

Operation Tempest

Akcja Burza

Resistance against the occupiers took many forms during World War II. In Poland a secret army, the Armia Krajowa was formed in 1942. The Home Army was loyal to the exiled government in London and did not only fight the Germans, but they fought for an independent Poland.

Starting with sabotage and intelligence gathering, the Home Army soon could fight the Germans with weapons. The resistance's largest operation came in 1944, Akcja Burza, known as Operation Tempest outside of Poland. Trying to seize control of their own capital from the Germans before the Red Army took control, they rose in a national revolt.

The revolt was largely unsuccessful, lacking support both from the Western Allies and Soviet union. In the end, it was their totalitarian neighbour to the east that benefited most from the uprising.

The Polish Home Army was not beaten after Operation Tempest and continued their resistance. The Germans fled their country but the Soviet union started arresting their members. In an uneven struggle, the Poles continued their fight for independence a few years following World War II.

In this mini-campaign the players will take the roles of the Polish Resistance and the enemy of a free Poland. The Axis player will alternate between Germany and the Soviet Union.

Scenarios

- Uprising of '43
- Ostra Brama
- W-day
- Battle for Warsaw
- Czerniakow Bridgehead
- Kampinos Forest
- Battle of Kuryłówka

The Axis

In five scenarios the Axis player will control Germany, in two scenarios he will control the Soviet Union.

The Allies

The Allied player controls the *Polish Home Army* that has the same stats as French Resistance. In one scenario the Allied player also controls Soviet forces (*Czerniakow Bridgehead*).

Polish Home Army-units equipped with SWAs can retreat like French Resistance. However, they cannot use SWAs when entering terrain.

When the Allied player wins a scenario he adds 1 Reserve Token to his pool.

Cichociemni

The Cichociemni were Polish special forces trained in Britain and paratropped into occupied Poland. A few Cichociemni participated in the Warsaw Uprising, although they had entered the country prior to the battle.



Cichociemni - the silent unseen

- May move 2 and still battle.

You may use any Allied Special Forces badge (e.g. Rangers or British Special Forces)

Combat Engineers

Both Germany and the insurgents deployed flamethrowers in this conflict. The Germans used *Flammenwerfer 41* while the Polish Home Army had built their own *K-pattern flamethrowers*.

Ignore all terrain battle reductions in Close combat.

Polish Home Army Combat Engineers can enter terrain and still battle.

Victory Events

The Allied player never make any Victory Event Rolls, the Axis player always starts with his forces intact. The Axis player will make a Victory Event Roll (with 2 dice) prior to *W-day* if both players loose in *Ostra Brama*. He will make Victory Event Rolls prior to *Battle for Warsaw*, *Czerniakow Bridgehead* and *Kampinos Forest*.

There is no Victory Event Roll prior to *Battle of Kuryłówka*.

Objective Track

There is no Objective Track for either player in this campaign.

Scenarios

Uprising of '43

The actual Operation Tempest took place between January and November 1944 in several places in Poland. The uprising in 1943 was not part of the operation. However, it was an important inspiration for the Polish Home Army.



Veteran star

If the Allied player wins *Uprising of '43* he may assign a Veteran star to any Polish Home Army-unit at the beginning of all battles taking place in Warsaw, after the Reserve Roll. A Veteran unit rolls one additional die in Close Assault. A Veteran unit counts as a single Medal, like any other unit, when eliminated.

Ostra Brama

In this scenario the players take turns controlling Germany. The Allied player is Poland and the Axis player is the Soviet union. They both try to defeat Germany before the other.

Germany does not score any medals. Both players share the Allied baseline - however, the Axis player uses the German Medal stand. Both players can lose this scenario.

Poland takes its turn and ends the turn with taking a new Command card. Then it's the Axis' turn, now in control of Germany. He ends the turn with taking a new Command card. Still using the same cards, the Axis player now controls the Soviet union. He ends the turn with taking a new Command card. Finally, the Allied player controls Germany. He ends the turn with taking a new Command card.

Battle of Kuryłówka

When the Soviet Union entered Poland they quickly disarmed the members of the Home Army. Some were sent to labour camps, others were forcibly drafted into the Red Army. A few decided to continue the fight. These became known as the 'cursed soldiers' and fought on in an uneven guerrilla war.

Victory Results

Allied victory is greater than 2 Victory Points advantage: Poland becomes a democratic nation with bonds to the West. This Western enclave have hostile neighbours all around. More than once Poland becomes the focal point in a cold war that threatens to turn hot.

Allied victory is up to 2 VP advantage: Poland remains a nation, however dependent of the Soviet union. Postwar Poland struggles with demands from Soviet union for war reparations but remains a neutral state.

Equal points: After a rigged referendum Poland joins the Soviet sphere of influence in Europe. Later, during the Cold War the country has unusual strong labour unions and a Catholic church that remains strong.

Axis victory is up to 2 VP advantage: Poland becomes a nation ruled by communists loyal to Moscow without any uprisings or strikes for many years. The Polish secret police even surpasses KGB in controlling its own citizens.

Axis victory is greater than 2 VP advantage: Poland becomes a Soviet republic where any expressions of freedom is harshly put down. When the Soviet empire crumbles, Poland is one of the few former republics that stays loyal to Moscow.

Hope you enjoy this campaign. Please leave me feedback or After
Action Reports.

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