



Westerplatte

DAYS OF

Playing time: 45-60 min.

Players: 1-4

Age: +8

INTRODUCTION

German battleship 'Schleswig-Holstein' started the bombardment of Polish Military Transit Depot on the 1st of September 1939 at 04:48 a.m. This was followed by the attack of the Krigsmarine assault company, supported by Gdansk SS regiments. The double German onslaught collapsed under continuous Polish defence fire. Each following day of defending the Depot strengthened the morale of Polish soldiers. At the same time, the Germans confronted with fierce resistance and well planned defence system were helpless. The German Blitzkrieg turned into war of attrition, which could not be concluded by either battleship bombardment on 1st of September, artillery bombardments from both land and sea, or heavy air bombardments on the 2nd of September. The Westerplatte peninsula, covered with bomb craters, was easier to defend. The morale of the defenders was rising, and a small number of wounded soldiers did not significantly weaken the defence abilities of Polish troops.

The German helplessness elicited Adolf Hitler's fury. Until the 7th of September, apart from gathering information about their enemy, Germans did not manifest much activity on land. After the reconnaissance attack on the 7th of September, the Germans decided to block the Depot without trying to conquer it. The Germans were waiting for the outcome of battles for Gdynia and Kepa Oksywska. The greater was their surprise when unexpectedly, above the barracks, no fight occurred and the white flag was hanged out. The defenders were startled and despaired after the capitulation was announced by the commander of the Depot: Henryk Sucharski.

I hope that thanks to '7 days of Westerplatte' – game which loosely refers to the history of defending the Polish Military Transit Depot, many players (especially the young ones), will become interested in this event of Polish history.

Mariusz Wojtowicz-Podhorski

*The president of the Society for the Reconstruction
of the Historical Military Transit Depot Westerplatte.*

www.westerplatte.org

CONTENTS

• Game board

• Rules

12 event cards
(6 positive and 6 negative)

obverse

obverse

reverse

4 Polish officer pawns

64 German attack cards:

obverse

reverse

obverse

reverse

24 cards of the first stage

40 cards of the second stage

6 double sided action tiles

5 x extra movement tokens

4 x limited movement tokens

4 x extra action tokens

2 x burned path tokens

74 x bricks

16 x ammunition markers

4 x mortar grenade markers

5 x wound markers

4 x landmine markers

1 x morale marker

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DIFFICULTY LEVELS

‘7 days of Westerplatte’ can be played on 3 different difficulty levels. On each of those levels, the sides of the action tiles are changed, different morale track is used, and different event cards are drawn.

1. Easy

This level of difficulty is a training prepared for the least experienced players.
Events: The players use only 6 positive event cards.
Action tiles are placed on the easier side (marked with a green dot).
Morale marker: Morale marker is placed on the green (easier) morale track.

2. Medium

This level of difficulty is intended for players with some experience in playing board games.
Events: Draw 3 cards from 6 positive event cards, draw another 3 cards from 6 negative event cards.
Action tiles are placed on the easier side (marked with a green dot).
Morale marker: Morale marker is placed on green (easier) morale track.

3. Hard

This level of difficulty is designed for the most experienced players.
Events: Draw 3 cards from 6 positive event cards, draw another 3 cards from 6 negative event cards.
Action tiles are placed on difficult side (marked with a red dot).
Morale marker: Morale marker is placed on the red (difficult) morale track.
***Note:** The ‘+1 Morale’ action tile looks identical on both sides.*

PREPARING THE GAME

- Place the game board in the middle of the table.
- The players choose the difficulty level.
- Shuffle the 6 action tiles and place them randomly on the 6 action spaces on the appropriate sides.
- Place the markers on their designated action tiles:
Landmines – Place 3 or 4 landmine markers on this tile.
Mortar – Place 3 or 4 mortar grenade markers on this tile.
Rebuilding the wall - Place 6 or 8 bricks on this tile, grouped in twos. Put the remaining markers into the box.
- Each player takes 2 ammunition markers. The remaining ammunition markers are placed in the bank (next to the board).
- Place all the: extra action tokens, limited movement tokens, extra movement tokens and wound markers in separate banks next to the board.
- Place the morale marker on / .
- Place two rows made of 6 bricks in front of each of the 5 round spaces and on 6 action tiles – those bricks indicate the strength of the spaces.
- Each player choses his/her officer pawn and places it on the middle round space.
***Note:** In a 1 player game, the player controls 2 pawns. The remaining pawns are put into the box.*
- Place the face down stack of German attack cards next to the board. Shuffle the cards of the second stage and place them on the bottom of this stack. Then, shuffle the cards of the first stage and place them on top of that stack.
- Before beginning the game, shuffle the pile of event cards according to the difficulty level and place it next to the board (see: ‘Difficulty levels’). Put the 6 remaining event cards into the box.
- In a one/two player game, the first card from the German attack stack is placed on a discard pile of the first day of defence. The next two cards are placed on the designated German attack tracks. In a three/four player game, **three** German attack cards are placed on their designated tracks.
***Note:** In the first round, the drawn German attack cards are placed on their designated tracks but the troops do not move.*
- The oldest player begins the game.

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THE COURSE OF THE GAME

The game is divided into 7 days of defence and each day is divided into turns. The day of defence ends when there are 8 cards of German attack on one space (1-7), on the side of the board. The end of the day of defence is described later in the manual.

Having drawn three German attack cards, the oldest player begins the game. Then, the player on his/her left starts his/her turn, and so forth. Each player's turn is divided into 4 stages: the first stage is strictly connected with his/her move, the remaining stages represent the attacks of German troops.

1. Action/movement

In this stage, the player can, **in any order**, make two moves and perform one action. The player can decide to make one move or none. The player can also resign from performing an action.

1.1 Movement

The player can move his/her officer pawn using paths between the spaces of Westerplatte peninsula. Each point of movement corresponds with moving a pawn by 1 space. The spaces include: 6 guardhouses (action tiles), and 5 defence outposts (round spaces).

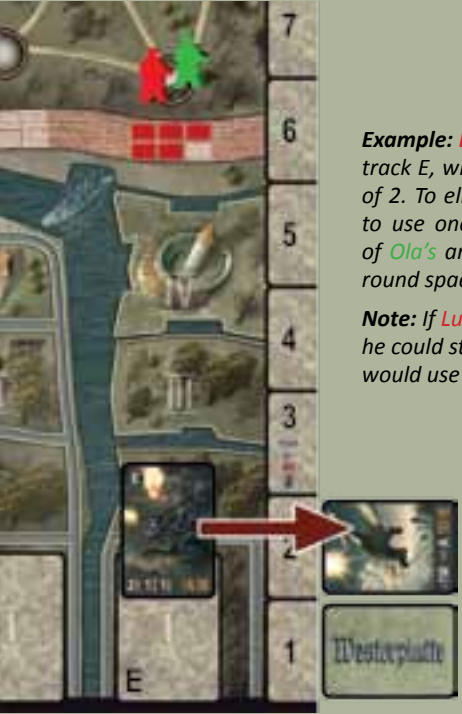
1.2 Action

The player in his/her turn can attack from the 5 round spaces or perform an action from one of the 6 action tiles. The player can attack only when his/her pawn is on one of the round spaces. To perform an action from an action tile, the pawn of that player has to be on that tile. The player can perform **only one action/attack** even if his/her pawn is on more than one round space or action tile.

Attacking from the round spaces

This action can be performed from one of the 5 round spaces. The player from this space can attack only the troop which is on a track **opposite** the space with his her pawn. While attacking, the player can use only one of his/her ammunition markers, irrespectively of the troop's resistance. An exception is a situation in which the player moves his/her pawn on round space on which there is other player's pawn. The player in such a situation may inflict two damage (each of the players loses one ammunition marker) using only one action (this rule may also be used with 3/4 pawns on one space). If the attacked troop has got more than 1 resistance point, mark the damage using 1 wound marker for each received damage. If the number of wounds on the card is equal to the resistance value of the troop, that card is removed to the discard pile of the current day of defence and the wound markers are placed in the bank.

Note: The number of wound markers is not limited. If there are too few of them, you can use any other object, for instance, a coin.



Example: *Lucas* attacks from a round space next to track E, where there is a troop with the resistance of 2. To eliminate this troop in one action, he has to use one of his ammunition markers, and one of *Ola's* ammunition markers (*Ola* is on the same round space as *Lucas*).

Note: If *Lucas* did not have an ammunition marker, he could still perform an attack. In this situation he would use one of *Ola's* markers.

Performing an action on action tiles

To perform an action on an action tile, your pawn has to be on that tile. There are following action tiles in the game:

A) +1 Morale

This tile allows you to increase your morale by one. The level of morale is shown on the morale track. If the morale marker is on the second/third level of high morale, and it decreases, the players **do not** receive the bonus.

When the morale increases above the neutral level:

On the first level of high morale, the players add either 1 mortar grenade marker, landmine marker or 2 bricks to the supplies on the appropriate action tile.

On the second level of high morale, the players receive 5 extra movement tokens. The players divide those tokens among them selv. The extra movement token gives the player a third movement point in a turn.

Note: You cannot use more than one extra movement token during one turn.

Note: When the players reach the second level of negative morale, they receive a limited movement token. If then they reach the second level of positive morale, the extra movement tokens and limited movement tokens cancel each other out.

On the third level of high morale, the players receive 4 extra action tokens and divide those tokens among them. If the tokens cannot be divided equally among the players, they decide together which one of them will get extra token(s). Those tokens enable the players to perform a second action during their turn. Having reached this level of morale, the players move the morale marker on .

Note: You cannot use more than one extra movement token during one turn.

Note: If the players have increased their morale to this level for the second time in the game (when there are only few extra action tokens), the players receive all of those tokens.

Note: The extra movement/action tokens are disposable. After using them, place them next to the board.

B) Mortar

With the use of 'Mortar' action tile, you can inflict **two damage** on one German troop. The attacked troop may be on any of the five German attack tracks. If the German troop has got one resistance point, the extra damage is lost. If the troop

has got three resistance points, two wound markers are placed on the card of that troop. The mortar's ammunition is limited by the mortar grenade markers on the 'Mortar' action tile. After the attack from the mortar, the mortar grenade marker is placed next to the board.

Note: If all the spaces for mortar grenade markers on this action tile are occupied, reaching high morale or drawing 'Extra mortar grenade' event card do not result in adding an extra mortar grenade marker(s) on that tile.

C) Landmines

This tile allows you to place one landmine on any **empty** German attack track. The player takes mine marker from landmine action tile and places it on **any** space of German attack tracks on which there is no German attack card. The number of landmine markers is limited. When the new German troop lands on

or passes the space with a landmine, the troop is immediately placed on the discard pile of the current day of defence and the landmine is placed next to the board.

Note: If all the spaces for landmine markers on this action tile are occupied, reaching high morale or drawing 'Extra landmine' event card do not result in adding an extra landmine on that tile.

D) Rebuilding the wall

This tile allows you to rebuild the damaged wall. The highest level of the wall (the number of bricks), on each of the 11 spaces is 6. The player takes **two** bricks from this action tile and places them on **one** space where the wall is damaged (including spaces where the wall is completely destroyed).

Note: This action can be used only when German attacks damage at least one brick.

Note: In a situation where a player can place only one brick on a space, the second brick is lost (it is placed next to the board). The players use those bricks only when they reveal 'Strengthening the wall' event card.

E) Supplying ammunition

This tile allows you to take 3 or 4 (depending on the side of the tile) ammunition markers. The number of ammunition markers is limited. If other players carry a lot of ammunition, the player in his/her action may not be able to take as much ammunition as the action allows him/her. In this situation he/she takes all the remaining ammunition. The used ammunition is put back to the bank (next to the board).


Note: The ammunition do not run out as the mortar grenade, landmine, and brick markers. It means that it may be constantly supplied by the players (if it is available in the bank).

F) Backing up the troops

This action allows you to back up 2 or 3 (depending on the difficulty level) German troops by **two** spaces. Remember that the troops equipped with heavy machine guns can attack only from the last spaces of the German attack tracks (IV).

2. German troops attack

During this stage, German troops perform their attacks. The attacking troops are the howitzers from the first spaces (I) of German attack tracks, and troops equipped with heavy machine guns from the last spaces of German attack tracks. Howitzers destroy one brick on the wall closest to their track. Troops equipped with heavy machine guns destroy 1 or 2 (depending on their attack values) bricks closest to their tracks. If there are no bricks on a round space, the damage passes to one of the action tiles connected with paths to that space. The **players decide** which of the two action tiles receives the damage.



Example: There is a troop equipped with heavy machine gun on the second space (II) of track A – it does not attack in this turn. Track B is empty. The howitzer attacks from track C and destroys one brick. The troops equipped with heavy machine guns are on the last spaces (IV) of tracks D and E. The attack value of the troop on track D is 1. It destroys one brick wall from the round space in front of its track. The attack value of the troop on track E is 2. The round space in front of that track has only one brick so one damage has to be passed to one of the action tiles behind that space. In this example, the players have decided to remove one brick marker from the left tile.

3. A new card

After the German troops attack stage, the player draws one card from the German attack pile. Depending on the type of card (see. 'Types of German attack cards'), the player places the card on its designated track, or immediately performs an action from that card and puts it on the discard pile of the current day of defence.

Types of German attack cards

There are 3 types of German attack cards: troop cards, air raid cards and morale decline cards. The troop cards differ in the resistance, speed, strength of the attack and tracks on which they are placed and the troops they activate.

Troop cards:

A troop equipped with Heavy Machine Gun



Track

Resistance Speed Strength of the attack Troop movement

A troop equipped with Howitzer Battery



Actions from air raid cards and morale decline cards are performed immediately. Those cards damage the wall (only air raids), decline the morale and (as all troop cards), activate the troops on different tracks.

Air raid



Morale decline Wall damage

Morale declines



A) Troop cards

If a new card is a troop card, it is immediately placed on one of the German attack tracks. On each such card (in the top left corner), there is a track marker: (A, B, C, D, and E). It shows where the card is placed. **There may be only one troop on each track at the time same.** When the track on which the troop should be placed is occupied, the new troop is placed on the first empty track on the right from that unit. If all of the tracks from the right are occupied, the troop is placed on the first free track from the leftmost side of the board.



Example: The new card is a troop which should be placed on track D. Tracks A, D and E are occupied. The new unit is placed on track B.

Note: If all of the German attack tracks are occupied, the morale declines and the troops on tracks show by the new card **move**. Then, the drawn card is placed **on the bottom** of the German attack pile.

B) Air raid card has two effects:

- 1) It declines the defenders' morale by 1.
- 2) It destroys one brick wall on a space marked on that card. Then, the air raid card is placed on the discard pile of the current day of defence.

C) Morale decline cards

Westerplatte is under continuous fire, the morale and combat capabilities of Polish forces decline. Morale drops by 1, and the morale decline card is placed on the discard pile of the current day of defence.

Morale decline:

- When the morale drops below the neutral level:
- On the first level of low morale**, the players loose either landmine/howitzer marker or 2 bricks from the appropriate action tile. The players decide together which of those markers they want to lose (they have to have this marker).
 - On this level of low morale**, the players share 4 limited movement tokens among them. Each player receives equal number of those tokens. Those tokens should be used as soon as possible, one in each round. Each token causes the loss of 1 movement point.
 - On the third level of low morale**, the players together lose 5 ammunition markers from their own stocks (the players decide which player loses more). If they have fewer ammunition markers, they lose all of them. The lost ammunition markers are put to the bank.

Note: When the morale marker drops to the lowest level, it is placed on

Note: If the morale is on any of the low levels, increasing it ('+1 Morale' action tile) results in placing it on the starting position

4. Troop movement

There are two tracks marked on the bottom of each such card, for example: . When the card is played, the troops on those tracks move forward. The troops equipped with heavy machine guns move by 1 or 3 spaces forward, this is marked on the bottom of the

troop card. The troops moving by 1 space are slower and usually inflict more damage. The troops moving by 3 spaces are usually weaker and easier to destroy.

Note: The troops with howitzers **never move**.

After the troops move, the player's turn ends.



Example: The new card is a troop. The mark on the top left corner of the card indicates that it should be placed on track D. The mark on the bottom right corner indicates that after playing the card, the troops on tracks A and C move. The card on track A is a troop with a speed of 3, therefore it moves by 3 spaces. The troop on track C is a howitzer, it does not move.

A new day

When a discard pile of the current day consists of **8 face up** cards (air raid, morale decline and troop cards), the day of defence ends. Before this happens, the active player has to finish his/her turn. Then, the 8 cards are **turned to the other side** to mark the beginning of the next day. After that, the players take one event card from the top of the event card deck. The action from the event card is performed, and the card is put into the box. You can find the description of the event cards at the end of this manual.

Note: If in a turn in which the eight card has been placed on a discard pile of the current day a player draws an 'Air raid' or 'Morale decline' card the player performs an action from that card, and places it on the discard pile of the **following** day.

The end of the third day

When the third day of defence ends (when the third event card is drawn), the players receive supplies. The supplies on three action tiles (mortar, landmines, rebuilding the wall), are renewed to their maximum values.

THE END OF THE GAME

The game may end on one of the two following ways.

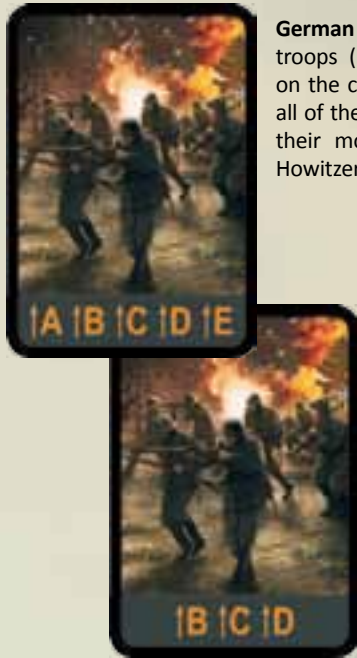
1. The wall on **two action tiles** is destroyed. If the wall on one round space is destroyed, the damage passes to one of the two action tiles behind that space. If, at any moment of the game, there are no bricks on any two action tiles, the players lose (the defensive structures are in such a bad condition that another German attack would result in defeat).
2. The seventh day ends. The players win the game if they place the last 8 German attack cards on the discard pile of the last day of defence (7) and manage to survive until the end of the current player's turn.

EVENT CARDS

Negative event cards:



Battleship bombardment – The players remove bricks, depending on a card, from spaces B and D or A, C and E.

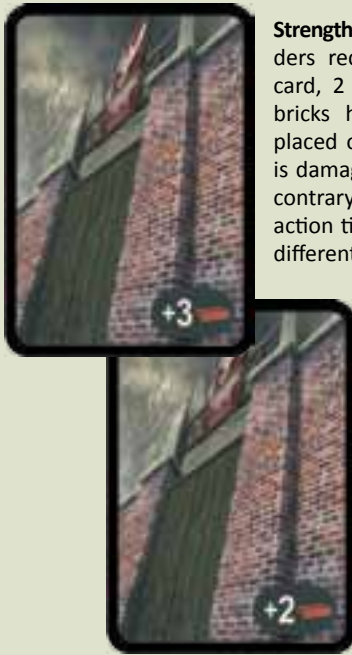


German troops advance – German troops (if any) move (depending on the card), on tracks B, C, D (or all of them), by as many spaces as their movement values indicate. Howitzer batteries do not move.



Burned path – The marked connection between spaces is burned and cannot be used for a whole day. Those paths cannot be crossed until **the next event card is drawn**. This can be marked by placing 2 burned path tokens on the spaces indicated on the card.

Positive event cards:

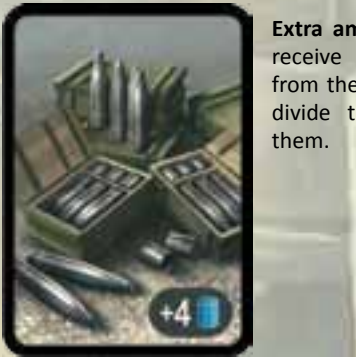


Strengthening the wall – The defenders receive, depending on the card, 2 or 3 extra bricks. Those bricks have to be immediately placed on spaces where the wall is damaged. Each of those bricks, contrary to 'Rebuilding the wall' action tile, **may be** placed on few different walls. If the damage is smaller than the number of bricks, put the extra bricks into the box.



Morale increases – More countries join the war – the defenders' morale increases. Morale marker is moved right by 1 space.

Note: If the morale marker was on one of the leftmost spaces (poor morale), it is moved to the



Extra ammunition – The players receive 4 ammunition markers from the ammunition bank. They divide this ammunition among them.



Extra mortar grenade – The players receive one extra mortar grenade marker which is placed on 'Mortar' action tile.



Extra landmine – The players receive one extra landmine marker which is placed on 'Landmine' action tile.

