

G U R P S[®]

WWII[™] Doomed White Eagle



**AN e23 SOURCEBOOK
FOR GURPS[®] FROM**

**STEVE JACKSON GAMES
FOR 3 TO 6 PLAYERS**

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TABLE OF CONTENTS

INTRODUCTION	3
<i>About GURPS</i>	3

1. POLAND AT WAR 4

FREE, A CENTURY LATE	4
Birth of a State	4
Troubled Times	5
Between Angry, Hungry Neighbors	6
<i>Dog Eat Dog</i>	6
<i>Who's In Command?</i>	7
WORLD WAR II BEGINS	8
On the Warpath	8
<i>Birth of a Myth</i>	9
Poland Fights On	11
A Hopeless Fight	13
<i>Did the Soviets Wait it Out?</i>	14
Bitter Victory	15
<i>What If . . . ?</i>	15
GERMAN-OCCUPIED POLAND (1942)	16

2. THE POLISH ARMED FORCES 17

PILSUDSKI'S PRIDE	17
Standard Units	18
Cavalry and Armored Units	18
Special Units	18
The National Guard	18
Operations and Tactics	19
A POOR MAN'S WEAPON	19
<i>Mathematicians and Chess Players</i>	19
A BROWN-WATER NAVY	20
SEPTEMBER 1939	20
The Polish Army	20
Polish Army Order of Battle	20
Polish Air Force Order of Battle	21
Polish Navy Order of Battle	21
AFTER 1939	21
In the West	21
The Home Army	21
The Polish People's Army	21

3. POLISH SOLDIERS . . . 22

Creating Polish Characters	22
Female Characters	22
<i>Polish Military Ranks</i>	22
BACKGROUND ADVANTAGES, DISADVANTAGES, AND SKILLS	23
Background Advantages	23
Background Disadvantages	23
Background Skills	23
Customization Notes	24
<i>The Shtetl</i>	24
ADDITIONAL TEMPLATES	25
Cavalryman	25
City Fighter	26
<i>Strangers, Abroad and at Home</i>	26

4. THE POLISH ARMORY 27

SURPLUS FROM EVERYWHERE	27
Personal Equipment	27
WEAPON TABLES	28

SMALL ARMS	29
Weapon Descriptions	29
<i>The Stenów</i>	30
ARTILLERY	31
100mm Skoda wz. 14/16P	31
THE GARAGE	32
Polski FIAT PF508/III Lazik	32
Samochód Pancerny wz. 34	33
<i>New Weapons</i>	34
Maly Czolg Rozpoznawczy TKS	35
Czolg Lekki 7TP	35
Drezyna Pancerna Tatra	36
THE HANGAR	37
PZL P.7	37
PZL P.23 Karas	37
PZL P.37b Los	38
Okret Podwodny Orzel	39
<i>Breakout from the Baltic</i>	40

5. ON THE FRONT 41

SOLDIERING	41
Basic Training	41
Service Culture	41
A HOME FAR FROM HOME	42
Regular Jozefs	42
<i>They Said It on the Radio</i>	42
Irregular Jozefs!	43
The Best of the Best	43
A MONTH-LONG WAR	44
Shattered Hopes	44
The Central Asia Tour	44
FOREIGNERS AND LOSERS	45
Blitzkrieg Again	45
Garrison Duties	45
<i>On Leave With Nowhere to Go</i>	46
WILLING PAWNS	46
In the Desert	46
A Costly Monastery	47
Plugging the Gap	47
<i>A German Propaganda Coup</i>	47
The Short Straw Again	48
Choosing One Enemy	48
IN A GERMAN COLONY	48
Keeping Their Heads Down	48
<i>Working for the Germans</i>	49
The Resistance	50
SEAMEN AND PILOTS	51
The Baltic and Beyond	51
The Real Winged Hussars	52
<i>Weird Objectives</i>	52

6. POLISH PRONUNCIATION GUIDE 53

CONSONANTS	53
VOWELS	53
Nasalized Vowels	53
DIPHTHONGS	53

BIBLIOGRAPHY 54

INDEX 55

While many of the events of the 1930s could have brought on World War II, historians generally settle on the German assault on Poland on September 1, 1939, as the start of the worldwide war. Few countries suffered as much from the war's direct or indirect effects as Poland.

It was Poland that first fell victim to the new German tactics that would become famous as "blitzkrieg." It was the Polish military that was the first to feel the German advances in key military technologies. It was Poland that first was occupied by a brutal oppressor in Europe. It was Poland that was divided among the two unlikely – yet in their inhumanity eerily similar – partners in crime, Hitler and Stalin. It was Poland that lost millions of civilians. And it was Poland that lost more of its Jewish citizens to the Nazi death camps than any other European country.

Yet it was also Poland that had the largest resistance movement in the whole of non-Soviet Europe. It was Poles in exile who fought in large numbers in all European and African theaters of war, some of their units showing almost reckless bravery. And it was

Poland that, in the end, received a good part of German territory in exchange for areas lost to the Soviet Union.

The proud white eagle of the Polish national symbol had to suffer a lot during the war, and so did its people. But in the end, with the help of the Allied world, it eventually flew proudly over its native soil again.



ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized or 9"×12" SASE – please use two stamps! – or just visit www.warehouse23.com.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, point your web browser to www.sjgames.com/mailman/listinfo/gurpsnet-1/.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are W for *WWII*, W:AKM for *WWII: All the King's Men*, W:FH for *WWII: Frozen Hell*, W:GL for *WWII: Grim Legions*, W:IC for *WWII: Iron Cross*, W:MP for *WWII: Motor Pool*, W:RH for *WWII: Return to Honor*, W:WW for *WWII: Weird War II*. The abbreviation for *this* book is W:DWE. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.