

G U R P S<sup>®</sup>

# WWII<sup>™</sup> Doomed White Eagle



**AN e23 SOURCEBOOK  
FOR GURPS<sup>®</sup> FROM**

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

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. Pyramid, GURPS WWII: Doomed White Eagle, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. Some art copyright © 2004 www.clipart.com. All rights reserved. GURPS WWII: Doomed White Eagle is copyright © 2004 by Steve Jackson Games Incorporated.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

Written by Michele Armellini and  
Hans-Christian Vortisch

Edited by Alain H. Dawson

Additional material by Alain H. Dawson,  
Michal Konwicki, and Grzegorz Franczak

Map by Ed Bourelle

Special thanks to Gene Seabolt  
and the Hellions

**STEVE JACKSON GAMES**  
**e23.sjgames.com**



# 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/](http://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](http://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](http://www.sjgames.com) for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: [rec.games.frp.gurps](mailto: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/](http://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](http://www.sjgames.com/gurps/abbrevs.html).



# 1. POLAND AT WAR

*We in Poland do not recognize the concept of "peace at any price." There is only one thing in the life of men, nations, and states which is without price, and that is honor.*

– Jozef Beck

## FREE, A CENTURY LATE

In 1795, Poland's rapacious neighbors, Austria-Hungary, Prussia, and Russia, carried out their final partition, helping themselves to the remnants of a once-powerful country. The Poles stayed under foreign rule for more than a century, save for a short-lived semi-independence backed by Napoleon. That state of affairs would last until 1918.

## BIRTH OF A STATE

Poland's golden opportunity came at the end of World War I. During the war, Poles had been drafted into the armies of their oppressors, and the country had suffered greatly. With the defeat of Czarist Russia, the two Central Powers occupied Poland, but trouble on other fronts made their control shaky. The Poles were within reach of independence.

## From the Ashes of Empires

Finally forced to sign an armistice, the Germans tried to play a pawn they had kept under wraps for some time: they sent Jozef Pilsudski to Warsaw. A former Socialist agitator and sworn enemy of Russia, he had commanded the Polish Legion against the Czarists. But Pilsudski was actually an enemy of any enemy of Poland. On November 11, 1918, he took control of a

Nationalist provisional government and sent the German administrators packing.

The two Central Powers had just been utterly defeated, with Austria disintegrating altogether; the Czarist empire was caught in the convulsions of its revolution. The French strongly supported the idea of a Polish counterbalance to Germany. The American president, Woodrow Wilson, had laid the foundations of peace with his Fourteen Points – one of which called for "an independent Polish state." Wilson, trying to set forth practical guidelines, but also following the principle of national self-determination, wanted it to have a "free access to the sea," and to include "the territories inhabited by indisputably Polish populations." The devil was in that detail.

## Ethnic Hodge-Podge

A border separating Polish territories from everyone else's would have been a good idea, if feasible. Unfortunately, Poland had been divided for more than a century among two multinational empires and an aggressively nationalistic one, and any new border would strand ethnic minorities on at least one side . . . if not both.

In the west, there were Western Prussia, Pomerania, and Silesia. Often, the land was made up of German cities surrounded by a Polish countryside. Silesia was the least clear-cut situation, with the largest German population.

To the southwest, the border with the new state of Czechoslovakia was defined by the natural barrier of the Tatra Mountains; nevertheless, the small duchy of Cieszyn (Teschen) would become a bone of contention.

To the east, Poles, Lithuanians, Byelorussians, and Ukrainians were hopelessly intermingled. In 1919, the Allied Council recommended a line devised by the British Foreign Minister, Lord George Curzon, as the best possible demarcation. The Curzon Line would displease everybody involved.

In the midst of this reorganization, there was a large Jewish minority to be considered, as well.



# 3. POLISH SOLDIERS

At first blush, a *GURPS WWII* campaign in Poland offers only bleak prospects – its military defeated, its citizens terrorized and murdered, its day-to-day life brought to a standstill. Aside from the initial defensive actions, most game settings would revolve around the heroic resistance put up by Poles from all walks of life – and their often bitter end. A more uplifting campaign might see Polish soldiers fight from the beginning of the war, flee to one of the Allied nations, and continue to fight all over Europe until they finally return home, six years later.

## CREATING POLISH CHARACTERS

*GURPS WWII* and the other books in the line provide several templates for creating WWII characters. The following information is presented in the core book format, and the guidelines on pp. W68-85 can be followed. Treat Polish soldiers as Soviet ones for rank-based Wealth (p. W63).

### POLISH MILITARY RANKS

MR	Polish Army/ Air Force	Polish Navy
8	Marszalek	–
8	General Broni	Admiral
7	General Dywizji	Wice-Admiral
7	General Brygady	Kontr-Admiral
6	Pulkownik	Komandor
5	Podpulkownik	Komandor-Porucznik
4	Major	Komandor-Podporucznik
4	Kapitan	Kapitan
3	Porucznik	Porucznik Marynarki
3	Podporucznik	Podporucznik Marynarki
2	–	Starszy Bosman
2	Starszy Sierzant	Bosman
1	Sierzant	Bosmanmat
1	Plutonowy	Starszy Mat
1	Kapral	Mat
0	Starszy Szeregowiec	Starszy Marynarz
0	Szeregowiec	Marynarz

## FEMALE CHARACTERS

Women had no place in the short September campaign, except in medical services. However, they played a key role in the resistance, as well as in all aspects of life in occupied Poland, given the terrible shortage of men. Although Polish women actively fought with partisan groups, they more often had an equally dangerous role as messengers, couriers, and spies. Providing food for the partisans was a thankless but especially daunting task (see p. 50). Since the Germans wanted the Poles to be illiterate serfs, they had closed all schools in the General Governorate; thus, many women took to teaching what they knew in forbidden night schools, as a simple act of defiance and hope.

Ironically, the *Hausfrau* template (p. W:IC51) could be adapted for use for Polish female characters.

## Polish Advantages

Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to HT [10]; Acute Senses (p. B19) [2/level]; either Collected (p. CI22) [5] or Composed (p. CI22) [5]; Combat Reflexes (p. B20) [15]; Common Sense (p. B20) [10]; Fearlessness (p. CI25) [2/level]; Reputation (Medals) (p. W63) or Reputation (Good conduct) (p. B17) [varies]; Strong Will (p. B23) [4/level]; Single-Minded (p. CI30) [5]; Toughness 1 (p. B23) [10].

## Polish Disadvantages

A stereotypical set: Fanaticism (Patriotism) (p. B33) [-15] and Poverty (Poor) (p. W63) [-15]. Substitute from among: Addiction (Tobacco) (p. B30) [-5]; Bad Sight (p. B27) [-10 or -25]; Code of Honor (p. W64) [varies]; Chummy (p. CI87) [-5]; Hidebound (p. CI91) [-5]; Intolerance (p. B34) [-5/-10]; Overconfidence (p. B34) [-10]; Social Stigma (Minority) (p. B27) [-5]; Stubbornness (p. B37) [-5]; Truthfulness (p. B37) [-5]; Workaholic (p. CI95) [-5].

### Quirks

Proud [-1] is common.

# NEW WEAPONS

The following new weapons expand on those found on pp. W130-135.

## TANK GUNS AND ARTILLERY

**37mm Infantry Gun:** A very short-barreled, low-powered weapon designed in WWI, with marginal effectiveness against armored targets. Represents the French 37mm Puteaux SA-17 and SA-18; can also be used for the Soviet 37mm PS-1 (7K) tank gun.

**105mm Short Howitzer:** A light artillery weapon also installed in some armored vehicles. It represents the U.S. 105mm M-2A1, M-3, and M-4; it can also be used for the Czechoslovakian 100mm Skoda vz. 14/19, vz. 28, and vz. 30; French 105mm Schneider Mle 34 and Mle 36; German 105mm Rheinmetall leFH 18; Polish 100mm Skoda wz. 14/18P; and Soviet 107mm 107-P-10/30.

### Weapons Module Table

#### Tank Guns

<i>Weapon Type</i>	<i>VSPs</i>	<i>Weight</i>	<i>Cost</i>
37mm Infantry Gun	1	200	\$1K
30 rounds APEX	0.2	[50]	[\$50]
30 rounds HE	0.2	[50]	[\$20]
30 rounds Canister	0.2	[50]	[\$10]
105mm Short Howitzer	4.4	1,100	\$3,300
6 rounds HE	1	[250]	[\$100]
6 rounds HEAT	1	[250]	[\$150]
6 rounds WP	1	[250]	[\$100]



#### Bombs

<i>Weapon Type</i>	<i>VSPs</i>	<i>Weight</i>	<i>Cost</i>
660-lb. HE Bomb	2.6	660	\$1.3K

### Vehicular Weapons Table

#### Tank Guns

<i>Weapon Type</i>	<i>Malf</i>	<i>Type</i>	<i>Dam</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>Ind</i>	<i>RoF</i>	<i>Ldrs</i>
37mm Infantry Gun	Crit.	HE	1d [4d]	20	12	550	2,750	3,500	1/3	0
		APEX	6d×3 (2)+1d-2 [4d]							
		Canister	5d			90	460			
105mm Short Howitzer	Crit.	HE	5d×8 [10d]	30	13	900	5,000	12,200	1/5	1
		HEAT	11d (10)							
		WP	3d+1 [4d]							

#### Bombs

<i>Weapon Type</i>	<i>Malf</i>	<i>Type</i>	<i>Dam</i>
660-lb. Bomb	Crit.	HE	6d¥660 [12d]



# INDEX

Advantages, 22, 23.  
Air force, 19.  
Aircraft, 37.  
Alternate history, 15.  
Anders, Wladyslaw, 7.  
Animal Empathy advantage, 23.  
Anti-Semitism, 6.  
Armistice, 4.  
Armored units, 18.  
Armory, 27.  
Army, 20.  
Artillery, 31.  
Basic training, 41.  
Beck, Jozef, 7.  
Bibliography, 54.  
Birth of a myth, 9.  
Birth of a state, 4.  
Blitzkrieg, 9.  
Campaigns, 44-52.  
Carpathian Brigade, 12, 21.  
Cavalry units, 18.  
Cavalryman template, 25.  
Chamberlain, Neville, 8.  
Characters abroad, 26.  
Ciphers, 19.  
City fighter template, 26.  
Claim to Hospitality advantage, 23.  
Codes, 19.  
Commendations, 41.  
Contacts advantage, 23.  
Customization notes, 24.  
Disadvantages, 22, 23.  
Disinformation, 42.

Dog eat dog, 6.  
Duty (Involuntary) disadvantage, 23.  
Elite units, 43.  
Ethnic hodge-podge, 4.  
Female characters, 22.  
Fit advantage, 23.  
Germany, 4-6.  
Guderian, 10.  
Home Army, 21.  
Hungary, 11.  
Intolerance disadvantage, 23.  
Irregular Jozefs, 43.  
Jews, 6, 13, 14.  
Map of Poland, 16.  
Mathematicians and chess players, 19.  
Military ranks, 22.  
Moscicki, Ignacy, 7.  
National Guard, 18.  
Navy, 20.  
New weapons, 34.  
Operations and tactics, 19.  
Order of battle, 20-21.  
Personal equipment, 27.  
Pilsudski, Jozef, 4-6.  
Polish corridor, 7.  
Polish People's Army, 21.  
Pronunciation guide, 53.  
Propaganda, 42.  
Puppet government, 16.  
R.A.F., 12.  
Regular Jozefs, 42.  
Resistance, 13.  
Ribbentrop-Molotov Pact, 8.

Romania, 11.  
Rudz-Smigly, Edward, 7, 10.  
Service culture, 41.  
*Shetel*, 24.  
Sikorski, Wladyslaw, 7.  
Skills, 23.  
Small arms, 29.  
Social Stigma disadvantage, 23.  
Soldiering, 41.  
Soldiers, 22.  
Soviet Union, 6.  
Special units, 18.  
Sphere of interest, 8.  
Standard units, 18.  
Status advantage, 23.  
Stenów, 30.  
Submarines, 39.  
Surplus from everywhere, 27.  
Tables, *weapon*, 28.  
Tactics, and operations, 19.  
Templates, 25.  
Treaty of Riga, 5.  
Vehicles, 32, 33, 35-40.  
Versailles treaty, 5.  
Very fit advantage, 23.  
Warsaw concert, 10.  
Wealth advantage, 23.  
Weapon tables, 28.  
Weapons, new, 34.  
What if . . .?, 15.  
Witos, Wincenty, 5.  
World War I, 5.

## Stuck for an adventure? No problem.

**e23 sells high-quality  
game adventures  
and supplements  
in PDF format.**

- Get complete sample adventures free!
- PDFs from the major players in online publishing – plus gems from the up-and-comers, and digital editions of out-of-print classics.
- See the ratings other users have given . . . and add your own ratings.
- Buy it once, have it always. Download your purchases again whenever you need to.

**Download ● Print ● Play**

e23 is part of Warehouse 23, the online store at Steve Jackson Games. Warehouse 23 is also the official Internet retailer for Dork Storm Press, Atlas Games, and many other publishers. Visit us today at [www.warehouse23.com](http://www.warehouse23.com) for all your game STUFF!

