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 Kriegsmarine 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.

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**CONTENTS**

- Game board
- Rules
- Polish officer pawns
- German attack cards
- Event cards (6 positive and 6 negative)
- Action tiles
- Movement tokens
- Path tokens
- Brick markers
- Officer cards
- Ammunition markers
- Wound markers
- Landmine markers
- Morale marker

**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 the 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 the 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**

1. Place the game board in the middle of the table.
2. The players choose the difficulty level.
3. Shuffle the 6 action tiles and place them randomly on the 6 action spaces on the appropriate sides.
4. Place the markers on their designated action tiles:
   - Landmines – Place 3 or 4 landmine markers on this tile.
   - Mortars – 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 in the box.
5. Each player takes 2 ammunition markers. The remaining ammunition markers are placed in separate banks near the board.
6. Place all the extra action tokens, limited movement tokens, extra movement tokens and wound markers in separate banks near the board.
7. Place the morale marker on the appropriate side.
8. 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.
9. Each player chooses 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.
10. 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.
11. 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’). Place the 6 remaining event cards into the box.
12. In a one/two player game, the first card from the German attack stack is placed on the 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.
13. The oldest player begins the game.
Performing action on action tile

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) Mortar

This title allows you to increase your morale track by one. The number of morale is shown on the mortar's action tile. The resisting troops are required to move their position at least one level of higher morale, and it decreases, the player does not receive the bonus.

B) Supply ammunition

This tile allows you to take 3 or 6 (depending on the side of the tile) ammunition markers. Either player can 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 the remaining ammunition. The used ammunition is placed on the side of the board. The ammunition do not run out as the mortar grenade, ammunition, and brick markers. If mortars fail to move, they are removed from the board (next to the discard pile of the current day of defence).

C) Landmines

This tile allows you to place one landmine on any user-friendly German attack track. The attacking troops can't use any of the actions that end in movement tokens. If the second brick is lost, the player can perform only one action attack/attack if his/his pawn is on more than one round space at the same time.

D) Rebuilding the wall

This tile allows you to place one landmine on any empty German attack track. The attacking troops can't use any of the actions that end in movement tokens. If the second brick is lost, the player can perform only one action attack/attack if his/his pawn is on more than one round space at the same time.

E) Supplying ammunition

This tile allows you to take 3 or 6 (depending on the side of the tile) ammunition markers. Either player can 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 the remaining ammunition. The used ammunition is placed on the side of the board. The ammunition do not run out as the mortar grenade, ammunition, and brick markers. If mortars fail to move, they are removed from the board (next to 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 troops cards allow to rebuild the wall, change the troops positions, perform an attack on their card and peut, the troops are placed and the troops attack their.

A) Troop cards

If a new card is a troop card, it is immediately placed on one of the German attack tracks. On each card’s top left corner, there is always the course of the game (i.e., if the card is placed), there may be only one troop on each track at the time same, the track on which the new troop is placed on the first empty track on the right from that unit. If all of the tracks for the unit are occupied, the troops are placed on the left side of the board. The troops are placed on the tracks with bonuses, strength of the attack and the token on which they are placed and the troops attack their.

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C) Landmines

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D) Rebuilding the wall

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C) Landmines

This tile allows you to place one landmine on any empty German attack track. The attacking troops can’t use any of the actions that end in movement tokens. If the second brick is lost, the player can perform only one action attack/attack if his/his pawn is on more than one round space at the same time.

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When the morale marker drops to the lowest level, it is placed on the discard pile of the current day of defence.

When the third day of defence ends (when the third event card is drawn), the players receive 3 ammunition markers. The supplies on three action tiles (mortar, landmines, rebuilding the wall), are renewed until the end of the game. Upon the end of the game, the players have the following resources:

- 24 ammunition markers
- 15 mortar grenade markers
- 15 landmines
- 15 battle tanks
- 15 howitzers
- 15 air raid cards
- 15 morale decline cards
- 15 battle damage cards
- 15 event cards

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

1. The wall on two action tiles is destroyed. The players receive one extra ammunition marker, one extra mortar grenade marker, and one extra landmine marker. The supplies on those action tiles are renewed until the end of the game.

2. The troops moving by 3 spaces 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.

**Event cards**

- **Battleship bombardment** – The players receive one extra mortar grenade marker which is placed on ‘Mortar’ action tile.
- **Howitzer batteries** – Howitzer batteries do not move. Their movement values indicate.
- **Extra ammunition** – The players receive one extra ammunition marker from the ammunition bank. They double the ammunition among them.
- **Burned path** – The marked connection between spaces is burned and cannot be used for the current 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.
- **German troops advance** – German troops (of only) move (depending on the card), on tracks C, D or E (or both of them), by as many spaces as their movement values indicate. Howitzer batteries do not move.
- **Negative event cards**
- **Morbile increase** – All countries on the war – the defenders’ morale increases. Morale marker is moved right by 1 space.
- **Morale decreases** – Allies countries on the war – the defenders’ morale decreases. Morale marker is moved left by 1 space.
- **Extra landmines** – The players receive one extra landmine marker which is placed on ‘Landmines’ action tile.
- **Extra mortar grenade** – The players receive one extra mortar grenade marker which is placed on ‘Mortar’ action tile.

**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 sound 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 defence scenario and the players lose the battle. The game continues as usual if the condition between spaces is burned.

2. The next event card is drawn if the players lose the battle. The players receive 3 event cards and manage to survive until the end of the current player’s turn.