Section 1. The territories occupied by German troops shall be subject to the authority of the Governor General of the occupied Polish territories, except insofar as they are incorporated within the German Reich.

Section 2. (1) I appoint Reich Minister Dr. Frank as Governor General of the occupied Polish territories. (2) As Deputy Governor General I appoint Reich Minister Dr. Seyss-Inquart.

Section 3. (1) The Governor General shall be directly responsible to me. (2) All branches of the administration shall be directed by the Governor General.

—Adolf Hitler, 12 October 1939

It is my sincere wish to serve God and Poland with the whole of my life, to give my willing help to other people, and to obey the Scout and Guide Law. I also swear to you that I shall serve with the Grey Ranks, I shall keep the secrets of the organization, follow orders and not risk my life.

—The Scout and Guide Oath

War is not a thing one wants.

—Hans Frank, 18 April 1946

**Dedication**

Tę grę dedykuję Szarym Szeregom, z całym moim respektem i podziwem.

(This game is dedicated to the **Szare Szeregi**, with all my respect and admiration.)
This document was typeset in Literaturnaya by ParaType and Verlag by Hoeller & Frere-Jones. You can find this and many other fine typefaces at http://www.paratype.com and http://www.typography.com.


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Thoughtful Feedback and Encouragement

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Grey Ranks in a Nutshell

In this game, you will assume the role of a young Polish partisan before, during, and after the disastrous 1944 Uprising against the Germans. Together with your friends, you’ll create the story of a group of teens who fight to free their city, one of countless Grey Ranks “crews” that take up arms. Your characters—child soldiers—will have all the faults and enthusiasms of youth. Across sixty days of armed rebellion, they will grow up fast—or die.

The story you create is informed by many factors. Grey Ranks has a chapter structure, and each of ten corresponds to a specific date in 1944. A broadcast of the Polish underground radio station, Radio Lightning, prefaces each chapter and provides some background. In addition to Radio Lightning, you’ll choose historical and dramatic elements that pique your interest to include in each scene. The game is collaborative, and together with your friends you’ll work to create challenging, exciting, and poignant scenes for your crew—some mission-oriented, and some strictly personal.

As the game progresses, success becomes increasingly difficult and you’ll be faced with difficult choices. Is achieving a goal worth destroying the thing your character holds dear? How will reputations change over time as youngsters have adulthood thrust upon them? The emotional state of your crew is tied to the grid, which tracks their individual condition as they are drawn to the opposing extremes of love and hate, enthusiasm and exhaustion. Success or failure will pull them in unexpected directions, and where these strong currents intersect lies death and heartbreak.

New to Roleplaying?
Don’t sweat it—if you follow the instructions for framing scenes and handling dice, you’ll be fine! One thing to note is the way dice are described in the rules: d4 means a four-sided die, d12 means a twelve-sided die, and you can probably figure out the dice in between. If you have questions, bring them to the Bully Pulpit Games forum or send us mail at info@bullypulpitgames.com.
A Strong Word of Caution

Grey Ranks is a game that addresses mature themes. It is essential that you and your friends have an open discussion before play to establish comfort levels and ways of handling difficult subject matter, should it arise. Discuss your group’s comfort with topics such as racism, anti-Semitism, and totalitarianism. Specifically bring up Nazism and the Holocaust, and how the fate of Poland’s Jews will (or will not) factor into play.

Love and the portrayal of teenage sexuality are central to the game. Violence by and toward children, including death, is also central. While neither of these aspects can be removed from play entirely in a game about child soldiers, they can be addressed more or less obliquely.

It’s possible that everyone will be open to any situation that arises in play, but it is equally possible that someone will have limits about what they wish to explore and experience. As a group, you may want to draw a hard line concerning particular sorts of content, expressly forbidding their appearance in play. Alternately, you may have topics that you prefer to draw a veil over—allowing them to occur, but keeping them strictly off-camera. Common “lines and veils” material includes sexual violence, torture, and casual racism, all of which could easily appear in a game of Grey Ranks.

How to Use This Text

There are sidebars with two sorts of additional material throughout the text. The first sort, marked by the *Kotwica*—the anchor symbol of the Home Army—contains historical background and quotations. Many of the
quotes are from Hans Frank, who served as Governor General of occupied Poland and was tried and executed for his crimes after the war. The second sort, marked by a lightning symbol, contains comments and suggestions for making your game great.

You don’t actually need to read the history and background material. Jump straight to the rules in part two if you prefer—they begin on page 27. Part one is there to provide context and detail for those who want it, and can also serve as a reference in play if you suddenly need a street name or bit of detail.

Preparing to Play

Grey Ranks is designed for four players. You can play with three or five, but it works best with four. If you have more than five, split into two groups and run parallel games, maybe switching a character or two from group to group between sessions. Every player in a Grey Ranks game will create and play a character of his or her own. There is no game master role—everyone has equal authority and responsibility at the table.

A full, ten chapter game can be played out in three sessions. Shorter, single-session games are also possible (see page 78 for suggestions). In general, plan on roughly an hour per chapter.

At the table, you’ll need a single copy of the grid (page 135), and a unique token for each player. The Radio Lightning transcripts (page 87) should be handy, as should the situation generation lists (page 93; you can bookmark these if you like, or make hard copies). You’ll want to have a few dozen dice around, too, with sides ranging from four to twelve.

Global vs. Personal

To play Grey Ranks is to be saturated in a very particular time and place—63 days in and around Warsaw, Poland, from high summer until the early frost, in 1944. There is a tragic and enormous sweep of history behind the events you’ll take part in, but you won’t be expected to be conversant in the geopolitics of the Second World War. The game is set up to provide enough salient detail on the fly to satisfy the need for verisimilitude. Of course the more you know, the more you can contribute, and there is a lot of in-depth back-story to absorb should you be so inclined. This is the global view—explore it, incorporate it, and don’t worry about mangling the language.

Conversely, much of the game will focus intensely on the personal view, and for that, the big picture hardly matters. Everyone has known love, and you’ve probably known the pain of losing love. For the personal view, no preparation is necessary beyond a willingness to remember what it was like to be sixteen.
At the Czerniakowska Street checkpoint, Janek’s forged papers almost cost a German soldier his life.
Part One: History and Background

As the Game Begins...

July, 1944. In Warsaw, both German oppressor and Polish oppressed prepare for an uncertain, violent future. The Uprising, long awaited, is only a month away. Germany’s defeats on both fronts are bringing his monstrous hubris into stark relief. Millions have been killed. There isn’t a person in Poland who doesn’t have a relative in a work camp—or a cemetery.

Among the Grey Ranks, the weakening grip of the Germans means greater opportunities to inconvenience and humiliate the hated occupiers. The Uprising is coming. Preparations are in place and missions have been assigned. It’s only a matter of time before the real battle begins—an all-out struggle to free Warsaw before the Russians arrive. The Home Army says it will take a week or so, and it will be a splendid, glorious victory.

So what led up to this state of affairs?

Invasion and Occupation

On 1 September 1939, Germany invaded Poland and started the Second World War. Sixteen days later the Soviets began a pre-arranged invasion from the east, and after six weeks Poland ceased to exist. Huge chunks in the west were folded into the Reich; the east was incorporated into the USSR, and the center—including Warsaw—became the General Government, a de facto Nazi colony administered by Hans Frank.

—Hans Frank
15 December 1939
German policy toward the General Government was brutal—the grand vision was to use the Poles as a vast labor pool, sub-human and subservient. Education past primary school was forbidden and the Catholic Church was suppressed. Poland’s Jews were systematically forced into ghettos, and then deported to labor or death camps. Three million were eventually killed.

The Home Army and People’s Army

The Home Army (Armia Krajowa or AK) was the armed resistance loyal to the Polish government in exile in London. Almost 400,000 men were involved in the Home Army, all in great secrecy. The People’s Army (Armia Ludowa or AL) was the military wing of the Polish Communist party, and was a puppet of the Soviets. Although the two shared the same general goals, they were constantly at odds. Soviet propaganda depicted the Home Army alternately as cowardly layabouts or fascist tools.

The Grey Ranks

When the Scouts and Guides were disbanded, Poland’s youth organizations merged and went underground. The Grey Ranks (Szare Szeregi) operated in cells, in a modified version of pre-war scouting units. Since the penalty for being caught while on a mission was severe, parents might not even know what their children were up to. The Grey Ranks were self-sufficient, with their own courier networks, codes, and signals. They served the Home Army when asked, but often operated on their own. The oldest Scouts were formed into highly competent paramilitaries, and at that level the distinction between Scout and soldier began to blur.
Player characters form an operational cell, the smallest unit of organization, known as bees (pszczoly), or, colloquially, a crew (paczka). A collection of bee groups are the equivalent of a pre-war troop of Scouts or Guides, and all the bees in a neighborhood or village are known as a swarm (rój). All the bees in a city are called, appropriately, a beehive (ul).

The Headquarters of the Grey Ranks, hidden outside Warsaw, is called the Apiary (Pasieka). The Commander, Stanislaw Broniewski, is code-named Orsza. There are twenty beehives in occupied Poland, connected by a network of young couriers.

Youth in the Grey Ranks are assigned cells with others of their age. The youngest are called the Zawiszacy, after the famous Polish knight Zawisza Czarny. Children under 15 form the core of the Zawiszacy, and are not allowed to take part in active resistance activities. They are couriers, letter carriers, and—when on their own—pranksters.

The core members of the Grey Ranks are the fifteen to seventeen year olds, and it is on these youth that the game focuses. These cells, known as Battle Schools (Bojowe Szkoly) are given more dangerous tasks than the Zawiszacy—disinformation and propaganda actions, minor acts of sabotage, and general mayhem. Battle Schools are not expected to engage in active resistance, but the desperate circumstances of the Uprising make everyone a soldier.

Assault Groups (Grupy Szturmowe) are really paramilitary units that answer directly to the Home Army. They are formed into battalions and engage in large-scale sabotage, training for the day the general Uprising is called for.
In many ways the Assault Groups are elite, highly motivated special forces within the Home Army, and take intense pride in their roles. Player characters might aspire to join an Assault Group, perhaps the famous battalions like Zoska, Parasol or Wigry, all of which play key roles in the Uprising.

**War in the East**

In late June of 1941, Germany invaded the Soviet Union. The General Government became first the front line, and then the key staging area for the massive battles of the eastern front. Despite early gains, the war in the east was an ill-considered adventure that was to end in disaster. By early 1943 the Soviets were in full offensive mode, pushing back the Germans across the Ukraine.

The Germans recognized that Warsaw was the strategic linchpin in the defense of western Poland. Using forced labor, they began the aggressive construction of fortifications around the city in 1943. This effort was hampered by the Polish underground, which engineered work stoppages and sabotage. Although riddled with concrete pillboxes and barbed-wire-topped bunkers around key German installations, the city was not in any condition to withstand a Soviet mechanized assault.

Throughout the German occupation the Polish Home Army chose to bide its time with selective resistance. A national uprising was the final goal of the Polish secret state. The original plan was to throw the country into chaos in advance of a British assault, but it became obvious by 1943 that this was not going to happen. Poland’s liberators would come from the east.

---

> Once we have won the war, the Poles, Ukrainians and all other people living around can be made into mincemeat, or anything else, as far as I am concerned.

— Hans Frank  
12 January 1944

> Severe measures must and will be adopted against Jews leaving the Ghettos. Death sentences pending against Jews for this reason must be carried out as quickly as possible. This order according to which every Jew found outside the Ghetto is to be executed, must be carried out without fail.

— Hans Frank  
16 December 1941
The Warsaw Ghetto Uprising

The Warsaw Ghetto rose up in April, 1943, more than a year before the events featured in this game. Thousands of Jewish partisans were killed, and perhaps 50,000 civilians were sent to death camps in the aftermath of the one-sided battle, joining the hundreds of thousands who preceded them. It was a desperate last stand by people who knew their complete liquidation was only a matter of time. It was also the single largest organized resistance to the Final Solution. The Warsaw Ghetto uprising was a humiliating episode for the Nazi regime, and provoked a savage response. By July 1944, the former ghetto was little more than a smoking, empty ruin.

In some ways the ghetto insurrection was antecedent to the general uprising of 1944, but the two should on no account be mistaken for one another. It’s worth noting that a handful of ghetto survivors took up arms again in Warsaw to fight beside Home Army partisans. Regarding the courage and conviction of these people you can draw your own conclusions.

The Threat of Liberation

Poland and the Soviet Union had no love for one another. At various times in her history Poland was occupied or owned by imperial Russia, and a bloody war had been fought across their border following World War One, ending little over twenty years before the German invasion. In most quarters hatred of the Nazis overpowered hatred of the Soviets, but only Polish communists—and their People’s Army—were excited by the prospect of “liberation” by the Soviets.

How the fate of Poland’s Jews is addressed is an important part of your group’s pre-game discussion, but this game, very consciously, is not about the Holocaust.

As a matter of fact, the unfortunate Polish nation wanted nothing else but to live undisturbed by their two big neighbors. The Uprising, which broke out as the Red Army was approaching, was only intended to secure the future independence of Poland. Now, however, the Soviets were sitting close by Praga, the suburb of Warsaw, on the right bank of the Vistula River. The Soviets were watching, and not grudgingly, how the last class of Polish leaders and intellectuals were being slaughtered. They even prohibited the Anglo-American alliance, which wanted to help the insurgents, from using their airports.

—Leutnant Hans Theime
Wehrmacht intelligence staff
203rd Infantry Division
Polish territories incorporated into the Third Reich
+ Territory of the General Government
Occupied by Soviets in 1939, Germans after 22 June 1941

Poland
Under Occupation
For their part, the Soviets were very clear about their objectives—driving out the Germans and making Poland a puppet state. To this end the NKVD, the Soviet secret police, made a point of executing or imprisoning Polish officers whenever they encountered them. At Katyn Forest near Smolensk, 27,000 Polish officers, priests, and intellectuals were executed. This was widely known in Poland and led to the government in exile severing relations with the USSR in 1943.

When the Soviets reached the old Polish border, the government in exile was faced with a difficult decision—to initiate a costly uprising in cooperation with the treacherous, murderous USSR, or see the Home Army be branded cowards and quislings. The Soviets demanded action by Polish partisans and ridiculed the Home Army as Soviet armor rolled toward Warsaw. For their part, the Home Army had long had a plan for a general uprising. In English, it was “Operation Tempest.” In Polish, it was Plan Burza.

**Plan Burza**

The Home Army, determined to greet the Soviets as guests rather than liberators, finally roared into action on 1 August, 1944.

In Warsaw they numbered perhaps fifty thousand, but years of German occupation and scant covert support meant that they were miserably equipped—at best, they had one weapon for every two soldiers. Warsaw’s machine shops had spent months manufacturing guns by hand, and Molotov cocktails were far more prevalent than grenades. Throughout Warsaw there were a grand total of seven belt-fed machine guns in Polish hands.
Mission Scene Resolution

Immediately prior to the final player’s mission scene, the mission leader will roll a handful of dice contributed by all the players for the mission.

Missions are collective. The group works together to reach a numeric objective equal to the number of players times the chapter number. Thus, in Chapter Seven in a four-player game, the objective is 28. The mission is a success if the cumulative score, rolled by the leader with dice contributed by the entire crew, is 28 or greater. The mission is a failure if the cumulative score is less than 28. Mission success or failure is shared by all the characters, and will impact their individual movement on the grid. It’s up to the player with the final mission scene to tie it all together thematically.

The Crew: Chapter Five

JOEL: Who has a scene?

DAVE: I’ll start us off with a mission scene for Sophie.

Sophie hands Mark, the leader, her d4.

JOEL: A d4? That’s all you’re contributing?

SOPHIE: What are you complaining about? It means I get to make us all look awesome. Dave? What’s the situation?

DAVE: So we’re starting right in the thick of it. The four of us are pressed against a wall inside a bombed-out printing
plant. Third floor, plaster and rubble everywhere. There’s an ear-splitting crack from somewhere nearby.

**JOEL:** What time is it?

**DAVE:** It’s six AM.

**SOPHIE:** We’re actually supposed to be at the rally point to assault the Hotel Adria right now.

**JOEL:** What are we doing in a printing plant, then?

**DAVE:** Hunting a sniper.

**SOPHIE:** Oh, yeah. Jadwiga nods to Pelikan and motions toward a doorway. He peers around the corner and, silhouetted against the morning light, is a German sniper team. The shooter and another guy spotting for him, with a little telescope and a sub-machine gun.

**JOEL:** I’ve got a knife. That’s all I’ve got.

**SOPHIE:** We don’t actually have any guns at all. I lost my pistol. I’m waving Irka toward another doorway and fixing Janek with a “don’t move” stare.

**DAVE:** Janek’s got his fireplace poker, and although he says there’s no way you’re leaving him out of this, he’s terrified.

**SOPHIE:** We all sneak into position and Jadwiga counts down on her fingers. At zero she and Pelikan rush in!

**MARK:** Hold up! Stop the action. Cut to a flashback. personal scene.

---

*Just a friendly reminder that interrupting mission scenes is not only acceptable, it’s encouraged.*
Mark puts forward his d8.

SOPHIE: Oh, for Pete’s sake, Mark!

MARK: Enjoy the suspense. Joel, I want to frame a scene with Irka and Pelikan.

JOEL: Cutting to the chase, huh?

MARK: I’ve been waiting for this since last session. It’s the summer of 1942. Irka’s working on a farm outside Warsaw, getting Grey Ranks training at a secret school there.

SOPHIE: She’s fourteen.

MARK: Right. And this boy comes in. He’s a good looking guy, about her age, and there’s some attraction there. His name is Robert. From Żolibórz.

JOEL: He’s high class, and too cool to be caught hanging around a religious dork like Irka.

MARK: I like it. Let’s set up a scene where she corners him in the hay loft. Are they going to kiss? That’s what Irka’s goal is.

Mark and Joel play out the scene, with Irka being affectionate and vaguely desperate, and Pelikan being evasive—but not too evasive. Eventually she pins him to a haystack, and the moment of truth arrives.

JOEL: Her face is inches from his. Pelikan can smell her body. It doesn’t smell bad at all—she smells like hard work and clean linen. Roll your die, Mark.
Mark rolls his d8. The result is a three—failure. Mark eyes the character sheet and considers destroying Janek’s thing held dear, but decides instead to invoke his own.

MARK: I’m invoking Irka’s Faith.

DAVE: You realize that if you win this and we lose the mission, Irka’s moving right on the grid, over to a corner, right?

MARK: Yep. We’ll win the mission, no problem. OK, she’s only fourteen, but this guy—he’s the one. She knows it, and he knows it. It’s part of God’s plan. Irka has her pacifier pinned to her blouse like always, and she thinks of Sister Elżbieta. She always spoke about the importance of marriage, about a family—Irka’s almost a grown woman now, and she’s found her man.

Mark rolls a d12; the result is a seven—success! He crosses out “Invoked” for Irka’s thing held dear.

MARK: And she leans in, and they share a brief, awkward kiss.

DAVE: That was sweet.

MARK: Thanks. Back to killing Germans now!

SOPHIE: Right. As I recall, Jadwiga and Pelikan were making a mad dash to jump the German sniper team.

DAVE: The spotter spins around and sees you. He shouts and reaches for his gun.

For more on personal scenes, see page 62.
Last stand on Filtrowa Street. Janek dies in Ochota.
PART FOUR: RADIO LIGHTNING

Radio Lightning broadcasts are your anchor to the rapidly-changing landscape of the Warsaw Uprising. Be sure to read them aloud before each chapter.

Session One: Resistance

Chapter One: Monkey-wrenching the Occupation

For Sunday, July second, 1944, this is Radio Lightning, voice of a free Poland. We are broadcasting from Warsaw, always one step ahead of the Gestapo. The following two persons have been sentenced to death by the Home Army Special Court: Commandant August Kretschmann of the Gesiówka concentration camp and Igo Sym, an actor who sold out his country for money. Radio Lightning thought better of you, Igo.

We have learned that some enterprising young patriot has managed to distribute forged German newspapers promising swift and certain death at the hands of the Home Army. We have no idea who the perpetrators are, but we salute your zeal. Soon may the day come.

This is Radio Lightning, the voice of the defiant Polish people.

Paragraph:

On July second, Minsk, capital of the Belorussian SSR, fell to the Soviet army, trapping fifty thousand Germans.
Chapter Two: The Nazis Begin To Get Nervous

This is Radio Lightning for Thursday, July 27th, 1944. News flash from Radio Lightning! Four days ago Home Army forces in Lwów began an armed rising in cooperation with our Soviet allies. I have the pleasure to report that today Lwów is liberated. Radio Moscow continues to agitate for a general Uprising in Poland. The Home Army wisely bides its time—people of Poland, the Commander-in-Chief urges patience. You will not need to wait long. Of note this week—the rash of German flags torn down and stamped in the dirt. Also noted—lamp posts on the Poniatowski Bridge boasting brand new “For Hanging Germans” labels. Soon may it come true.

For free Poland, this is Radio Lightning.

Chapter Three: The Uprising Begins!

News flash from Radio Lightning! A message from the Commander-in-Chief, handed to me by a Home Army courier: Soldiers of Warsaw! Today, Tuesday, August first 1944, I have issued the order to begin open battle against Poland’s age-old enemy, the German invader. Today you will carry your arms in the open in order to free your country. Friends and patriots, it is W-Hour! All soldiers report to your rallying points! Late-breaking updates—Battalion KB has been disbanded due to lack of weapons. Attack group Hal is to report to their alternate rally point. Units in the Golski sector are to back up Sosna per original instructions.

Radio Lightning will keep you informed throughout the day—listeners, stay tuned.
Session Two: Uprising

Chapter Four: Desperate Street Fighting

This is Radio Lightning, broadcasting on Wednesday, August second from liberated Warsaw. The news: Despite lack of weapons, Polish forces continue to gain ground. In some places we have broken into German strongholds and captured much-needed arms and ammunition. The fighting is ferocious but spirits are high, and much of Warsaw is liberated at this hour. Grey Ranks couriers have even revived the postal service.

Moscow claims in a broadcast that only Polish Communists are fighting in Warsaw. This is not true. There are no troops of the People’s Army engaged in any action in Warsaw. This from the Home Army: Surviving troops of battalion Czata 49 are to report to Group Radoslaw headquarters.

Stay tuned to Radio Lightning, broadcasting from liberated Warsaw.

Chapter Five: The High Water Mark Of The Uprising

News updates for Friday, August fourth, 1944 from Radio Lightning, free Warsaw: Barricades have been erected throughout the city. Behind each wait determined troops of the Home Army with petrol bottles, which have caused the destruction of many German tanks so far.

The Germans continue their terror tactics. On Krolewska Street many houses have been burned. In one house a score of retired Polish professors were killed by the SS. Despite these
Chapter Nine: The Soviets Reach the Vistula and Stop Cold

A Home Army status report taken from the hand of a dead Grey Ranks courier:

10 September 1944. Food situation critical. Only water is from freshly dug wells. Epidemics are beginning to appear. Many wounded, and many killed. Varsovians living in ruins. Old Town completely destroyed. I personally today had first wash after six days and am considered lucky. Bread practically unheard of. Hospitals are in what were coal cellars a few weeks ago. Conditions are terrible. City Center still in Polish hands. Many streets systematically destroyed house by house. Signs of the Russians across the Vistula—my God, why don’t they come?

Chapter Ten: Capitulation

Soldiers of Fighting Warsaw! Today, October third, I have decided to call a halt to the fighting. I hereby ask of all soldiers to obey in good order all commands that will be issued as a consequence of our decision to stop fighting. The civilian population is to obey all evacuation orders issued by me, the commanding officer of the city and the civilian administration. With faith in the final victory of our just cause, believing in our beloved, great and happy country, we will continue to be the soldiers and citizens of Free Poland, pledging allegiance to the flag of the Republic.

—Bór, Commander-in-Chief, Home Army
PART FIVE: SITUATION LISTS

Chapter One

- A brother puts his foot down.
- Maria Grekowa, an agonized neighbor.
- A letter authorizing the bearer to break curfew.
- A sturdy pair of boots, spotted with blood.
- A worker’s cafe on Górczewska Street in Wola.
- Jadwiga Ruffowa, patriotic slut.
- Gdansk Station, amid a sea of German refugees from the east.
- Jerzy Nowicki, soft-spoken greengrocer who knows everyone.
- We’re from different worlds, you and I
- Your parents want to kill me!

Row A

A1: d12, Martyrdom Corner

- Dozens of Polish children have been rounded up at their primary school and are being used as hostages.

\[\text{Remember that you’ve got a common list for Chapter One, rather than situation elements based on grid positions.}\]
• SS-\textit{Sonderregiment Dirlewanger} is “hunting partisans”—by raping and looting.

• Ayaz Hesuinov, a particularly brutal Azeri officer of RONA, about to commit mass murder.

• Igo Sym, a delightful Polish actor and Nazi informant.

• Daniel Vollmann, vengeful surviving Jew.

• The Saxon Garden bunker, in Old Town.

• The Grzybowski Square checkpoint in Old Town.

• A Piotr Michalowski landscape painting in a gilt frame, stolen from a private collection.

• A valise containing German intelligence intercepts concerning the Soviet army’s plans.

• \textit{SS-Hauptscharführer} August Kretschmann, commandant of the Gesiówka Concentration Camp.

\textit{Elements of Grey Ranks Assault Group Zoska attacked the Gesiówka Prison and concentration camp complex on 5 August, using a captured Panther tank (which they had named “Magda”). They freed 383 prisoners, 348 of whom were Jews.}

\textbf{A2: d12, Approaching Martyrdom}

• The sewers beneath Old Town.

• Franciszek and Maria, misguided parents.

• A listening post above Pulsudski Square in City Center.
A pair of dusty hard candies in colorful wrappers.

An empty envelope, smelling of perfume.

Driving away the one you love, for their own good.

There’s no barricade cutting off access to a district, but there needs to be—within the hour.

A home-made gun, greasy and covered with tiny metal lathe shavings.

The cellar of the police command post in Mokotów.

A beautiful midnight blue party dress with a note pinned to the hem.

Warsaw’s sewers were a life-line for besieged defenders in Old Town, and an escape route for thousands. Cramped and dangerous, the endless miles of sewer tunnel required experienced guides, who were more often than not Girl Guides in the Grey Ranks.

A3: d10, Midway between Martyrdom and Nervous Breakdown

A serious talk about love, patriotism, and family.

Maria Dunajewski, English teacher and dirty traitor.

Grzednik’s, on Ordynacka Street, a popular restaurant that seems to feed half of Warsaw for free.

A rooftop above Wilson Square, inolibórz.

Rada Mazowiecki is in labor and needs to be brought to a hospital. She is wanted by the Germans.
The worst atrocities were not carried out by Germans, but rather by former Soviets. Waffen-SS Brigade RONA (Русская Освободительная Народная Армия, the Russian National Liberation Army, consisting of Russian, Ukrainian, and Azeri troops operating under nominal German control. Anti-partisan specialists and, by all accounts, vicious beasts.

Scene: (Game term) A roleplaying vignette within a chapter. See mission scene and personal scene.

Session: (Game term) A single play session, typically consisting of three chapters.

Stahel, Renier. Lieutenant General in overall command of the pre-Uprising Warsaw garrison.

Szare Szeregi: “Grey Ranks.” Eight thousand former Boy Scouts and Girl Guides scattered across Poland.

Thing you hold dear: (Game term) Both an overarching category and some concrete symbol of it, the thing a character holds dear is an important resource and a potent story hook.

Ul: “Beehive.” All the pszczoly in a city. There are twenty ul in occupied Poland, connected by a network of Zawiszacy couriers.

Vistula: (Wisła in Polish.) The broad river that separates the Praga district, on the eastern bank, from the rest of Warsaw.

Von Dem Bach, Erich: SS-Obergruppenführer and commander of all German troops suppressing the Warsaw Uprising.

Wehrmacht: The German armed forces.

Zawiszacy: Children in the Grey Ranks under
the age of fifteen, named after the famous Polish knight Zawisza Czarny. Zawiszacy are not allowed to take part in active resistance activities. They are couriers, letter carriers, and pranksters.

**Bibliography**

**Print, English**


If you are going to read one book, read Norman Davies’ *Rising ’44*. 


**Print, Non-English**


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PART SIX: SUPPLEMENTARY MATERIAL


**Film**


If you are going to see one film, see Andrzej Wajda’s *Kanal.*


Wikipedia, particularly:


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