **6-7:** 6 CP

Turns **8-9:** 8 CP

Turns **10-11:** 10 CP

Turns **12-21:** 12 CP

Players may exchange their cards into CP, paying 1 card for 1 CP, but they can't exchange more than 3 cards in a single phase.

Each player can never has more than 15 CP.

Phase 3 Reinforcements and airdrops (Green cards)

– Airdrops are performed (see 8.0).

– Both sides reinforcements enter the board according to the TURN TRACK.

German units may enter the board from

any edge till the turn 17. Since the turn 17, German units can enter the board from the west side of Wisła edges only. Unused reinforcements can enter the game later.

– Replacement/Reconstitution of the units (Germans – with cards, Poles – with SUPPLY POINTS TRACK, according to the SP counter – see 9.0) Phase 4 Sewer Movement

(Black cards)

Phase 5: Combat

(Blue cards for the initiative player)

(Red cards for the non-initiative player)

– German player may use Pacification/Ruins counter.

– Roll 1D6 for the number of the “Low Ammunition” counters (see 13.0).

– After initiative player spends as many CP he wants for the assaults and makes all his attacks (see 5.14), non-initiative player may perform his assaults/attacks in the same way. After all his assaults/attacks are performed, phase ends.

Phase 6: Armistice roll

According to 15.1

4.0 MOVEMENT

4.1 General rules

4.11 To move units that are in the one zone, player has to spend 1 CP.

4.12 Movement is available between zones only, from one zone to another.

4.13 There can't be never more than 12 StrP in the single zone.

4.14 Movement to the free of the enemy units zone costs 1 MP.

4.15 Movement to the zone occupied by the enemy units costs 3 MP.

4.16 Movement to the zone which has enemy units in any of the neighboring zones, costs 2 MP.

4.17 If there are friendly units in the zone, 4.15 and 4.16 are nullified.

4.18 Leaving the zone where enemy units are, costs 4 MP. Also, a roll is made for every moving unit:

1-3: No losses

5-6: Unit loses one CEL

4.19 Unit which leaves the board is considered eliminated. It can be reconstituted (see 9.0).

4.2 Control and capturing the zone

4.21 Zone is considered as controlled by the player, when there are his units only (garrisons and Polish TP do not count) in such a zone.

4.22 Only WP units may cross Wisła, spending all their MP.

4.23 In the bridge zones (A, B, C, D) there can be 6 StrP only.

4.3 Sewer Moment

4.31 Only Polish insurgents units (no WP/SBS) may perform sewer movement.

4.32 If unit performs sewer movement through the zone controlled by Germans, Polish player makes 1D6 roll for every unit:

1-4: Unit may continue its movement.

5-6: Unit returns to the starting point and ends its movement.

4.33 If there are both friendly and enemy units in the zone where unit finishes its sewer movement, then it's available to leave sewer without losses. If there are enemy units only, 1D6 roll is made:

1-2: Unit is eliminated

3-4: Units loses 1 CEL

5-6: No losses.

4.34 Sewer movement can be performed through sewers only, starting with entry zone and ending in the leaving zone. Unit can't leave sewers in any other way.

4.35 Sewer movement can be performed since turn 2.

4.36 Unit spends its entire MP to perform sewer movement.

5.0 Combat

5.1 General rules

5.11 Combat is performed in the phase 5, when there are units of both sides in at last one zone. Combat is not mandatory.

5.12 Combat results are find in COMBAT TABLE. Attacking player decides who is fighting and in which order (see 3.0). Initiative player performs his attacks/assaults first.

5.13 Combat modifiers:

– Combat Support Counters (German player – in attack only) are shifting columns in the COMBAT TABLE (see 5.14). There is no limit of the Combat

Support Counters used in the single combat.

– Cards – according to the card's description. There is no limit of the number of cards used in the single combat.

– Terrain (according to the Terrain Table) – Polish side only.

Example:

Polish unit defends in the 203 zone. It has +3 modifiers because of the zone's modifier. German unit can't use this modifier when defending.

– Fortified zones (black square under zone's number) – for German player only, +3 modifier.

– Low Ammunition counter -1 for Polish player for each counter. No more than 2 counters can be used (if German player uses proper card). If Polish unit defends, it can have no more than 1.

– Barricades - modifier +1 or +2 for Polish player, according to number of barricades.

– TP: +1 or +2 for Polish player.

– Attack through Wisła – StrP halved (rounded up) for every attacking unit.

– Elite unit: +1 (non-cumulative, only one modifier per single combat)

5.14 Resolving the combat

a) attacking player decides if he performs attack or assault.

ASSAULT: 1 CP costs. Assaulting units are using their full StrP. Number of the possible assaults is limited by the number of available CP.

ATTACK: 0 CP cost. Attacking units are using half of their StrP (rounded up, each unit separately). Player can perform as many attacks as number of his unit allows him to.

b) Each side totals the appropriate StrP for all units involved. Attacker's total StrP is divided by Defender's StrP. Combat odds are always rounded up in the favor of defender.

c) Final result is find the COMBAT TABLE .

d) Players may use cards and combat support counters to shift the columns of the COMBAT TABLE (attacker first, defender next).

e) Terrain, barricades, TP, elite units modifiers are included

f) Roll 2D6 is made by attacker

g) Combat result is find in the proper

COMBAT TABLE's column, in the verse showed by the roll result.

h) Combat results are applied

Combat results are read left/right as attacker/defender loses of CELs. Units may suffers losses in the following ways:

– with a number of CELs of the fighting units

– with a number of levels of barricades, TP loss (Polish player only), garrison loss (German player only)

– retreat to the neighboring zones (free of enemy units or containing friendly units).

Example:

Combat odds are 6:1, roll is 4, result is 1/4. Attacker loses 1 CEL, defender loses 1 CEL, two levels of barricades and retreats.

All combinations are available, as long as the number of loses is fulfilled.

5.15 A unit may participate in one attack/assault in the single phase (expect: 5.33)

5.2 Detailed Rules

5.21 All units are retreating to the same zone, not controlled by the enemy.

5.22 If unit can't fulfill 5.21, it has to suffer CEL loss instead.

5.23 Retreat through Wisła eliminates unit.

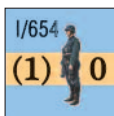
5.24 Retreat allows unit to not lose 1 CEL only.

Example:

Results is -/2. Polish units may retreat 1 zone, but still have 2 more losses to suffer (with CELs, barricades etc).

5.3 Garrisons (German obverse), Terrain Points (Polish reverse)

5.31 Garrison units can't move. At the beginning of the game, they are set up in the given zones, obverse up.



5.32 Garrisons in the same zones with friendly units add their StrP to the defense (only) StrP.

5.33 Polish player decides how many of his units may assault garrison at the 1 CP cost. The number of such actions is limited by the number of CP.

5.34 Captured garrison is flipped on the

reverse side (Polish Terrain Point).

5.35 If German unit enters the zone with Polish TP with no other Polish units in this zone, TP counter is flipped on the garrison side again.

5.36 TP counters with morale number are influencing the morale level. Their loss lowers Polish morale (see 11.0).

5.37 TP with white number provides combat modifier +1 or +2 for the Polish player (in defense only).

5.38 Polish player may perform an attack instead of assault on German garrisons.

5.39 If there is garrison counter only in the zone and it has 1 StrP only, Polish units may capture it automatically, without combat. Polish player may perform only one such action in the single turn.

6.0 FORTIFICATIONS

6.11 German fortifications are marked as zones with white numbers on black background. Such zones provide +3 combat modifier.

6.12 Only German player can use fortifications combat modifiers.

7.0 BRIDGES, FLAK, BARRICADES

7.1 Bridges

7.11 "Bridges units" are companies of the 645 Engineers Battalion.

7.12 "FLAK units" are elements of the 80 FLAK Regiment

7.13 FLAK and Bridge units can't move or retreat, save to the 7.16.

7.14 Each destroyed FLAK units adds +1 to the die roll for the ALLIED AIR-DROP TABLE and the SOVIET AIR-DROP TABLE. Place these counters next to these tables to remember about it.

7.15 German player can't destroy bridges on Wisła before phase 5 of the turn 16. To destroy a bridge, Player just flips counter, starting with the phase 1 of the turn 17. Bridge can't be destroyed if bridge zone (A, B, C or D) is not controlled by Germans.

7.16 In the phase 1 of the turn 17 all the remaining FLAK units in the district XI (Praga) are moved to the zones on the left side of the Wisła, but only to those that are controlled by Germans or free

of Polish units. If all the bridges are controlled by Polish player, FLAK units in the district XI are destroyed in this turn.

7.2 Barricades

7.21 Barricades can be built only in the zones with Polish units (not TP). Barricades' levels are 0, 1 and 2.



7.22 Barricades counters that are in the zones with no Polish units, are removed from the board and from the game as well. Remove these counters at the end of the phase 5.

7.23 Number of barricades is limited. Removed barricades counters can't return into game. Polish player can't remove barricades willingly.

7.24 Barricades are providing combat modifiers +1 and +2 for defending Polish units only.

8.0 AIRDROPS

8.1 Allied airdrops

8.12 Allied airdrops are performed in the phase 3 (in turns 2-19 only). Maximum SP value of allied airdrops is 30. Number of the SP gained is marked in the ALLIED AIRDROPS track track. Each 2 SP allow player to recover 1 CEL of the weakened unit or to reconstitute destroyed unit (enters the game with 1 CEL).

8.13 To check effectiveness of the airdrop, 1D6 roll is made and the result is find in the ALLIED AIRDROPS table.

8.14 Airdrops in Warsaw are allowed only if Polish player controls at last 2 neighboring urbanized zones.

8.15 In the operation "Frantic VII" Polish player receives maximum 15 SP, one for each controlled urbanized zone of the left part of Warsaw (Sadyba doesn't count).

8.2 Soviet airdrops

8.21 Soviet airdrops are performed in the phase 3 (in turns 17-21 only). Maximum SP value of Soviet airdrops is 15. Number of the SP gained is marked in the SOVIET AIRDROPS track, starting with 15.

8.22 Soviet airdrops effects are find in the SOVIET AIRDROPS TABLE. Number of the SP gained is marked in

the POLISH SUPPLY POINTS track.

8.23 Soviet airdrops are available if Polish player controls at last 1 urbanized zone of the one of the following districts: I, II, IV or VIII.

8.24 Unused SP can be accumulated in the POLISH SUPPLY POINTS track.

9.0 REINFORCEMENTS

9.11 Both sides receive reinforcements according to the REINFORCEMENTS CARDS.

9.12 Both side may reconstitute and recover their units, save to the following ones:

Poles: Wigry, Koszta, Antoni, Kampinos, Chojnow., WSOP, WP, PAL, AL, KB, NSZ i SBS.

Germans: FLAK, bridges and combat engineers.

After all the Polish units of the Baszta regiment (B) and KEDYW (K) are eliminated, Polish player may received their summary units as reinforcements. After these are eliminated, they can't return to the game.

9.13 German units are recovered in the phase 3, with a use of green cards. Card shows a number of available SP. Cards can be also used to gain SP in the way described in 9.19.

9.14 Reconstituted German units are entering the game like other reinforcements.

9.15 Polish units are recovered or reconstituted in the phase 3, according to 8.0, 9.18 and 10.0.

9.16 Polish player pays 2 SP for every recovered CEL.

9.17 Polish units can be reconstituted in the MZ, along with AK TO MOBILIZATION units, in the urbanized zone of the district they belong to.

9.18 In every turn Polish player gains 1 additional SP.

9.19 In every turn German player may discard 1 card to recover 1 CEL of one of his units.

9.20 Reconstituted/recovered units can't overstack the zone (see. 4.13 and 4.23).

10.0 CAPTURED EQUIPMENT

10.11 Only Polish player may use captured equipment rule.

10.12 Polish player gains 1 SP for every destroyed German garrison and for every destroyed German CEL.

10.13 For every destroyed German garrison with yellow number on the red background Polish player makes 1D6 roll. Result shows the number of gained SP.

10.14 SP from the cards are received apart of the rules above.

11.0 MORALE

Polish morale is marked on the MORALE TRACK. It can increase or decrease thanks to the following events:

Every time:

+2 for every destroyed CEL of the German regular units (FLAK, Garrison, Bridge doesn't count).

+1 for every Garrison flipped on the TP side with Victory Point mark

-1 for every TP with Victory Point Mark flipped on the Garrison side.

+5 for capturing zone 144

+5 for capturing zone 85

-2 for every destroyed Polish unit of KEDYW, Baszta, WP, SBS, Chojnow, Kampinos and summary units of KEDYW and Baszta.

-1 for every other destroyed Polish unit
+1 for every German unit from the "German cordon" box (zone 101) that enters the game

At the end of every turn:

+1 for districts I, II, III, IV, V, VI, VIII, XI and XIII. Polish player gains +1 for each of these districts. (only if Polish player controls at last 1 zone). District XI counts till the turn 17 only.

Other:

+1 for controlling zones 102, 104, 106 and 108 starting with the turn 18.

+1 for operation "Frantic" in it's turn (one time only).

+1 for the first WP unit on the left side of the Wisła (one time only).

+3 for controlling any of zones A, B, C or D before the turn 17 (for every turn).

-3 if all the bridges are destroyed in the turn 17.

-1 for every Pacification counter used by Germans (flipped from Ruins as well)

+1 for every turn (till the turn 17) when German player is not controlling all the zones of the wolski and jerozolimski corridor.

12.0 PACIFICATION/RUINS

12.11 Starting with the turn 2, German player gains 1 Pacification/Ruins counter per turn. Counter can be placed in any zone at the beginning of the phase 5. German player decides if he uses Ruins or Pacification side. Zone with Pacification counter can't be used as MZ anymore.



12.12 To place this counter in the zone, there has to be at last one German unit (non-garrison) there.

12.13 Zone marked with Ruins counter has it combat modifier reduced by 1. No German unit can be in such a zone (garrison too).

12.14 At the cost of 1 CP one or two Ruins counters can be flipped into Pacification side.



13.0 AMMUNITION

13.11 Starting with the turn 3, German player gains "Low Ammunition" counters which can be used as negative modifier for the Polish units.



13.12 Every Low Ammunition counter lowers StrP of the Polish unit by 1. It doesn't affect stack limits.

13.13 Since the turn 3, German player rolls 1D6 to check how many "Low Ammunition" counters he will receive. He can place these counters in the zones controlled by Polish player or in the zones with units of both sides.

13.14 There can be only 1 Low Ammunition counter in the single zone (more can be placed only thanks to the cards' effects).

Example:

Polish units in the single zone have 3 StrP. German player places 1 Low Ammunition counter on this zones.

Because of that Polish units in this zone have 2 StrP in combat now.

13.15 After being used, Low Ammunition” counter is removed at the end of the turn and can be used in next turns.

14.0 SUPPLIES

14.1 Unused Supply Points are accumulated in the POLISH ACCUMULATE SUPPLY POINTS track.

14.2 There can be no more than 20 Supply Points accumulated.

15.0 END OF THE GAME

15.1 Armistice

Every time in the phase 6 (starting with a turn 3) German player makes 2D6 roll for armistice. Armistice means instant loss of the Polish player.

Armistice result depends on the level of Polish morale:

5 to 0: Armistice with 12

-1 to -7: Armistice with 11 or 12.

-8 to -14: Armistice with 10, 11 or 12

-15 to -22: – Armistice with 9, 10, 11 or 12.

Armistice roll is not made in the turns when:

– “Wolski hospital” card was played

– Polish morale is 6 or higher

15.2 Victory conditions

If there was no armistice, game ends in the turn 21.

German player wins if Polish morale is 5 or less.

Polish player wins if Polish morale is 6 or higher.

15.3 Instant victory

Any of the players may gain instant victory if there are no enemy units on board (garrisons, FLAK, Bridges, TP do not count). Polish player may gain instant victory if he controls any of the bridges in the phase 6 of the turn 17.

16.0 PRAGA

Polish insurgents units from Praga are removed from the game at the end of the phase 5 of the turn 1 if Polish player is not controlling any of the bridges in the A, B, C or D zones. However, if

any of these units is on the left side of the Wisła, it remains in game.

17.0 Barricades in the Jerozolimskie Alleys and Książęca Street

17.11 Starting with the turn 2, Polish player (but only if zones 212 and 214 are controlled by insurgents) may place “Barricade at Jerozolimskie Alley” (AJ) counter in the zone 212 at the cost of 1 CP, even if this zone is controlled by Germans. As long as this barricade exists, Polish units may move between 212 and 214 at the cost of 1 MP.

17.12 If Polish player controls zones 214 and XXX, he may place “Barricade at Książęca street” (K) counter in the zone 215 at the cost 1 CP, even if this zone is controlled by Germans. As long as this barricade exists, Polish units may move between 214 and XXX at the cost of 1 MP.

17.13 German player may remove each of these barricades at the cost of 1 CP, but only if he controls the each of these zones..

17.14 Both of these barricades can be rebuilt.

18.0 RONA

When any RONA unit is about to participate in combat, 1D6 roll is made:

1-3 – RONA unit fights normally.

4-6 – RONA unit is not fighting (although it may suffer losses or retreat).



19.0 PARTISAN REINFORCEMENTS FROM THE KAMPINOS WOODS AND CHOJNOWSKIE FOREST

Partisan reinforcements are entering the game according to the REINFORCEMENTS CARD, in the zones 145, 512 and 135 (Chojnow) and 81 and 82 (Kampinos). For every unit 1D6 roll is made:

1-4 – No losses

5-6 – Unit loses 1 CEL

20.0 WP AND SBS REINFORCEMENTS

20.11 Units of the pro soviet Polish Army (Wojsko Polskie) are entering the game according to the REINFORCEMENT CARD in the zones 103, 105, 107 and 109. When these units are making their way through Wisła, 1D6 roll is made for each of them:

1-3 – No losses

4-6 – Units loses 1 CEL

20.12 For every WP unit that makes it way on the left side of the river, Polish player gains +1 SP in the SOVIET AIRDROPS table.

20.13 SBS enters the game according to the “Sosabowski” scenario rules, in the zones marked as “clear terrain”. For every unit, 1D6 roll is made:

1-2 – No losses

3-6 – Unit loses 1 CEL

Polish player doesn’t have to make losses roll for SBS if he controls Okęcie airport (zone 144).

21.0 ALLIED OPERATIONS “FRANTIC VI” AND “FRANTIC VII”

21.1 During the game Polish player may perform to special airdrop operations. For the “Frantic VI”, all the details are in the “Bigger airdrops” scenario and this is the only scenario where this operation is allowed.

21.2 Operation “Frantic VII” is performed in turn 18 of every scenario. Both operations can be performed only once per game. For the further details, see 8.15.

21.3 All the special rules about “Frantic VII are also used for “Frantic VI”.

22.0 GERMAN CORDON

22.1 Zone 101 is considered as German Cordon. German reinforcements may enter this zone without paying

CP, which is exception of 3.0f, but it affects Polish morale according to 11.0

22.2 Zone 101 can’t be entered by any Polish unit. German unit that leaves zone 101, can’t enter it again.



“W” HOUR

Historical scenario that shows the situation in Warsaw at 17.00 at the 1 August 1944.

Initial decision of not starting an uprising as planned, results with sending a lot of weapons out of Warsaw. Germans manage to find more and more of the underground weapons magazines, shortening resistance supplies of the guns and ammunition. German preparations are getting better as well, just like their positions in the Warsaw’s bridge-head. New units are coming everyday.

Final decision of starting the uprising was spontaneous, after unverified information about Soviet offensive reaching the eastern outskirts of Warsaw.

Star of the uprising was scheduled at 17.00, and it wasn’t good idea. Because of that, some units in the distant parts of the city weren’t aware of the uprising. Chaos and previous cancellation of the mobilization made everything even more complicated. Lack of weapons and total improvisation were about to be brutally verified at the “W” hour.

INITIAL SET UP:

GERMANS:	SS 2	55	District XIV:	
Garrisons in the zones marked at counters.	Nothe 2	64	Hartmann	144
Garrisons 4 and 41 starting as captured by Polish insurgents.	SS 4	62	Lehr SS	141
	SP Ukr.	63	FLAK A	148
District I:		District VII:	District XI:	
944	zone 3	996	Cav SS	111
		997	225	115
District II:		998	HG 2	117
SD	208	998	FLAK B	112
Rodewald 2	215	Wach 2	FLAK C	118
Alarm 1	212		Waffen SS	113
Alarm 2	204	Wach 1		
Nothe 3	209	Nothe 1	German Cordon:	
District III:			579 Koz., 580 Russ., 572 Koz., 3 Koz., 57 Koz., 69 Koz., Sarnow	
Ukr BS	31	SA		
475	34	SS 3	I/654 Bridge	A
SS 5	35		II/654 Bridge	B
HG 1	33	Rodewald 1	III/654 Bridge	C
District V:		SP Koz.	IV/654 Bridge	D
914	52	Rodewald 3		
SS 1	51			

POLES:	1 x Wola, 1 x Mokotów, 1 x Ochota, 1 x Żoliborz, 4 x Praga, Sadyba	PWPW (German garrison 41) and power plant (German garrison 4) starting as Polish (do not provide VP).
KEDYW: Miotła, Parasol, Pięść, Zośka, Czata	91, 92	freely in their districts
„Baszta”: Bałtyk, Karpaty, Olza		6 x Śródmieście
freely in the District V		freely in the districts I, II or IV.
„Wigry”, „Antoni”, 1xWSOP (P)		4 x WSOP, 3 x Mokotów, 3 x Wola,
freely in the Districts I, I or IV.		2 x Ochota, 3 x Żoliborz,
„Koszta” (P)	38	3 x Śródmieście
„Okęcie”	144	in the “AK Units for mobilization” box.

FOOTNOTES:

- Victory conditions according to 15.0
- All the units, save to the marked as P, are starting with 1 CEL. Units marked as P are starting with their full strength.
- Reinforcements: NOW-AK, PAL, AL, KB, NSZ are entering the game with 1 CEL.
- In the turn 1 German units have their strength halved when performing assault and twice halved for attack (save to the HG 1, HG 2 and Waffen SS).
- In the turn 1 Polish units gain additional +1 combat modifier for attacks on German garrisons.

GERMAN PANIC

Hypothetical scenario which implies better preparations for the uprising. Weapons and ammunition are not sent out of Warsaw, so more of the insurgents units are armed. Better organization results with presence of all the units at their initial positions, so the key targets can be

attacked with bigger forces. Attack starts early at the dawn of the 1 August, so even if Germans are suspecting that something is about to happen, they're surprised by the scale and strength of the Polish action. First hours of the uprising are decisive.

INITIAL SET UP:

GERMANS:

Freely on board:
SD, SA, Rodewald 1, Rodewald 2, Rodewald 3, Nothe 1, Nothe 2, Nothe 3., Alarm 1, Alarm 2, Wach 1, Wach 2, 996, 997, 998, 225, 914, 944, 475, SP Koz, SP Ukr, Ukr. BS, Cav SS, Lehr SS, SS 1, SS 2, SS 3, SS 4, SS 5.
HG 1 33
HG 2 112
Waffen SS 113

Hartmann 114
FLAK A 148
FLAK B 118
FLAK C 113
Garrisons in their respective zones.
Garrisons 4 and 41 starting as captured by Polish insurgents.
Germans have to set up at last 1 unit (non-garrison) in each of their fortified zones.

German cordon:

579 Koz., 580 Russ., 572 Koz., 3 Koz., 57 Koz., 69 Koz., Sarnow
I/654 Bridge A
II/654 Bridge B
III/654 Bridge C
IV/654 Bridge D

POLES:

Baszta, KEDYW, Wigry, Antoni, Koszta (P), 2 x WSOP (P)
freely in the districts I II or IV
Okęcie 144
3 x Wola, 3 x Mokotów, 2 x Ochota,
3 x Żoliborz, 4 x Praga, Sadyba
in their districts.

8 x Śródmieście – in districts I, II or IV.
Polish units starting in their own districts can't start with more than 3 units in 1 zone.
Polish reinforcements: NOW-AK, PAL, AL, KB, NSZ starting with 1 CEL.
3 x WSOP, 1 x Mokotów, 1 x Wola, 1 x Ochota, 1 x Żoliborz,

1 x Śródmieście
in the "AK UNITS FOR MOBILIZATION" box.
PWPW (German garrison 41) and Power plant (German garrison 4) starting as Polish TP (do not provide VP)



FOOTNOTES:

- Victory conditions according to 15.0
- All the units, save to the marked as P, are starting with 1 CEL.
- In the turn 1 German units have their strength halved when performing assault and twice halved for attack (save to the HG 1, HG 2 and Waffen SS).
- In the turn 1 Polish units gain additional +2 combat modifier for attacks on German garrisons.

SOSABOWSKI

Decision of usage of the general Sosabowski's Polish Independent Airborne Brigade was mostly political one. Western allies weren't eager to anger Stalin and it's hard to imagine such decision, save to the situation if Stalin, after the success of the "Bagration" operation, would ask for more, like i.e. entire German territory, till the Rhine and North Sea. But technical determinants are not easy as

well, since none ever tried to perform such a risky operation. Because of these, number of resources needed would be justified only if it'd bring visible geopolitical effects. So, it's rarely possible that Allies would perform such operation, especially without available airfields on the other side of Wisła. After all, Dakota is not B-17, which was used in the "Frantic" operation.

INITIAL SET UP:

GERMANS:				
Freely on board:		Waffen SS	113	zones.
SD, SA, Rodewald 1, Rodewald 2, Rodewald 3, Nothe 1, Nothe 2, Nothe 3., Alarm 1, Alarm 2, Wach 1, Wach 2, 996, 997, 998, 225, 914, 944, 475, SP Koz, SP Ukr, Ukr. BS, Cav SS, Lehr SS, SS 1, SS 2, SS 3, SS 4, SS 5.		Hartmann	114	
HG 1	33	FLAK A	148	German cordon:
HG 2	112	FLAK B	118	579 Koz., 580 Russ., 572 Koz., 3 Koz., 57 Koz., 69 Koz., Sarnow
		FLAK C	113	
		Garrisons in their respective zones.		
		Garrisons 4 and 41 starting as captured by Polish insurgents.	I/654 Bridge	A
		Germans have to set up at last 1 unit (non-garrison) in each of their fortified	II/654 Bridge	B
			III/654 Bridge	C
			IV/654 Bridge D	
POLES:				
KEDYW: Miotła, Parasol, Pięść, Zośka, Czata	91, 92	„Okęcie”	144	3 x Śródmieście
„Baszta”: Bałtyk, Karpaty, Olza		1 x Wola, 1 x Mokotów, 1 x Ochota,		in the “AK UNITS
freely in the district V		1 x Żoliborz, 4 x Praga, Sadyba		FOR MOBILIZATION” box.
„Wigry”, „Antoni”, 1xWSOP (P)		– in their districts.		PWPW (German garrison 41) i Power
freely in the districts I, II or IV		6 x Śródmieście		plant (German garrison 4) starting as
„Koszta” (P)	38	freely in the districts I, II or IV		Polish TP (do not provide VP)
		4 x WSOP, 3 x Mokotów, 3 x Wola,		
		2 x Ochota, 3 x Żoliborz,		

FOOTNOTES:

- Starting with turn 4, in the phase 3 of each turn, Polish player rolls 2D6. Result 12 allows to airdrop Polish Independent Airborne Brigade. Units are set up in the district XIV, after the procedure of the 20.0. After landing of the SBS Polish player gains PIAT Combat Support counter and 3 CP (one time only).
- Victory conditions according to 15.0
- All the units, save to the marked as P, are starting with 1 CEL.
- Reinforcement NOW-AK, PAL, AL, KB, NSZ are entering the game with 1 CEL.
- In the turn 1 German units have their strength halved when performing assault and twice halved for attack (save to the HG 1, HG 2 and Waffen SS).
- In the turn 1 Polish units gain additional +1 combat modifier for attacks on German garrisons.



BIGGER AIRDROPS

Hypothetical scenario that implies bigger help for the uprising from the west. It covers both operations “Frantic VI” (canceled) and “Frantic VII” from the Brindisi airport at Italy. In both cases the biggest problem was Stalin’s decision to not let allied aircraft to land behind Soviet lines. Weather conditions weren’t good as well. Finally, allied headquarters weren’t eager to support

Polish uprising too. However, we can try to check what would happened if Polish government in England would exert more pressure on allies and airdrops would be bigger and more effective, while Churchill and Roosevelt would convince Stalin to let allied aircraft to land on the Soviet airfields near Poltava.

INITIAL SET UP:

GERMANS:	Waffen SS	113	zones.
Freely on board:	Hartmann	114	
SD, SA, Rodewald 1, Rodewald 2,	FLAK A	148	German cordon:
Rodewald 3, Nothe 1, Nothe 2, Nothe 3,	FLAK B	118	579 Koz., 580 Russ., 572 Koz., 3 Koz.,
Alarm 1, Alarm 2, Wach 1, Wach 2, 996,	FLAK C	113	57 Koz., 69 Koz., Sarnow
997, 998, 225, 914, 944, 475, SP Koz,	Garrisons in their respective zones.		
SP Ukr, Ukr. BS, Cav SS, Lehr SS, SS 1,	Garrisons 4 and 41 starting as captured	I/654 Bridge	A
SS 2, SS 3, SS 4, SS 5,	by Polish insurgents.	II/654 Bridge	B
HG 1	Germans have to set up at last 1 unit	III/654 Bridge	C
HG 2	(non-garrison) in each of their fortified	IV/654 Bridge D	
POLES:	„Okęcie”	144	3 x Śródmieście
KEDYW: Miotła, Parasol, Pięść, Zośka,	1 x Wola, 1 x Mokotów, 1 x Ochota,		in the “AK UNITS FOR
Czata	1 x Żoliborz, 4 x Praga, Sadyba		MOBILIZATION” box.
„Baszta”: Bałtyk, Karpaty, Olza	in their districts.		PWPW (German garrison 41) i Power
freely in the district V	6 x Śródmieście		plant (German garrison 4) starting as
„Wigry”, „Antoni”, 1xWSOP (P)	freely in the districts I, II or IV		Polish TP (do not provide VP)
freely in the districts I, II or IV	4 x WSOP, 3 x Mokotów, 3 x Wola,		
„Koszta” (P)	2 x Ochota, 3 x Żoliborz,		

FOOTNOTES:

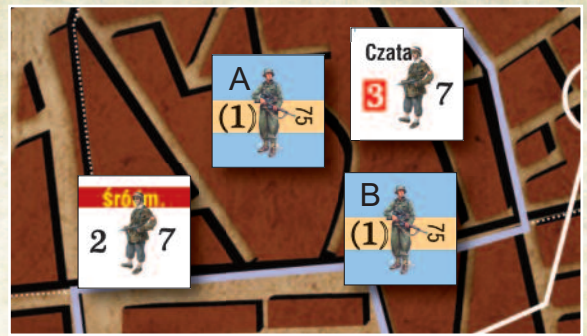
- Starting with a turn 6, in the phase 3 of every turn Polish player rolls 2D6. Result 10, 11 or 12 allows to perform operation “Frantic VI” (once per game). Rules for this operation are the same as for “Frantic VII” (which is performed as well). Additionally, Polish player adds +1 for every allied airdrop roll.
- Victory conditions according to 15.0
- All the units, save to the marked as P, are starting with 1 CEL.
- Reinforcement NOW-AK, PAL, AL, KB, NSZ are entering the game with 1 CEL.
- In the turn 1 German units have their strength halved when performing assault and twice halved for attack (save to the HG 1, HG 2 and Waffen SS).
- In the turn 1 Polish units gain additional +1 combat modifier for attacks on German garrisons.





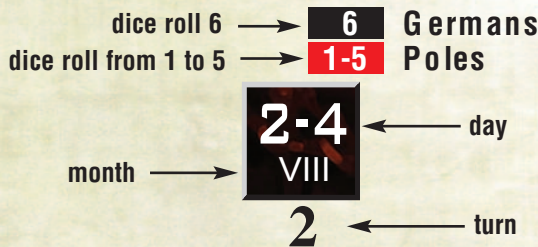
Extended example of play #1:

German units are performing assault against Polish battalion “Zośka”. Germans have 4 (3+1) StrP, 1 modifier for combat engineers (elite) and 2 modifiers for SS unit. Poles have 3 StrP, 1 modifier for elite, 1 modifier for barricade, and 3 terrain modifiers. So total StrP odds are 4:3, which is rounded into 1:1. Modifiers are included. Germans have 3 modifiers, Poles have 5 modifiers. Because of that, final odds are 1:3. 2D6 roll is made, result is 10. In the Combat Table it is 4/1. Germans have to retreat 1 zone (if they can) and lose 3 CELs of the units involved in combat. Poles may lose barricade or lose 1 CEL or retreat 1 zone (if they can). Both sides may also use cards and other counters as well.



Extended example of play #2:

Polish units are performing assault on the German garrison A at the cost of 1 CP. Polish insurgents have 5 StrP and 1 modifier because of the elite. Germans have 1 StrP and 3 modifiers because of the fortifications. Initial odds are 5:1. Germans have 3 modifiers, Poles – 1 modifier. Final odds are 2:1. 2D6 roll is made, result is 2. In the Combat Table it is 1/3. German garrison is eliminated because it can't suffer 3 CEL and can't retreat (Garrisons and TP can't retreat). Polish units suffer 1 CEL loss. Polish player gains 1 VP. Both sides may also use cards and other counters as well.

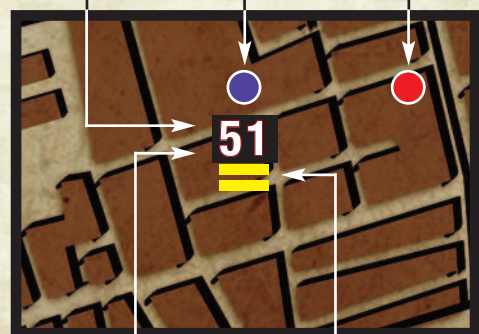


After capturing garrison A, Polish unit attack German garrison B. Since it's attack, Polish player doesn't have to pay 1 CP. Insurgents have 4 StrP, but because of the attack rules, it's halved, so they have 2 StrP instead. Germans have 1 StrP and 3 modifiers, because of the fortifications. Initial odds are 2:1. Germans have 3 modifiers, Poles: 1. Final odds are 1:2. 2D6 roll is made, result is 6. In the Combat Table it is 1/-. German garrison suffers no losses, while Polish player has to lose 1 CEL or retreat attacking insurgents (if there is a way). Both sides may also use cards and other counters as well.



the card number
 combat modifier

(black area) German garrisons
 Wolska Corridor
 Jerozolimskie Corridor



Area number
 number of barricades (2)