

Polish Army (1939)

Poland was recreated as an independent country in 1919 after hundreds of years of occupation by the Germans and Russian Empires. Caught as it was between its traditional enemies, Poland fought for its survival in 1920-21. The revival of the German military in the 1930's was a major threat to Poland. When Hitler invaded in 1939, Poland was ready and waiting.

Polish Army (1939)

This army list allows you to field a Polish army in a game of Warhammer Panzer Battles. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories that contain troops, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the organisation chart.

Strategy

Poland was in a strategic bind. Caught between the Soviet Union and a resurgent Germany, they had little option but to defend everywhere. Lacking motorised forces and a well-established communications network, they were unable to respond to the situations they found themselves in.

Poland has a strategy rating of 1.

Enemies

Germany invaded Poland at dawn on the 1st of September 1939. The German army's mobile campaign inspired US papers to create the word 'Blitzkrieg' or 'Lightning War'. Within weeks the Polish Army was in a shambles, exacerbated by a Soviet invasion from the East. Despite some of the hardest fighting in October, Poland surrendered.

Forces from the Polish Army (1939) list can be historically matched against forces from the German Army (1939/40) list and the Soviet Army (1939/41) list.

Polish Army Glossary

- Działon – gun troop or platoon
- Działonowy – gunner
- HE – High Explosive, normal explosive ammunition
- Kapitan – company officer
- Kapral – squad or section leader
- Kawalerzysta – cavalryman, common soldier
- Kolarz – cyclist
- Pionier – sapper or engineer
- Pluton – platoon
- Porucznik – platoon officer
- Pulkownik – senior officer
- Sekcja – section or squad
- Sierżant – assistant platoon leader
- Snajper – sniper or marksman
- Sygnalista – signaller or radio-operator.
- Szeregowy – infantryman, common soldier
- Szwadron – squadron or cavalry company
- Taczanka – horse-drawn machine-gun cart
- Tankietka – tankette

Polish Army Summary

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
Pulkownik	4	3	3	3	3	1	3	1	9	6+
Kapitan	4	3	3	3	3	1	3	1	8	6+
Sierżant	4	3	3	3	3	1	3	1	7	6+
Szeregowy	4	3	3	3	3	1	3	1	7	6+
Veteran Sierżant	4	3	3	3	3	1	3	2	8	6+
Kapral	4	3	3	3	3	1	3	1	7	6+
Veteran Kapral	4	3	3	3	3	1	3	2	8	6+
Snajper	4	3	5	3	3	1	3	1	8	6+
Kapral Kawalerii	7	3	3	3	3	1	3	1	8	6+
Kolarz	7	3	3	3	3	1	3	1	8	6+
Pionier	4	3	3	3	3	1	3	1	7	6+
Działonowy ¹	D3	2	3	3	3	1	2	1	7	6+
Porucznik	4	3	3	3	3	1	3	1	8	6+
Kawalerzysta	4	3	3	3	3	1	3	1	8	6+

¹ Movement rating – for heavy guns.

<i>Armour:</i>	<i>Mvt</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Horse-drawn limber	4	7	7	7	-
Sokol-1000 motorcycle combination	9	7	7	7	-
Polski-Fiat 508 III field car	9	7	7	7	-
Wz. 34 half-track	6	7	7	7	-
C2P anti-aircraft tractor	9	7	7	7	-
C4P artillery tractor	6	7	7	7	-
C7P artillery tractor	6	7	7	7	-
Polski-Fiat 621L truck	9	7	7	7	-
Wz. 29 armoured car	6	9	9	9	2
Wz. 34 Armoured car	9	9	9	9	2
Vickers E light tank	6	9	9	9	2
7TP light tank	6	11	10	10	2
Renault R35 tank	6	11	10	10	2
Armoured Locomotive	12	10	10	10	-
Artillery Wagon	*	10	10	10	2
Assault Wagon	*	10	10	10	2
Platform Car	*	10	10	10	-
Tatra armoured draisine (railcar)	12	9	9	9	2
Renault FT18 draisine (railcar)	12	9	9	9	2
TKS tankette draisine (railcar)	12	9	9	9	2
TK3/TKS tankette	9	9	9	9	2
Taczanka	7	7	7	7	3
PZL-23 Karas attack bomber	*	7	7	7	3

Polish Army Weapons Summary

Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Pistolet wz. 35 VIS pistol	6	2	6	Pistol
Karabinek wz. 98 Mauser rifle	18	3	5	Heavy 1
Wz. 28 BAR light machine-gun	18	3	5	Rapid Fire 3
Wz. 30 Maxim heavy machine-gun	36	3	5	Heavy 8
Wz. 35 Kb. 'Uruguay' anti-tank rifle	18	4	5	Heavy 1
Granatnik wz. 36 light mortar	G 6-18	3	-	Heavy 1/Blast
Wz. 31 Stokes-Brandt mortar	G 12-36	4	-	Heavy 1/Blast

Heavy Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Wz. 25 Hotchkiss or wz. 30 Maxim tank machine-gun	18	3	5	Heavy 3
20 mm wz. 38 FK-A cannon	18	4	5	Heavy 3
French 37 mm SA 18 tank gun	18	3	5	Heavy 2
Or firing High Explosive	18	2	-	Heavy 2/Blast
French 37 mm SA 38 tank gun	18	4	5	Heavy 2
Or firing High Explosive	18	2	-	Heavy 2/Blast
Bofors 37 mm anti-tank gun	24	5	4	Heavy 2
Or firing High Explosive	24	2	-	Heavy 2/Blast
Vickers 47 mm (3 pdr) tank gun	18	4	5	Heavy 2
Or firing High Explosive	18	2	-	Heavy 2/Blast
Bofors 40 mm wz. 36 anti-aircraft gun	24	5	4	Heavy 3
Or firing HE	24	2	-	Heavy 3/Blast

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
75 mm wz. 97 field gun	30	6	4	Heavy 2
Or firing High Explosive	30	4	-	Heavy 2/Blast
Or firing a barrage	G 60	4	-	Heavy 1/Blast
Putilov 3" wz. 02/26 field gun	30	6	4	Heavy 2
Or firing High Explosive	30	4	-	Heavy 2/Blast
Or firing a barrage	G 60	4	-	Heavy 1/Blast
Skoda 100 mm wz. 14/19P field howitzer	30	6	4	Heavy 2
Or firing High Explosive	30	5	-	Heavy 2/Blast
Or firing a barrage	G 60	5	-	Heavy 1/Blast
Schneider 105mm wz. 97 gun	36	8	3	Heavy 2
Or firing High Explosive	36	5	-	Heavy 2/Blast
Or firing a barrage	G 78	5	-	Heavy 1/Blast
Schneider 155mm wz. 17 heavy howitzer	36	8	-	Ordnance 1/Blast
	G 72	8	-	Ordnance 1/Blast

Transport

<i>Armour:</i>	<i>Mvt</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Horse-drawn limber or wagon	4	7	7	7	-
Cavalry limber	7	7	7	7	-
Sokol-1000 motorcycle combination	9	7	7	7	-
Polski-Fiat 508 'Lazik' field car	9	7	7	7	-
Wz. 34 half-track	6	7	7	7	-
C2P anti-aircraft tractor	9	7	7	7	-
C4P artillery tractor	6	7	7	7	-
C7P artillery tractor	6	7	7	7	-
Polski-Fiat 621L truck	9	7	7	7	-

Type: Horse-drawn limbers and wagons, cavalry limbers, and Polski-Fiat field cars and trucks are open-topped, wheeled vehicles.

Sokol-1000 motorcycle combinations are fast, open-topped, wheeled vehicles. Wz. 34 half-tracks and C2P anti-aircraft tractors are open-topped light tanks. C4P and C7P artillery tractors are open-topped tanks.

Passengers: Horse-drawn and cavalry limbers can tow one towed weapon. Motorcycle combinations can carry two models. Wz. 34 half-tracks and Polski-Fiat 508 field cars can carry 7 models and tow one towed weapon. Polski-Fiat 621L trucks can carry twenty-four models and tow one towed weapon. C2P anti-aircraft tractors can carry 4 models and tow one towed weapon. C4P and C7P artillery tractors can carry 8 models and tow one towed weapon.

HQ

Infantry Commander's Platoon

Commander's Platoon: 1 Commander's Retinue
0 to 4 Heavy Weapons Sections

Commander's Retinue..... 30 points/75 points

The commander's task is to co-ordinate the infantry under his command and their supporting heavy weapons.

	<i>Points/ model</i>	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Pulkownik	75	4	3	3	3	3	1	3	1	9	6+
Led by Kapitan	30	4	3	3	3	3	1	3	1	8	6+
Sierzant	-	4	3	3	3	3	1	3	1	7	6+
Szeregowy	-	4	3	3	3	3	1	3	1	7	6+
Veteran Sierzant	+15	4	3	3	3	3	1	3	2	8	6+

Retinue: The Commander's Retinue consists of 1 Pulkownik or Kapitan, 1 Sierzant and 4 Szeregowy.

Weapons: WZ. 98 rifles and fragmentation grenades. The Pulkownik or Kapitan is armed with a Wz. 35 VIS pistol.

Character: A Pulkownik or Kapitan is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sierzant may be upgraded to a Veteran Sierzant for +15 points.

Transport: The Commander's Retinue includes a Polski-Fiat 508 field car.

Sygnalista: Up to one Szeregowy may be upgraded to a Sygnalista or signaller for +50 points.

Sanitariusz: Up to one Szeregowy may be upgraded to a sanitariusz equipped as a Medic for +10 points.

Special Rules

Leadership: Any Polish section or gun crew within 12" of a Commander's Retinue may use the Pulkownik's or Kapitan's Leadership characteristic for all Leadership tests.

Sygnalista: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Sanitariusz: A medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

0-1 Sniper 10 points

Polish snipers had little chance to prove their abilities with the rapid pace of the campaign preventing them from getting to know their enemy and battlefields well.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Snajper	4	3	5	3	3	1	3	1	8	6+

Weapons: Sniper's version of the WZ. 98 rifle and a pistol.

Character: The Snajper is an independent character.

Special Rules

Sniper: Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage.

Camouflage: Snipers are masters at camouflage. A Snajper gains a +1 to any cover save roll when they go to ground.

0 to 2 Machine-gun Sections ... 10 points per machine-gun
Each infantry battalion had a company of twelve machine-guns to supplement its firepower.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral	4	3	3	3	3	1	3	1	7	6+
Szeregowy	4	3	3	3	3	1	3	1	7	6+
Veteran Kapral	4	3	3	3	3	1	3	2	8	6+

Section: A Machine-gun Section consists of 1 to 2 machine-guns commanded by a Kapral. Each gun has a crew of 3 Szeregowy.

Weapons: Maxim wz. 30 heavy machine-guns. Each Szeregowy is armed with a WZ. 98 rifle.

Character: The Kapral may be upgraded to a Veteran Kapral for +15 points.

0 to 1 Mortar Section 20 points per mortar
Each infantry battalion had a section of two mortars.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral	4	3	3	3	3	1	3	1	7	6+
Szeregowy	4	3	3	3	3	1	3	1	7	6+
Veteran Kapral	4	3	3	3	3	1	3	2	8	6+

Section: A Mortar Section consists of 1 or 2 mortars commanded by a Kapral. Each mortar has a crew of 3 Szeregowy.

Weapons: Stokes-Brandt 81 mm wz. 31 mortars. Each Szeregowy is armed with a WZ. 98 rifle.

Character: The Kapral may be upgraded to a Veteran Kapral for +15 points.

0 to 1 Infantry Guns 25 points per gun
Each regiment had two guns attached as infantry-support guns.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral	4	3	3	3	3	1	3	1	7	6+
Dzialonowy	D3	2	3	3	3	1	2	1	7	6+
Veteran Kapral	4	3	3	3	3	1	3	2	8	6+

Guns: An Infantry Guns unit consists of 1 or 2 infantry guns commanded by a Kapral. Each gun has a crew of 3 Dzialonowy.

Weapons: French 75 mm wz. 97 field guns. Each Dzialonowy is armed with a WZ. 98 rifle.

Character: The Kapral may be upgraded to a Veteran Kapral for +15 points.

Transport: Each infantry gun has a horse-drawn limber to tow it.

0 to 1 Anti-tank Guns..... 10 points per gun
The Polish army had nine anti-tank guns per infantry regiment giving them a significant anti-tank capability.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral	4	3	3	3	3	1	3	1	7	6+
Dzialonowy	D3	2	3	3	3	1	2	1	7	6+
Veteran Kapral	4	3	3	3	3	1	3	2	8	6+

Guns: An Anti-Tank Guns unit consists of 1 to 3 anti-tank guns commanded by a Kapral. Each gun has a crew of 3 Dzialonowy.

Weapons: Bofors 37 mm anti-tank guns. Each Dzialonowy is armed with a WZ. 98 rifle.

Character: The Kapral may be upgraded to a Veteran Kapral for +15 points.

Transport: Each Bofors 37 mm anti-tank gun has a horse-drawn limber to tow it.

Cavalry Commander's Platoon

Commander's Platoon: 1 Commander's Retinue
0 to 4 Heavy Weapons Sections

Commander's Retinue..... 30 points/75 points

The commander's task is to co-ordinate the infantry under his command and their supporting heavy weapons.

	<i>Points/ model</i>	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Pulkownik	75	4	3	3	3	3	1	3	1	9	6+
Led by Kapitan	30	4	3	3	3	3	1	3	1	8	6+
Sierzant	-	4	3	3	3	3	1	3	1	7	6+
Szeregowy	-	4	3	3	3	3	1	3	1	7	6+
Veteran Sierzant	+15	4	3	3	3	3	1	3	2	8	6+

Retinue: The Commander's Retinue consists of 1 Pulkownik or Kapitan, 1 Sierzant and 4 Szeregowy.

Weapons: WZ. 98 rifles and fragmentation grenades. The Pulkownik or Kapitan is armed with a Wz. 35 VIS pistol.

Character: A Pulkownik or Kapitan is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sierzant may be upgraded to a Veteran Sierzant for +15 points.

Transport: The Commander's Retinue includes a Polski-Fiat 508 field car.

Sygnalista: Up to one Szeregowy may be upgraded to a Sygnalista or signaller for +50 points.

Sanitariusz: Up to one Szeregowy may be upgraded to a sanitariusz equipped as a Medic for +10 points.

Special Rules

Cavalry: A detachment containing an Cavalry Commander's Retinue may take Fast Attack Cavalry Platoon choices as Troops choices.

Leadership: Any Polish section or gun crew within 12" of a Commander's Retinue may use the Pulkownik's or Kapitan's Leadership characteristic for all Leadership tests.

Sygnalista: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Sanitariusz: A medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

0 to 2 Machine-gun Sections ... 20 points per machine-gun
Each cavalry regiment had a squadron of twelve machine-guns to supplement its firepower.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral Kawalerii	4	3	3	3	3	1	3	1	8	6+
Kawalerzysta	4	3	3	3	3	1	3	1	8	6+
Veteran Kapral	4	3	3	3	3	1	3	2	9	6+

Section: A Machine-gun Section consists of 1 to 2 machine-guns commanded by a Kapral Kawalerii. Each gun has a crew of 3 Kawalerzysta.

Weapons: Maxim wz. 30 heavy machine-guns. Each Kawalerzysta is armed with a WZ. 98 rifle.

Character: The Kapral Kawalerii may be upgraded to a Veteran Kapral for +15 points.

Cavalry: Machine-gun Sections are mounted as cavalry. Each Machine-gun has a packhorse to carry the machine-gun and tripod.

0 to 1 Taczanka Section 18 points per machine-gun
Four machine-guns in each cavalry machine-gun squadron were mounted on taczanka machine-gun carts. The machine-gun faces to the rear of the light horse-drawn cart.

<i>Armour:</i>	<i>Mvt</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Taczanka machine-gun cart	7	7	7	7	3

Section: A Taczanka Section consists of 1 to 2 taczanka carts.

Type: Taczanka carts are open-topped wheeled vehicles.

Armament: Taczanka machine-gun carts are armed with a Maxim wz. 30 heavy machine-gun.

0 to 1 Anti-tank Guns..... 22 points per gun
Each cavalry regiment had four anti-tank gun.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral Kawalerii	4	3	3	3	3	1	3	1	8	6+
Dzialonowy	D3	2	3	3	3	1	2	1	7	6+
Veteran Kapral	4	3	3	3	3	1	3	2	8	6+

Guns: An Anti-Tank Guns unit consists of 1 to 3 anti-tank guns commanded by a Kapral Kawalerii. Each gun has a crew of 3 Dzialonowy.

Weapons: Bofors 37 mm anti-tank guns. Each Dzialonowy is armed with a WZ. 98 rifle.

Character: The Kapral may be upgraded to a Veteran Kapral for +15 points.

Transport: Each Bofors 37 mm anti-tank gun has a cavalry limber.

Cavalry: Anti-tank Guns units are mounted as cavalry.

Elites

Cyclist Section

	Points/squad	Mvt	WS	BS	S	T	W	I	A	Ld	Save
Kapral Kawalerii	20	7	3	3	3	3	1	3	1	8	6+
Kolarz	-	7	3	3	3	3	1	3	1	8	6+
Veteran Kapral	+15	7	3	3	3	3	1	3	2	8	6+

Organised like the cavalry into small mobile Sections, the cycle troops supported the cavalry in their reconnaissance role.

Section: A Cyclist Section consists of a Kapral and 5 Kolarz.

Weapons: WZ. 98 rifles. One Kolarz are armed with wz. 28 BAR light machine-gun.

Option: One Cyclist Section may replace their wz. 28 BAR light machine-gun with a wz. 30 Maxim heavy machine-gun for +1 point.

Character: The Kapral may be upgraded to a Veteran Kapral for +15 points.

Special Rules

Bicycles: The Cyclist Section is mounted on bicycles. They move as (very slow) wheeled vehicles. The Kolarz may abandon their bicycles at any time and revert to infantry with a movement rating of 4. Once they have abandoned their bicycles, they may not use them again.

Armoured Car Patrol

Armour:	Points/Model	Mvt	Front	Side	Rear	BS
Wz. 29 Ursus armoured car	16	6	9	9	9	2
Wz. 34 armoured car	12	9	10	9	9	2

Armoured cars and tankettes formed the mechanised reconnaissance arm of the Polish forces. Against German light tanks they gave a good account of themselves when necessary. The wz. 29 cars equipped the 11th armored squadron of the Mazowiecka cavalry brigade. The other cavalry brigades and infantry divisions had the newer wz. 34.

Patrol: An Armoured Car Patrol consists of up to 3 armoured cars. These may operate independently and do not remain together as a unit.

Type: Wz. 29 and wz. 34 armoured cars are wheeled vehicles.

Armament: Wz. 29 Ursus armoured cars are armed with a French 37 mm SA 18 tank gun and two Hotchkiss wz. 25 tank machine-guns. Wz. 34 armoured cars are armed with a Hotchkiss wz. 25 tank machine-gun.

Option: Up to one wz. 34 armoured car may replace the machine-gun with a French 37 mm SA 18 tank gun for +1 point.

Special Rules

Scouts: Although they were typically well armed, recon troops were expected to avoid combat. Their mission as the General's eyes was far more important than any incidental damage they might cause.

To represent this, any Armoured Car Patrols in the army may be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take and Hold mission, then your Armoured Car Patrol would set up at the start of the battle instead of being placed in reserve with the rest of the Elite units. If you're playing a scenario where you can only deploy a limited number of units then any Armoured Car Patrols you deploy are not counted against the limit for the scenario.

In addition to this rule, after both sides have deployed, any Patrols may make a 'free move'. The move happens before the first turn takes place. All of the normal movement rules apply.

Pioneer Section

	Points/squad	Mvt	WS	BS	S	T	W	I	A	Ld	Save
Kapral	12	4	3	3	3	3	1	3	1	7	6+
Pionier	-	4	3	3	3	3	1	3	1	7	6+
Veteran Kapral	+15	4	3	3	3	3	1	3	2	8	6+

Every Polish regiment had a small detachment of pioneers.

Section: A Pioneer Section consists of a Kapral and 6 Pioniers.

Engineers: The Kapral and all Pionier are combat engineers.

Weapons: WZ. 98 rifles and fragmentation grenades.

Options: One Pionier must be armed with a Wz. 28 BAR light machine-gun for +6 points. Up to two Pioniers may have anti-tank grenades for +1 point.

Character: The Kapral may be upgraded to a Veteran Kapral for +15 points.

Vehicles: A Pioneer Section may include a light truck for +6 points.

Special Rules

Demolitions and Obstacles: A player with an Pioneer Group in their detachment may place D6 minefields, booby traps, razor wire obstacles, or craters in their deployment area before deploying any of their troops.

Mine Clearance: Infantry and pioneers may attempt to gap a minefield while moving at D6" per turn. Troops attempting to gap a minefield may not shoot. Pioneers attempting to gap a minefield only trigger mines on a roll of 6. If a model attempting to gap a minefield crosses the minefield successfully, that section of minefield is destroyed. Note that pioneers crossing the minefield normally do not destroy minefield sections.

0-1 Armoured Train

<i>Armour:</i>	<i>Points/Model</i>	<i>Mvt</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Armoured Locomotive	50	12	10	10	10	-
Artillery Wagon	130	-	10	10	10	3
Assault Wagon	35	-	10	10	10	3
Platform Car	-	-	10	10	10	-

Armoured trains had proved a useful mobile reserve during the Russo-Polish War. A standard armoured train had a platform car, an artillery wagon, an assault wagon, a locomotive, another artillery wagon, and a final platform car.

Train: An Armoured Train consists of an Armoured Locomotive and up to 5 Wagons.

Type: Armoured Trains are specialised fast tanks.

Armament: Artillery wagons are armed with a Putilov 75 mm wz. 02/26 field gun in turrets, a Maxim wz. 30 tank machine-gun in an anti-aircraft turret, and four Maxim wz. 30 tank machine-guns. Assault wagons are armed with four Maxim wz. 30 tank machine-guns.

Options: An Artillery Wagon may be armed with a second Putilov 75 mm wz. 02/26 field gun and four more Maxim wz. 30 tank machine-guns for +25 points or a Skoda 100 mm wz. 14/19P howitzer and four more Maxim wz. 30 tank machine-guns for +40 points.

Passengers: Assault wagons carry an infantry platoon purchased separately, but as part of the same Elites choice.

Special Rules

Armoured Train: An armoured train is obviously restricted to moving on railway tracks. A train may not change direction if it moved more than 6" in the previous turn.

The locomotive and each wagon count as separate vehicles (although of course the wagons must be coupled to a locomotive to move). Immobilising hits on wagons have no effect due to their motive power coming from the locomotive.

Railway Track: Obviously an armoured train needs a track to run on. At the start of the game, after the terrain has been placed, the attacking player (who may also be the Polish player) nominates a point on a table edge near where the track will leave the table. The Polish player then lays out the track between their own deployment zone and a point within 24" of the point chosen by the attacking player.

Radio: The locomotive includes the train commander and a signaller or radio operator who can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

0-2 Armoured Draisine Patrol

<i>Armour:</i>	<i>Points/Model</i>	<i>Mvt</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Tatra armoured draisine (railcar)	18	12	9	9	9	2
Renault FT18 draisine (railcar)	42	12	9	9	9	2
TKS tankette draisine (railcar)	-	12	9	9	9	2

A typical armoured train had a patrol of a Renault FT 18 and two TKS tankette draisines patrolling ahead of the train and another behind it. Some had a single Tatra draisine instead.

Patrol: An Armoured Draisine Patrol consists of a Tatra armoured draisine or a Renault FT 18 draisine and two TKS tankette draisines.

Type: Draisines are specialised fast tanks.

Armament: Tatra armoured draisines are armed with linked Maxim wz. 30 tank machine-guns. Renault FT 18 and TKS tankette draisines are armed with a Hotchkiss wz. 25 tank machine-gun.

Special Rules

Railway Track: Obviously an armoured draisine needs a track to run on. If the Polish detachment does not include an armoured train, use the procedure given as a special rule for armoured trains to place a track.

Dismounting: TKS tankettes can dismount from their draisines and operate as normal TKS tankettes (see the Fast Attack choices for details). The TKS tankette uses its entire movement to dismount from the draisine and may not shoot in that turn.

Light Tank Platoon

<i>Armour:</i>	<i>Points/Model</i>	<i>Mvt</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Vickers E (type A) light tank	18	6	9	9	9	2
Vickers E (type B) light tank	21	6	9	9	9	2
7TP dw light tank	20	6	11	10	10	2
7TP jw light tank	30	6	11	10	10	2
Renault R35 tank	21	6	11	10	10	2

Poland lacked the wealth and industry to match the massive tank forces of the German and Soviet armies. When war broke out, they could only muster two battalions of 7TP jw tanks and two motorised brigades with Vickers tanks. The older 7TP dw tanks formed a company for the defence of Warsaw. A third independent battalion of R35 tanks never saw action.

Platoon: A Light Tank Platoon consists of 1 to 5 tanks.

Type: Polish light tanks are ordinary tanks.

Armament: Vickers E (type A) and 7TP dw light tanks are armed with two Maxim wz. 30 tank machine-guns. Vickers E (type B) tanks are armed with a Vickers 47 mm gun and Maxim wz. 30 tank machine-gun. 7TP jw light tanks are armed with a Bofors 37 mm gun and a Maxim wz. 30 tank machine-gun. R35 tanks are armed with a 37 mm SA 18 tank gun and a Hotchkiss wz. 25 tank machine-gun.

Light Anti-aircraft Guns

	<i>Points/gun</i>	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral	15	4	3	3	3	3	1	3	1	7	6+
Dzialonowy	-	D3	2	3	3	3	1	2	1	7	6+
Veteran Kapral	+15	4	3	3	3	3	1	3	2	8	6+

Poland was reasonably well equipped with light anti-aircraft guns. They used the excellent Bofors 40 mm design.

Battery: A unit of light anti-aircraft guns consists of 1 or 2 light anti-aircraft guns commanded by a Kapral. Each gun has a crew of 3 Dzialonowys.

Weapons: Bofors 40 mm anti-aircraft guns. Each Dzialonowy is armed with a WZ. 98 rifle.

Character: The Kapral may be upgraded to a Veteran Kapral for +15 points.

Vehicles: Light anti-aircraft guns include C2P tractors to tow the guns.

Attack Bomber

<i>Armour:</i>	<i>Points/Model</i>	<i>Mvt</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
PZL-23 Karas attack bomber	45	*	7	7	7	-

I don't know much about the PZL-23 Karas attack bomber, except that it was an excellent design at the start of the decade and long in the tooth by 1939.

Aircraft: You may include between 1 and 4 attack bombers as a single Elites choice. They may either form a single unit or arrive and move independently.

Type: PZL-23 Karas attack bombers are aircraft.

Armament: PZL-23 Karas attack bombers are armed with bombs (Ordnance 1/Blast, Range Guess 6, Strength 6).

Troops

Infantry Platoon

Infantry Platoon: 1 Commander's Retinue at 35 points
2 or 3 Line Sections at 25 points each.

Commander's Retinue

Polish infantry formed the backbone of the Polish army. The infantry platoons were strong, although not particularly well equipped.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Porucznik	4	3	3	3	3	1	3	1	8	6+
Sierzant	4	3	3	3	3	1	3	1	7	6+
Szeregowy	4	3	3	3	3	1	3	1	7	6+
Veteran Sierzant	4	3	3	3	3	1	3	2	8	6+

Commander's Retinue: The Commander's Retinue consists of 1 Porucznik, 1 Sierzant and 8 Szeregowy.

Weapons: WZ. 98 rifles and fragmentation grenades. The Porucznik is armed with a Wz. 35 VIS pistol. One Szeregowy is armed with a wz. 35 kb Ur. anti-tank rifle. One Szeregowy is armed with a 46 mm wz. 36 light mortar.

Character: The Porucznik is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sierzant may be upgraded to a Veteran Sierzant for +15 points.

Special Rules

Leadership: Any Line Section within 12" of a Commander's Retinue may use the Porucznik's Leadership characteristic for all Leadership tests.

Line Section

Polish line sections contained three squads of 6 men, making them a formidable force in their own right.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral	4	3	3	3	3	1	3	1	7	6+
Szeregowy	4	3	3	3	3	1	3	1	7	6+
Veteran Kapral	4	3	3	3	3	1	3	2	8	6+

Line Section: A Line Section consists of a Kapral and 18 Szeregowy.

Weapons: WZ. 98 rifles and fragmentation grenades. One Szeregowy is armed with a wz. 28 BAR light machine-gun.

Character: The Kapral may be upgraded to a Veteran Kapral for +15 points.

Fast Attack

Cavalry Platoon

Cavalry Platoon: 0 or 1 Cavalry Commander's Retinue at 28 points
0 to 3 Line Sections at 28 points each.

Cavalry Commander's Retinue

In the rural east, where roads and mechanisation were limited, cavalry had proved decisive in the Russo-Polish War of 1920. Unable to afford significant mechanisation, the cavalry arm remained the elite at the start of the Second World War.

	Mvt	WS	BS	S	T	W	I	A	Ld	Save
Porucznik	4	3	3	3	3	1	3(6)	1	9	6+
Kawalerii Sierzant	4	3	3	3	3	1	3	1	8	6+
Kawalerzysta	4	3	3	3	3	1	3(6)	1	8	6+
Veteran Sierzant	4	3	3	3	3	1	3(6)	2	9	6+

Commander's Retinue: The Commander's Retinue consists of 1 Porucznik, 1 Sierzant and 3 Kawalerzysta.

Weapons: WZ. 98 rifles and fragmentation grenades. The Porucznik is armed with a wz.35 VIS pistol. One Kawalerzysta is armed with a wz. 35 Kb. 'Uruguay' anti-tank rifle.

Options: The whole section may be armed with lances for +5 points.

Character: The Porucznik is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sierzant may be upgraded to a Veteran Sierzant for +15 points.

Special Rules

Leadership: Any Line Section within 12" of a Cavalry Commander's Retinue may use the Porucznik's Leadership characteristic for all Leadership tests.

Lances: Although lances were withdrawn for all except ceremonial occasions before the war, several regiments marched with their lances anyway. A model armed with a lance doubles its Initiative when working out who strikes first in hand-to-hand combat.

Line Section

Polish cavalry *sekcja liniowa* (line sections) are extremely small, having only six troopers in all. When dismounted, the section is even smaller with only four riflemen and two horse-holders.

	Mvt	WS	BS	S	T	W	I	A	Ld	Save
Kapral Kawalerii	4	3	3	3	3	1	3(6)	1	8	6+
Kawalerzysta	4	3	3	3	3	1	3(6)	1	8	6+
Veteran Kapral	4	3	3	3	3	1	3(6)	2	9	6+

Section: A Line Section consists of a Kapral and 5 Kawalerzysta.

Weapons: Wz. 98 rifles and fragmentation grenades.

Option: One Kawalerzysta may be armed with a Wz. 28 BAR light machine-gun for +6 points. A platoon may only have one BAR.

The whole section may be armed with lances for +6 points.

Character: The Kapral may be upgraded to a Veteran Kapral for +15 points.

Special Rules

Cavalry: Line Sections are cavalry as described in the Warhammer 40,000 rulebook.

Lances: Although lances were withdrawn for all except ceremonial occasions before the war, several regiments marched with their lances anyway. A model armed with a lance doubles its Initiative when working out who strikes first in hand-to-hand combat.

Tankette Platoon

Armour:	Points/Model	Mvt	Front	Side	Rear	BS
TK3 or TKS tankette	12	9	9	9	9	2

The majority of Poland's armoured force consisted of the tiny TK series of tankettes. These were issued as companies and platoons to infantry divisions and cavalry brigades.

Platoon: A Tankette Platoon consists of 1 to 5 tankettes.

Type: Tankettes are light tanks.

Armament: Tankettes are armed with a Hotchkiss wz. 25 tank machine-gun.

Heavy Support

Divisional Field Guns

Divisional Field Guns: 1 Gun Commander at 10 points
0 to 4 Field Guns at 25 points each and
0 to 4 Field Howitzers at 30 points each.

Gun Commander

A division's field artillery provided it with the heavy support it needed to destroy all but the heaviest enemy positions.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Porucznik	4	3	3	3	3	1	3	1	8	6+

Troop: A Gun Commander is a Porucznik.

Weapon: The Porucznik is armed with a wz. 35 VIS pistol.

Character: The Porucznik is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Leadership: Any field gun or field howitzer within 12" of a Gun Commander may use the Leadership characteristic of the Porucznik for all Leadership tests.

Field Gun

The mainstay of Poland's artillery was the French 75 mm (known as 'eights'). Each division had four batteries in two battalions.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral	4	3	3	3	3	1	3	1	7	6+
Dzialonowy	D3	2	3	3	3	1	2	1	7	6+

Gun: A Field Gun has a crew of a Kapral and three Dzialonowy.

Weapons: Putilov 75 mm wz. 02/26 field gun. Each Dzialonowy is armed with a WZ. 98 rifle.

Vehicle: Field Guns include a horse-drawn limber to tow the gun.

Field Howitzer

Each division fielded a battery of Skoda 100 mm howitzers from the First World War in each battalion.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral	4	3	3	3	3	1	3	1	7	6+
Dzialonowy	D3	2	3	3	3	1	2	1	7	6+

Gun: A Field Howitzer has a crew of a Kapral and four Dzialonowy.

Weapons: Skoda 100 mm wz. 14/19P field howitzer. Each Dzialonowy is armed with a WZ. 98 rifle.

Vehicle: Field Howitzers include a horse-drawn limber.

0-1 Divisional Heavy Guns

Divisional Heavy Guns: 1 Gun Commander at 10 points
0 to 3 Heavy Guns at 30 points each and
0 to 3 Heavy Howitzers at 50 points each.

Gun Commander

A single battalion with a battery of three guns and three howitzers provided infantry divisions with their heavy support.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Porucznik	4	3	3	3	3	1	3	1	8	6+

Troop: A Gun Commander consists of a Porucznik.

Weapon: The Porucznik is armed with a wz. 35 VIS pistol.

Character: The Porucznik is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Leadership: Any heavy gun or heavy howitzer within 12" of a Gun Commander may use the Leadership characteristic of the Porucznik for all Leadership tests.

Heavy Gun

The main Polish heavy gun was the old Schneider 105mm wz. 97 gun from before the First World War.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral	4	3	3	3	3	1	3	1	7	6+
Dzialonowy	D3	2	3	3	3	1	2	1	7	6+

Gun: A Heavy Gun has a crew of a Kapral and five Dzialonowy.

Weapons: Schneider 105mm wz. 97 heavy gun. Each Dzialonowy is armed with a WZ. 98 rifle.

Vehicle: Heavy Guns include a horse-drawn limber to tow the gun. The guns may be towed by C4P artillery tractors for +25 points.

Heavy Howitzer

The Schneider 155mm wz. 17 heavy howitzer provided the heavy punch of the pair.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral	4	3	3	3	3	1	3	1	7	6+
Dzialonowy	D3	2	3	3	3	1	2	1	7	6+

Gun: A Heavy Howitzer has a crew of a Kapral and seven Dzialonowy.

Weapons: Schneider 155mm wz. 17 heavy howitzer. Each Dzialonowy is armed with a WZ. 98 rifle.

Vehicle: Heavy Howitzers include a horse-drawn limber.

The howitzers may be towed by C4P artillery tractors for +40 points.

0-1 Cavalry Brigade Guns

Divisional Artillery Battery: 1 Gun Commander at 12 points
1 to 4 Cavalry Guns at 30 points each.

Gun Commander

Each cavalry brigade fielded a battalion of sixteen guns to support the dismounted cavalry.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Porucznik	4	3	3	3	3	1	3	1	8	6+

Commander: A Gun Commander consists of a Porucznik.

Weapon: The Porucznik is armed with a wz. 35 VIS pistol.

Cavalry: The Porucznik is mounted as cavalry.

Character: The Porucznik is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Cavalry Gun

The cavalry were equipped with re-chambered versions of the old Tsarist Russian Putilov 3" gun.

	<i>Mvt</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapral	4	3	3	3	3	1	3	1	7	6+
Dzialonowy	D3	2	3	3	3	1	2	1	6	6+

Gun: A Cavalry Gun has a crew of a Kapral and three Dzialonowy.

Weapons: Putilov 3" wz. 02/26 field gun. Each Dzialonowy is armed with a WZ. 98 rifle.

Vehicle: Cavalry Guns include a cavalry limber to tow the gun.

Special Rules

Leadership: Any cavalry gun within 12" of a Gun Commander may use the Leadership characteristic of the Porucznik for all Leadership tests.

Polish Army Appendices

Force Structure

Infantry

Defence is definitely the stronger form of battle for the Poles, lacking as they do in heavy weaponry. Dug in however, a Polish infantry platoon will be hard to move due to the number of rifles it can field. Rely on simple plans with the maximum support.

Tanks and Trains

Tanks and trains are a rarity in the Polish army. Both are extremely powerful and well equipped. Keep them in reserve and use their firepower to reinforce critical areas or use them as a spearhead.

Cavalry

Polish cavalry was the best in the world. Despite the propaganda, they did not charge tanks, but rather fought dismounted most of the time. The best feature of the cavalry is its mobility. By keeping the horses near the dismounted cavalry, you can move your firepower around the battlefield as needed to stop the enemy. Of course, should the enemy present an easy target, charging mounted is always an option.

Artillery

Polish artillery suffers from a lack of communications equipment. It will need to be fielded well forward where the commander can find targets and relay this information back to the guns. Put them behind a small wood or hill if possible. Keeping the guns forward also reinforces the anti-tank defences if necessary.

Brygada Zmotoryzowana

Poland formed two *Brygada Zmotoryzowana* (Motorised Brigades), the 10. *Brygada Kawalerii Zmotoryzowanej* (10th Motorised Cavalry Brigade) and *Warsaskaw Brygada Pancerno-Motorowa* (Warsaw Armoured-motorised Brigade). To build a detachment from a motorised brigade, allow the Polish player to take Cavalry Platoons as Motorised Platoons, a Troops choice. Each section and the commander's retinue are carried in a wz. 34 half-track for -10 points per unit (one regiment of the 10th Motorised Cavalry Brigade only) or each platoon is carried in a Polski-Fiat 621L truck for -15 points per unit. Commander's Platoon heavy weapons sections and Pioneer Sections may be carried in or towed by half-tracks, field cars or trucks for +6 points per vehicle. Light Tank Platoons become Fast Attack choices, but may only have Vickers light tanks (historically mixed 2 type A to 3 type B). Armoured Trains and Armoured Draisines may not be taken. TKS tankettes in the 10th Motorised Cavalry Brigade may replace their light machine-gun with a 20 mm wz. 38 FK-A canon for +6 points. The only Heavy Support choice available is one Divisional Field Guns unit, which is towed by C4P artillery tractors for +15 points per gun.